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OCCULT ADVENTURES PLAYTEST

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OCCULT ADVENTURES PLAYTEST

Welcome to the playtest for *Occult Adventures*, a strange and mysterious addition to the Pathfinder Roleplaying Game due out in August 2015. This document contains everything you need to create an occult adventurer and get ready to delve into explorations of hidden secrets and forbidden lore. While you can use these characters in any adventure, their focus is on the occult—the mysterious forces at work behind the façade of the world.

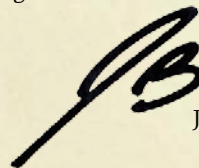
The point of this playtest is to let us know what you think! We need to know what works and what needs work. We want to hear about how these classes interact with your home game, not just in terms of their mechanics, but also how they fit in thematically with the other parts of the game. To help us sort out all of this information, we have set up a number of messageboards on paizo.com where you read up on what others are thinking, get new information on these rules, and most importantly tell us what you think. The playtest forums will remain open until November 25, 2014.

In addition to the messageboards, there are surveys for each of the classes, allowing us to gauge general opinions about these classes. These surveys are available now and

will remain open until the end of the playtest. You can even change your answers as the playtest progresses, but on November 24th we'll close those surveys, locking in your answers. Please share your input before then!

Finally, I just want to take a moment to talk about the playtest process itself. Although we find all feedback useful, comments based on actual play experience are by far the most valuable. Please try to work these classes into your game, or even just a sample session. When posting to the forums, look for existing threads on your topic before starting a new one—this will help us to better absorb and respond to feedback. While discussions can become heated, remember that every game is different, and every participant is trying to make the game better for everyone. Be polite and respectful to your fellow playtesters.

So, pull back the veil, open your third eye, and delve into the secrets of the occult. Once you emerge, you might just find your game forever changed.



Jason Bulmahn
Lead Designer

What Is Occult Adventures?

What if the world around you is a lie—a show put on to occlude the truth? Surely there exist vicious orcs, greedy dragons, and powerful wizards, but what if there are far stranger and more mysterious things going on in the shadows? What if your hero uncovered just one clue, a thread of the plot? Would you tug at the string, even if it meant that your view of the world could be irrevocably unraveled?

Occult Adventures is designed to give players and GMs the tools and guidance needed to add mystery and secrets to their game. While an ordinary game might see the players facing off against a tribe of goblins who have been killing local livestock and threatening villagers, in an occult game, the players might then learn that the livestock were sacrifices made to a dark altar, and that the altar was given to the goblins for some foul purpose. Further investigation might reveal that the altar was channeling the power of the sacrifices to a petty noble, who uses the power to commune with

strange and savage spirits that are corrupting his mind and giving him incredible mental power. Those who look deeper still might discover that the spirits themselves are only speaking to the noble because of the psychic turbulence at a nearby necropolis that has caused them to flee from their final rest. So it goes in an occult game: each hidden truth hints at further mystery and stranger plots.

Stranger yet are those who delve into such mysteries. While certain bards, clerics, fighters, and wizards plumb these depths, others turn to rare and obscure forms of magic to seek the truth. Psychic magic is rooted deeply in the occult; those that practice it turn inward to their minds and outward to the ethereal and astral planes for their power. Each class in this playtest touches upon psychic magic in some way, either as a psychic spellcaster or as a wielder of psychic power. While psychic magic works just like arcane and divine magic in many ways, there are a number of important distinctions. See the magic section at the end of this playtest document for more information.

OCCULT CLASSES

The following classes are all part of *Occult Adventures*. While the final release of the book will contain archetypes for many of the other classes in the game, giving characters of all walks the opportunity to explore the mysteries of the occult, these six classes are designed specifically with an occult game in mind.

Kineticist: Capable of controlling elemental forces, the kineticist can call upon her inner power to manipulate the world around her and assault her foes.

Medium: Drawing upon the power of the spirit world, the medium can perform seances that allow the spirits to inhabit his body, granting him unearthly powers.

Mesmerist: Manipulating the mind of allies and enemies alike through his hypnotic gaze, the mesmerist can create illusions and powerful enchantments.

Occultist: Investing his psychic power into objects of personal or historical significance, the occultist can wield such implements to devastating effect.

Psychic: Purely focused on the power of the mind, the psychic can wield the mightiest of mental magics, allowing her to crush the will of her foes and explore the deepest reaches of thought and consciousness.

Spiritualist: Forever bound to a phantom, the spiritualist forms a close bond to this otherworldly apparition, whether it resides in her mind or manifests in the world.

KINETICIST

Kineticists are living channels for elemental matter and energy, allowing them to manipulate the world around them by drawing upon inner reserves from their own bodies. Kineticists often awaken to their kinesis during a violent or traumatic experience, releasing their power involuntarily. As kinetic power is seldom simply passed from parent to child, kineticists are rarely able to find a mentor figure to help focus this raw power, so they must delve into the mystery on their own to learn to control their gifts.

Role: Kineticists generally use their powers to assail their foes from range, but based on the way their talents develop, they can channel their kinesis for a variety of situations. Kineticists are usually quite different from their families and friends, so they often strike out on their own or alongside others with extraordinary talents.

Alignment: Any.

Hit Die: d8

Starting Wealth: 1d6 × 10 gp (average 35 gp).

CLASS SKILLS

The kineticist's class skills are Craft (Int), Heal (Wis), Intimidate (Cha), Perception (Wis), Profession (Wis), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the kineticist.

Weapon and Armor Proficiency: A kineticist is proficient with all simple weapons, as well as with light armor, but not shields.

Elemental Focus (Su): At 1st level, a kineticist chooses to focus primarily in air (aerokinesis), earth (terrakinesis), fire (pyrokinesis), water (hydrokinesis), or ether (telekinesis). Her choice of element determines how she accesses the raw power of the Ethereal Plane, and it grants her access to wild talents and additional class skills.

Kinetic Blast (Sp): At 1st level, a kineticist chooses one of her element's simple blast wild talents. The kineticist can unleash her kinetic blast at a range of 30 feet at will. A kinetic blast requires at least one hand free to aim the blast. All damage from a kinetic blast is treated as magic for the purpose of bypassing damage reduction.

By using wild talents called infusions, a kineticist can alter her kinetic blast to suit her whims. Substance infusions alter a kinetic blast's inner nature to cause an additional effect, while form infusions change the outer nature of the blast, causing it to manifest in a completely different way. You can

use any of the blast wild talents you know in conjunction with no more than one associated form infusion and no more than one associated substance infusion at a time.

Wild Talent: At 1st level, a kineticist gains a wild talent from the list of options available based on her elemental focus and her kineticist level. Wild talents are typically spell-like abilities.

All wild talents have a required kineticist level, and most have an effective spell level. However, blast and defense wild talents are always considered to be a spell of a level equal to half the kineticist's level (maximum 9th level at level 18). A kineticist cannot normally select blast or defense wild talents when she gains a new wild talent.

Unless otherwise noted, a wild talent's DC is determined using the kineticist's Constitution modifier, for a DC of 10 + the wild talent's effective spell level + the kineticist's Constitution modifier. The kineticist uses her Constitution modifier on all concentration checks for wild talents.

A kineticist can select only wild talents that match her element or universal wild talents. At 6th, 10th, and 16th levels, a kineticist can replace one of her wild talents with another wild talent of the same level. She can't replace a wild talent that she used to qualify for another of her wild talents.

Burn (Ex): At 1st level, a kineticist can overexert herself to channel more power than normal, pushing past the boundaries that are safe for her body. Some of her wild talents offer her the option to accept burn in exchange for a greater effect. For each point of burn she accepts, a kineticist suffers one point of nonlethal damage per character level. This damage cannot be removed by any means without a full night's rest. A full night's rest removes all burn and all associated nonlethal damage. A kineticist incapable of suffering nonlethal damage cannot accept burn, and a kineticist can't choose to accept more than 1 point of burn in a single round. This limit rises to 2 points of burn at 6th level, and it rises by 1 point of burn for every 3 levels thereafter. A kineticist can never choose to accept burn if it would put her total points of burn over her Constitution modifier + 3, though she can be forced to accept more burn from a source outside her control.

If she has both hands free, as a move action, a kineticist can visibly gather energy or elemental matter around her, allowing her to reduce the total burn cost of a wild talent used in the same round by 1 point (to a minimum of 0 points). If she takes any damage while gathering power and before the kinetic blast that releases it, she must make a concentration check (DC = 10 + damage dealt + effective spell level of her kinetic blast) or lose the energy in a wild surge that deals her 1 point of burn.

Elemental Defense (Su): At 2nd level, a kineticist gains her element's defense wild talent.

Feel the Burn (Ex): At 3rd level, a kineticist's body surges with energy from her chosen element when she accepts burn,

causing her to glow with a nimbus of fire, weep water from her pores, take on an earthen skin tone, or experience some other thematic effect. In addition, she receives a bonus on all attack and damage rolls with her kinetic blast equal to the total number of points of burn she is currently suffering, to a maximum of +1 for every 3 kineticist levels.

Infusion Specialization (Ex): At 5th level and every 3 levels thereafter, a kineticist chooses either form or substance infusions. She reduces the burn cost of whichever type of infusion she selects by 1 point (to a minimum of 0 points).

Metakinesis (Su): At 5th level, a kineticist gains the ability to alter her kinetic blast by accepting burn. By accepting 1 point of burn, she can affect her kinetic blast as if using Empower Spell-like Ability. At 9th level, by accepting 2 points of burn, she can affect her kinetic blast as if using Maximize Spell-like Ability. At 13th level, by accepting 3 points of burn, she can affect her kinetic blast as if using Quicken Spell-like Ability. At 17th level, by accepting 4 points of burn, she can use her kinetic blast twice with the same action (a standard action, or swift if she also uses Quicken metakinesis); when using a double blast, all additional enhancements apply to both of the doubled blasts.

Composite Specialization (Su): At 15th level, a kineticist becomes more adept at creating composite blasts. She reduces the burn cost of all composite blasts by 1 point. This cannot reduce the cost of a composite blast below 0 points.

Metakinetic Master (Su): At 19th level, a kineticist chooses one type of metakinesis, such as Empower or Quicken. She reduces the burn cost of that metakinesis by 1 point (to a minimum of 0 points).

Omnikinesis (Su): At 20th level, a kineticist transcends the distinction between the different elements and can bend all creation to her will. By accepting 1 point of burn (in addition to any burn requirement of the blast she chooses), she can use any blast wild talent. By accepting 1 point of burn as a standard action, she can change any of her wild talents into any other wild talent of the same category (such as simple blasts or defense) for 24 hours, ignoring any elemental requirements or restrictions (but not any other requirements or restrictions).

ELEMENTS

A kineticist can choose from among the following elements. All kineticists can select universal wild talents.

Aether

Kineticists who focus on the element of aether are called telekineticists. Telekineticists use strands of aether to move objects with their minds. While at first their telekinesis is rudimentary and violent, they can learn many techniques to refine their use of aether.

Class Skills: A telekineticist adds Knowledge (engineering) and Sleight of Hand to her list of class skills.

TABLE I: KINETICIST

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+2	+2	+0	Burn, Element, Kinetic Blast, Wild Talent
2nd	+1	+3	+3	+0	Kinetic Defense, Wild Talent
3rd	+2	+3	+3	+1	Feel the Burn +1
4th	+3	+4	+4	+1	Wild Talent
5th	+3	+4	+4	+1	Infusion Specialization, Metakinesis (Empower)
6th	+4	+5	+5	+2	Feel the Burn +2, Wild Talent
7th	+5	+5	+5	+2	Wild Talent
8th	+6/+1	+6	+6	+2	Infusion Specialization, Wild Talent
9th	+6/+1	+6	+6	+3	Feel the Burn +3, Metakinesis (Maximize)
10th	+7/+2	+7	+7	+3	Wild Talent
11th	+8/+3	+7	+7	+3	Infusion Specialization
12th	+9/+4	+8	+8	+4	Feel the Burn +4, Wild Talent
13th	+9/+4	+8	+8	+4	Metakinesis (Quicken)
14th	+10/+5	+9	+9	+4	Infusion Specialization, Wild Talent
15th	+11/+6/+1	+9	+9	+5	Composite Specialization, Feel the Burn +5, Wild Talent
16th	+12/+7/+2	+10	+10	+5	Wild Talent
17th	+12/+7/+2	+10	+10	+5	Infusion Specialization, Metakinesis (Double)
18th	+13/+8/+3	+11	+11	+6	Feel the Burn +6, Wild Talent
19th	+14/+9/+4	+11	+11	+6	Metakinetic Master
20th	+15/+10/+5	+12	+12	+6	Omnikinesis, Wild Talent

Simple Blasts: A telekineticist has access to the following simple blast wild talent.

Telekinetic Blast (Sp): You throw whatever unattended object happens to be nearby at a single foe as a ranged attack. The object must weigh 5 lbs. per kineticist level you possess or less. If you hit, the target and the thrown object each suffer an amount of bludgeoning, piercing, or slashing damage equal to $1d6+1$ + your Constitution modifier. This damage increases by $1d6+1$ for every 2 kineticist levels you possess beyond 1st. Spell resistance does not apply. Even if a telekineticist uses this power on a magic weapon or other unusual object, the attack does not use any of the magic weapon's bonuses or effects and simply deals the telekineticist's blast damage.

Defense: A telekineticist has access to the following defense wild talent.

Force Ward (Su): As an immediate action, you surround yourself with a shield of force powered by your telekinetic power. You gain a number of temporary hit points equal to your kineticist level. You always lose these temporary hit points first, before any other temporary hit points. If an attack fails to deal more damage than the remaining hit points in your force ward, it still reduces those temporary hit points but otherwise counts as a miss for the purpose of abilities that trigger on a hit or a miss. These temporary hit points regenerate at a rate of 1 per minute. By accepting 1 point of burn, you can increase the strength of your force ward by a number of temporary hit points equal to half your

kineticist level until the next time you recover burn; this increase stacks with multiple uses. You can dismiss this effect as an immediate action, but otherwise it continues until you dismiss it.

Wild Talents: 1st—Kinetic Cover, Kinetic Healer, Light Touch, Pushing Infusion, Telekinetic Finesse; 4th—Foe Throw, Self Telekinesis, Telekinetic Haul, Touchsight; 6th—Force Barrier, Self Telekinesis (Greater), Telekinetic Maneuver; 9th—Many Throw

Air

Kineticists who focus on the element of air are called aerokineticists. Aerokineticists control the flow of air or the currents of electricity, and they often specialize in mobility and range over raw power.

Class Skills: An aerokineticist adds Fly and Knowledge (nature) to her list of class skills.

Simple Blasts: An aerokineticist can choose between the following simple blast wild talents.

Air Blast (Sp): You batter a single foe with a gust of air as a ranged attack. If you hit, the target suffers an amount of bludgeoning damage equal to $1d6+1$ + your Constitution modifier. This damage increases by $1d6+1$ for every 2 kineticist levels you possess beyond 1st. Spell resistance does not apply.

Electric Blast (Sp): You shoot an arc of electricity to shock a single foe as a ranged touch attack. If you hit, the target suffers an amount of electricity damage equal

to $1d6 + 1/2$ your Constitution modifier. This damage increases by $1d6$ for every 2 kineticist levels beyond 1st. Spell resistance applies.

Defense: An aerokineticist has access to the following defense wild talent.

Enveloping Winds (Su): As an immediate action, you surround yourself with a whirling torrent of air, crackling arcs of lightning, or both to protect yourself from ranged attacks. All ranged attacks made with physical weapons suffer a 20% miss chance against you, except for attacks from massive weapons such as a giant's thrown boulder or a ballista. This ability has no effect on ray attacks. This miss chance increases by 5% for every 5 kineticist levels you possess beyond 2nd. By accepting 1 point of burn, you can increase the miss chance by 5% until the next time you recover your burn. You can continue to accept points of burn to increase the miss chance further, to a maximum of 75%. You can dismiss this effect as an immediate action, but otherwise it continues until you dismiss it.

Wild Talents: 1st—Air Cushion, Air's Reach, Pressurized Blast Infusion; 6th—Engulfing Winds, Magnetic Infusion, Torrent, Windsight, Wings of Air; 10th—Chain Lightning, Cyclone, Kinetic Form, Ride the Blast, Spark of Life, Wind Manipulator; 16th—Cloud, Kinetic Form (Greater), Weather Master

Earth

Kineticists who focus on the element of earth are called terrakineticists. Terrakineticists manipulate the earth itself, and they are masters of defensive techniques.

Class Skills: A terrakineticist adds Climb and Knowledge (dungeoneering) to her list of class skills.

Simple Blasts: A terrakineticist has access to the following simple blast wild talent.

Earth Blast (Sp): You shape earth into clumps or jagged shards and send it flying at a foe as a ranged attack. If you hit, the target suffers an amount of bludgeoning, piercing, or slashing damage equal to $1d6+1$ + your Constitution modifier. This damage increases by $1d6+1$ for every 2 kineticist levels you possess beyond 1st. Spell resistance does not apply.

Defense: A terrakineticist has access to the following defense wild talent.

Flesh of Stone (Su): As an immediate action, your skin hardens like stone, dampening the impact of most attacks. You gain DR 1/adamantine. This DR increases by 1 for every 2 kineticist levels you possess beyond 2nd. By accepting 1 point of burn, you can increase the DR by 1 until the next time you recover burn, to a maximum DR equal to your kineticist level. You can dismiss this effect as an immediate action, but otherwise it continues until you dismiss it.

Wild Talents: 1st—Kinetic Cover, Pushing Infusion; 6th—Earth Climb, Entangling Infusion, Impale, Jagged Flesh, Magnetic Infusion, Move Earth, Rare Metal Infusion,

Tremorsense; 10th—Earth Glide, Kinetic Form, Ride the Blast, Spark of Life; 16th—Kinetic Form (Greater), Sharding

Fire

Kineticists who focus on the element of fire are called pyrokineticists. Pyrokineticists wield elemental fire as a potent weapon, and they possess powerful offensive techniques.

Class Skills: A pyrokineticist adds Escape Artist and Knowledge (nature) to her list of class skills.

Simple Blasts: A pyrokineticist has access to the following simple blast wild talent.

Fire Blast (Sp): You unleash a gout of flickering fire to burn a single foe as a ranged touch attack. If you hit, the target suffers an amount of fire damage equal to $1d6 + 1/2$ your Constitution modifier. This damage increases by $1d6$ for every 2 kineticist levels you possess beyond 1st. Spell resistance applies.

Defense: A pyrokineticist has access to the following defense wild talent.

Searing Flesh (Su): As an immediate action, your body becomes painfully hot. Whenever a creature hits you with a natural attack or an unarmed strike, that creature suffers $1d6$ points of fire damage (Reflex negates). A creature in a grapple with you takes this damage at the end of its turn each round without a save. This damage increases to $1d8$ at 7th level, $2d6$ at 12th level, and $3d6$ at 17th level. By accepting 1 point of burn, you can increase the damage dice by one step until the next time you recover burn. This effect stacks with itself up to 4 times, to a maximum of $12d6$ at level 17. You can dismiss this effect as an immediate action, but otherwise it continues until you dismiss it.

Wild Talents: 1st—Burning Infusion, Fire Sculptor; 6th—Firesight, Flame Jet; 10th—Flame Jet (Greater), Flame Shield, Kinetic Form, Ride the Blast, Spark of Life, Trail of Flames; 16th—Explosion, Kinetic Form (Greater), Pure Flame Infusion

Water

Kineticists who focus on the element of water are called hydrokineticists. Hydrokineticists master the flow of water or the numbing chill of cold, and they are known for their versatility and flowing forms, like the ever-changing currents.

Class Skills: A hydrokineticist adds Knowledge (nature) and Swim to her list of class skills.

Simple Blasts: A hydrokineticist can choose between the following simple blast wild talents.

Cold Blast (Sp): You emit a beam of utter cold to freeze a single foe as a ranged touch attack. If you hit, the target suffers an amount of cold damage equal to $1d6 + 1/2$ your Constitution modifier. This damage increases by $1d6$ for

every 2 kineticist levels you possess beyond 1st. Spell resistance applies.

Water Blast (Sp): You slam a single foe with a stream of water as a ranged attack. If you hit, the target suffers an amount of bludgeoning damage equal to $1d6+1$ + your Constitution modifier. This damage increases by $1d6+1$ for every 2 kineticist levels you possess beyond 1st. Spell resistance does not apply.

Defense: A hydrokineticist has access to the following defense wild talent.

Shroud of Water (Su): As an immediate action, you surround yourself with a shroud of water, ice, or both that protects you from harm. The shroud can either cover your body, functioning as armor, or float around you and block attacks, functioning as a shield. It grants either a +4 armor bonus or a +2 shield bonus to AC, and you can change the type of bonus as a standard action. This bonus increases by 1 for every 4 kineticist levels beyond 2nd. By accepting 1 point of burn, you can increase the bonus by 1 until the next time you recover burn. This increase stacks with multiple uses, but can never cause the bonus to rise by more than 50% of its starting value. You can dismiss this effect as an immediate action, but otherwise it continues until you dismiss it.

Wild Talents: 1st—Icewalker, Kinetic Cover, Kinetic Healer, Pressurized Blast Infusion, Slick; 6th—Entangling Infusion, Impale, Torrent, Water Manipulator, Waterdancer, Watersense; 10th—Chilling Infusion, Ice Path, Kinetic Form, Ride the Blast, Shimmering Mirage, Spark of Life, Spray, Waterdancer (Greater); 16th—Cloud, Kinetic Form (Greater), Sharding

Universal

The following wild talents are available to all kineticists.

Wild Talents: 1st—Extended Range, Kinetic Blade, Kinetic Fist; 6th—Extreme Range, Kinetic Whip, Snaking; 7th—Expanded Defense, Expanded Element; 16th—Reverse Shift

WILD TALENTS

Kineticists' wild talents shape the way they can use their kinesis to manipulate themselves and the world around them. Many wild talents are spell-like abilities.

Infusions

Infusions allow a kineticist to alter her kinetic blast to suit her whims. Form infusions change the way the blast is delivered, and substance infusions add an extra effect to the blast.

BURNING INFUSION

Element fire; **Type** substance infusion; **Level** 1; **Burn** 1

Prerequisites kineticist level 1st

Associated Blasts blue flame, fire, magma, plasma

Saving Throw Reflex negates

Your kinetic blast ignites your foes. Whenever an infused blast deals fire damage to a foe, that foe catches on fire. Foes that are on fire take $1d6$ points of fire damage each round until they put out the flames.

CHAIN LIGHTNING

Element air; **Type** form infusion; **Level** 6; **Burn** 3

Prerequisites kineticist level 10th

Associated Blasts electricity

Saving Throw none

Your electric blast leaps from target to target. When you hit a target with your infused blast, you can continue the chain by making a ranged touch attack against an additional target that is within 30 feet of the first. The blast originates from the previous target, which could alter cover and other conditions. Each additional target suffers $1d6$ less damage than the last (for example, $3d6$ becomes $2d6$), and you cannot chain back to a previous target. You can continue chaining your blasts until a blast misses or fails to deal damage, or until your blast is reduced to a single damage die.

CHILLING INFUSION

Element water; **Type** substance infusion; **Level** 6; **Burn** 3

Prerequisites kineticist level 10th

Associated Blasts blizzard, cold, ice

Saving Throw Fortitude negates

Your kinetic blast chills your foes to the bone, making their movements sluggish. Whenever an infused blast deals cold damage to a foe, that foe is staggered for 1 round.

CLOUD

Element air; **Type** form infusion; **Level** 9; **Burn** 4

Prerequisites kineticist level 16th

Associated Blasts blizzard, sandstorm, steam, thunderstorm

Saving Throw none

Instead of unleashing your kinesis in a concentrated blast, you instead release it slowly into a diffuse cloud. You can center this 20-foot-radius cloud anywhere within 120 feet of you. All creatures and objects within the cloud when you create it automatically take $1/4$ normal damage from your blast with no saving throw. Any time a creature enters the cloud, it takes half damage from your blast, as do creatures that end their turn in the cloud. Your cloud also obscures vision as *obscuring mist*. It lasts for a number of rounds equal to your Constitution modifier or until you use the cloud infusion again.

CYCLONE

Element air; **Type** form infusion; **Level** 6; **Burn** 3

Prerequisites kineticist level 10th

Associated Blasts air, blizzard, sandstorm, thunderstorm

Saving Throw Reflex half

You center yourself at the eye of a circular rush of wind. All creatures and objects within a 20-foot-radius burst centered on

you take half your blast's normal damage. The saving throw DC is Dexterity-based.

ENTANGLING INFUSION

Element earth or water; **Type** substance infusion; **Level** 4; **Burn** 2

Associated Blasts blizzard, cold, earth, ice, magma, metal, mud, sandstorm

Saving Throw Reflex negates

Your kinetic blast surrounds your foes in elemental matter, impeding their movements. Whenever a blast with this infusion deals damage to a foe, that foe becomes entangled for 1 minute. The foe can remove this condition as a standard action with an Escape Artist check or Strength check (with the same DC as your kinetic blast) or by dealing twice your kineticist level in damage to the entangling matter (it has hardness 0). If the foe was already entangled by this infusion and fails its save against a second instance of this infusion, the increased amount of elemental matter fuses to the ground, causing the foe to be rooted in place as though anchored to an immobile object.

EXPLOSION

Element fire; **Type** form infusion; **Level** 9; **Burn** 4

Prerequisites kineticist level 16th

Associated Blasts blue flame, fire

Saving Throw Reflex half

You focus your energy on a point in space and create a controlled miniaturized explosion. You can center the explosion anywhere within 120 feet of you, and you can choose the radius of the spread to be 5, 10, 15, or 20 feet. All creatures and objects within the explosion take your blast's damage. The saving throw DC is Dexterity-based.

EXTENDED RANGE

Element universal; **Type** form infusion; **Level** 1; **Burn** 1

Prerequisites kineticist level 1st

Associated Blasts any

Saving Throw none

Your kinetic blast can strike any target within 120 feet, rather than 30 feet.

EXTREME RANGE

Element universal; **Type** form infusion; **Level** 4; **Burn** 2

Prerequisites kineticist level 6th, extended range

Associated Blasts any

Saving Throw none

Your kinetic blast can strike any target within 480 feet, rather than 30 feet.

FOE THROW

Element aether; **Type** form infusion; **Level** 4; **Burn** 2

Prerequisites kineticist level 6th

Associated Blasts telekinesis

Saving Throw Fortitude negates; see text

Your telekinetic blast can throw a creature instead of an unattended object. If the creature you choose to throw succeeds at a Fortitude save, it negates the blast entirely. Otherwise, if your blast hits, both the thrown creature and the target suffer the full damage of your telekinetic blast and the thrown creature falls prone in the last unoccupied space along its path. If your blast misses, the thrown creature can choose to occupy any space within 30 feet of the intended target, it does not fall prone, and it suffers half damage from your blast. This movement does not provoke attacks of opportunity.

IMPALE

Element earth or water; **Type** form infusion; **Level** 4; **Burn** 2

Prerequisites kineticist level 6th

Associated Blasts earth, ice, metal

Saving Throw none

You extend a long sharp spike of elemental matter along a line, impaling multiple foes. Make a single attack roll against each creature or object in a 30-foot line, starting with the closest target. If the result is a critical threat, roll to confirm only against the first target you hit. Calculate damage against each target you hit, starting from the closest. If your attack hits a target but fails to deal physical damage to that target, the spike failed to penetrate and the infused blast does not continue. An infused blast can even penetrate solid barriers, but in that case it must deal enough damage to destroy the barrier in order to continue through. When using this infusion with earth or metal blasts, you must choose to deal piercing damage.

KINETIC BLADE

Element universal; **Type** form infusion; **Level** 1; **Burn** 1

Prerequisites kineticist level 1st

Associated Blasts any

Saving Throw none

You form a weapon using your kinesis. You create a non-reach one-handed or light weapon in your hands formed of pure energy or elemental matter, or for telekineticists, you transfer the power of your kinetic blast to any object held in one hand. Use this form infusion as part of an attack action or full-attack action to make melee attacks with this weapon, which deals your kinetic blast damage on each hit (applying any modifiers to your kinetic blast's damage, including your Constitution modifier or half your Constitution modifier as normal, but not your Strength modifier), and disappears at the end of your turn. The weapon deals the same damage type that your kinetic blast deals, and it interacts with AC and spell resistance as normal for a blast of its type. Even if a telekineticist uses this power on a magic weapon or other unusual object, the attack does not use any of the magic weapon's bonuses or effects and simply deals the telekineticist's blast damage.

KINETIC FIST

Element universal; **Type** form infusion; **Level** 1; **Burn** 1

Prerequisites kineticist level 1st

Associated Blasts any

Saving Throw none

You surround your body with energy or elemental matter from your kinesis. Use this form infusion as part of an attack action or full-attack action to add 1d6 points of damage of your kinetic blast's damage type per 3 dice of your kinetic blast's damage (minimum 1d6) to each of your natural attacks and unarmed strikes until the beginning of your next turn. This extra damage ignores spell resistance and does not apply any modifiers to your kinetic blast's damage, such as your Constitution modifier.

KINETIC WHIP

Element universal; **Type** form infusion; **Level** 4; **Burn** 2

Prerequisites kineticist level 6th, kinetic blade

Associated Blasts any

Saving Throw none

You form a long tendril of energy or elemental matter using your kinesis. This functions as kinetic blade but extends your reach as if it was a reach weapon appropriate for your size. Unlike most reach weapons, the kinetic whip can also attack nearby creatures. The kinetic whip disappears at the beginning of your next turn, and in the intervening time, it threatens all squares within its reach, allowing you to make attacks of opportunity that deal your kinetic blast's damage.

MANY THROW

Element aether; **Type** form infusion; **Level** 9; **Burn** 4

Prerequisites kineticist level 16th, extended range

Associated Blasts telekinesis

Saving Throw none

With a burst of extreme power, you grab a large number of objects and throw them all at once. You can use your telekinetic blast to make attack rolls against a number of targets equal to your kineticist level within 120 feet, but no two targets can be more than 30 feet apart.

PURE FLAME INFUSION

Element fire; **Type** substance infusion; **Level** 9; **Burn** 4

Prerequisites kineticist level 16th

Associated Blasts blue flame

Saving Throw none; **Spell Resistance** see text

You draw upon inner reserves, opening a direct conduit to the purest elemental fire and sending it surging forth. Your infused blast ignores spell resistance.

MAGNETIC INFUSION

Element air or earth; **Type** substance infusion; **Level** 4; **Burn** 2

Prerequisites kineticist level 6th

Associated Blasts charged water, electricity, metal, plasma, thunderstorm

Saving Throw none

Your kinetic blast causes your foes to become mildly magnetic.

Whenever an infused blast deals damage to a foe, attacks with metal weapons (including metal kinetic blasts) receive a +4 bonus on attack rolls against that foe until the end of your next turn, and the foe receives a -4 penalty on Reflex saves to avoid metallic objects (such as that granted by *blade barrier*).

PRESSURIZED BLAST INFUSION

Element air or water; **Type** substance infusion; **Level** 1; **Burn** 1

Prerequisites kineticist level 1st

Associated Blasts air, blizzard, charged water, sandstorm, steam, thunderstorm, water

Saving Throw none

You build up air or water inside yourself and then release it with increased pressure. Make a Bull Rush combat maneuver attempt against each target damaged by your infused blast, using your Constitution modifier instead of your Strength modifier. This infusion can push a foe back by a maximum of 5 feet. You cannot use this infusion with a form infusion that causes your kinetic blast to lack a clear direction to push, such as cloud.

PUSHING INFUSION

Element aether or earth; **Type** substance infusion; **Level** 1;

Burn 1

Prerequisites kineticist level 1st

Associated Blasts earth, magma, metal, mud, telekinetic

Saving Throw none

The sheer mass and momentum of your kinetic blast knock the target back. Otherwise, this infusion functions like pressurized blast infusion.

RARE METAL INFUSION

Element earth; **Type** substance infusion; **Level** 4; **Burn** 2

Prerequisites kineticist level 6th

Associated Blasts metal

Saving Throw none

When you draw forth metal for your kinetic blast, you can control the properties of the metal, allowing your blast to bypass damage reduction as if it was your choice of cold iron, silver, or adamantite. If your target has an unusual damage reduction that could be overcome with the correct type of metal, such as gold, you can also select that metal for this purpose. The metal you create with this infusion crumbles away shortly thereafter and has no inherent gp value.

SHARDING

Element earth or water; **Type** form infusion; **Level** 9; **Burn** 4

Prerequisites kineticist level 16th, extended range

Associated Blasts earth, ice, metal

Saving Throw none or Reflex half; see text

You throw a solid volatile spiked sphere of elemental matter at a single foe, which shatters into countless shards on a successful hit. Make a ranged attack roll to hit a target within 120 feet. That

target suffers your kinetic blast damage with no saving throw. All other creatures and objects within a 20-foot burst suffer half damage and can attempt a Reflex save to reduce that damage by half. If the attack misses its target, the blast has no effect. The saving throw DC is Dexterity-based.

SLAKING

Element universal; **Type** form infusion; **Level** 4; **Burn** 2

Prerequisites kineticist level 6th, extended range

Associated Blasts any

Saving Throw none

You have fine control over your kinetic blast, allowing you to alter its path to avoid obstacles in the way. You can trace out any path for your blast, so long as the path is no longer than 120 feet, potentially allowing you to avoid cover (even total cover). You can choose a path that leads into squares you cannot see, such as around corners.

SPRAY

Element water; **Type** form infusion; **Level** 6; **Burn** 3

Prerequisites kineticist level 10th

Associated Blasts charged water, water

Saving Throw Reflex half

Instead of focusing at a single target, you diffuse your kinetic blast to spray forward in all directions. All creatures and objects in a 30-foot cone suffer half your blast damage. The saving throw DC is Dexterity-based.

TORRENT

Element air or water; **Type** form infusion; **Level** 4; **Burn** 2

Prerequisites kineticist level 6th

Associated Blasts air, blizzard, charged water, mud, sandstorm, thunderstorm, water

Saving Throw Reflex half

You send forth your kinetic blast in a sweeping torrent, buffeting all foes in a line. You deal half your blast damage to all creatures and objects in a 30-foot line. The saving throw DC is Dexterity-based.

Other Wild Talents

These wild talents allow the kineticist to manipulate her element to create a variety of useful effects.

AIR CUSHION

Element air; **Type** Sp; **Level** 1; **Burn** 0

Prerequisites kineticist level 1st

You can cushion a fall from any height using your control of air. You are constantly under the effects of *feather fall*. If this effect is dispelled, you can call it forth again as a standard action.

AIR'S REACH

Element air; **Type** Su; **Level** 1; **Burn** 0

Prerequisites kineticist level 1st

When using air blasts or wild talents, or composite blasts that include air, double your effective range. This effect applies after altering the range due to effects like the extended range form infusion. This doubles only the effective range, not the area of effect for wild talents like cloud and cyclone.

EARTH CLIMB

Element earth; **Type** Su; **Level** 4; **Burn** 0

Prerequisites kineticist level 6th

You use your connection to earth to effortlessly climb across it. You gain a climb speed equal to your base land speed when climbing stone or earthen surfaces.

EARTH GLIDE

Element earth; **Type** Su; **Level** 6; **Burn** 0

Prerequisites kineticist level 10th, earth climb

You can walk through earth without leaving a trace behind. You gain a burrow speed through stone or earthen surfaces equal to your base land speed, as an earth elemental's earth glide ability.

ENGULFING WINDS

Element air; **Type** Sp; **Level** 4; **Burn** 0

Prerequisites kineticist level 6th

Prerequisites enveloping winds

You bend the winds enveloping you into a formidable barrier against ranged attacks. Until the beginning of your next turn, you lose the benefits of enveloping winds, but you can create a *wind wall* as the spell. You can extend the wall's duration to 1 round per kineticist level you possess by accepting 1 point of burn.

FIRE SCULPTOR

Element fire; **Type** Sp; **Level** 1; **Burn** 0

Prerequisites kineticist level 1st

You can sculpt shapes out of flame or alter a fire's spread. As a standard action, you can move one 5-foot square of an ongoing fire per kineticist level you possess to any square contiguous to that fire. For instance, a 4th-level kineticist could move 4 contiguous squares from the center of a 20-foot-by-20-foot fire to the fire's edge in order to create a safe path to escape. The fire continues to spread normally after you sculpt it, so on the following rounds, it may reignite the areas from which you moved the flames.

FIRESIGHT

Element fire; **Type** Su; **Level** 4; **Burn** 0

Prerequisites kineticist level 6th

You can see through flames (including *wall of fire*) and smoke (such as from *pyrotechnics*) as if they were transparent. Creatures on fire and creatures with the fire subtype do not benefit from concealment or total concealment against you.

FLAME JET

Element fire; **Type** Sp; **Level** 4; **Burn** 0

Prerequisites kineticist level 6th

You shoot a burst of flame behind you as a standard action, propelling you up to 60 feet in a straight line, including into the air (any movement upward costs double). If you end your turn mid-air, you begin falling on your next turn unless you use flame jet again.

FLAME JET, GREATER

Element fire; **Type** Sp; **Level** 6; **Burn** 0

Prerequisites kineticist level 10th, flame jet

You can use flame jet as a move action and can emanate a mild jet of flame below yourself, allowing you to hover without spending an action.

FLAME SHIELD

Element air; **Type** Sp; **Level** 6; **Burn** 1

Prerequisites kineticist level 10th, searing flesh

You surge energy into the aura of heat surrounding you, and it bursts into violent flames. Flickering flames surround you until the next time you recover burn. While your searing flesh is active, any creature that strikes you with a melee attack takes an amount of fire damage equal to half your kineticist level unless it is using a reach weapon. If the creature also fails its save against your searing flesh, the damage stacks, applying fire resistance only once. You also gain the protection from cold of a warm *fire shield*, but a cold attack that would deal an amount of damage equal to twice your kineticist level before applying the protection freezes away your flame shield after applying the protection, ending the flame shield early.

FORCE BARRIER

Element aether; **Type** Sp; **Level** 6; **Burn** 0

Prerequisites kineticist level 10th, force ward

Using your telekinesis, you create an immobile sphere or hemisphere of force around your square or squares. The force barrier functions as a *wall of force* in all other ways. Activating this ability is a standard action, and the barrier lasts until the beginning of your next turn. Each round, just before the barrier would disappear, you can extend this duration by accepting 1 point of burn. If an attack manages to destroy the force barrier, you immediately suffer 1 point of burn.

ICE PATH

Element water; **Type** Su; **Level** 6; **Burn** 0

Prerequisites kineticist level 10th, icewalker

You freeze water vapor in the air, allowing you to travel above the ground. You gain an effect equivalent to *air walk* by walking along the ice you form, leaving a path of ice behind you that lasts for 1 round before it melts.

ICEWALKER

Element water; **Type** Su; **Level** 1; **Burn** 0

Prerequisites kineticist level 1st

You can move across wet and icy surfaces without needing to attempt Acrobatics checks due to slipperiness. This includes areas under the effects of the slick wild talent. You are immune to seasickness.

JAGGED FLESH

Element earth; **Type** Sp; **Level** 4; **Burn** 1

Prerequisites kineticist level 6th, flesh of stone

You painfully push jagged chunks of rock forth from your flesh. Until the next time you recover burn, while your flesh of stone is active, any creature that strikes you with an unarmed strike or natural weapon or that grapples you takes 1d6 points of piercing damage. Weapons that strike you also take this damage, though it is unlikely to penetrate the weapon's hardness.

KINETIC COVER

Element aether, earth, or water; **Type** Sp; **Level** 1; **Burn** 0

Prerequisites kineticist level 1st

You call up elemental matter to defend yourself and your allies from attacks. As a standard action, you can select one face of a square within 30 feet of you and move elemental matter to block that face, providing total cover from that direction. Water, ice, and telekinetic force are translucent, but earth, metal, mud, and the like are opaque and block line of sight as well. A creature who strikes the cover can easily destroy it. Regardless of its composition, the cover has hardness 0 and 2 hit points per kineticist level you possess.

KINETIC FORM

Element air, earth, fire, or water; **Type** Sp; **Level** 6; **Burn** 0

Prerequisites kineticist level 10th

You can call forth your element and infuse it into your entire body. You gain elemental qualities of a type of elemental that matches any of the elements you possess as if by casting *elemental body I*. By accepting 2 points of burn, until the next time you recover burn, whenever you use kinetic form, you can instead gain the benefits of *elemental body II*. When using kinetic form, you never gain the earth glide, whirlwind, or vortex abilities.

KINETIC FORM, GREATER

Element air, earth, fire, or water; **Type** Sp; **Level** 9; **Burn** 0

Prerequisites kineticist level 16th, kinetic form

Your ability to infuse yourself with elemental matter increases. When you use kinetic form, you can gain the benefits of *elemental body III*. By accepting 2 points of burn, you can gain the benefits of *elemental body IV* when using kinetic form until the next time you recover burn. You do not gain the earth glide, whirlwind, or vortex abilities.

KINETIC HEALER

Element aether or water; **Type** Sp; **Level** 1; **Burn** 1; see text

Prerequisites kineticist level 1st

Saving Throw none; **Spell Resistance** yes

With a touch, you can heal a willing living creature for an amount equal to your kinetic blast's damage. Instead of paying the burn cost, you can cause the recipient to take 1 point of burn. If you choose to do so, the recipient suffers 1 point of nonlethal damage per Hit Die he possesses that cannot be recovered by any means until he takes a full night's rest.

LIGHT TOUCH

Element aether; **Type** Sp; **Level** 1; **Burn** 0

Prerequisites kineticist level 1st

You are able to control the raw telekinetic power surging within you, allowing you to move objects in a less violent manner. This ability is similar to *mage hand* except you can move an object that weighs up to 5 lbs. per 2 kineticist levels you possess (minimum 5 lbs.) and you can move magical objects. If you possess the extended range wild talent, you can increase the range of your light touch to medium range and increase the rate of movement to 30 ft. per round, and if you possess the extreme range wild talent, you can increase the range of your light touch to long range and increase the rate of movement to 60 ft. per round.

MOVE EARTH

Element earth; **Type** Sp; **Level** 4; **Burn** 0

Prerequisites kineticist level 6th, kinetic cover

Saving Throw see text; **Spell Resistance** no

As a standard action, you can push or pull a 5-foot cube of earth or unworked stone within 30 feet, moving the cube 5 feet in any direction. You can create raised platforms, stairs up a cliff, holes, or other useful features. If you move the earth beneath a creature's feet, it can attempt a DC 20 Reflex save to leap elsewhere and avoid moving along with the earth.

REVERSE SHIFT

Element universal; **Type** Sp; **Level** 9; **Burn** 0

Prerequisites kineticist level 16th

You reverse the flow of your kinetic connection to the inner planes and concentrate deeply, sending your own body into the Ethereal Plane as *ethereal jaunt* instead of drawing matter from it. As long as you concentrate on reverse shift, you remain in the Ethereal Plane, but if you remain there for a number of consecutive rounds equal to your kineticist level, and for every equivalent interval thereafter, you must accept 1 point of burn. Once you return to the Material Plane, you cannot use reverse shift again for a number of rounds equal to the total number of rounds you spent in the Ethereal Plane.

RIDE THE BLAST

Element air, earth, fire, or water; **Type** Sp; **Level** 6; **Burn** 0

Prerequisites kineticist level 10th

Use this wild talent as part of activating a kinetic blast. You transform yourself into your element or energy and send yourself forth along with your kinetic blast. You appear at the

end of the blast's path, adjacent to the blast's target (or final target for form infusions like chain lightning) or at the center of the burst or spread for form infusions like explosion. This ability does not work with form infusions that involve melee attacks (such as kinetic blade) or that use a cone shape (such as spray).

SELF TELEKINESIS

Element aether; **Type** Sp; **Level** 4; **Burn** 0

Prerequisites kineticist level 6th

You use your telekinetic abilities to move yourself. Otherwise, this wild talent functions like flame jet.

SELF TELEKINESIS, GREATER

Element aether; **Type** Sp; **Level** 6; **Burn** 0

Prerequisites kineticist level 10th, self telekinesis

You have greater control over your self telekinesis. Otherwise, this wild talent functions like greater flame jet.

SHIMMERING MIRAGE

Element water; **Type** Sp; **Level** 6; **Burn** 1

Prerequisites kineticist level 10th, shroud of water

You cause the watery shroud surrounding you to bend light and form a shimmering mirage. While your shroud of water is active, attacks against you suffer a 20% miss chance due to concealment until the next time you recover burn.

SLICK

Element water; **Type** Sp; **Level** 1; **Burn** 0

Prerequisites kineticist level 1st

Saving Throw Reflex negates; **Spell Resistance** no

You call forth slippery water or ice to confound your foes. As a standard action, you can use your slick for any of the effects of the *grease* spell for 1 round. You can accept 1 point of burn at the start of your next turn to extend the duration to 1 minute per kineticist level you possess.

SPARK OF LIFE

Element air, earth, fire, or water; **Type** Sp; **Level** 6; **Burn** 0

Prerequisites kineticist level 10th

You breathe a semblance of life into elemental matter that matches any of the elements you possess. The elemental matter takes the form of a Medium elemental of the appropriate type as if summoned by *summon monster IV* with a caster level equal to your kineticist level, except that the elemental gains the mindless quality. Each round on your turn, you must spend a move action to guide the elemental or it collapses back into its component element, ending the duration early. By accepting 1 point of burn, you can pour a bit of your own sentience into the elemental, removing the mindless quality and allowing it to persist for its normal duration without spending move actions each round. At 12th level, you can choose to form a large elemental as if by *summon monster V*; at 14th level, you can choose to form a huge elemental as if by *summon monster VI*; at

16th level, you can choose to form a greater elemental as if by *summon monster VII*; and at 18th level, you can choose to form an elder elemental as if by *summon monster VIII*.

TELEKINETIC FINESSE

Element aether; **Type** Sp; **Level** 1; **Burn** 0

Prerequisites kineticist level 1st, light touch

Your control of your telekinesis has improved to the point that you can perform any fine manipulation you choose within close range, even Sleight of Hand and Disable Device checks.

TELEKINETIC HAUL

Element aether; **Type** Sp; **Level** 4; **Burn** 0

Prerequisites kineticist level 6th, light touch

You are able to bring more power to bear while still staying in control. When using light touch, you can move an object that weighs up to 100 lbs. per kineticist level you possess, rather than 5 lbs. per 2 kineticist levels. When using your telekinetic blast, you can throw an object weighing up to 100 lbs. per kineticist level you possess, but this does not increase the damage of the attack.

TELEKINETIC MANEUVER

Element aether; **Type** Sp; **Level** 6; **Burn** 0

Prerequisites kineticist level 10th

Saving Throw none; **Spell Resistance** yes

You have trained to use your telekinetic blast in clever ways to confound your opponents. You can perform combat maneuvers as per the *telekinesis* spell, but you use your Constitution modifier to determine your CMB, rather than your Intelligence or Charisma modifier. If you possess the telekinetic finesse wild talent, add dirty trick and steal combat maneuvers to the list of maneuvers you can perform; when using these maneuvers, determine your CMB using your Dexterity modifier instead of your Constitution modifier.

TOUCHSIGHT

Element aether; **Type** Su; **Level** 4; **Burn** 0

Prerequisites kineticist level 6th

Your telekinesis allows you to keep track of unseen things that it touches. Any time you damage a creature using your telekinetic blast, as long as that creature doesn't use a teleportation effect, you can see that creature at any distance as if using blindsight until the end of your next turn.

TRAIL OF FLAMES

Element fire; **Type** Sp; **Level** 6; **Burn** 0

Prerequisites kineticist level 10th

Saving Throw none; **Spell Resistance** yes

When you take the withdraw or run action, you can choose to leave behind a *wall of fire* in all squares you exit that lasts for 1 round.

TREMORSENSE

Element earth; **Type** Su; **Level** 4; **Burn** 0

Prerequisites kineticist level 6th

You can spend a move action to gain tremorsense 30 feet for 1 round on any earth or stone surface that you can physically touch. While benefiting from this tremorsense, your earth blasts and advanced kinetic blasts with earth components do not suffer a miss chance from concealment or total concealment against creatures you detect with your tremorsense.

WATER MANIPULATOR

Element water; **Type** Sp; **Level** 4; **Burn** 0

Prerequisites kineticist level 6th, kinetic cover

Saving Throw none; see text **Spell Resistance** no

While all hydrokineticists can move water, you have trained to be able to manipulate massive quantities of water. As a standard action, you can raise or lower the level of water as if using *control water* or move an equivalent amount of water to a different place in range. The water remains where you placed it for as long as you continue to spend a standard action to concentrate on this effect. This wild talent also causes a *slow* effect on creatures made of water, just like *control water* (Will negates). When you cease concentrating, the water flows normally, unless you accept 1 point of burn to extend the duration and lock the water in its current position for 10 minutes per kineticist level you possess.

WATERDANCER

Element water; **Type** Sp; **Level** 4; **Burn** 0

Prerequisites kineticist level 6th

You call forth a current of water to increase your speed and allow you to swim with ease, as if constantly under the effects of *slipstream*. If this effect is dispelled, you can call it forth again as a standard action.

WATERDANCER, GREATER

Element water; **Type** Su; **Level** 6; **Burn** 0

Prerequisites kineticist level 10th, waterdancer

You can *water walk* at will and breathe underwater, and your slashing and bludgeoning attacks don't suffer the usual underwater penalties.

WATERSENSE

Element water; **Type** Su; **Level** 4; **Burn** 0

Prerequisites kineticist level 6th

You gain tremorsense 30 feet against anything in contact with the same body of water as you. While benefiting from this tremorsense, your water blasts and advanced kinetic blasts with water components do not suffer a miss chance from concealment or total concealment against creatures you detect with your tremorsense.

WEATHER MASTER

Element air; **Type** Sp; **Level** 9; **Burn** 0

Prerequisites kineticist level 16th

By focusing on your connection to air and seeding the air around you for 10 minutes, you can create powerful weather effects, as *control weather*. You can create tornadoes or hurricane-force winds, as appropriate for the season. If you have expanded element (fire), you can create hot weather, a heat wave, a thaw, or an early spring. If you have expanded element (water), you can create all other types of weather listed in *control weather*.

WIND MANIPULATOR

Element air; **Type** Sp; **Level** 6; **Burn** 0

Prerequisites kineticist level 10th, engulfing winds

You can call forth mighty winds in an enormous area. As a standard action, you can alter the wind around you as if using *control winds*, but the change only remains for as long as you continue to spend a standard action to concentrate on this effect. If you accept 1 point of burn, you can extend the duration to 10 minutes per level.

WINDSIGHT

Element air; **Type** Su; **Level** 4; **Burn** 0

Prerequisites kineticist level 6th

You can see through mist and fog (including fog cloud and similar magic). In areas of moderate or stronger wind, you can see as if you were standing at both your own position and a position a number of feet in the wind's direction equal to the wind's speed in miles per hour, potentially allowing you to see around corners and other obstacles.

WINGS OF AIR

Element air; **Type** Sp; **Level** 4; **Burn** 0

Prerequisites kineticist level 6th, air cushion

The air itself bends to your will, allowing you to soar to great heights. You are constantly under the effects of *fly*. If this effect is dispelled, you can call it forth again as a standard action.

Expanded Element Wild Talents

Every true master among the kineticists eventually seeks to expand her knowledge of her own element or dabble into the use of new elements.

EXPANDED DEFENSE

Element universal; **Type** Su; **Level** 4; **Burn** —

Prerequisites kineticist level 7th, expanded element

Choose an element you selected with expanded element. You gain that element's defense wild talent. You can take this wild talent multiple times. If you do so, you must choose a different element each time.

EXPANDED ELEMENT

Element universal; **Type** Su; **Level** 4; **Burn** —

Prerequisites kineticist level 7th

You learn how to use another element or expand your understanding of your own element. Choose any element,

including your primary element. You gain one of that element's simple blast wild talents that you do not already possess, if any. You also gain all composite blasts whose prerequisites you meet.

If your chosen element is different than your primary element, you can learn 1st-level wild talents from that element. At 10th level, you can learn 4th-level wild talents from that element. At 16th level, you can learn 6th-level wild talents from that element.

At 15th level, you can select this wild talent a second time. If you do so, you must choose a different element than the one you chose the first time you selected this wild talent.

Composite Blasts

Formed from the combination of two elements or the condensed mastery of a single element, composite blasts are the most powerful offense at a kineticist's disposal.

AETHERIC BOOST

Element aether; **Type** composite blast; **Level** —; **Burn** 2

Prerequisites expanded element (aether)

Spell Resistance see text

Choose any simple blast. You infuse that blast with aether, causing it to deal +1 damage for each of its damage dice. At 15th level, you can also choose a composite blast to infuse with aether. To infuse a composite blast in this way, you must accept 1 additional point of burn.

BLIZZARD BLAST

Element air and water; **Type** composite blast; **Level** —; **Burn** 2

Prerequisites air blast, cold blast

Spell Resistance no

You unleash a directed blizzard at a single target as a ranged attack. If you hit, the target suffers an amount of piercing damage equal to 1d6+1 + your Constitution modifier as well as 1d6+1 points of cold damage. The piercing damage and the cold damage each increase by 1d6+1 for every 2 kineticist levels you possess beyond 1st.

BLUE FLAME BLAST

Element fire; **Type** composite blast; **Level** —; **Burn** 2

Prerequisites primary element is fire, expanded element (fire)

Spell Resistance yes

You unleash a concentrated blast of intense blue flame to incinerate a single foe as a ranged touch attack. If you hit, the target suffers an amount of fire damage equal to 2d6 + 1/2 your Constitution modifier. This damage increases by 2d6 for every 2 kineticist levels you possess beyond 1st.

CHARGED WATER BLAST

Element air and water; **Type** composite blast; **Level** —; **Burn** 2

Prerequisites electric blast, water blast

Spell Resistance no

You slam a single foe with a stream of electrically charged water as a ranged attack. If you hit, the target suffers an amount of bludgeoning damage equal to $1d6+1$ + your Constitution modifier as well as $1d6+1$ points of electricity damage. The bludgeoning and electricity damage each increase by $1d6+1$ for every 2 kineticist levels you possess beyond 1st.

FORCE BLAST

Element aether; **Type** composite blast; **Level** —; **Burn** 2

Prerequisites primary element is aether, expanded element (aether)

Spell Resistance yes

You throw a burst of force at a single foe as a ranged touch attack. If you hit, the target suffers an amount of force damage equal to $1d6 + 1/2$ your Constitution modifier. This damage increases by $1d6$ for every 2 kineticist levels you possess beyond 1st.

ICE BLAST

Element water; **Type** composite blast; **Level** —; **Burn** 2

Prerequisites primary element is water, expanded element (water)

Spell Resistance no

You shoot a chilling icicle to stab a single foe as a ranged attack. If you hit, the target suffers an amount of piercing damage equal to $1d6+1$ + your Constitution modifier as well as $1d6+1$ points of cold damage. The piercing damage and the cold damage each increase by $1d6+1$ for every 2 kineticist levels you possess beyond 1st.

MAGMA BLAST

Element earth and fire; **Type** composite blast; **Level** —; **Burn** 2

Prerequisites earth blast, fire blast

Spell Resistance no

You use your fire to superheat the earth into a flow of magma and slam a single foe as a ranged attack. If you hit, the target suffers an amount of bludgeoning damage equal to $1d6+1$ + your Constitution modifier as well as $1d6+1$ points of fire damage. The bludgeoning and fire damage each increase by $1d6+1$ for every 2 kineticist levels you possess beyond 1st.

METAL BLAST

Element earth; **Type** composite blast; **Level** —; **Burn** 2

Prerequisites primary element is earth, expanded element (earth)

Spell Resistance no

You shape metal into clumps, shards, or blades and send it flying at a single foe as a ranged attack. If you hit, the target suffers an amount of bludgeoning, piercing, or slashing damage equal to $2d6+2$ + your Constitution modifier. This damage increases by $2d6+2$ for every 2 kineticist levels you possess beyond 1st.

MUD BLAST

Element earth and water; **Type** composite blast; **Level** —; **Burn** 2

Prerequisites earth blast, water blast

Spell Resistance no

You infuse your water into the earth to create a powerful ball of mud and slam a single foe as a ranged attack. If you hit, the target suffers an amount of bludgeoning damage equal to $2d6+2$ + your Constitution modifier. This damage increases by $2d6+2$ for every 2 kineticist levels you possess beyond 1st.

PLASMA BLAST

Element air and fire; **Type** composite blast; **Level** —; **Burn** 2

Prerequisites air blast, fire blast

Spell Resistance no

You launch a gust of air and then use your fire to superheat the gust into plasma just as it strikes a single foe as a ranged attack. If you hit, the target suffers an amount of bludgeoning damage equal to $1d6+1$ + your Constitution modifier as well as $1d6+1$ points of fire damage. The bludgeoning and fire damage each increase by $1d6+1$ for every 2 kineticist levels you possess beyond 1st.

SANDSTORM BLAST

Element air and earth; **Type** composite blast; **Level** —; **Burn** 2

Prerequisites air blast, earth blast

Spell Resistance no

You use your air to churn up flensing sand, firing a concentrated gust at a single foe as a ranged attack. If you hit, the target suffers an amount of piercing and slashing damage equal to $2d6+2$ + your Constitution modifier. This damage increases by $2d6+2$ for every 2 kineticist levels you possess beyond 1st.

STEAM BLAST

Element fire and water; **Type** composite blast; **Level** —; **Burn** 2

Prerequisites fire blast, water blast

Spell Resistance no

You use your fire to superheat water into steam just as it strikes a single foe as a ranged attack. If you hit, the target suffers an amount of bludgeoning damage equal to $1d6+1$ + your Constitution modifier as well as $1d6+1$ points of fire damage. The bludgeoning and fire damage each increase by $1d6+1$ for every 2 kineticist levels you possess beyond 1st.

THUNDERSTORM BLAST

Element air; **Type** composite blast; **Level** —; **Burn** 2

Prerequisites primary element is air, expanded element (air)

Spell Resistance no

You batter a single foe with a gust of air crackling with electricity as a ranged attack. If you hit, the target suffers an amount of bludgeoning damage equal to $1d6+1$ + your Constitution modifier as well as $1d6+1$ points of electricity damage. The bludgeoning damage and the electricity damage each increase by $1d6+1$ for every 2 kineticist levels you possess beyond 1st.

MEDIUM

Mediums channel spirits into themselves, using their own bodies as vessels for astral entities. Whether the spirits represent the souls of the departed, mental archetypes, or disembodied outsiders, the medium balances his need for the spirits' power with the danger of allowing such beings influence over his mind.

Role: Mediums are flexible and versatile, filling whatever role the party needs at the moment by channeling the right spirit.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 4d6 × 10 gp (average 140 gp).

CLASS SKILLS

The medium's class skills are Bluff, Craft, Diplomacy, Fly, Heal, Intimidate, Knowledge (arcana), Knowledge (planes), Knowledge (religion), Linguistics, Perception, Perform, Profession, Sense Motive, Spellcraft, and Use Magic Device.

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the medium.

Weapon and Armor Proficiency: Mediums are proficient with all simple weapons, light armor, and medium armor, but not with shields.

Spirit (Su): A medium serves as a vessel to channel spirits, gaining abilities based on the spirits he channels. At 1st level, a medium knows how to contact a number of different spirits equal to his Charisma modifier, and gains an additional spirit known at 2nd level and every 2 levels thereafter.

Each day, a medium must contact his spirits through a ritual known as a seance. Seances take 1 hour to perform and require the medium's concentration. At the end of the seance, the medium invites any spirit he knows to inhabit him and serve as his primary spirit for that day. The medium gains the listed seance bonus for that spirit for 24 hours. After 24 hours, if the medium does not perform a seance, he does not keep his spirits from the previous day but instead loses all his contacted spirits until he performs a seance.

The medium gains the lesser spirit power from his channeled spirit at 1st level, the intermediate spirit power at 7th level, the greater spirit power at 13th level, and the supreme spirit power at 19th level. The spirit powers are described in the spirit's entry.

In addition to granting power to the medium, each spirit additionally influences the medium as it inhabits his body. When a medium begins play, his spirits each have 0 influence upon him, but a spirit can gain influence over the medium in various ways. Whenever a medium contacts a spirit via a seance, that spirit increases its influence upon him by 1 step, but this increase cannot raise the spirit's influence above 2.

Whenever a medium draws deeply from a spirit's power via a trance, that spirit increases its influence upon him by 1 step, with no maximum. Some spirits will tempt the medium with powers that grant the medium a large advantage in exchange for allowing the spirit to gain 1 influence over the medium. Each day, after resting but before the day's seance, the medium automatically reduces each spirit's influence by 1 step.

Each spirit has a listed compulsion. As the spirit gains influence over the medium, the compulsion becomes stronger. When a spirit has between 0 and 2 influence upon the medium, there are no mechanical restrictions on how the medium expresses his struggle with the increasingly stronger compulsions. A medium under at least 3 influence from a spirit does not need to contact that spirit again after 24 hours—it continues riding him, and he must select that spirit in the next day's seance. If a spirit ever reaches 4 or more influence over the medium, the medium completely loses control to the spirit. He effectively becomes an NPC under the GM's control until after he awakens the next day with the influence reduced, unaware of anything that happened in the intervening time. Because of this, few mediums are willing to incur further spiritual influence beyond 3.

Spirit Bonus (Su): When a medium channels a spirit, he gains a bonus based on the spirit's associated ability score. Strength spirits grant their spirit bonus on attack and damage rolls. Dexterity spirits grant their spirit bonus on Reflex saves and to AC. Constitution spirits grant their spirit bonus on Fortitude saves, and grant 3 times their spirit bonus to maximum and current hit points. Intelligence spirits grant their spirit bonus on skill checks. Wisdom spirits grant their spirit bonus on Will saves and concentration checks. Charisma spirits do not grant their spirit bonus to anything by default; they rely instead on their spirit powers. Spirits may also grant their spirit bonus in other ways, varying by spirit. A 1st-level medium's spirit bonus is +1, and it increases by 1 at 4th, 8th, 12th, 16th, and 20th levels.

Trance (Su): A medium can enter a trance state, beseeching an additional spirit for aid or becoming more in tune with his channeled spirit, in exchange for granting the spirit increased influence over him. Entering a trance requires 1 full round of concentration. At the end of that round, the medium can choose to channel one of his known spirits that matches the alignment or ability score of one of his channeled spirits and gain its lesser power. Alternatively, he can select a spirit he is currently channeling and gain that channeled spirit's weakest spirit power that he does not currently possess. Either way, the effect lasts 1 minute. Any ongoing benefits from a gained power also end after the minute is up. A medium cannot enter a trance when he is already in a trance. Entering a trance increases the chosen spirit's influence upon the medium by 1 step.

Shared Seance (Su): At 2nd level, a medium can request his allies to be present for his seance. A character counts

TABLE 2: MEDIUM

Level	Base	Fort Save	Ref Save	Will Save	Special	Spells per Day			
	Attack Bonus					1st	2nd	3rd	4th
1st	+0	+0	+0	+2	Spirit. Spirit Bonus +1 First Spirit Power, Trance 1/day	—	—	—	—
2nd	+1	+0	+0	+3	Shared Seance	—	—	—	—
3rd	+2	+1	+1	+3	Trance 2/day	—	—	—	—
4th	+3	+1	+1	+4	Spirit Bonus +2	1	—	—	—
5th	+3	+1	+1	+4	Dual Vessel	1	—	—	—
6th	+4	+2	+2	+5	Many Faces (Standard), Trance 3/day	1	—	—	—
7th	+5	+2	+2	+5	Intermediate Spirit Power	1	1	—	—
8th	+6/+1	+2	+2	+6	Spirit Bonus +3	1	1	—	—
9th	+6/+1	+3	+3	+6	Trance 4/day	2	1	—	—
10th	+7/+2	+3	+3	+7	Many Faces (Move)	2	1	1	—
11th	+8/+3	+3	+3	+7	Triune Vessel	2	1	1	—
12th	+9/+4	+4	+4	+8	Spirit Bonus +4, Trance 5/day	2	2	1	—
13th	+9/+4	+4	+4	+8	Greater Spirit Power	3	2	1	1
14th	+10/+5	+4	+4	+9	Many Faces (Swift)	3	2	1	1
15th	+11/+6/+1	+5	+5	+9	Trance 6/day	3	2	2	1
16th	+12/+7/+2	+5	+5	+10	Spirit Bonus +5	3	3	2	1
17th	+12/+7/+2	+5	+5	+10	Fourfold Vessel	4	3	2	1
18th	+13/+8/+3	+6	+6	+11	Astral Conduit, Trance 7/day	4	3	2	2
19th	+14/+9/+4	+6	+6	+11	Supreme Spirit Power	4	3	3	2
20th	+15/+10/+5	+6	+6	+12	Astral Beacon, Spirit Bonus +6	4	4	3	2

as present so long as he maintains physical contact with another present character and willfully opens himself to the spirit; he can take other actions during this time. All present allies gain the channeled spirit's seance boon for 24 hours.

Spells: Beginning at 4th level, a medium gains the ability to cast a small number of psychic spells. Unlike most spellcasting classes, the medium class has no spell list. Instead, each spirit adds spells to the medium's spell list and his spells known, as indicated in the spirit's entry. Though he can only cast these granted spells starting at 4th level, they are considered to be on his spell list at 1st level. Because the medium does not have his own spell list, he can never use his medium spells to craft spell trigger items, spell completion items, potions, or oils, although he can use such items depending on his current spirit.

To cast a spell, a medium must have a Charisma score equal to at least 10 + the spell level. He can cast spells he knows without preparing them ahead of time. The saving throw DC against a medium's spell is 10 + the spell level + the medium's Charisma modifier.

A medium can cast only a certain number of spells of each level per day. His base daily spell allotment is given on Table 2: Medium. In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1–3 on page 17 of the *Pathfinder RPG Core Rulebook*).

Dual Vessel (Su): At 5th level, a medium has gained the ability to channel two spirits into himself at once, as long as the spirits are of similar dispositions. In addition to his primary spirit, he can also contact a secondary spirit during his daily seance that matches either his primary spirit's alignment or ability score.

If the spirits' ability scores match, the medium gains his secondary spirit's lesser spirit power but not its spirit bonus. At 13th level, he gains the secondary spirit's intermediate spirit power, and at 19th level, he gains the secondary spirit's greater spirit power.

If the spirits' alignments match, the medium gains his secondary spirit's spirit bonus but not its spirit powers. The spirits' alignments and ability scores cannot both match. If a medium is in contact with new spirits that are not on the standard list, they always replace the corresponding spirit from the standard list.

Either way, the medium gains all the secondary spirit's spells.

A medium cannot change his primary spirit until the next day's seance. However, when a medium enters a trance and contacts a new spirit, he can choose to have the new spirit displace the secondary spirit at the end of the trance, provided that the new spirit is a legal choice for the secondary spirit. In that case, the displaced spirit returns to the Astral

Plane. The medium does not gain the seance boon for the new secondary spirit. The medium cannot displace a spirit if he is under severe influence from that spirit.

Many Faces (Su): At 6th level, a medium can use his trance ability as a standard action. At 10th level, he can use his trance ability as a move action. At 14th level, he can use his trance ability as a swift action.

Triune Vessel (Su): At 11th level, a medium has gained the ability to channel three spirits into himself at once. The tertiary spirit must match the alignment or ability score of at least one of his first two spirits.

If the tertiary spirit does not match the ability score of either of the first two spirits, the medium gains its spirit bonus but not its spirit powers.

If the tertiary spirit matches the ability score of the medium's primary spirit, the medium gains its lesser spirit power but not its spirit bonus. At 19th level, he gains the third spirit's intermediate spirit power.

If the tertiary spirit matches the ability score of the secondary spirit, the medium chooses one of the secondary and tertiary spirits to grant its spirit powers; the other grants its spirit bonus.

Whatever the case, the medium gains all the tertiary spirit's spells.

The medium can choose to displace his tertiary spirit when he enters a trance and contacts a new spirit, in the same way as the secondary spirit. When displacing a secondary spirit, the medium must still maintain that the tertiary spirit shares an alignment or ability score with either the primary spirit or the new secondary spirit.

Fourfold Vessel (Su): At 17th level, a medium's power has grown strong enough to support one final spirit. The quaternary spirit must match the alignment or ability score of one of the first three spirits.

If the quaternary spirit does not match the ability score of any of the first three spirits, the medium gains its spirit bonus but not its spirit powers.

If the quaternary spirit matches the ability score of his primary spirit, the medium gains its lesser spirit power but not its spirit bonus.

If the quaternary spirit matches the ability score of the secondary spirit, the tertiary spirit, or both, the medium chooses one of the spirits with matching ability scores to grant its spirit bonus; all of the other matching spirits grant their spirit powers.

Whatever the case, the medium gains all the quaternary spirit's spells.

The medium can choose to displace his quaternary spirit when he enters a trance and contacts a new spirit, in the same way as the secondary and tertiary spirits. When displacing a secondary or tertiary spirit, the medium must still maintain that the quaternary spirit shares an alignment or ability

score with either the primary spirit or the new secondary or tertiary spirit.

Astral Conduit (Su): At 18th level, the medium has gained the ability to become a living conduit to the formless inhabitants of the Astral plane, allowing spirits to travel through his body to inhabit another. During his daily seance, the medium can grant his tertiary or quaternary spirit to a present ally instead of to himself. The ally gains both the spirit bonus and the spirit powers of the granted spirit, but she does not gain the spells, and the spirit bonus she receives is half the medium's usual spirit bonus. This effect lasts until the medium's next seance, and the medium can't displace the granted spirit when he enters a trance. The chosen spirit's influence upon the ally, but not the medium, increases by 1 step.

Astral Beacon (Su): At 20th level, the medium is an open connection to the Astral Plane and a shining beacon for spirits. When he uses a trance to beseech an additional spirit for aid, he can choose to enter a more powerful trance. If he does so, the secondary, tertiary, quaternary, and tranced spirits each grant all four of their spirit powers, but the influences from all four of those spirits upon the medium each increase by 1 step.

SPIRITS

All spirits have an associated alignment and ability score. When choosing spirits, a medium's alignment doesn't restrict his choices. A medium's spirits are formless entities from the astral plane, offering an enormous versatility of options to the medium. Over time, occult scholars have mapped the spirits to the symbology of the esoteric lore of the Harrow fortunetelling deck, but countless other mappings exist. In the minds of some mediums, the spirits are the embodiments of the Harrow cards. To others, they are the souls of the departed who have passed on to the Astral Plane. To still others, they represent aspects of powerful outsiders or deific beings.

The Big Sky (Good Strength)

The Big Sky is a spirit of momentous and powerful change, as old shackles are cast off in the light of day. The Big Sky represents the noble intentions of the revolutionary, even if the aftermath is uncertain. The Big Sky could represent a revolutionary, liberator, or reformer.

Spirit Bonus (Strength): Spirit bonus on attack and damage rolls.

Seance Boon: +2 to CMD against grapple attempts, CMB to break grapples, and Strength checks to burst bonds.

Spells: 1st—*burst bonds*^{APG}; 2nd—*daylight*; 3rd—*litany of escape*^{UC}; 4th—*primal scream*^{UM}.

Compulsion: Shortsighted—You take action to enact your goals, without regard to future repercussions.

Broken Shackles (Lesser, Su): Your melee attacks ignore an amount of DR or hardness equal to twice the Big Sky's spirit bonus.

Momentous Change (Intermediate, Su): During a trance state, the Big Sky counts as a Dexterity spirit in addition to a Strength spirit. This may cause other spirits to grant you their spirit powers instead of their spirit bonus.

Light of Day (Greater, Su): Whenever you make a melee attack, you can choose to have your weapon (or your body, as appropriate) shine with light for one round, creating bright light in a 20-foot radius and raising the light level by 1 step for the next 20 feet. For the purpose of darkness magic, this counts as a light spell with a spell level equal to the Big Sky's spirit bonus.

Unchained (Supreme, Sp): As a standard action, you can raise your arms to the sky, causing bright light to shine from above your hands in a 60-foot radius for 1 round. The light counts as a 9th-level light spell for the purpose of darkness magic. All allies within the light are not affected by the confused, grappled, frightened, panicked, paralyzed, pinned, or shaken conditions for as long as they stay within the light. This only suppresses the conditions; it does not remove them.

The Bear (Neutral Strength)

The Bear is a spirit of pure strength—strength that cannot be controlled. The Bear might represent a literal animal or beast, a bestial druid, or a savage barbarian.

Spirit Bonus (Strength): Spirit bonus on attack and damage rolls.

Seance Boon: +2 on Strength checks to break an object

Spells: 1st—*enlarge person*; 2nd—*aspect of the bear*^{APG}; 3rd—*beast shape II*; 4th—*bull's strength (mass)*.

Compulsion: Bestial—You behave like an animal, giving in to hunger and anger at a moment's notice.

Paws (Lesser, Su): Your fingers sharpen into deadly claws. You gain two primary claw attacks that deal 1d6 damage each (for Medium mediums).

Massive (Intermediate, Su): Your size increases by one size category. You gain the benefits and drawbacks of *enlarge person*. For a Medium medium, this increases claw damage to 1d8.

Enormous (Greater, Su): Your size continues to increase uncontrollably. The massive ability doubles in magnitude, causing you to grow two size categories, gain +4 Strength and -4 Dexterity, and gain an additional 5 feet of reach beyond any reach you might have gained from the first size category increase. For a Medium medium, this increases claw damage to 2d6.

Awesome Blow (Supreme, Su): You gain Awesome Blow as a bonus feat. For the purpose of Awesome Blow, the Bear doubles its spirit bonus.

ALIGNMENTS IN THE PLAYTEST

In order to concentrate playtest results in a few key areas, the playtest medium has access to 18 of the full 54 spirits. This means that it will be impossible to match certain alignments to certain ability scores. For this reason, the playtest will be ignoring the law-chaos axis and labeling each spirit as simply "Good", "Neutral", or "Evil". All Good spirits are considered to be of matching alignments for the playtest, and so on.

The Beating (Evil Strength)

The Beating is a spirit of attack from all sides, an unrelenting assault that dissolves both physical and mental strength. The Beating represents the victim of such a fate or the perpetrator, or both at once. The Beating might represent a cruel slave master who breaks the wills of others through pain, or a fallen hero who cracked under pressure coming from all sides.

Spirit Bonus (Strength): Spirit bonus on attack and damage rolls.

Seance Boon: +2 on damage rolls against foes you have damaged.

Spells: 1st—*ray of enfeeblement*; 2nd—*excruciating deformation*^{UM}; 3rd—*debilitating portent*^{UC}; 4th—*symbol of weakness*.

Compulsion: Dissolution of Self—Under pressure, you waver and compromise your convictions and identity in favor of compliance and release.

Beater (Lesser, Su): You gain Improved Unarmed Strike as a bonus feat. You gain the unarmed damage of a monk 4 levels lower than your medium level (minimum 1). You gain a +1 bonus on attack rolls against foes you have damaged with an unarmed strike in the last 24 hours.

Dogpile (Intermediate, Su): If you flank an opponent, all allies making melee attacks against that opponent count as flanking, and increase their flanking bonus by 1.

Dissolution (Greater, Su): Each of your hits with your unarmed strike additionally deals 1 point of Strength damage.

All Sides at Once (Supreme, Su): Any enemy you threaten with your unarmed strike is considered flanked (unless they cannot be flanked).

The Cricket (Good Dexterity)

The Cricket is a spirit whose mind is as quick as its body. It represents speed, swift passage, and the rewards of travel and exploration. The Cricket might represent an explorer, a wanderer, or any sort of fleet-footed adventurer.

Spirit Bonus (Dexterity): Spirit bonus to AC and on Reflex saves.

Seance Boon: +2 on saves against entangle, stagger, and paralysis effects.

Spells: 1st—*expeditious retreat*, *longstrider*; 2nd—*grace*^{APG}, *protective spirit*^{APG}; 3rd—*burst of speed*^{UC}, *haste*; 4th—*dance of a hundred cuts*^{UM}, *freedom of movement*.

Compulsion: Wanderlust—You take every opportunity to explore an exciting new place, rather than stick around in a boring city for a long downtime.

Quickness (Lesser, Su): You gain a +10-foot bonus to movement speed, and your movement ignores difficult terrain.

Treasure at the End (Intermediate, Su): When you make an attack on the same round that you moved, for every 20 feet you moved before the attack, you gain a +1 bonus to hit and a +2 bonus to damage.

Celerity (Greater, Su): The movement speed bonus from quickness increases to 10 feet for every point of the Cricket's spirit bonus. You gain Spring Attack as a bonus feat.

Free Passage (Supreme, Sp): You are constantly under the effects of *freedom of movement*. You can reactivate the effect as a free action if it is dispelled.

The Rabbit Prince (Neutral Dexterity)

The Rabbit Prince is a spirit of the caprice of hand-to-hand combat, and the chaotic dance of battle. It represents the surety that any combatant can fall in battle, no matter how brave or skilled. The Rabbit Prince might represent a noted swashbuckler, a dashing prince, or any other dexterous melee combatant who fell in battle in the prime of youth.

Spirit Bonus (Dexterity): Spirit bonus to AC and on Reflex saves.

Seance Boon: +2 to CMD against disarm and sunder attempts.

Spells: 1st—*entropic shield*, *unerring weapon*^{UC}; 2nd—*align weapon* (chaotic only), *kinetic reverberation*^{UC}; 3rd—*locate weakness*^{UC}, *righteous vigor*^{APG}; 4th—*coward's lament*^{APG}, *symbol of striking*^{UC}.

Compulsion: Capricious—You rapidly change your mind and never continue a single course for long without spicing it up with adjustments.

Hand-to-Hand (Lesser, Su): You gain Weapon Finesse as a bonus feat. When using Weapon Finesse to make a melee attack and adding your Strength bonus to damage, the Rabbit Prince counts as a Strength spirit in addition to a Dexterity spirit. This may cause other spirits to grant you their spirit powers instead of their spirit bonus.

Capricious Battle (Intermediate, Su): As an immediate action before any attack roll is made against you or a target within your threatened area, you can replace the attack roll with a flat 50% miss chance. If the miss chance indicates a hit, the attack hits without rolling an attack roll.

Lucky Blow (Greater, Su): All natural 20s rolled against creatures in your threatened area (including you)

automatically confirm as critical hits. Critical threats rolled on any other number must be confirmed as normal.

Broken Blade (Supreme, Su): When an enemy rolls a natural 1 to attack you in melee, it deals damage to its own weapon equal to the damage it would have dealt with the attack that missed you. If it was attacking with a natural weapon or an unarmed strike, it instead takes the damage itself.

The Demon's Lantern (Evil Dexterity)

The Demon's Lantern is a spirit of traps and tricks, sleight of hand and sleight of mind. The Demon's Lantern might represent a conniving stage magician or a con artist who specializes in rigged street games.

Spirit Bonus (Dexterity): Spirit bonus to AC and on Reflex saves.

Seance Boon: +2 on Sleight of Hand checks.

Spells: 1st—*dancing lantern*^{APG}, *faerie fire*; 2nd—*mirror image*, *twisted space*^{UC}; 3rd—*continual flame*, *wandering star motes*^{APG}; 4th—*ball lightning*^{APG}, *hallucinatory terrain*.

Compulsion: Indirect—You engage in convoluted indirect plans involving tricks and traps rather than taking the direct approach.

Fool's Lantern (Lesser, Sp): As a standard action, you can summon a single wisp, a Tiny creature similar to one of the four balls of light from a *dancing lights* spell with unlimited duration. Since the wisp is a creature, it provokes attacks of opportunity from movement, unlike a dancing light from the spell. However, you still must spend a move action to command it to move as normal. A wisp has an AC of 12, and if it takes any damage, it dies in a burst of light, dealing whoever killed it 1d6 damage for every 2 medium levels you possess (Reflex DC 10 + 1/2 medium level + Cha modifier half). You can have only one wisp in existence at any given time. You can also cast *dancing lights* at will.

Wisp Shield (Intermediate, Su): While your wisp occupies your square, attacks against you suffer a 20% miss chance. If an attack misses you due to this miss chance, it kills the wisp.

Wisp Walker (Greater, Sp): As a move action, your form changes to appear identical to your wisp until you take an action other than moving. As part of this action you can either switch places with your wisp or stay where you are. If used to switch places, this is a teleportation effect. Either way, it is an illusion [glamer] effect.

Intractable Wisps (Supreme, Su): You can call up to four wisps when using fool's lantern and can have up to four wisps in existence at any time. They do not need to remain within 10 feet of each other as per the spell *dancing lights*. At the beginning of your turn, if you have fewer than four wisps, a wisp appears in your square. You can use your wisp shield and wisp walker abilities with any of your wisps. If an attack misses you due to wisp shield and multiple wisps occupy your square, only one wisp dies.

The Desert (Good Constitution)

The Desert is a spirit of assistance and working together in a bleak time or place to reach great things. The Desert might represent a great mystic or a doctor who brought salvation in a time of plague.

Spirit Bonus (Constitution): Spirit bonus on Fortitude saves and 3 times spirit bonus to maximum and current hit points.

Seance Boon: +2 on saving throws against disease, as well as environmental heat and cold effects.

Spells: 1st—*remove fear*, *remove sickness*^{UM}; 2nd—*remove blindness/deafness*, *remove paralysis*; 3rd—*remove curse*, *remove disease*; 4th—*break enchantment*, *neutralize poison*.

Compulsion: Over-reliant on Others—Even when you can do something yourself, you prefer to have an ally assist you or take care of you.

Bond of Reliance (Lesser, Su): As a standard action, you can bond yourself with a number of willing living creatures equal to the Desert's spirit bonus, no two of which can be more than 30 ft. apart. These creatures enter a bond of reliance until you use this ability again or until the Desert no longer inhabits you. At the beginning of its turn, any bonded creature can select one other bonded creature and transfer an amount of damage equal to your spirit bonus from that creature to itself. The selected creature heals that amount of damage and the transferred damage applies to the creature that initiated the transfer. This damage cannot be reduced in any way. A creature with fast healing or regeneration is entirely self-reliant, so it cannot enter a bond of reliance, and if a creature in a bond of reliance gains either of those abilities, it is immediately ejected from the bond.

The Desert's End (Intermediate, Su): Whenever you remove a hostile condition from another ally or another ally removes a hostile condition from you, the recipient of the removal receives the Desert's spirit bonus on attack rolls, damage rolls, and saving throws until the end of your next turn. These bonuses stack with the spirit bonus from Strength, Dexterity, Constitution, and Wisdom spirits. This ability does not work if the removed condition was inflicted by an ally.

Water in the Wastes (Greater, Sp): As a standard action, you can touch a willing target who is suffering from a nonpermanent, noninstantaneous spell or affliction from which you are not suffering. Roll a saving throw against the affliction's original DC. If you succeed, you remove the affliction from the target. If you fail, you gain the affliction as well for its remaining duration. If the affliction has no saving throw, you automatically gain the affliction and do not remove it.

Salvation (Supreme, Sp): Your touch brings salvation in a time of need. As a standard action, you can touch a willing target to remove any one adverse condition that could be

removed by the *heal* spell, except ability damage. This ability does not heal hit point damage.

The Teamster (Neutral Constitution)

The Teamster is a driving spirit that keeps others going, no matter what. The Teamster pushes others to live a life of constant toil, but for their own betterment. The Teamster might represent a drill sergeant or other leader who pushes hard but squeezes out more from others than they thought they could give.

Spirit Bonus (Constitution): Spirit bonus on Fortitude saves and 3 times spirit bonus to maximum and current hit points.

Seance Boon: +2 on saves against fatigue, exhaustion, sleep, or knock-out effects.

Spells: 1st—*invigorate*^{APG}, *tireless pursuit*^{APG}; 2nd—*bear's endurance*, *false life*; 3rd—*mass invigorate*^{APG}, *tireless pursuers*^{APG}; 4th—*greater false life*^{UM}, *sleepwalk*^{APG}.

Compulsion: Unrelenting—You are driven to push onward no matter what, even when you have no strength left to give.

To the Death (Lesser, Su): You gain Endurance and Diehard as bonus feats. Add the Teamster's spirit bonus to your Constitution score to determine when hit point damage kills you.

Second Wind (Intermediate, Su): Whenever you are at 0 hit points or below, you are no longer disabled, and you gain a number of temporary hit points each round equal to the Teamster's spirit bonus. These temporary hit points do not stack.

Knife's Edge (Greater, Su): Double your Constitution score before adding the Teamster's spirit bonus to determine when hit point damage kills you. If you are not immune to nonlethal damage, when you are at 0 hit points or below, convert the first 5 points of damage you take from each attack to nonlethal damage. You are not knocked unconscious by nonlethal damage unless you have as many points of nonlethal damage as your maximum hit points, rather than your current hit points.

Persevere (Supreme, Su): If all your spell slots are empty and none of your medium spells granted by other spirits are still active, the Teamster counts as a Strength, Constitution, and Wisdom spirit. This may cause other spirits to grant you their spirit powers instead of their spirit bonus.

The Waxworks (Evil Constitution)

The Waxworks is a spirit of torture and imprisonment, of entropy and torpor. The Waxworks might represent someone who was trapped and smothered by physical pressures or mental anxieties and died unable to move forward with their life, someone who imprisons and tortures others into that state, or both.

Spirit Bonus (Constitution): Spirit bonus on Fortitude saves and 3 times spirit bonus to maximum and current hit points.

Seance Boon: +2 on saves against polymorph effects.

Spells: 1st—*glue seal*^{ACG}, *hold portal*; 2nd—*hold person*, *resinous skin*^{UC}; 3rd—*hold monster*, *slowing mud*^{ACG}; 4th—*icy prison*^{UM}, *tar pool*^{UC}.

Compulsion: Torpid—You just can't manage to bring yourself to care about anything. You still take action when necessary, but it is all purely mechanical and languid, and you would prefer inaction if it is a choice.

Wax Dip (Lesser, Su): Each of your successful melee attacks reduces your target's base movement speed by 5 feet for 1 round. Multiple attacks in the same round stack the effect, but not the duration. If the target's base movement speed is reduced to half by this effect, replace its movement speed reduction with the entangled condition, and it is unaffected by further uses of wax dip for the rest of the round.

Frozen in Place (Intermediate, Su): When you attack a target you entangled with wax dip, the target becomes stuck to the ground and unable to move unless it succeeds at a Fortitude save (DC = 10 + 1/2 your medium level + your Cha modifier).

Entropy's Agent (Greater, Su): When you are paralyzed, double the Waxworks's spirit bonus. You become covered in a protective sheet of wax. You gain DR/— equal to the Waxworks's spirit bonus, and you are immune to critical hits and sneak attacks. While you are paralyzed, all adjacent foes must save against your frozen in place ability each round at the start of your turn. You can enter a state of paralysis as a swift or move action and end your own paralysis (though not paralysis caused by others) as a purely mental swift or move action.

Wax Imprisonment (Supreme, Sp): When you are paralyzed, you can, as a purely mental standard action, surround the area in a 20-foot-radius wax prison centered on you. Treat the prison as an opaque windowless cell version of *widened forcecage* except that paralyzed creatures do not receive a saving throw against the effect and the effect lasts as long as you live unless you end it with a purely mental standard action or become unparalyzed. The inside of the wax prison exists on a small extradimensional demiplane on the Astral Plane, but attacks from the outside and the inside both deal damage to the prison's hit points. All creatures that fail their save against the prison but are prevented from entering the demiplane by effects like *dimensional anchor* are still trapped on the inside of the wax prison on the Material Plane. Once the effect ends or the prison is destroyed by damage, all creatures trapped within return to the Material Plane. If the prison is destroyed by damage, you cannot use this ability again for 24 hours.

The Hidden Truth (Good Intelligence)

The Hidden Truth is a spirit that sees past the obvious to a greater truth within. It is a spirit of discovery with the power to reveal secrets. The Hidden Truth might represent a great investigator or scholar.

Spirit Bonus (Intelligence): Spirit bonus on all skill checks.

Seance Boon: +2 on Perception checks to find secret doors and hidden objects.

Spells: 1st—*detect secret doors*, *detect snares and pits*, *heightened awareness*^{ACG}; 2nd—*detect thoughts*, *see invisibility*, *detect traps*; 3rd—*create treasure map*^{APG}, *discovery torch*^{UC}, *seek thoughts*^{APG}; 4th—*detect scrying*, *legend lore*, *symbol of revelation*^{UM}.

Compulsion: Overly Curious—You always want to find out more, to see what is beyond the next door or what is written in the forbidden text.

Seeking the Truth (Lesser, Su): Whenever you come within 10 feet of a hidden item or secret door (but not a trap), the GM secretly rolls you a Perception check to notice it automatically.

Hidden Knowledge (Intermediate, Su): Add double the Hidden Truth's spirit bonus on all Knowledge checks. You can always take 10 on Knowledge checks.

Deeper Clue (Greater, Su): Whenever you attempt a Knowledge check to learn more about a creature, person, object, or other subject that is physically present to observe, you receive one additional piece of information as if you had succeeded at the check by 5 more. If you failed the check, you still receive one piece of information chosen by the GM, even though you still fail to identify the subject as normal. So for instance, you might learn about a babau demon's slime ability without even learning that the subject is a demon, or you might realize that a noble's wife has been cheating on him without identifying the noble.

Truth's Value (Supreme, Su): Whenever you successfully identify a creature and communicate its identity to your allies, you and your allies can each add the Hidden Truth's spirit bonus on a single attack roll, skill check, or saving throw against that creature. The opportunity to use this bonus lasts for a number of rounds equal to your Charisma modifier.

The Vision (Neutral Intelligence)

The Vision is a spirit of arcane knowledge, mad genius, and cryptic clues. The Vision might represent a great but mad wizard or arcanist, or an otherworldly being with unparalleled arcane knowledge that will break the minds that seek it.

Spirit Bonus (Intelligence): Spirit bonus on all skill checks.

Seance Boon: +2 bonus on Knowledge (arcana) and Spellcraft checks.

Spells: 1st—*augury*, *comprehend languages*, *magic mouth*; 2nd—*arcane sight*, *divination*, *scrying*; 3rd—*arcane*

concordance^{APG}, *false vision*, *symbol of scrying*^{UM}; 4th—*brilliant inspiration*^{APG}, *greater arcane sight*, *vision*.

Compulsion: Mad Genius—You seek the advancement of knowledge, no matter how mad that pursuit may be.

Cryptic Words (Lesser, Su): Strange knowledge dances before your eyes, offering advice in cryptic words and visions. As a standard action, you can attempt to decipher these clues to gain insight into a current situation. Choose either a particular skill-related task or a particular opponent in combat. Attempt a Linguistics check with a DC equal to the skill check's DC or the monster's CR + 10. If you succeed, the advice is helpful. Following it allows you to grant one ally a circumstance bonus equal to the Vision's spirit bonus on any one skill check toward that task, or attack roll or saving throw against that opponent, as an immediate action before the roll is made. If you fail the Linguistics check by 5 or more, however, you become convinced of an inaccurate interpretation, and you suffer a circumstance penalty equal to the Vision's spirit bonus to all skill checks toward that task, or all attack rolls and saving throws against that opponent for 24 hours, even as you remain convinced that your interpretation is absolutely correct. You can use cryptic words only once against any particular task or opponent every 24 hours. If you use cryptic words again before expending a benefit, the previous benefit is wasted, but all penalties persist for 24 hours.

Arcane Knowledge (Intermediate, Su): You can study a wizard or arcanist's spellbook for 15 minutes to add a single sorcerer/wizard spell from that book to your spells known and your spell list at the same spell level as the sorcerer/wizard list. You retain this spell as long as the Vision inhabits you. If you are currently retaining a spell using this ability, you cannot use this ability again. When you cast the selected spell, it counts as arcane instead of psychic, so, for example, it may have verbal or somatic components and be subject to arcane spell failure chance.

Inspired Spell (Greater, Su): You can cast any of your medium spells without spending a spell slot if you allow the Vision to gain 1 influence over you. If the spell would cost more than 1 spell slot, inspired spell reduces the cost by 1 spell slot.

Brush with Genius (Supreme, Su): You have visions of genius and madness in equal measure. Once per round as a free action, you can cogitate on any question as if asking a being from the Astral Plane a single question via *contact other plane*. Subtract the Vision's spirit bonus from the d100 result, and add the Vision's spirit bonus on the Intelligence check to avoid being overwhelmed. A result of lie indicates that you receive a misleading and incorrect answer, whereas a result of random answer indicates that you receive an arbitrary and possibly bizarre answer. Regardless, since you and the Vision deduced the answer together, you are convinced of the honesty and veracity of the answer you receive.

The Rakshasa (Evil Intelligence)

The Rakshasa is the spirit of dominance, enslavement, and mind control. The Rakshasa might represent a slaver, an enchanter, a mesmerist, or any being that relies on dominating others' minds.

Spirit Bonus (Intelligence): Spirit bonus on all skill checks.

Seance Boon: +2 on Intimidate checks to influence attitude.

Spells: 1st—*command*, *forbid action*^{UM}, *murderous command*^{UM}; 2nd—*control summoned creature*^{UM}, *lesser geas*, *marionette possession*^{UM}; 3rd—*dominate person*, *geas/quest*, *greater command*; 4th—*control construct*^{UM}, *magic jar*, *mass castigate*^{APG}.

Compulsion: Domineering—You seek to impose your will on others, show them you are the boss, and force them to do as you say.

Exploit Dominion (Lesser, Su): When you successfully Intimidate to influence attitude, the influence lasts 1d6 hours instead of 1d6 × 10 minutes. When a target fails a saving throw against your compulsion spell or ability, it receives a –2 penalty to AC against your attacks and on attack rolls, skill checks, and saving throws against you for the duration of the compulsion.

All Are Slaves to the Rakshasa (Intermediate, Su): As a swift action, you can roll an Intimidate check as if to influence attitude against a single target of one compulsion you are about to cast or activate. If you succeed, that target suffers a penalty on its saving throw equal to the Rakshasa's spirit bonus. If that target fails its saving throw, the Rakshasa gains 1 influence over you.

Puppetmaster (Greater, Su): You have great control over those who are willing to allow you into their minds. As a standard action, you can move any willing ally you can see as if they had spent a move action using any of their forms of movement. This control is not particularly fine, so they automatically fail any necessary Acrobatics and Fly checks to perform the movement if the DC is greater than 10.

Shatter Will (Supreme, Su): As a standard action, you can attempt an Intimidate check as if to influence a creature's attitude. If you succeed, you can issue a demand to your target. This works as if you cast the *suggestion* spell with a DC equal to 14 + your Charisma modifier, but you can issue any command that is not obviously self-destructive without making it sound reasonable. If the creature makes its saving throw against the *suggestion*, it is immune to your shatter will ability for 24 hours.

The Winged Serpent (Good Wisdom)

The Winged Serpent is a spirit that represents the bridge of understanding between knowledge and prudence. It knows the time to strike. It is a spirit of quick action, preparedness, and seizing the initiative. The Winged Serpent might represent a scout, a diviner, or a squadron leader who coordinated timing of assaults.

Spirit Bonus (Wisdom): Spirit bonus on Will saves and concentration checks.

Seance Boon: +2 on initiative checks.

Spells: 1st—*anticipate peril*^{UM}, *true strike*; 2nd—*eagle eye*^{APG}, *see invisibility*; 3rd—*detect scrying*, *hunter's eye*^{APG}; 4th—*battlemind link*^{UM}, *find quarry*^{UC}.

Compulsion: Twitchy—You react to stimuli as if every falling leaf was a potential ambush in waiting, sometimes causing you to spring into action before thinking.

Time to Strike (Lesser, Su): You gain the Winged Serpent's spirit bonus to initiative and always act on the surprise round. You also gain the Winged Serpent's spirit bonus on attack and damage against any foe who has not yet acted in combat (if you also have a Strength spirit active, these bonuses stack).

Always Ready (Intermediate, Su): You gain uncanny dodge.

Seize the Moment (Greater, Su): You can spend two spell slots to cast any of the Winged Serpent's granted spells as if they were under the effect of Quicken Spell.

Stretched Moment (Supreme, Su): You gain an additional round before the first round of combat on which only you act. During this additional round, you are limited to a single standard or move action, but if there is a surprise round, you can take a full round of actions during the surprise round. If several characters in the same combat all have this ability, they can all act during the stretched moment.

The Owl (Neutral Wisdom)

The Owl is a spirit of the natural order that binds life together and picks it apart. The Owl represents the harsh realism of a pack of wolves that cull the weak from the herd. The Owl might represent a druid, a shaman, or any other being that balances life and death and looks from afar at a larger picture.

Spirit Bonus (Wisdom): Spirit bonus on Will saves and concentration checks.

Seance Boon: +2 on Heal and Knowledge (nature) checks.

Spells: 1st—*natural rhythm*^{APG}, *speaking with animals*; 2nd—*blessing of courage and life*^{APG}, *speaking with dead*; 3rd—*commune with nature*, *death ward*; 4th—*breath of life*, *slay living*.

Compulsion: Harshly Pragmatic—You don't allow sentiment to cloud your judgment, and you accept the deaths of the few when it serves the needs of the many.

Cull the Weak (Lesser, Su): Just as nature culls the weak from the herd, so have you learned to spot and pick off the weakest opponents. You gain the ability to learn the condition of any creature you notice as if using *deathwatch*, except this ability detects a creature as fragile when it is below 1/4 its total hit points and fighting off death when it is below 1/2 its total hit points. Add the Owl's spirit bonus on attack and damage rolls against any foe that detects as fragile (if you also have a Strength spirit active, these bonuses stack).

The Herd Grows Stronger (Intermediate, Su): You understand the harsh necessity of your actions. When you bring an opponent with a number of hit dice equal to at least half your character level to below 0 hit points, the Owl counts as a Strength spirit until the beginning of your next turn. This may cause other spirits to grant you their spirit powers instead of their spirit bonus.

The Bonds of Life (Greater, Su): You gain lifesense 30 feet. Whenever you detect a living creature with your lifesense, you also learn about their condition as if using *status*.

Thread the Needle (Supreme, Su): You can deliver touch-range spells to any willing recipient you detect with your lifesense. As a swift action after delivering a touch spell in this way, you can cast another touch spell for the recipient to deliver to another target. The recipient can then deliver that spell by touch, as a familiar using the deliver touch spells ability.

The Lost (Evil Wisdom)

The Lost is a spirit of emptiness, loss of identity, meaninglessness, and madness. The Lost might represent a lunatic or a serial killer, but it also might represent an amnesiac or an astral being with no name that has never had an identity and wishes to consume pieces of others to experience the feeling of identity.

Spirit Bonus (Wisdom): Spirit bonus on Will saves and concentration checks.

Seance Boon: +2 on saves against language-dependent effects.

Spells: 1st—*fumble tongue*^{UM}, *lesser confusion*; 2nd—*mad hallucination*^{UM}, *moonstruck*^{APG}; 3rd—*confusion*, *malfunction*^{UM}; 4th—*insanity*, *litany of madness*^{UC}.

Compulsion: Emptiness—Everything is meaningless to you. Your own identity is being ripped away, and you find that you are willing to consider things you used to abhor and have no taste for things that you used to enjoy, though you can't quite remember why.

Mad World (Lesser, Su): Add the Lost's spirit bonus to all d100 rolls to determine how a confused, insane, or similarly affected creature within 120 feet of you acts, including yourself. Whenever you roll "attack the nearest creature," you can select which creature to attack if more than one creature is equally close, and the Lost counts as a Strength spirit until you roll again to determine your behavior. This may cause other spirits to grant you their spirit powers instead of their spirit bonuses. As a swift or move action, you can choose to become confused, as the spell *confusion*. At the end of your turn, you can take an immediate action to end this effect (despite being confused).

Lost Identity (Intermediate, Su): The Lost strips away pieces of your identity, making it harder for your opponents to learn more about you. You no longer emanate any alignment auras, regardless of your alignment. Any

divination effect that would reveal your name instead reveals no information.

Insanity Defense (Greater, Su): Your insanity defends you against intrusions into your mind. You are immune to effects that don't work on insane creatures. Furthermore, by allowing the Lost to gain 1 influence over you, you can end any one mind-affecting effect on yourself and replace it with a *confusion* that lasts for 1 round per medium level you possess. You receive no save against the *confusion*, and if you are immune to the *confusion* or the *confusion* is removed or suppressed without running its full duration, the original mind-affecting effect returns immediately.

Babble (Supreme, Su): Your speech weaves in and out of a maddening babble that causes those who hear it to become fascinated. Any who hear you speak must succeed at a Will save (DC = 10 + 1/2 your medium level + your Charisma modifier) or become fascinated for 1 round. If you are babbling incoherently because of *confusion* or a similar effect, they receive a -2 penalty on their saving throw. A successful save renders a creature immune for 24 hours. Your attacks against the creature and violence against other creatures do not break the fascinate effect, but other creatures' attacks allow saves or end the fascinate automatically as normal. This is a mind-affecting compulsion effect.

The Unicorn (Good Charisma)

The Unicorn is a spirit of friendship that generously offers that which others seek. The Unicorn might represent a bard, a benign cleric, a philanthropist, or a selfless individual.

Spirit Bonus (Charisma): None.

Seance Boon: +2 on all checks to aid another.

Spells: 1st—*timely inspiration*^{APG}, *saving finale*^{APG}; 2nd—*gallant inspiration*^{APG}, *heroism*; 3rd—*good hope*, *purging finale*^{APG}; 4th—*brilliant inspiration*^{APG}, *heroic finale*^{APG}.

Compulsion: Overly Generous—You find it difficult to resist giving something to someone when you know that they seek it for nonevil ends and that you can provide it.

Fortuitous Aid (Lesser, Su): You can grant the Unicorn's spirit bonus +2 when you aid another, ignoring other abilities that alter the bonus you grant when you aid another. If you do so, your aid another bonus lasts for a number of rounds equal to your Charisma modifier, until you aid that ally again, or until the ally chooses to use your aid a number of times equal to the Unicorn's spirit bonus, whichever comes first. You can use spells that normally end bardic performance to instead end your fortuitous aid on an ally.

Paired Aid (Intermediate, Su): When using fortuitous aid to help an ally hit with an attack, the Unicorn's spirit bonus also adds to damage for that attack. When using fortuitous aid to grant an ally an AC bonus against a particular foe, the Unicorn's spirit bonus can also add to saving throws made against attacks from that foe.

Timely Aid (Greater, Su): You can use fortuitous aid as an immediate action, but in that case the bonus granted lasts for only one use, instead of its fortuitous aid's normal duration.

Whatever You Seek (Supreme, Sp): You can grant wishes, as *limited wish* with no material component, but only once for any given creature each day. The *limited wish* affects only the creature making the wish, even if it duplicates a spell that usually affects multiple targets or all targets in an area.

The Twin (Neutral Charisma)

The Twin is a spirit of duality of purpose or identity, of hidden meanings and divided loyalties. The Twin is the most complicated spirit for a medium to deal with, as the spirit itself may have a significant second loyalty that complicates the medium's life. The Twin might represent a shapeshifting creature, a traitor, or a master of disguise, but it may also represent the spirit of someone who died before making an important choice, a reflection of the medium's own soul, a secret sharer, or a variety of other unusual astral entities.

Spirit Bonus (Charisma): None.

Seance Boon: +2 on Disguise checks.

Spells: 1st—*illusion of calm*^{UC}, *misdirection*; 2nd—*mirror image*, *symbol of mirroring*^{UM}; 3rd—*lesser simulacrum*^{UM}, *fearsome duplicate*^{ARG}; 4th—*mislead*, *twin form*^{APG}.

Compulsion: Indecisive—You have trouble choosing between several options and sticking with that decision. This may cause you to delay in combat or hold off on an important decision until the last minute.

Copycat (Lesser, Su): The Twin counts as your most recent temporary trance spirit for the purposes of its alignment, ability score, and lesser spirit power. It also counts as a N Charisma spirit with the copycat lesser spirit power. If you have not yet used trance to beseech a temporary spirit since contacting the Twin, copycat has no effect until you do. When the Twin gains a new ability score, it may cause other spirits to grant you their spirit powers instead of their spirit bonus.

Indecision (Intermediate, Su): You can switch the order of your secondary, tertiary, and quaternary spirits as a move action, as long as the new order is still legal.

Unexpected Reversal (Greater, Su): When you are hit by an attack or targeted by a targeted spell, as an immediate action you can attempt to turn the effect back on the attacker. The attacker can attempt either a Will save or a Sense Motive check (DC = 10 + 1/2 your medium level + your Charisma modifier). If the attacker fails, it suffers the full effects of its attack or spell as if it had targeted itself. If the attacker succeeds at the saving throw, if you attempted to reverse a hit, it becomes a critical hit, and if you attempted to reverse a spell, you receive no saving throw. Each time an enemy sees you use unexpected reversal, it receives a cumulative +5 bonus on its Sense Motive check (but not its Will save) to avoid this ability. This is a mind-affecting ability.

Dual Identity (Supreme, Su): You can split yourself into two selves. If you have two non-neutral aspects of your alignment, each of the two selves possesses one of those two aspects (so a LG character would split into a LN and a NG self). You decide how to divide your spirits and magic items between the two selves. The two selves share a single pool of hit points, and they must divide your actions for each turn between them, though if one self has its actions limited (such as by being dazed, staggered, or nauseated), this doesn't limit the other self's actions. If the selves ever cease to be on the same plane or if you lose this ability, roll randomly to see which self disappears. The other self regains all the original's spirits, but the gear on the disappearing self remains where it was when the self disappeared.

The Liar (Evil Charisma)

The Liar is a spirit of treacherous obsession, unrequited passion, and doomed love. The Liar might represent a being who uses love and passion to utterly destroy someone (such as a succubus), or a person who acts in that way, such as a wicked bard, cleric of lust, or mesmerist.

Spirit Bonus (Charisma): None.

Seance Boon: +2 on Bluff checks.

Spells: 1st—*charm person*, *innocence*^{APG}; 2nd—*reckless infatuation*^{UM}, *suggestion*; 3rd—*glibness*, *charm monster*; 4th—*symbol of persuasion*, *sympathy*.

Compulsion: Obsession—Your destructive passions guide your actions and cause you to obsess with desire over that which you want but do not possess.

Seductive Lies (Lesser, Su): You gain the Liar's spirit bonus to the DCs of your charm and compulsion spells and effects. If a creature has a helpful attitude toward you and would be attracted to creatures of your race and gender, it becomes infatuated. You gain the Liar's spirit bonus on all Charisma-based skill checks and Charisma checks against creatures that are infatuated with you. This stacks with the skill bonus from Intelligence spirits' spirit bonus.

Do It for Love (Intermediate, Su): Against infatuated creatures, nearly anything you ask seems reasonable. When using charm spells on an infatuated creature, you don't have to roll an opposed Charisma check to convince it to act out of the ordinary, though you still can't issue obviously harmful or suicidal requests without an opposed Charisma check and a convincing argument that the action is worth taking. When using *suggestion*, all your suggestions made in the name of love that aren't obviously harmful acts are treated as very reasonable.

True Lies (Greater, Su): The Liar's influence twists your own mind, making it easier to lie to others and profess your own innocence. You are constantly under the effects of *innocence*, though the effect is not a spell and leaves no aura on you. Additionally, thanks to the spirit's influence,

anything you say counts as true for the purpose of truth-telling magic like *zone of truth* or *discern lies*.

Sunder Heart (Supreme, Su): With nothing more than a word, you can break the heart of a creature that is infatuated with you, causing it to die of grief. You can spend an immediate action after verbally rejecting the creature, affecting it as if by a *phantasmal killer*, except the effect is an enchantment [compulsion] instead of illusion [phantasm] and the DC is 14 + your Charisma modifier. If the target succeeds at the Will save, it becomes unfriendly to you and can never become infatuated with you again. If it succeeds at the Fortitude save, it is still infatuated with you, and you can attempt to crush its heart again.

MESMERIST

Experts at charm and deceit, mesmerists compel others to look into their eyes and heed their words. Psychic powers, primarily those of enchantment and illusion, give them the tools they need to manipulate others—usually for their own personal gain. The very gaze of a mesmerist can hypnotize someone into following the mesmerist’s whims. Mesmerists frequently form cults of personality around themselves, and develop skills and contingency plans for when their ploys get discovered. Mesmerists draw their magic from the Astral Plane, and many consider their minds conduits to enigmatic spaces others can’t comprehend.

Role: Mesmerists wield power over lesser minds, suppressing their foes’ minds to weaken them. Priding themselves on their trickery and inventiveness, they also support their allies—and often themselves—with magical tricks, most of which offer protection. Their limited healing ability primarily provides temporary hit points, so they’re not useful as primary healers, but they can easily remove conditions that typically affect the mind.

Alignment: Any.

Hit Die: d8

Starting Wealth: 3d6 × 10 gp (average 105 gp).

CLASS SKILLS

The mesmerist’s class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

The following are the class features of the mesmerist.

Weapon and Armor Proficiency: A mesmerist is proficient with all simple weapons, plus the hand crossbow, sap, sword cane^{UE}, and whip. He is proficient with light armor, but not with shields.

Spells: A mesmerist casts psychic spells drawn from the mesmerist spell list (see page 31). He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a mesmerist must have a Charisma score equal to at least 10 + the spell’s level. The saving throw DC against a mesmerist’s spell is 10 + the spell’s level + the mesmerist’s Charisma modifier.

Like other spellcasters, a mesmerist can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 4: Mesmerist on page 29.

TABLE 3: MESMERIST SPELLS KNOWN

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

In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1–3 on page 17 of the *Core Rulebook*).

The mesmerist’s selection of spells is limited. A mesmerist begins play knowing four 0-level spells and two 1st-level spells of the mesmerist’s choice. At each new mesmerist level, he learns one or more new spells, as indicated on Table 3: Mesmerist Spells Known. Unlike spells per day, the number of spells a mesmerist knows isn’t affected by his Charisma score; the numbers on Table 3 are fixed.

At 5th level and every 3 levels thereafter, a mesmerist can choose to learn a new spell in place of one he already knows. In effect, the mesmerist loses the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level mesmerist spell the mesmerist can cast. A mesmerist can swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A mesmerist need not prepare his spells in advance. He can cast any mesmerist spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell’s level.

Knacks: Mesmerists learn a number of knacks, or 0-level spells, as noted on Table 3 under “Spells Known.” These spells are cast like any other spell, but they do not consume any slots and can be used again.

Hypnotic Stare (Su): The mesmerist can focus his stare on one creature within 30 feet as a swift action. That creature takes a –1 penalty on Will saving throws. This penalty

increases to -2 at 12th level. A mesmerist can maintain his stare against only one opponent at a time; it remains in effect until the opponent dies, the opponent moves beyond 30 feet away, or the mesmerist stares at a new target. The mesmerist can remove the memory of his stare from the target's mind, so a creature doesn't remember that he affected it (or that he is currently affecting it) unless he wants it to. The hypnotic stare is a psychic effect, and relies more on the mesmerist's focus than the target's perception of his stare; it can't be avoided in the same ways a gaze attack can. The mesmerist can use this ability even while blinded, but must succeed at a DC 20 concentration check to do so. Effects from multiple mesmerists' stares don't stack. This is a mind-affecting effect.

At 9th level, the mesmerist can affect two creatures with his stare simultaneously. He chooses both creatures with the same swift action. If one target moves out of range or dies, the stare continues to affect the other.

Mesmerist Tricks (Su): A mesmerist can implant a hypnotic bond with his allies, implanting magical suggestions in their minds that he can later activate to give himself and his allies an edge over foes. He can implant a number of these tricks per day equal to $1/2$ his mesmerist level (minimum 1) plus his Charisma modifier. He can have only one trick active at a given time, and setting up a new trick ends the previous one (and he still loses the use he spent on the previous trick).

To implant a trick, the mesmerist must spend a standard action and either touch a willing creature or implant the trick on himself. A creature can be the subject of only one mesmerist trick at a time. The mesmerist can activate the trick as an immediate action once a trigger condition is met, as defined in the trick's description. The subject must be within medium range (100 feet + 10 feet per level) for the mesmerist to trigger the trick. The mesmerist monitors for the trick's condition through a subtle telepathic connection, so he doesn't need line of sight to trigger it (but anything that blocks telepathic contact prevents him from triggering tricks). An implanted trick lasts for 1 minute per mesmerist level. Once triggered, an instance of a trick is no longer implanted, and that instance can't be triggered again. The duration of the effect caused by triggering a trick appears in the trick's entry. The DC for any mesmerist trick or masterful trick that requires a saving throw or skill check is $10 + 1/2$ the mesmerist's level + the mesmerist's Charisma modifier.

The mesmerist gains one trick at 1st level, and another trick at 2nd level and every 2 levels thereafter (to a maximum of 11 tricks at 20th level). Each daily use of mesmerist tricks can be used to implant any trick the mesmerist knows. Unless specifically noted in the mesmerist trick's description, a mesmerist can't choose a particular trick more than once.

Compel Alacrity: A dash of mental speed lets the ally push his physical limits to avoid an enemy. The mesmerist can trigger this trick when the subject begins its turn adjacent

to an enemy. The subject can move a number of feet equal to $5 \times$ the mesmerist's Dexterity modifier (minimum 5 feet) as a free action without provoking attacks of opportunity.

Delay Misery: The ally can shrug off an imposition for a short time before succumbing to it. The mesmerist can trigger this trick when the subject becomes affected by a minor condition listed under the touch treatment ability. The effect of the condition is delayed for 1d4 rounds, after which the subject takes the full effect. If an effect that imposes more than one condition triggers this trick, the subject delays all eligible conditions. If the mesmerist is 6th level or higher, he adds the moderate conditions to the conditions he can delay, and his trick prevents minor conditions entirely instead of delaying them. The mesmerist doesn't need to have touch treatment to choose or use this trick.

False Flanker: A duplicate of the mesmerist appears momentarily, as though he were fighting in tandem with an ally. The mesmerist can trigger this trick when the subject moves into a square adjacent to an enemy. An illusory duplicate of the mesmerist appears in any unoccupied space adjacent to that enemy. This duplicate counts as threatening the enemy for determining flanking, but can't actually make attacks. The duplicate disappears at the end of the turn. This is an illusion (figment) effect.

Gift of Will: A small portion of the mesmerist's vast mental power buttresses his ally's mind. The mesmerist can trigger this trick when the subject must attempt a Will saving throw. The subject uses the mesmerist's Will saving throw bonus instead of his own for that save. The mesmerist can't implant this trick on himself.

Mesmeric Mirror: An illusory image appears around the subject to throw off attackers. The mesmerist can trigger this trick when the subject is attacked or becomes the target of a spell that requires an attack roll. One duplicate of the subject appears, and the attacker must determine randomly which it hits (as *mirror image*). For every 5 caster levels the mesmerist possesses, one additional image appears, to a maximum of five images at 20th level. This is an illusion (figment) effect.

Misdirection: The enemy's perception of an ally's attack shifts, making the foe unprepared to defend against it. The mesmerist can trigger this trick when the subject makes an attack or uses a spell that requires an attack roll. The mesmerist attempts a Bluff check to feint against a single target of that attack, using the mesmerist's combat maneuver bonus (including any bonuses specific to feinting). If the feint succeeds, that target of the attack is denied its Dexterity bonus to AC against the triggering attack. The target doesn't suffer any additional effects that the mesmerist or the triggering ally would cause on a normal feint or Bluff check. This is an illusion (glamer) effect.

Psychosomatic Surge: Confidence bolstered by psychic magic fills the ally, soothing his wounds temporarily. The

TABLE 4: MESMERIST

Level	Base				Special	Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Hypnotic stare, knacks, mesmerist trick	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Mesmerist trick, towering ego	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Bold stare, touch treatment	3	—	—	—	—	—
4th	+3	+1	+4	+4	Mesmerist trick	3	1	—	—	—	—
5th	+3	+1	+4	+4	Manifold tricks (2), mental potency	4	2	—	—	—	—
6th	+4	+2	+5	+5	Mesmerist trick, touch treatment (moderate)	4	3	—	—	—	—
7th	+5	+2	+5	+5	Expedient tricks, bold stare	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Mesmerist trick	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Hypnotic stare (2 targets), manifold tricks (3)	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Mesmerist trick, touch treatment (greater)	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Glib tongue, bold stare	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Masterful tricks, mesmerist trick	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Manifold tricks (4)	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Touch treatment (<i>break enchantment</i>)	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Bold stare	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Mesmerist trick	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Manifold tricks (5)	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Mesmerist trick	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Bold stare	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Rule minds, mesmerist trick	5	5	5	5	5	5

mesmerist can trigger this trick when the subject takes damage. The subject gains a number of temporary hit points equal to $1d6 + 1/2$ the mesmerist's level. If the damage would have reduced the subject to 0 hit points or fewer, this trick grants an additional $1d6$ temporary hit points. These temporary hit points last for 1 hour or until discharged.

Reflection of Weakness: Psychic feedback causes an enemy to suffer from the same weakening effect it imposes on the mesmerist's ally. The mesmerist can trigger this trick when the subject takes ability damage or ability drain from an attack or spell. The drain or damage the subject takes is reduced by 2 (to a minimum of 0), and the creature that made the attack or cast the spell takes 2 points of ability damage to an ability score of the mesmerist's choice. The attacker must be within the mesmerist's line of sight to take ability damage in this way, though the trick can still reduce ability damage or drain if the mesmerist can't see the assailant.

Slip Free: By implanting a bit of his own knowledge in his ally's mind, the mesmerist imparts his skill at escaping bonds. The mesmerist can trigger this trick when an enemy makes a grapple check against the subject or the subject attempts to free himself from a grapple. The mesmerist rolls an Escape Artist check with a +4 bonus. The subject can use the result as his CMD against the grapple attempt or as the result of his Escape Artist check to escape the grapple.

Spectral Smoke: A cloud of smoke pops up around the subject, foiling attacks. The mesmerist can trigger this

trick when the subject is targeted by an attack or by a spell that requires an attack roll. A smoke cloud appears in the subject's square and in a 15-foot radius around it. This cloud functions as *fog cloud*, but is an illusion (figment) that can't be dispersed by wind and can be used underwater. The radius of the cloud increases by 5 feet for every 5 caster levels the mesmerist possesses, to a maximum of 30 feet at 15th level.

Surprising Switch: A veil of illusion swaps the appearances of the mesmerist and an ally until an opportune moment. While this trick is implanted the mesmerist and the subject of the trick appear to be one another, as *disguise self*. The mesmerist can trigger this trick when either the subject or the mesmerist attacks another creature, providing the subject and the mesmerist are within 60 feet of one another. The illusion ends, and the target of the triggering attack is denied its Dexterity bonus to AC against that attack. The mesmerist can't implant this trick on himself. This is an illusion (glamer) effect.

Vanish Arrow: With a flourish, the mesmerist snatches a projectile from an enemy before it can be shot. The mesmerist can trigger this trick when the subject is targeted by a ranged attack, before the attack roll is made. The mesmerist attempts a Sleight of Hand check opposed by the attacker's Perception check. If the mesmerist succeeds, that ranged attack automatically misses, and the projectile appears stowed on the mesmerist's person. If the attacker is making a full attack, this affects only one of the attacks (of the mesmerist's choice). If the attack is made with a javelin

or other thrown weapon, the attacker gains a +4 bonus on its Perception check. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects are not affected by this ability.

Towering Ego (Su): At 2nd level, a mesmerist gains a bonus equal to his Charisma bonus (minimum 0) on Will saving throws. If the mesmerist is under any effect that would prevent him from providing the emotional component of psychic spells, he also loses this bonus on saving throws.

Bold Stare (Su): At 3rd level and every 4 levels thereafter, a mesmerist's hypnotic stare imposes a further effect upon its target. The mesmerist chooses one additional effect each time, and can't choose the same improvement more than once unless otherwise noted. All of the mesmerist's bold stare improvements affect the target (or targets, if the mesmerist can affect multiple creatures) as long as it's under the mesmerist's hypnotic stare.

Allure: The target takes a -4 penalty on initiative checks, Perception checks, and Sense Motive checks. This penalty doesn't stack with the penalty from being fascinated.

Disorientation: The hypnotic stare penalty also applies on attack and damage rolls.

Psychic Inception: The hypnotic stare and its penalty can affect creatures that are mindless or immune to mind-affecting effects (such as an undead or vermin). The mesmerist can also partially affect such a creature with his mind-affecting spells and abilities if it's under his hypnotic stare; it gains a +2 bonus on its saving throw (if any), and if affected it still has a 50% chance each round of ignoring the effect. Ignoring the effect doesn't end the effect, but allows the creature to act normally for that round.

Sluggishness: The target of the hypnotic stare has all its speeds reduced by 5 feet, and the hypnotic stare penalty also applies to its Reflex saving throws.

Susceptibility: The hypnotic stare penalty also applies on the target's Sense Motive checks to oppose Bluff checks, and to the DCs of Diplomacy and Intimidate checks made against the target.

Will Breaker: The hypnotic stare penalty increases by 1.

Touch Treatment (Su): At 3rd level, the mesmerist can help allies shake off harmful conditions, especially those that affect their minds, by channeling psychic energy through his healing hands. He can use touch treatment a number of times per day equal to 3 + his Charisma modifier. Using the ability is a standard action (or a swift action if the mesmerist uses it on himself), and the mesmerist must be able to touch his target. He can remove one condition from one target each time he uses this ability. At 3rd level, he can remove any condition on the minor conditions list. At 6th level, he can remove the conditions on the moderate conditions list, and at 10th level he can remove the greater conditions.

Minor: Fascinated, shaken.

Moderate: Confused, dazed, frightened, sickened.

Greater: Cowering, nauseated, panicked, stunned.

In addition, at 14th level the mesmerist can instead spend one use of touch treatment to replicate the effects of *break enchantment*, but targeting only one creature he's touching and following all other restrictions of touch treatment.

Manifold Tricks (Su): At 5th level, the mesmerist can have two tricks implanted at a time. The number of concurrent tricks increases by one for every 4 mesmerist levels he possesses beyond 5th. Each creature can still be the subject of only one trick at a time.

Mental Potency (Ex): At 5th level, the mesmerist's mental effects can affect more powerful or more numerous creatures than normal. He increases both the HD limit and the total number of HD affected with each enchantment or illusion spell he casts by 1. For example, he could affect 5 HD worth of creatures with *sleep*, affect 2d4+1 creatures with *hypnotism*, and change the categories for *color spray* to "3 HD or less," "4 or 5 HD," and "6 or more HD."

Expedient Tricks (Su): At 7th level, the mesmerist can trigger his tricks as a free action, allowing him to trigger multiple tricks in a round.

Glib Tongue (Ex): At 9th level, the mesmerist is such an expert at deception that he gains a constant benefit similar to *glibness*. If a magical effect is used against the mesmerist that would detect his lies or force him to speak the truth, the user of the effect must succeed at a caster level check against a DC of 15 + the mesmerist's level. Failure means the effect doesn't detect the mesmerist's lies or force him to speak only the truth.

Masterful Tricks (Su): At 12th level and every 2 levels thereafter, a mesmerist can choose one of the following masterful tricks in place of a mesmerist trick. Using a masterful trick consumes two uses of mesmerist trick instead of one.

Cursed Sanction: A ward curses any enemy who attacks the subject. While this trick is implanted, a visible, circular symbol appears on the subject's forehead. The mesmerist can trigger this trick when the subject is attacked or becomes the target of a spell that requires an attack roll. The attacker takes a -4 penalty on attack rolls, saves, ability checks, and skill checks for 1 minute per mesmerist level (Will negates). This penalty applies to the triggering attack roll. This is a curse effect.

Faked Death: The subject appears to die, but actually gets to stealthily move about. The mesmerist can trigger this trick when the subject is damaged by an attack. The subject seems to fall down dead (as *programmed image*), but actually turns invisible (as *invisibility*) for a number of rounds equal to the mesmerist's level. Once the creature becomes visible again, the illusory dead body disappears. This is an illusion effect. The false body is a figment and the invisibility a glamor.

Free in Body: When constrained, an ally can easily slip loose. The mesmerist can trigger this trick when the subject

begins its turn grappled or under an effect that impedes its movement. The subject gains the benefits of *freedom of movement* for 1 round.

Greater Delay Misery: This trick functions as the delay misery trick, but can be used to delay greater conditions as well. A mesmerist must have the delay misery mesmerist trick to take greater delay misery.

Spatial Switch: The mesmerist allows himself and an ally to physically swap places. The mesmerist can trigger this trick when an enemy moves adjacent to or attacks either the subject or the mesmerist, provided the subject and the mesmerist are within 100 feet of one another. The subject and the mesmerist swap positions. The mesmerist can't implant this trick on himself. This is a conjuration (teleportation) effect.

Spell Anticipation: The mesmerist can choose a spell to strike back at enemy spellcasters. When the mesmerist sets up this trick, he must expend one spell slot to couple a spell he knows with the trick. That spell must have a casting time of 1 standard action or less and be able to target one creature (spells like *dominate person* that have more restrictive targeting can be used, but have no effect if triggered against creatures that don't match). He can trigger this trick when the subject is targeted by an enemy's spell. The mesmerist's spell triggers, affecting only the enemy spellcaster. This takes effect only if the enemy spellcaster is within range of the spell (as measured from the subject of the trick), and functions as though the mesmerist were in the subject's square. The enemy's spell still has its full effect, even if the mesmerist's spell would normally prevent it.

Vision of Blood: When an enemy is struck by the mesmerist's ally, it believes its wound is far more severe, and the shock overwhelms it. The mesmerist can trigger this trick when the subject hits with an attack using a weapon, natural weapon, or unarmed strike. The attack's target must succeed at a Will saving throw or be stunned for 1 round. If the triggering attack was a critical hit, the target doesn't get a saving throw.

Rule Minds (Su): At 20th level, a mesmerist can permanently mentally enslave a creature. When the mesmerist successfully affects the target of his hypnotic stare with an enchantment spell that requires a saving throw, he can force that creature to attempt a second Will saving throw with a DC equal to the spell's DC. The DC is reduced by 5 if the monster isn't a humanoid. If the creature fails, it becomes a permanent thrall to the mesmerist (as *dominate monster*) until the mesmerist dies. If it succeeds, it can't be affected by rule minds again for 24 hours. A mesmerist can have only one creature enthralled at a time. If he enthalls a new creature, the previous one is set free but is unaware that it was enthralled by the mesmerist.

MESMERIST SPELLS

Mesmerists gain access to the following spells. While most of these spells are found in the *Core Rulebook*, those with

superscripts are drawn from other sources. Those marked with an asterisk (*) appear in Chapter 4 of this book.

0-Level Mesmerist Spells: *bleed, dancing lights, daze, detect magic, detect poison, flare, ghost sound, haunted fey aspect^{UC}, light, lullaby, mage hand, message, open/close, prestidigitation, read magic, touch of fatigue, unwitting ally^{APG}.*

1st-Level Mesmerist Spells: *adoration^{UC}, animate rope, anticipate peril^{UM}, bane, beguiling gift^{APG}, blurred movement^{ACG}, bungle^{UM}, cause fear, charm person, color spray, command, compel hostility^{UC}, comprehend languages, delusional pride^{UM}, detect secret doors, detect undead, discern next of kin^{ACG}, disguise self, disguise weapon^{ACG}, doom, expeditious retreat, faerie fire, forbid action^{UM}, forced quiet^{UM}, fumbletongue^{UM}, grease, healing thief^{UC}, heightened awareness^{ACG}, hideous laughter, hypnotism, ill omen^{APG}, illusion of calm^{UC}, innocence^{APG}, interrogation^{UM}, invigorate^{APG}, jitterbugs^{ARG}, lesser confusion, lock gaze^{UC}, magic aura, magic mouth, memorize page^{ACG}, memory lapse^{APG}, murderous command^{UM}, obscure object, obscuring mist, polypurpose panacea^{UM}, ray of enfeeblement, ray of sickening^{UM}, remove fear, remove sickness^{UM}, share language^{APG}, silent image, sleep, sow thought^{ARG}, theft ward^{ARG}, touch of gracelessness^{APG}, undetectable alignment, unnatural lust^{UM}, unprepared combatant^{UM}, unseen servant, vanish^{APG}, ventriloquism, vocal alteration^{UM}.*

2nd-Level Mesmerist Spells: *agonizing rebuke^{ARG}, alter self, animal messenger, animal trance, anonymous interaction^{ACG}, blindness/deafness, blistering invective^{UC}, blur, calm emotions, cat's grace, commune with birds^{ARG}, communal share language^{UC}, compassionate ally^{UM}, daze monster, delay disease^{ARG}, delay pain^{UM}, delay poison, detect thoughts, disfiguring touch^{UM}, eagle's splendor, enter image^{APG}, enthrall, euphoric cloud^{ACG}, false life, focused scrutiny^{ACG}, ghostly disguise^{UM}, glitterdust, haunting mists^{UM}, hidden speech^{APG}, hold animal, hold person, honeyed tongue^{APG}, howling agony^{UM}, hypnotic pattern, investigative mind^{ACG}, invisibility, knock, lesser restoration, levitate, loathsome veil^{UM}, locate object, mad hallucination^{UM}, mantle of calm^{ACG}, mindlocked messenger^{ACG}, minor image, mirror image, miserable pity^{UM}, misdirection, muffle sound^{ACG}, oppressive boredom^{UM}, perceive cues^{APG}, phantom trap, pilfering hand^{UC}, pyrotechnics, qualm^{UC}, rage, reckless infatuation^{UM}, scare, share memory^{UM}, silence, silent table^{ACG}, steal breath^{ARG}, steal voice^{UM}, stricken heart^{ACG}, suggestion, symbol of mirroring^{UM}, tongues, touch of idiocy, twilight haze^{ACG}, unadulterated loathing^{UM}, unliving rage^{ACG}, wartrain mount^{UM}, whispering wind.*

3rd-Level Mesmerist Spells: *adjustable disguise^{ACG}, aura sight^{ACG}, bleed glory^{MA}, charm monster, clairaudience/clairvoyance, communal tongues^{UC}, confusion, control summoned creature^{UM}, crushing despair, curse of disgust^{UM}, curse of magic negation^{UM}, deep slumber, dispel magic, displacement, dominate animal, elemental speech^{APG}, enchantment foil^{ACG}, fear, fearsome duplicate^{ARG}, glibness, greater false life^{UM}, greater forbid action^{UM}, haunting choir^{UM}, jester's jaunt^{APG}, lesser geas, hostile levitation^{UC}, illusory script, invisibility sphere, major curse^{UM}, major image, malicious spite^{UM}, marionette possession^{UM}, mass invigorate^{APG}, minor dream^{ARG},*

mythic severance^{MA}, nondetection, overwhelming grief^{UM}, ray of exhaustion, remove blindness/deafness, remove curse, resilient reservoir^{ARG}, scrying, secret page, see invisibility, seek thoughts^{APG}, smug narcissism^{UM}, spite^{APG}, symbol of laughter^{ACG}, terrible remorse^{UM}, triggered suggestion^{ACG}, vampiric touch, vision of hell^{UM}, witness^{UM}.

4th-Level Mesmerist Spells: arcane eye, bestow curse, break enchantment, communal nondetection^{UC}, denounce^{APG}, detect scrying, dimension door, dominate person, enervation, envious urge^{UM}, feast on fear^{ACG}, forgetful slumber^{ARG}, freedom of movement, greater invisibility, hallucinatory terrain, hold monster, hostile juxtaposition^{UC}, illusory wall, locate creature, mass daze^{UM}, modify memory, nixie's lure^{ARG}, old salt's curse^{ARG}, poison, primal scream^{UM}, restoration, serenity^{UM}, shadow conjuration, shocking image^{UC}, sleepwalk^{APG}, solid fog, steal power^{MA}, truespeak^{ARG}, utter contempt^{UM}, zone of silence.

5th-Level Mesmerist Spells: cloak of dreams^{APG}, dream, false vision, feeblemind, foe to friend^{APG}, greater command, joyful rapture^{UM}, mage's private sanctum, magic jar, mass suggestion, mind fog, mirage arcana, mislead, nightmare, passwall, persistent image, phantasmal killer, phantasmal web^{APG}, prying eyes, secret chest, seeming, shadow evocation, shadow walk, symbol of pain, symbol of sleep, telepathic bond, unwilling shield^{APG}, vengeful outrage^{UM}, village veil^{ARG}, waves of fatigue.

6th-Level Mesmerist Spells: euphoric tranquility^{APG}, eyebite, geas/quest, getaway^{APG}, greater hostile juxtaposition^{UC}, greater scrying, insanity, irresistible dance, mass charm monster, mass hold person, mass invisibility, overwhelming presence^{UM}, permanent image, power word blind, programmed image, project image, symbol of persuasion, true seeing, veil, waves of ecstasy^{UM}, waves of exhaustion.

OCCULTIST

The occultist focuses on the world around him. While gifted psychics use their power to explore the mind and gaze at what lies beyond, the occultist is grounded in the powers that flow throughout his environment. He uses his power to study the magic that infuses everything, from the psychic resonances left in everyday items to the powerful incantations that fuel the mightiest spells.

The occultist channels his psychic might through implements—items that allow him to focus his power and produce specific effects. While some of these implements might be magic items in their own right, most of them have a personal or historical significance to the occultist. For him, implements are much more than simple tools. They are a reservoir of history and a tie to the events of the past. He uses these implements to influence and change the present, adding his legend to theirs.

Role: Occultists are always eager to travel with adventurers, explorers, and archaeologists, as those three groups of people always have a knack for finding items with rich histories and great significance.

Alignment: Any.

Hit Dice: d8.

Starting Wealth: 4d6 × 10 gp (average 140 gp).

CLASS SKILLS

The occultist's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Fly (Dex), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are the class features of the occultist.

Weapon and Armor Proficiency: An occultist is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Spells: An occultist casts psychic spells drawn from the occultist spell list presented on page 42, limited by the implements he knows. He can cast any spell he knows without preparing it ahead of time. Every occultist spell has a implement component (see the implements class feature). To learn or cast a spell, an occultist must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an occultist's spell is 10 + the spell level + the occultist's Intelligence modifier.

Like other spellcasters, an occultist can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 5: Occultist. In addition,

TABLE 5: OCCULTIST

Level	Base				Special	Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	focus power, implements 2, knacks, mental focus	1	—	—	—	—	—
2nd	+1	+3	+0	+3	implements 3, magic item skill, object reading	2	—	—	—	—	—
3rd	+2	+3	+1	+3	focus power	3	—	—	—	—	—
4th	+3	+4	+1	+4	shift power	3	1	—	—	—	—
5th	+3	+4	+1	+4	aura sight, focus power	4	2	—	—	—	—
6th	+4	+5	+2	+5	implements 4	4	3	—	—	—	—
7th	+5	+5	+2	+5	focus power	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	magic circles	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	focus power	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	implements 5	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	focus power	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	binding circles	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	focus power	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	implements 6	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	focus power	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	fast circles	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	focus power	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	implements 7	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	focus power	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	implement mastery	5	5	5	5	5	5

he receives bonus spells per day if he has a high Intelligence score (see Table 1–3 on page 17 of the *Core Rulebook*).

The occultist's selection of spells is extremely limited. For each implement group he learns to use, he can add one spell of each level he can cast from that implement's spell list to his list of spells known. When he learns to cast a new level of spells, he immediately adds one spell of that level to his list of spells known from each implement group he knows how to use.

Upon reaching 5th level, and at every third occultist level after that (8th, 11th, and so on), an occultist can choose to learn a new spell in place of one he already knows. In effect, the occultist “loses” the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level occultist spell the occultist can cast. The spell learned must come from the same list of spells provided by the implement group of the spell lost. An occultist can swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for that level.

An occultist need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Focus Power (Su): Starting at 1st level, an occultist learns to use a number of focus powers. At 1st level, he learns the two

base focus powers from his implements and can select one more focus power from the list of those made available by his chosen implements. Whenever he gains a new implement, he gains the base power of that implement. In addition, at 3rd level and every 2 levels thereafter, he learns a new focus power, selected from all of the powers granted by all of the implements he knows. He can use focus powers only by expending mental focus (see the mental focus class feature). Unless otherwise noted, the DC for any saving throws against a focus power is $10 + 1/2$ the occultist's level + the occultist's Intelligence modifier. He cannot select a focus power more than once. Some focus powers require him to reach a specific level of occultist before he can choose them.

Implements (Su): Starting at 1st level, an occultist learns to use two implement groups. At 2nd level, and every 4 occultist levels thereafter, the occultist learns to use one additional implement group, to a maximum of seven groups at 18th level. Each implement group adds one school of magic to the occultist's spell list. No other school is considered to be on the occultist's spell list until he selects an implement group associated with that school. He cannot use spell trigger or spell completion magic items from unknown schools without making the appropriate Use Magic Device skill check. An occultist can choose to select an implement group more than once if he wishes, in order to learn more spells from the same school.

Each implement group is represented by a small list of objects. Each day, the occultist selects an item from that list to be his implement for the day. The occultist needs only one such item to cast a spell of the corresponding school, unless he selected that implement group multiple times, in which case he needs one item for each set of spells gained from that group. Implements do not need to be magic items, and nonmagical implements do not take up a magic item slot. Implements that are not magic items are often of some historical value or personal significance to the occultist, such as the skull of a famous wizard's familiar, the finger bone of a saint, or the broken scepter of a long-dead king.

Whenever an occultist casts a spell, he must have the corresponding implement in his possession and he must present the implement to the target or toward the area of affect. This act is part of casting the spell and does not require any additional action. If the occultist does not have the corresponding implement, he can attempt to cast the spell, but must make a concentration check to do so, with a DC of 20 + the spell's level. In addition, spells cast by an occultist without the appropriate implement are always treated as if they were cast at the minimum caster level for the spell in question (1st for a 1st-level spell, 4th for a 2nd-level spell, and so on).

Each implement group also comes with a base focus power. This power is added to the list of focus powers possessed by the occultist. In addition, each implement group also adds a number of other focus powers that the occultist can select using his focus power class feature.

See the Implement Groups section for a complete list of implements, the objects that qualify as each type, their focus powers, and the schools associated with them.

Knacks: An occultist learns a knack, or 0-level psychic spell, for each implement he learns to use. These spells are cast like any other spell, but they can be cast any number of times per day. Knacks cast using any other spell slots (due to metamagic feats, for example) consume spell slots as normal.

Mental Focus (Su): Starting at 1st level, an occultist can invest a portion of his mental focus into his chosen implements for the day, allowing him to perform a variety of abilities depending on the implement and the amount of focus invested in it. Each day, an occultist has a number of points of mental focus equal to 3 + his occultist level + his Intelligence modifier. He can split this mental focus amongst his implements in any way he desires. If the implement is lost or destroyed, the focus is lost with it. Once mental focus is stored inside an implement, the occultist gains a resonant power and can spend the focus to activate the implement's focus powers. Whoever possesses the implement gains the resonant power, so the occultist can lend the implement to an ally to assist that ally, but if he does so, he has difficulty casting that implement's spells

and cannot spend that implement's focus on focus powers until he retrieves the implement or refreshes his focus.

The occultist refreshes his mental focus once each day after receiving at least 8 hours of sleep. After refreshing his mental focus, the occultist must spend 1 hour preparing his implements and investing them with this power. Mental focus that is not used before the next time the occultist refreshes his focus is lost.

The occultist can choose to save generic mental focus inside his own body, but spending this focus comes at a higher cost. He can spend his generic focus through any appropriate implement on any focus power he knows, but he doesn't receive any resonant powers, and any focus power he activates with generic focus costs twice as much focus to use (and to maintain, if applicable).

Magic Item Skill: Starting at 2nd level, the occultist's knowledge of magic items grants him a bonus when attempting to use them. He gains a bonus on all Use Magic Device skill checks equal to 1/2 his occultist level.

Object Reading (Su): At 2nd level, the occultist learns how to read information from items he examines. Examining an item in this way requires him to spend 1 minute handling the item. If the item is a magic item, the occultist learns its powers and command words as if he had successfully examined the item using *detect magic*. This does not reveal if the item is cursed unless the occultist's class level is equal to or greater than the caster level of the item. If the item has any historical significance, the occultist learns one piece of information about its past (as determined by the GM). Finally, the occultist learns one piece of information about the last creature to use the item, so long as it was last used no longer than 1 day ago per occultist level he possesses. This information might be a glimpse of the creature's appearance, a brief vision of what it saw while using the item, or perhaps its emotional state when it last used the item. The GM determines what information is gained in this way.

Shift Focus (Su): At 4th level, an occultist gains the ability to shift his mental focus from one implement to another, though some of the focus is lost along the way. This removes a number of points of mental focus from one implement and adds the same amount – 1 to another implement. Doing so takes 1 minute of quiet contemplation while he is touching both implements. The occultist can shift mental focus only from one implement to another implement; he cannot shift generic focus into an implement.

Aura Sight (Su): At 5th level, as a standard action, the occultist can read the auras of creatures around him. This functions as the *aura sight* spell with a duration of 1 round.

Magic Circles (Su): Starting at 8th level, an occultist learns how to draw magic circles. To draw a circle, he must have chalk, salt, blood, powdered silver, or some other appropriate substance at hand (although he can press a magic circle into a softer surface such as dirt or clay as well). Drawing a circle

takes 1 minute and requires the occultist to expend 1 point of mental focus (either generic focus or focus from any one of his implements). Once completed, this functions as a *magic circle* against any alignment of the occultist's choosing, although it cannot be against a component of the occultist's alignment (if he is Lawful Good, for example, it cannot be a *magic circle against good or law*). The circle remains until its form is physically broken (the lines smeared, the salt scattered, etc.). Note that only a living creature can break the circle. Environmental effects cannot break the circle. An occultist can have only one circle created in this way at a time. If he creates a second circle, the first one loses its power and can be scattered and broken by the environment as normal.

Binding Circles (Su): At 12th level, whenever the occultist creates a magic circle, he can spend 1 additional point of mental focus to make it a binding circle. A binding circle is invisible and counts as a trap. If a living creature of the corresponding alignment steps inside it, the trap triggers and binds the creature inside the circle. While it can move freely inside, it cannot leave the circle, make attacks against targets outside the circle, cast spells that cross the circle's boundary (the circle blocks line of effect), or use any ability that would allow it to leave the circle or disturb the circle in any way. When the circle traps a creature in this way, the creature receives a Reflex save to dive out before the magic takes hold (DC = 10 + 1/2 the occultist's level + the occultist's Intelligence modifier). A creature that can see the circle gains a +4 bonus on this save. If it fails, the creature must remain in the circle, although it can attempt a Will save at the same DC at the end of each hour of imprisonment to escape. A binding circle can be spotted by a Perception check with a DC of 25 + 1/2 the occultist's level (this is also the DC to disarm it using Disable Device). Finally, anything crossing the boundary of the circle from outside, such as a weapon, spell effect, or special ability, immediately breaks the circle and frees the creature trapped inside.

Fast Circles (Su): At 16th level, the occultist learns to draw magic circles very quickly. He can draw a magic circle as a full-round action, but any circle drawn in this way has a duration of 1 minute per occultist level. If he draws a binding circle in this way, its duration is instead 1 round per occultist level.

Implement Mastery (Su): At 20th level, an occultist learns to master one of his implements. He selects one school of implement. Whenever he uses a focus power from an implement of that school, he increases the DC to resist any of the effects by 4 and he treats his occultist level as 4 higher when determining the effects and duration of that power. In addition, the occultist gains 4 extra points of mental focus, but these points must always be invested in implements of the mastered school. He cannot save them or spend them for any ability other than the focus powers of

those implements. Finally, his implements of the mastered school gain an additional 20 hardness as long as the item has at least 1 point of mental focus stored within.

IMPLEMENTS

Occultists can choose from the following implements, each representing a school of magic. An occultist can select a category of implement more than once, as noted in the implements class feature.

Abjuration Implements

Abjuration implements are tied to objects associated with protection and wards.

Implements: Amulet, armor, bell, brooch, cloak, shield, talisman.

Resonant Powers: Each time you invest mental focus into an abjuration implement, choose one of the following resonant powers. The implement's bearer gains the benefits of this power until you refresh your focus.

Aegis (Su): You unlock a latent ability from the power of the implement's history. When you choose this resonant power, select an armor or shield special ability with an equivalent enhancement bonus less than or equal to +1 for every 3 points of mental focus invested in the implement (to a maximum of 1 + 1/4 your occultist level). As long as the implement qualifies for the ability, it gains that armor or shield special ability as long as it contains at least 3 points of mental focus per +1 equivalent of the special ability. You can only choose this ability only with armor or a shield.

Guarding Talisman (Su): The implement protects against physical harm. Whoever wears (or holds, for bells) the implement gains a +1 deflection bonus to AC for every 2 points of mental focus invested in the implement, to a maximum bonus of 1 + 1/4 your occultist level. You cannot choose this ability with an armor or shield.

Warding Talisman (Su): The implement wards against adverse effects. Whoever wears (or holds, for bells) the implement gains a +1 resistance bonus to saving throws for every 2 points of mental focus invested in the implement, to a maximum bonus of 1 + 1/4 your occultist level. You cannot choose this ability with an armor or shield.

Base Focus Power: All occultists that learn to use abjuration implements gain the following focus power.

Warding Shield (Sp): As a swift action, you can expend 1 point of mental focus to create a shield of mental energy around you that protects you from harm. The next time you take damage, the shield reduces the damage by 2 points per occultist level you possess. If you do not take damage before the start of your next turn, the shield expires. You can activate this ability as an immediate action, but doing so costs 2 points of mental focus instead of 1.

Focus Powers: In addition to the base focus power, occultists that learn to use abjuration implements can select

from the following focus powers when choosing the powers gained from their focus powers class feature.

Energy Shield (Sp): As a swift action, you can expend 1 point of mental focus to surround yourself with a shield that protects you from energy damage. Whenever you take acid, cold, electricity, or fire damage, the shield absorbs the damage. The shield can absorb up to 5 points of energy damage per occultist level you possess, as *protection from energy*. This shield lasts for 1 minute, or until its power is exhausted, and does not stack with itself, with *protection from energy*, or with *resist energy*. You can activate this shield as an immediate action by spending 2 points of mental focus instead of 1. You must be at least 3rd level before selecting this focus power.

Globe of Negation (Sp): As a standard action, you can expend 3 points of mental focus to create a stationary globe of negation. This globe is 10 feet in diameter and cancels any spell effect that is cast into or through its area. This functions as *globe of invulnerability*, but it affects spells of any level. The globe can negate a total number of spell levels equal to your occultist level, after which the globe collapses. Spells that are only partially negated are weakened, and any creatures they target receive a +4 circumstance bonus on saving throws against the spell (if any). The globe lasts for a number of rounds equal to your occultist level. It has no effect on spells originating within the globe—only on those that enter its area as or after they are cast. You must be at least 11th level before selecting this focus power.

Loci Sentry (Sp): As a standard action, you expend 1 point of mental focus to set a ward about an area. This area can have a maximum radius of 10 feet + 5 feet per occultist level you possess. Whenever a creature enters the area, a manifestation of your psychic will appears and strikes out at the intruder. The creature must succeed at a Will save or be dazed for 1 round. You are immediately aware when the sentry is activated. The sentry lasts for up to 1 hour per occultist level you possess, or until triggered. When you set the sentry, you can set any number of specific creatures to be immune to the sentry and thus avoid triggering it.

Unraveling (Sp): As a standard action, you can expend 1 point of mental focus to unravel a magical effect. This functions as a targeted *dispel magic*, but you must be adjacent to the effect to unravel it. If the effect is created by psychic magic, you receive a +5 bonus on your check to dispel it. If the effect targets an object in your possession, you can automatically succeed on the check. You must be at least 5th level before selecting this focus power.

Conjuration Implements

Implements used in conjuration involve magics that transport or call creatures.

Implements: Compass, figurine, lantern, mirror.

Resonant Powers: Each time you invest mental focus into a conjuration implement, choose one of the following resonant powers. The implement's bearer gains the benefits of this power until you refresh your focus.

Guiding Compass (Su): The implement becomes a beacon to guide its possessor's path, along roads both physical and magical. Whoever possesses the implement gains a bonus equal to twice the number of points of mental focus invested in the implement (to a maximum of your occultist level) to Survival checks made to avoid being lost. The possessor can also subtract the number of points of mental focus invested in the implement from the d% to determine where she arrives whenever she is targeted by a *teleport* spell. This may cause the possessor to arrive in a different location than other targets of the same spell. You can choose this ability only with a compass.

Summoning Focus (Su): The implement allows creatures to pass through it into the material world, strengthening their connection and extending their stay. The bearer can add the implement as an additional focus component to any conjuration [summoning] spell he casts that has a duration measured in rounds per level. If he does so, the spell's duration increases by 1 round for every 2 points of mental focus stored in the implement (to a maximum of your occultist level). Apply this increase after other effects that adjust a spell's duration, such as *Extend Spell*. You cannot choose this ability with a compass.

Base Focus Power: All occultists that learn to use conjuration implements gain the following focus power.

Servitor (Sp): As a standard action, you can expend 1 point of mental focus to summon a servitor. This ability functions as *summon monster I*, but you can use it only to summon a single creature, and the effect lasts for 1 minute. At 4th level and every 3 levels thereafter, the level of the *summon monster* spell increases by 1, to a maximum of *summon monster VII* at 19th level. You cannot have more than one servitor in effect at a time. When the duration expires, you can expend 1 additional point of mental focus to extend it by another minute (and can continue to do so as long as you have mental focus remaining). This extension is not an action.

Focus Powers: In addition to the base focus power, occultists that learn to use conjuration implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Conjure Implement (Sp): You can expend 1 point of mental focus to conjure any item that qualifies as an implement that you know how to use. This implement can be used as the item in question, functioning as a masterwork version of that item, but it can also be used to cast your psychic spells, even though you did not select it at the beginning of the day. If you have more than one implement for the same school, decide which set of spells the conjured implement

will grant when you first conjure it. The implement cannot be used to store mental focus or create any effects that require mental focus. The implement lasts for 10 minutes per occultist level you possess.

Flesh Mend (Sp): As a standard action, you can expend 1 point of mental focus to heal a living creature with a touch. The creature is healed an amount of damage equal to $1d8 +$ your occultist level. For every 4 occultist levels you possess beyond 3rd, the creature is healed an additional $1d8$ points of damage, to a maximum of $5d8$ at 19th level. This has no effect on undead creatures. You must be at least 3rd level before selecting this focus power.

Purge Corruption (Sp): As a standard action, you can expend 1 point of mental focus to draw out the corruption from a creature. You must touch the target creature with your implement to use this power. This functions as either *neutralize poison* or *remove disease*, using your occultist level as the caster level. Each use of this ability can cure only one poison or one disease. You must be at least 5th level before selecting this focus power.

Side Step (Sp): You can create a fissure in space by expending 1 point of mental focus. You can use this ability as part of a move action made to move. The fissure begins in any square you designate and it allows you to teleport to any other square you can see within 10 feet per occultist level. Stepping between these locations requires you to expend 5 feet of movement and the movement through the rift does not provoke an attack of opportunity. This otherwise functions as *teleport*. You must be at least 7th level before selecting this focus power.

Divination Implements

Implements of the divination school grant powers related to foresight and remote viewing.

Implements: Crystal ball, goggles, Harrow deck, headband, lenses.

Resonant Powers: Each time you invest mental focus into a divination implement, choose one of the following resonant powers. The implement's bearer gains the benefits of this power until you refresh your focus.

Divinatory Focus (Su): The implement increases the accuracy and potency of all divinations cast through it. The bearer can add the implement as an additional focus component to any divination spell he casts. Doing so increases the casting time of the spell by 1 round. He can also use it to replace the focus component for *augury*, *divination*, or *scrying*, which does not increase the casting time of those spells. When using the implement as a focus component in this way, the spellcaster adds the amount of mental focus invested in the implement to his d% roll to gain useful information from the spell or to cast a spell through *scrying*. He additionally increases the caster level of the spell by 1 for every 4 points of mental focus invested in the implement, to a maximum

of $1 + 1/4$ your occultist level. You can choose this ability only with a crystal ball or harrow deck.

Third Eye (Su): The implement allows its wearer to notice that which cannot easily be seen. As long as the implement stores at least 1 point of mental focus, whoever wears the implement gains low-light vision. If you are 3rd level or higher, as long as the implement stores at least 2 points of mental focus, whoever wears the implement also gains darkvision 60 feet. If you are 7th level or higher, as long as the implement stores at least 4 points of mental focus, whoever wears the implement also gains the effects of *see invisibility*. If you are 13th level or higher, as long as the implement stores at least 6 points of mental focus, whoever wears the implement also gains blindsense 60 feet. If you are 19th level or higher, as long as the implement stores at least 8 points of mental focus, whoever wears the implement also gains blindsight 30 feet. You cannot choose this ability with a crystal ball, harrow deck, or other implement that isn't worn.

Base Focus Power: All occultists that learn to use divination implements gain the following focus power.

Flash Insight (Sp): As a swift action, you can expend 1 point of mental focus to gain an insight into your immediate future. Before the end of your turn, you can use this insight as a free action before you make any ability check, attack roll, or skill check to gain an insight bonus on that check equal to $1/2$ your occultist level (minimum +1). You can use this ability only once per turn; if not used by the end of your turn, the insight fades and you gain no benefit.

Focus Powers: In addition to the base focus power, occultists that learn to use divination implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Danger Sight (Sp): As an immediate action, you can protect yourself from harm by expending 1 point of mental focus. You can use this ability whenever you are the target of an attack or are required to make a saving throw against a special ability, spell, or trap. This grants you an insight bonus to your AC or on your saving throw equal to $1/2$ your occultist level. This only applies to the next attack or saving throw made and if not applied by the end of the round, the protection fades and you gain no benefit. You must be at least 3rd level before selecting this focus power.

Mind Eye (Sp): As a standard action, you can expend 1 point of mental focus to create a mind eye, a magical sensor that you can see and hear through. The mind eye is invisible and of Fine size (giving it an AC of 18). Any amount of damage to the eye destroys it, but it can only be harmed by magic weapons or spells. The eye moves with a fly speed of 60 feet and can go up to 1 mile away from you. You must concentrate as a standard action to direct the eye and receive sensory images through it. The eye sees as your eyes see, including any additional senses, such as darkvision or *see invisibility*.

The eye lasts for 1 minute per occultist level. You must be at least 5th level before selecting this focus power.

Object Seer (Sp): As a full-round action, you can expend 1 point of mental focus to gain an insight into an object that you possess. You can ask one question, but that question must be tied in some way to the object, such as the nature of its power, the identity of the creature that last possessed it, or even where the object was when a certain event took place. You always receive an answer from the psychic impressions imprinted upon the item, but they are sometimes cryptic or misleading. This otherwise functions as *commune*. You must be at least 7th level before selecting this focus power.

Powerful Connection (Su): When casting a divination spell that inflicts a penalty to saving throws based on the physical connection the occultist has to the target, you can expend 1 point of mental focus to double the penalty from a possession or garment, or spend 2 points to double the penalty from a body part.

Watchful Eye (Sp): As a standard action, by expending 1 point of mental focus, you can create an invisible sensor within 30 feet that watches a 5-foot-square area. Whenever any creature enters that square, you receive a mental image of the creature as long as you are on the same plane as the sensor. The sensor remains active for 10 minutes per occultist level that you possess. The image will not wake you from slumber, although you do receive all of the images the sensor collected once you wake up. The sensor is fooled by *invisibility* and similar magic. You can expend additional points of mental focus when creating the eye to increase the size of the square by 5 feet per additional point spent.

Enchantment Implements

Enchantment implements allow the occultist to befuddle the mind and charm his foes.

Implements: Censer, crown, helm, necklace.

Resonant Powers: Each time you invest mental focus into an enchantment implement, choose one of the following resonant powers. The implement's bearer gains the benefits of this power until you refresh your focus.

Eliciting Scent (Su): When you light incense in the censer, the smell elicits memories and emotions that cloud the minds of those who can smell it, making it easier to assail them. The bearer can prepare and light the censer as a full-round action. If he does so, on his next turn, he can increase the DC of any one enchantment spell he casts or enchantment focus power he activates by 1 for every 4 points of mental focus invested in the implement (to a maximum of $1 + 1/6$ your occultist level) as long as the target can smell the incense. All targets with the scent ability receive a -2 penalty on their saving throws against the spell or focus power augmented by eliciting scent. You can use this ability only with a censer.

Glorious Presence (Su): The implement invokes the presence of those who have worn it in the past. The implement's wearer gains a $+1$ competence bonus to all Charisma-based skill checks and ability checks for every 2 points of mental focus invested in the implement, to a maximum of $1 + 1/4$ your occultist level. You cannot use this ability with a censer.

Base Focus Power: All occultists that learn to use enchantment implements gain the following focus power.

Cloud Mind (Su): As a standard action, you can expend 1 point of mental focus to cloud the mind of one foe within 30 feet. That foe is dazed for 1 round if it has a number of Hit Dice equal to or less than your occultist level. The foe can attempt a Will save to negate the effect. Whether or not the save is successful, the target is then immune to this effect for 1 day. This is a mind-affecting effect.

Focus Powers: In addition to the base focus power, occultists that learn to use enchantment implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Binding Pattern (Sp): As a standard action, you can expend 1 point of mental focus to create a binding pattern of psychic energy that causes a living creature to become paralyzed. The target must be within 30 feet of you, and it can attempt a Will saving throw to negate the effect. If it fails, it is paralyzed for 1 round per occultist level you possess. At the end of each of its turns, it receives another Will saving throw to reduce the condition to staggered for the remaining duration. You must be at least 7th level before selecting this focus power.

Forced Alliance (Sp): As a standard action, you can alter a living creature's mind, causing it to see you as a friend and ally. If the creature is the same type as you, this power requires you to expend 1 point of mental focus. If it is not, you must expend 2 points instead. The creature can attempt a Will save to negate this effect. If the saving throw fails, the creature treats you as an ally and does not attempt to harm you (although your allies are not protected). You can call on the creature to aid you directly, but while doing so, the creature receives a new Will save at the end of each round to end the effect. This otherwise lasts 1 round per occultist level you possess. This is a mind-affecting effect. You must be at least 5th level before selecting this focus power.

Mind Slumber (Sp): As a standard action, by expending 1 point of mental focus, you can force a living creature into a deep mental slumber. The target must be within 30 feet of you, and it can attempt a Will save to negate the effect. If the saving throw fails, the creature falls asleep where it is standing. This does not cause the creature to fall prone, but it does drop whatever it is holding. The creature remains asleep for a number of rounds equal to your occultist level or until it takes any amount of damage, which immediately wakes it. The creature can be manipulated or examined without waking it, but it

cannot be moved from its square without waking it. This is a mind-affecting effect. You must be at least 3rd level before selecting this focus power.

Obey (Sp): As a standard action, you can issue a command to one living creature by expending 1 point of mental focus. This functions as *command*. The target must be within 30 feet and capable of understanding your order. The target can attempt a Will save to negate this effect.

Evocation Implements

Implements focused on evocation grant the ability to create and direct energy, both to destroy and to protect.

Implements: Rod, staff, wand.

Resonant Powers: Each time you invest mental focus into an evocation implement, choose one of the following resonant powers. The implement's bearer gains the benefits of this power until you refresh your focus.

Intense Focus (Su): The implement channels and enhances the effect of damaging evocation. A spellcaster who bears the implement can add the implement as an additional focus component to any of his damaging evocation spells or focus powers that have an instantaneous duration. If he does so, the spell or focus power deals an additional 1 damage of the same type for every 2 points of mental focus invested in the implement, to a maximum of $1 + 1/2$ your occultist level.

Lightbringer (Sp): The implement glows with light when held in hand. It produces normal light for 5 feet for every point of mental focus invested in the implement (to a maximum of 5 feet + 5 feet for every 2 occultist levels you possess), and it raises the light level by 1 step for an equal distance beyond that. For the purpose of darkness spells and abilities, this effect counts as a light spell of 0th level, +1 spell level for every 2 points of mental focus invested in the implement (to a maximum spell level of $1/2$ your occultist level).

Base Focus Power: All occultists that learn to use evocation implements gain the following focus power.

Energy Ray (Sp): As a standard action, you can expend 1 point of mental focus to unleash a ray of pure energy as a ranged touch attack. This ray has a range of 30 feet. The ray deals 1d6 points of energy damage plus 1d6 points of energy damage for every 2 occultist levels you have attained beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on to a maximum of 10d6 at 19th level). When you unleash an energy ray, you must decide what type of damage it deals (acid, cold, electricity, or fire). Unleashing an energy ray provokes an attack of opportunity.

Focus Powers: In addition to the base focus power, occultists that learn to use evocation implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Energy Blast (Sp): As a standard action, you can expend 2 points of mental focus to unleash a blast of energy. This blast has a range of 100 feet and it deals 5d6 points of energy damage plus 1d6 points of energy damage for every

2 occultist levels you have attained beyond 5th (6d6 at 7th, 7d6 at 9th, and so on to a maximum of 12d6 at 19th level). The blast deals damage to all creatures in a 20-foot-radius burst, but creatures get a Reflex save to halve the damage. When you unleash an energy blast, you must decide what type of damage it deals (acid, cold, electricity, or fire). Unleashing an energy blast provokes an attack of opportunity. You must be at least 5th level before selecting this focus power.

Energy Shield (Sp): As a standard action, by spending 1 point of mental focus you can surround yourself in a swirling shield of energy. When you activate this power, you must select acid, cold, electricity, or fire. You gain resist 20 against that energy type, and whenever a creature strikes you with a melee weapon or natural weapon, that creature takes 1d6 points of energy damage of the chosen type. Attacks made with melee weapons with reach do not cause the attacker to take this damage. At 13th and 19th level, the damage dealt by this shield increases by 1d6. The shield lasts for 1 round per occultist level. You must be at least 7th level before selecting this focus power.

Light Matrix (Sp): As a standard action, you can expend 1 point of mental focus to create a glowing orb of swirling lights that obeys your commands. This orb of lights illuminates the area like the *light* spell. The orb can be commanded to hover over your shoulder, moving with you, but as a move action, you can direct it to move up to 30 feet away from you. If the light matrix is ever more than 30 feet away from you, it returns to hover over your shoulder. If you are at least 5th level, you can direct the light matrix to make a melee touch attack against one foe within 30 feet. If successful, the target must make a Fortitude save or be blinded for 1d4 rounds by a flash of light. If the attack hits, regardless of whether the save is successful, the light matrix immediately ends. The light matrix otherwise has a duration of 1 hour per occultist level you possess.

Shape Mastery (Su): As part of casting an evocation spell with an area of effect, you can spend a number of points of mental focus up to your Intelligence modifier to exclude that number of squares from the area.

Wall of Power (Sp): As a standard action, by spending 1 point of mental focus, you can create a wall of pure energy up to 5 feet long per occultist level you possess. This wall is 10 feet high and 1 foot thick, and while it does not block passage, it does deal damage to anyone passing through it. The wall deals 2d6 points of energy damage + 1 point of energy damage per occultist level you possess. You must choose either acid, cold, electricity, or fire when you create the wall to determine the type of damage it deals. The wall must be straight and cannot pass through a creature's space when created. The wall lasts for 1 round per occultist level you possess. You must be at least 9th level before selecting this focus power.

Illusion Implements

Illusion implements allow the occultist to distort the senses and cloak creatures from sight.

Implements: Crystal, mask, prism, ring.

Resonant Powers: Each time you invest mental focus into an illusion implement, choose one of the following resonant powers. The implement's bearer gains the benefits of this power until you refresh your focus.

Distortion (Sp): The implement allows its wearer to distort his form and location, protecting him from harm. As a standard action, the wearer can gain a concealment miss chance equal to 5% for every point of mental focus invested in the implement (to a maximum of 5% + 5% for every 2 occultist levels you possess) until the next time the wearer makes an attack. If this miss chance reaches 50%, it does not increase further, but the wearer gains all the benefits of *invisibility*. Creatures with *see invisibility*, *true seeing*, or similar abilities ignore the miss chance from this ability. You can use this ability only with a ring.

Masquerade (Su): The implement allows its wearer to change his appearance, varying in scale depending on the number of points of mental focus invested in the implement. The wearer receives a +1 bonus to Disguise checks for every point of mental focus invested in the implement (to a maximum bonus equal to your occultist level). This bonus doesn't stack with the bonuses from polymorph spells or spells like *disguise self*. The wearer can choose to mimic a specific creature using this ability, and he can change his appearance as a standard action. If the wearer concentrates for 1 full round, he can change his appearance to blend into his current surroundings, gaining the same bonus to Stealth checks until he moves. You can use this ability only with a mask.

Refracting Focus (Su): The implement refracts light in remarkable patterns, improving the effects of pattern spells. Any spellcaster who bears the implement can add it as an additional focus component to an illusion [pattern] spell he casts or pattern focus power he activates. If he does so and the spell has a limit on the total number of HD of creatures affected, increase that limit by the number of points of mental focus invested in the implement (to a maximum bonus of +1 HD per occultist level you possess). If the spell affects creatures differently depending on their HD, the targets' HDs are considered 1 lower for every 4 points of mental focus invested in the implement (to a maximum penalty of -1 HD per 4 occultist levels you possess) for the purpose of those effects only. This decrease does not stack with similar abilities, such as a heavens oracle's awesome display. You can use this ability only with a crystal or a prism.

Base Focus Power: All occultists that learn to use illusion implements gain the following focus power.

Minor Figment (Sp): As a standard action, you can expend 1 point of mental focus to create a minor figment. This

can function as either *ghost sound* or *minor image*. In either case, the effect lasts for a number of rounds equal to your occultist level.

Focus Powers: In addition to the base focus power, occultists that learn to use illusion implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Cloak Image (Sp): As a standard action, you can expend 1 point of mental focus to hide your appearance behind an illusion, as *disguise self*. The effect lasts for 10 minutes per occultist level you possess. If you are 5th level or higher, you can expend 2 points of mental focus to appear as a creature of a different type, but you must remain the same size.

Mirage (Sp): As a standard action, you can expend 1 point of mental focus to cloak an area in illusion, allowing you to change the area's appearance. You can affect up to one 5-foot square area for every occultist level you possess, changing the appearance in a way that seems natural to the surroundings, subject to GM discretion. You could, for example, hide a door or passageway, make a table appear to be covered in food, or even create the illusion of a pit. You cannot make creatures or objects invisible with this power, but you can change the appearance of an object or create an illusion for creatures to hide behind. This functions as *major image*, and creatures that physically interact with the illusion in any way can attempt a Will save to see through the mirage. You must be at least 5th level before selecting this focus power.

Shadow Beast (Sp): As a standard action, you can call forth one or more beasts made of shadow and illusion by expending 1 point of mental focus. This functions as *shadow conjuration*, but it can be used only to duplicate the effects of *summon monster* spells. Creatures created with this spell deal 50% damage to nonbelievers and their nondamaging effects have only a 50% chance of affecting nonbelieving targets. This can be used to duplicate any *summon monster* spell up to *summon monster V*. For every 2 additional levels you attain beyond 9th, the level of the spell increases by 1 to a maximum of *summon monster IX* at 17th level. Regardless of the spell duplicated, the creatures remain for 1 round per occultist level you possess. You must be at least 9th level before selecting this focus power.

Unseen (Sp): As a standard action, you can expend 1 point of mental focus to become invisible, as per the *invisibility* spell. This effect lasts for 1 minute per occultist level you possess. You can expend 2 points of mental focus to use this power on a willing adjacent creature instead of yourself. You can still see a creature that you make invisible with this power. If the invisible creature makes an attack, or otherwise takes an action that would cause the invisibility to end, you can immediately expend 1 additional point of mental focus to allow the creature to remain invisible as long as the creature is within 30 feet of you. You must be at least 3rd level before selecting this focus power.

Necromancy Implements

Implements that draw power from necromancy can control undead and harm the living.

Implements: Bone, doll, drum, skull, robe.

Resonant Powers: Each time you invest mental focus into a necromancy implement, choose one of the following resonant powers. The implement's bearer gains the benefits of this power until you refresh your focus.

Necromantic Focus (Su): The implement grants its possessor greater power over the undead. Whoever possesses the implement can control an additional 2 HD of undead for every point of mental focus invested in the item (to a maximum of 4 times your occultist level). Any spellcaster who bears the implement can add it as an additional focus component to a necromancy spell he casts to create undead. If he does so, he can create an additional number of HD of undead equal to the additional HD the implement allows him to control (apply this effect after doubling for *desecrate*, if applicable). You can only use this ability only with a bone, drum, or skull.

Soulbound Puppet (Su): The implement animates with a spark of life. If the implement is a bone or a skull, your power builds a Tiny or Small flesh puppet around it, vaguely shaped like the original creature the implement belonged to. If the implement is a doll, the doll comes to life. Treat this as a familiar, using twice the number of points of mental focus invested in the implement (to a maximum of your occultist level) as your wizard level to determine its powers and abilities. By using a bone or skull from the appropriate creature or a doll shaped like that creature, you can select any of the familiar choices available to a wizard, but you can also use a humanoid doll, bone, or skull, using the base statistics of the homunculus, but without a fly speed, poison bite, or telepathic link. No matter the form, these creatures are constructs, with an alignment matching your own. Even if you have multiple necromancy implements, you can only have one soulbound puppet active at any given time. You cannot use this ability with a drum or robe.

Spirit Shroud (Su): The implement protects its wearer's life force with necromantic energy. Immediately after you invest the implement with mental focus, it stores a number of temporary hit points equal to twice the number of points of mental focus invested in the implement (to a maximum of 2 hit points per occultist level you possess). Whenever the wearer suffers damage, reduce the implement's temporary hit points before any other temporary hit points or the wearer's normal hit points. If the wearer removes the implement and lends it to another, the implement's temporary hit points move along with the implement. If the implement ever holds less mental focus than $\frac{1}{2}$ the number of temporary hit points it is currently storing, reduce the temporary hit points to twice the number of points of mental focus

currently invested in the implement. You can use this ability only with a robe.

Base Focus Power: All occultists that learn to use necromancy implements gain the following focus power.

Mind Fear (Sp): As a standard action, you can expend 1 point of mental focus to cause a living creature to succumb to fear. The target must be within 30 feet of you and it can attempt a Will save to negate the effect. If the target fails the saving throw and has a number of Hit Dice equal to or less than you, it is frightened for 1d4 rounds. If the target fails the saving throw and has a number of Hit Dice greater than you, it is shaken for 1d4 rounds instead. This is a mind-affecting fear effect.

Focus Powers: In addition to the base focus power, occultists that learn to use necromancy implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Flesh Rot (Sp): As a standard action, you can expend 1 point of mental focus to cause the flesh of a living creature to rot and wither with a touch. Upon making a successful melee touch attack (part of activating the ability), the target takes an amount of damage equal to 1d8 + your occultist level. For every 4 occultist levels you possess beyond 3rd, the target takes an additional 1d8 points of damage, to a maximum of 5d8 at 19th level. If you miss with the melee touch attack, this power is wasted with no effect. This has no effect on undead creatures. You must be at least 3rd level before selecting this focus power.

Necromantic Servant (Sp): As a standard action, you can expend 1 point from your mental focus to raise a single basic human skeleton (*Pathfinder Role Playing Game Bestiary* 250) or human zombie (*Bestiary* 288) from the ground to serve you for 10 minutes per occultist level you possess until it is destroyed. Whenever the necromantic servant would be destroyed, if you are within medium range (100 feet + 10 feet/level) you can spend 1 point of mental focus as an immediate action to cause the servant to return to full hit points. At 5th level, the servant gains the advanced simple template. At 9th level, you can choose to also apply the giant simple template. At 13th level, when you spend an immediate action to restore your servant, it splits into two servants. This can allow you to have up to a number of servants in existence equal to half your occultist level. At 17th level, the servant gains a teamwork feat of your choice.

Pain Wave (Sp): As a standard action, you can expend 1 point of mental focus to unleash a wave of pain. This wave hits all creatures other than you in a 20-foot-radius burst from a point that you designate within 100 feet. All living creatures in this area are wracked with pain for 1 round per occultist level you possess, gaining the sickened condition. Creatures receive a Will save to reduce the duration to just 1 round. This is a mind-affecting pain effect. You must be at least 7th level before selecting this focus power.

Psychic Curse (Sp): As a standard action, you can expend 1 point of mental focus to curse a living creature within 30 feet with your psychic magic. You can choose one of the following effects: memory lapse, mental block, or pain confusion. If you choose memory lapse, the target loses its memory of the past hour per occultist level you possess. If you choose mental block, you can proscribe one specific action, such as attacking with a type of weapon, casting a specific spell, or something else suitably specific (subject to GM discretion). The target cannot take that action without first succeeding at a Will save. If it fails, it can take other actions without penalty. If it tries that action again on subsequent rounds, it gets a cumulative +2 bonus on the save until it succeeds. Finally, if you select pain confusion, the creature is confused for 1d4 rounds whenever it is damaged by a critical hit. The target gets a Will save to negate this effect. This effect lasts for 1 day per occultist level you possess. A creature cannot be under the effects of more than one psychic curse at a time. This is a mind-affecting curse effect. You must be at least 5th level before selecting this focus power.

Transmutation Implements

Transmutation implements can alter the properties of both objects and creatures.

Implements: Belt, boots, sandals, vest, weapon.

Resonant Powers: Each time you invest mental focus into a transmutation implement, choose one of the following resonant powers. The implement's bearer gains the benefits of this power until you refresh your focus.

Legacy Weapon (Su): You unlock a latent ability from the power of the implement's history. When you choose this resonant power, select a weapon special ability with an equivalent enhancement bonus less than or equal to +1 for every 3 points of mental focus invested in the implement (to a maximum of 1 + 1/4 your occultist level). As long as the implement qualifies for the ability, it gains that weapon special ability as long as it contains at least 3 points of mental focus per +1 equivalent of the special ability. You can choose this ability only with a weapon.

Physical Enhancement (Su): The implement enhances its wearer's body to superhuman levels. When you choose this resonant power, select a physical ability score. The implement grants a +2 enhancement bonus to that physical ability score for every 3 points of mental focus invested in the implement (to a maximum of +2 for every 5 occultist levels you possess). You can choose this ability only with a belt.

Quick Steps (Su): The implement increases its wearer's speed. The wearer gains a +5 foot enhancement bonus to his base speed for every 2 points of mental focus invested in the implement (to a maximum of 5 feet + 5 feet for every 2 occultist levels you possess). You can use this ability only with boots or sandals.

Base Focus Power: All occultists that learn to use transmutation implements gain the following focus power.

Psychic Weapon (Sp): As a swift action, you can expend 1 point of mental focus to imbue one weapon, unarmed strike, or one natural attack with psychic power. This grants the weapon a +1 enhancement bonus. This bonus stacks with any enhancement bonus the weapon might have, as long as it does not increase the total bonus to greater than +5. This effect does not stack with itself. This bonus lasts for 1 minute.

Focus Powers: In addition to the base focus power, occultists that learn to use transmutation implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Mind Over Gravity (Sp): As a standard action, you can expend 1 point of mental focus to give yourself a fly speed of 60 feet with perfect maneuverability. This effect lasts for 1 minute per occultist level you possess. You must be at least 7th level before selecting this focus power.

Quickness (Sp): As a standard action, you can expend 1 point from your mental focus to grant supernatural quickness and reflexes to yourself or a willing living creature you touch. This functions as *haste*, but the bonus to AC and on Reflex saving throws is increased to +2. This effect lasts for 1 round per occultist level you possess. You must be at least 5th level before selecting this focus power.

Sudden Speed (Sp): As a swift action, you can expend 1 point of mental focus to grant yourself a burst of speed. This increases your land speed by 30 feet for 1 minute. This ability does not stack with itself.

Telekinetic Mastery (Sp): As a standard action, you can expend 1 point of mental focus to grant yourself telekinetic power. This functions as *telekinesis*, but you do not need to concentrate on the effect to maintain it. This effect lasts for 1 round per occultist level you possess. You must be at least 9th level before selecting this focus power.

OCCULTIST SPELL LIST

Occultists gain access to the following spells, as determined by their chosen implements and spells selected. A spell is not considered to be on the occultist's spell list until its school is selected though the implements class feature. Once a school has been chosen, all spells of that school are considered to be on the occultist's spell list for the purpose of spell trigger and spell completion magic items.

0-Level Occultist Spells

Abjuration: *Resistance*.

Conjuration: *Create water, stabilize*.

Divination: *Detect magic, detect poison, guidance, know direction, read magic*.

Enchantment: *Daze*.

Evocation: *Dancing lights, flare, light*.

Illusion: Ghost sound.

Necromancy: Bleed, touch of fatigue.

Transmutation: Mage hand, mending, message, open/close, purify food and drink.

1st-Level Occultist Spells

Abjuration: Alarm, hold portal, shield.

Conjuration: Cure light wounds, mage armor, mount, unseen servant.

Divination: Comprehend languages, detect secret doors, detect snares and pits, identify.

Enchantment: Charm person, command, hypnotism, sleep.

Evocation: Burning hands, floating disk, shocking grasp.

Illusion: Disguise self, magic aura, silent image.

Necromancy: Cause fear, inflict light wounds.

Transmutation: Enlarge person, erase, expeditious retreat, feather fall, magic weapon, pass without trace, reduce person.

2nd-Level Occultist Spells

Abjuration: Arcane lock, obscure object, resist energy.

Conjuration: Cure moderate wounds, delay poison, glitterdust.

Divination: Augury, find traps, locate object, see invisibility, status.

Enchantment: Calm emotions, daze monster.

Evocation: Continual flame, darkness, flaming sphere, gust of wind, shatter, sound burst.

Illusion: Blur, invisibility, magic mouth, minor image, mirror image, misdirection, phantom trap.

Necromancy: False life, inflict moderate wounds, scare, spectral hand.

Transmutation: Chill metal, darkvision, heat metal, knock, levitate, make whole, rope trick, spider climb, warp wood, wood shape.

3rd-Level Occultist Spells

Abjuration: Dispel magic, explosive runes, nondetection, protection from energy.

Conjuration: Create food and water, cure serious wounds, minor creation, phantom steed, sepia snake sigil.

Divination: Arcane sight, clairaudience/clairvoyance.

Enchantment: Deep slumber, hold person, suggestion.

Evocation: Call lightning, daylight, deeper darkness, invisibility purge, lightning bolt, tiny hut, wind wall.

Illusion: Displacement, illusory script, invisibility sphere, major image.

Necromancy: Animate dead, bestow curse, gentle repose, inflict serious wounds.

Transmutation: Flame arrow, fly, gaseous form, greater magic weapon, haste, keen edge, magic vestment, secret page, shrink item, slow, stone shape.

4th-Level Occultist Spells

Abjuration: Break enchantment, dimensional anchor, dismissal, fire trap, lesser globe of invulnerability, spell immunity, stonewall.

Conjuration: Cure critical wounds, dimension door, major creation.

Divination: Arcane eye, contact other plane, detect scrying, locate creature, scrying.

Enchantment: Charm monster, confusion, hold monster.

Evocation: Fire shield, ice storm, resilient sphere, sending, shout, wall of fire, wall of ice.

Illusion: Greater invisibility, illusory wall.

Necromancy: Death ward, fear, inflict critical wounds, magic jar, poison.

Transmutation: Air walk, freedom of movement, rusting grasp.

5th-Level Occultist Spells

Abjuration: Greater dispel magic, spell resistance.

Conjuration: Lesser planar binding, mass cure light wounds, secret chest, teleport, wall of stone.

Divination: Commune, prying eyes, true seeing.

Enchantment: Dominate person, greater command, mind fog, mass suggestion.

Evocation: Call lightning storm, interposing hand, wall of force.

Illusion: False vision, mislead, persistent image, seeming.

Necromancy: Mass inflict light wounds.

Transmutation: Control winds, fabricate, overland flight, telekinesis, transmute mud to rock, transmute rock to mud.

6th-Level Occultist Spells

Abjuration: Antimagic field, forbiddance, globe of invulnerability, repulsion.

Conjuration: Heal, planar binding, mass cure moderate wounds, wall of iron.

Divination: Analyze dweomer, find the path, greater scrying, legend lore.

Enchantment: Antipathy, mass charm monster, sympathy.

Evocation: Blade barrier, contingency, forceful hand, freezing sphere.

Illusion: Permanent image, project image.

Necromancy: Harm, mass inflict moderate wounds.

Transmutation: Animate objects, disintegrate, ironwood, statue, transformation.

PSYCHIC

Within the mind of any sentient being lies power to rival that of the greatest magical artifact or holy site. By accessing these staggering vaults of mental energy, the psychic can shape the world around her, the minds of others, and pathways across the planes. No place or idea is too secret or remote for a psychic to access, and she can pull from every type of psychic magic. Many methods allow psychics to tap into their mental abilities, and these disciplines they follow affect their abilities.

Role: With a large suite of spells, psychics can handle many situations, but they excel at moving and manipulating objects, as well as reading or influencing thoughts.

Alignment: Any.

Hit Die: d6

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

CLASS SKILLS

The psychic's class skills are Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the psychic.

Weapon and Armor Proficiency: A psychic is proficient with all simple weapons, but not with any type of armor or shield.

Spells: A psychic casts psychic spells drawn from the psychic spell list (see page 48). She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a psychic must have an Intelligence score equal to at least 10 + the spell level. The saving throw DC against a psychic's spell is 10 + the spell's level + the psychic's Intelligence modifier.

Like other spellcasters, a psychic can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 6: Psychic. In addition, she receives bonus spells per day if she has a high Intelligence score (see Table 1–3 on page 17 of the *Pathfinder Role Playing Game Core Rulebook*).

The psychic's selection of spells is limited. A psychic begins play knowing four 0-level spells and two 1st-level spells of the psychic's choice. At each new psychic level, she learns one or more new spells, as indicated on Table 7: Psychic Spells Known. Unlike spells per day, the number of spells a psychic knows isn't affected by her Intelligence score; the numbers on Table 7 are fixed.

At 4th level and every even-numbered level after that (6th, 8th, and so on), a psychic can choose to learn a new spell in place of one she already knows. In effect, the psychic loses the old spell in exchange for the new one. The new spell's

level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level psychic spell the psychic can cast. A psychic can swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

A psychic need not prepare her spells in advance. She can cast any psychic spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

Knacks: Psychics learn a number of knacks, or 0-level spells, as noted on Table 7 under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and can be used again.

Psychic Discipline (Ex or Sp): Each psychic accesses and improves her mental powers through a particular method, such as rigorous study or attaining a particular mental state. This is called her psychic discipline. She gains additional spells known based on her selected discipline. The choice of discipline must be made at 1st level, and once made, it cannot be changed. Each psychic discipline gives the psychic a number of discipline powers (at 1st, 5th, and 13th levels), grants her additional spells, and adds one skill to her class skill list. In addition, it determines the ability score she uses for her phrenic pool and phrenic amplifications abilities when she gains them at 3rd level.

At 2nd level, and every 2 levels thereafter, a psychic learns an additional spell derived from her discipline. These spells are in addition to the number of spells given on Table 7. They cannot be exchanged for different spells at higher levels.

Phrenic Pool (Su): At 3rd level, a psychic has a pool of supernatural mental energy that she can draw upon to manipulate psychic spells as she casts them. The number of points in a psychic's phrenic pool is equal to 1/2 her psychic level + her Wisdom or Charisma modifier, as determined by her psychic discipline. The phrenic pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. The psychic might be able to recharge points in her phrenic pool in additional circumstances dictated by her psychic discipline.

Phrenic Amplifications: At 3rd level, the psychic develops particular techniques to empower her spellcasting, called phrenic amplifications. The psychic can activate a phrenic amplification only while casting a psychic spell, and the amplification modifies either the spell's effects or the process of casting it. This spell is called the linked spell. The psychic can activate only one amplification each time she casts a spell. She can use any amplification she knows with a spell, unless the amplification's description states that it can be linked only to certain types of spells. At 7th level and every 4 levels thereafter, the psychic learns a new phrenic amplification selected from the following list. A phrenic amplification cannot be selected more than once.

TABLE 6: PSYCHIC

Level	Base				Special	Spells per Day								
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Knacks, psychic discipline	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Discipline spell	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Phrenic amplification, psychic phrenic	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Discipline spell	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Discipline power	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	Discipline spell	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Phrenic amplification	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6	Discipline spell	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6		6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7	Discipline spell	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	Major amplifications, phrenic amplification	6	6	6	6	4	—	—	—	—
12th	+6	+4	+4	+8	Discipline spell	6	6	6	6	5	3	—	—	—
13th	+6	+4	+4	+8	Discipline power	6	6	6	6	6	4	—	—	—
14th	+7	+4	+4	+9	Discipline spell	6	6	6	6	6	5	3	—	—
15th	+7	+5	+5	+9	Phrenic amplification	6	6	6	6	6	6	4	—	—
16th	+8	+5	+5	+10	Discipline spell	6	6	6	6	6	6	5	3	—
17th	+8	+5	+5	+10		6	6	6	6	6	6	6	4	—
18th	+9	+6	+6	+11	Discipline spell	6	6	6	6	6	6	6	5	3
19th	+9	+6	+6	+11	Phrenic amplification	6	6	6	6	6	6	6	6	4
20th	+10	+6	+6	+12	Remade self	6	6	6	6	6	6	6	6	6

Once a phrenic amplification has been selected, it cannot be changed. Phrenic amplifications require the psychic to expend 1 or more points from her phrenic pool to function.

Complex Countermeasure (Ex): The psychic can spend 1 point from her phrenic pool to increase the DC of any skill checks, concentration checks, or caster level checks the linked spell requires enemies to make by 2. For example, if the linked spell were *invisibility*, the DC to notice the invisible creatures would be higher; if it were *nondetection*, the DC of the caster level check for using a divination on the warded creature or item would increase. At 14th level, the psychic can choose to spend 2 points from her phrenic pool to instead increase the DC by her Wisdom or Charisma modifier, as determined by her psychic discipline.

Conjured Armor (Su): By spending 1 point from her phrenic pool, the psychic grants any creature she conjures or summons with the linked spell a +2 deflection bonus to AC. This bonus lasts for 1 round per caster level or until the creature disappears, whichever comes first. This amplification can be linked only to spells of the conjuration (calling) or conjuration (summoning) subschools. At 8th level, the bonus is instead equal to the psychic's Wisdom or Charisma modifier, as determined by her psychic discipline.

Intense Focus (Ex): The psychic can spend 1 point from her phrenic pool to gain a +2 bonus on any concentration check she makes as part of casting the linked spell. At 14th level,

she can choose to spend 2 points from her phrenic pool to instead gain a +5 bonus.

Overpowering Mind (Ex): The psychic can spend points from her phrenic pool to increase the Will save DC of the linked spell by an equal amount. At 1st level, she can spend no more than 1 point in this way, but the amount increases to 2 points at 8th level and 3 points at 15th level. This amplification can be linked only to spells that have the mind-affecting descriptor and require a Will saving throw.

Relentless Casting (Su): The psychic can spend 1 point from her phrenic pool to increase the DC of the dispel check to dispel the linked spell or the Spellcraft check to identify the linked spell when counterspelling it. The DC increases by an amount equal to the psychic's Wisdom or Charisma modifier, as determined by her discipline. The bonus to the dispel check DC lasts for the duration of the spell. If an enemy uses *dispel magic* to counterspell the linked spell, the DC increase applies to both the Spellcraft check and the dispel check.

Will of the Dead (Su): Even undead creatures can be affected by the psychic's mind-affecting spells. The psychic can spend points from her phrenic pool to attempt to overcome an undead creature's immunity to mind-affecting affects; the chance to overcome the creature's immunity depends on the number of points the psychic spends. She has a 50% chance of overcoming the immunity if she spends

TABLE 7: PSYCHIC SPELLS KNOWN

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

1 point, a 75% chance if she spends 2 points, and a 100% chance if she spends 3 points. This ability functions even on mindless undead, but has no effect on creatures that aren't undead. This amplification can be linked only to spells that have the mind-affecting descriptor.

Major Amplifications: At 11th level and every 4 levels thereafter, a psychic can choose one of the following major amplifications in place of a phrenic amplification.

Dual Amplification (Ex): When the psychic uses this major amplification, she chooses two other amplifications or major amplifications she knows to apply to the same linked spell. She must spend 1 point from her phrenic pool to do so, plus the full cost of the two other amplifications.

Masterful Thought (Ex): The psychic can cast the linked spell without providing the thought component by focusing her conscious mental processes. The psychic must spend a number of points from her phrenic pool equal to 1 + the linked spell's level to use this ability.

Perfect Clarity (Ex): The psychic can cast the linked spell without providing the emotion or thought component by combining the different aspects of her mind at rapid speed. The psychic must spend a number of points from her phrenic pool equal to 3 + the linked spell's level to use this ability. A psychic must have both the masterful thought and triumphant emotion major amplifications to choose this ability.

Subordinate Spell (Ex): The psychic can cast a less powerful spell along with the one she's casting. The additional spell's level can be no higher than the linked spell's level – 5, and its

casting time must be 1 standard action or less. The linked spell can't be lower than 5th level. The psychic must spend a number of points from her phrenic pool equal to 1 + the additional spell's level.

Triumphant Emotion (Ex): The psychic can cast the linked spell without providing the emotion component by allowing her inner self to come through. The psychic must spend a number of points from her phrenic pool equal to 1 + the linked spell's level to use this ability.

Remade Self (Sp): At 20th level, one of the following spells affects the psychic as a constant spell-like ability: *arcane sight*, *fly*, *haste*, *heroism*, *nondetection*, or *tongues*. While the psychic is under the effects of this spell-like ability, each time she casts a psychic spell she can link one phrenic amplification or major amplification she knows with a point cost of 1 to that spell without spending any points from her phrenic pool. This amplification is in addition to the maximum of one amplification per spell.

PSYCHIC DISCIPLINES

The following disciplines represent the most common ones chosen by psychics. Different followers of a discipline might come to it in different ways, and though some might join together in orders or faiths, others follow personal, singular interpretations of the discipline.

Discipline of Abomination

Your mind is impure, tainted by outside forces. These might be monstrous ancestors whose blood still flows within you, or powerful and unknowable psychic forces that intrude into your mind. Like a psychic disease, this influence consumes part of your brain, creating a dark counterpart to your normal self. Every time you call forth a psychic spell, you're drawing on this dangerous force—and potentially giving it a greater hold on you. The influence on those with the discipline of abomination often comes from rakshasas, aboleths, or malign entities that dwell in the voids between the stars.

Phrenic Pool: Charisma.

Class Skill: Intimidate.

Bonus Spells: *ray of enfeeblement* (2nd), *alter self* (4th), *excruciating deformation*^{UM} (6th), *black tentacles* (8th), *dominate person* (10th), *repulsion* (12th), *insanity* (14th), *orb of the void*^{UM} (16th), *dominate monster* (18th).

Discipline Powers: Your powers allow the dark influences to take over, and it can be difficult to come back from the brink.

Dark Half (Su): By allowing the dark forces to overcome her, the psychic can enter a state of instinctual cruelty as a swift action. While she's her dark half, she increases the DCs of her psychic spells by 1, gains a +2 morale bonus on Will saves, and is immune to fear effects. Whenever she casts a spell that deals damage while she's her dark half,

the psychic can have one creature that took damage from the spell also take 1 point of bleed damage. The amount of bleed increases to 2 at 5th level and to 1d6 at 13th level. While she's her dark half, a psychic can't use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration other than casting psychic spells. She can't use phrenic amplifications while she's her dark half. The psychic can return to her normal self as a free action, but must succeed at a concentration check with a DC equal to 10 + 1/2 her caster level. If she fails, she stays as her dark half and can't attempt to change back for 1 round. A psychic can remain as her dark half for a number of rounds per day equal to her Charisma modifier; when these rounds are expended, the psychic returns to her normal self without requiring a concentration check.

Morphic Form (Ex): At 5th level, while she's her dark half the psychic gains DR 5. This damage reduction can be overcome by a random type of damage each time she becomes her dark half, determined by rolling on the table below.

d%	Damage Reduction
01-25	DR 5/bludgeoning
26-50	DR 5/piercing
51-75	DR 5/slashing
76-00	DR 5/magic

Psychic Safeguard (Su): At 13th level, the psychic projects constant mental defenses, gaining spell resistance equal to 8 + her caster level. While she's her dark half, this SR increases to 16 + her caster level.

Discipline of Lore

By collecting expert information and reading all sorts of treatises and chapbooks on occult subjects, you learn proper techniques and rituals to grow your mental abilities. Your abilities become stronger through study and science, not instinct.

Phrenic Pool: Wisdom.

Class Skill: Use Magic Device.

Bonus Spells: *comprehend languages* (2nd), *fox's cunning* (4th), *dispel magic* (6th), *arcane eye* (8th), *modify memory* (10th), *legend lore* (12th), *greater arcane sight* (14th), *moment of prescience* (16th), *mage's disjunction* (18th).

Discipline Powers: Your powers relate to your extensive knowledge and your ability to alter and adapt your memory.

Illuminating Answers (Su): You can glean deeper truths from advice you magically obtain, even if the information itself is specious. When you use a spell or spell-like ability that allows you to get answers to questions (such as *augury*, *blood biography*, or *contact other plane*) and get at least one answer, you regain a number of points in your phrenic pool equal to 1/2 the spell's level (or 1 point for a 1st-level spell). You regain this point even if the answer is false or vague.

Mnemonic Cache (Su): You can memorize a piece of information and later recall it perfectly. Your mnemonic cache can hold roughly 10 pages of written information or 30 minutes worth of speech or music. (Memorizing music doesn't confer the ability to perform it properly.) You can hold only one piece of information in your mnemonic cache at a time. The information doesn't go away when you recall it, but when you put a new piece of information in the cache, the old piece becomes like any other memory. If you're in telepathic contact with another creature (through *telepathic bond*, for example), you can transfer the information directly into its mind as a free action. For this creature, the information functions like a normal memory, not one with perfect clarity.

You can attempt to sequester a written magical trap (such as *explosive runes* or *sepia snake sigil*) in your mnemonic cache and destroy it. Treat this as making a Disable Device check to disarm a magical trap (as though you had the trapfinding class feature). You use the higher of your Disable Device modifier or 5 + your psychic level + your Wisdom modifier, whichever is higher. If you succeed, instead of being disabled the trap is erased and destroyed. This ability can't destroy *symbol* traps; it functions only if written text is involved.

Automatic Writing (Su): At 5th level, you can spend 1 hour in uninterrupted meditation. During this period, your hands produce mysterious writing that pertains to the future. The prophetic writing manifests as an *augury* spell with 90% effectiveness. At 8th level, the writing manifests as a casting of *commune* with no material component required.

Memory Palace (Su): At 13th level, you mentally construct an extradimensional library to house mental constructs representing the volumes of lore you've studied. This ability functions as *mage's magnificent mansion*, with the following adjustments. The memory palace is limited in size to a number of 10-foot cubes equal to your psychic level. Your memory palace doesn't contain any furniture other than bookcases and a few desks and sofas where you and your visitors can study. There is no food within, though it does contain a number of *unseen servants* equal to half your psychic level, who function solely as librarians. The library keeps the same layout each time you summon it, though you can alter its appearance each time you gain a level or by spending 15 minutes concentrating. You can reshape it in your mind, so the palace doesn't need to currently be in effect for you to alter it. You can create your memory palace once per day.

Choose one type of Knowledge skill when you gain this ability. Consulting your memory palace gives anyone who studies within a +4 circumstance bonus on Knowledge checks with that skill, and the memory palace counts as an extensive library for people making Knowledge skills untrained with that skill. You gain a +2 circumstance bonus on checks with the chosen skill even when you're not consulting the palace (and even when the palace isn't in effect). At 14th level and at

each additional level thereafter, choose another Knowledge skill to which your memory palace's library bonuses apply.

Discipline of Pain

Mental blocks prevent your immense inborn psychic energies from flowing freely. They are unleashed only when you suffer pain.

Phrenic Pool: Charisma.

Class Skill: Intimidate.

Bonus Spells: *persuasive goad*^{UM} (2nd), *false life* (4th), *pain strike*^{APG} (6th), *retribution*^{APG} (8th), *mass pain strike*^{APG} (10th), *eyebite* (12th), *waves of exhaustion* (14th), *horrid wilting* (16th), *mass suffocation*^{APG} (18th).

Discipline Powers: Your powers allow you to cause and endure pain.

Painful Resurgence (Su): When you take 10 or more points of damage from a single attack or effect, you regain 1 point in your phrenic pool. You can gain this benefit no more than once per minute.

Painful Reminder (Su): As a swift action, you can cause an enemy to take 1d6 points of nonlethal damage if you dealt damage to that enemy with a spell on your previous turn. You can use this ability a number of times per day equal to your Charisma modifier. This damage increases to 2d6 at 8th level and to 3d6 at 15th level.

Live On (Sp): At 5th level, you can use lay on hands as though you were a paladin of 3 levels lower than your psychic level. You also gain access to mercies as though you were a paladin of 3 levels lower than your psychic level. You can target only yourself with these abilities. In addition, starting at 9th level, the first time per day you die you gain the benefits of a *breath of life* spell.

Agonizing Wound (Su): At 13th level, whenever you cast a spell that deals damage to a creature, that creature also becomes dazed, frightened, or sickened (your choice) for a number of rounds equal to your Charisma modifier. If you expend 2 uses of this ability, you can instead have the creature become nauseated, panicked, or stunned for 1 round. The creature can attempt a Will saving throw to negate this effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting pain effect.

Discipline of Tranquility

Psychic magic flows through you when you attain a peaceful mental state. Regular meditation expands your mind, allowing new powers to develop.

Phrenic Pool: Wisdom.

Class Skill: Survival.

Bonus Spells: *sleep* (2nd), *detect thoughts* (4th), *deep slumber* (6th), *mass daze*^{UM} (8th), *lesser astral projection*^{UM} (10th), *cloak of dreams*^{APG} (12th), *ethereal jaunt* (14th), *mind blank* (16th), *time stop* (18th).

Discipline Powers: Your stable mind protects you and others.

Mental Placidity (Su): As an immediate action, you can gain a +2 bonus on a Will saving throw you are about to attempt. This bonus increases to +4 against an enchantment spell or effect. Any ally who attempts a saving throw against the same effect gains a +1 bonus on the Will save, or a +2 bonus if against an enchantment. If your saving throw succeeds, you regain 1 point in your phrenic pool. You can use this ability a number of times per day equal to your Wisdom modifier.

Calming Presence (Su): At 5th level, you become a calming force. You can use *calm emotions* as a spell-like ability a number of times per day equal to your Wisdom modifier.

Purge Disquiet (Su): At 13th level, you can banish mental distress. You become immune to fear spells and effects and to the confused condition. As a standard action, you can choose a willing creature that is either within 30 feet or in telepathic contact with you. For 1 round per level, you suppress any fear effect or confused, cowering, frightened, panicked, or shaken condition affecting that creature. You can suppress only one effect at a time with this ability, and choosing a new target ends the suppression for the character you previously chose.

PSYCHIC SPELLS

Psychics gain access to the following spells. While most of these spells are found in the *Core Rulebook*, those with superscripts are drawn from other sources. Those marked with an asterisk (*) appear under Psychic Spells on page 58.

0-Level Psychic Spells: *arcane mark, bleed, dancing lights, daze, detect magic, detect poison, flare, ghost sound, know direction, light, lullaby, mage hand, mending, message, open/close, prestidigitation, read magic, resistance, stabilize, virtue.*

1st-Level Psychic Spells: *alarm, animate rope, calm animals, cause fear, charm animal, charm person, color spray, command, comprehend languages, detect animals or plants, detect secret doors, detect thoughts, lesser confusion, detect undead, disguise self, endure elements, enlarge person, entropic shield, erase, expeditious retreat, feather fall, floating disk, hold portal, hypnotism, identify, jump, mage armor, magic aura, magic missile, mind thrust I*, reduce person, remove fear, shield, silent image, sleep, true strike, unseen servant, ventriloquism.*

2nd-Level Psychic Spells: *animal messenger, animal trance, augury, bear's endurance, blindness/deafness, blur, bull's strength, calm emotions, cat's grace, chill metal, eagle's splendor, fox's cunning, owl's wisdom, darkvision, daze monster, enthrall, false life, find traps, heat metal, hideous laughter, hold animal, hold person, hypnotic pattern, invisibility, knock, levitate, locate object, magic mouth, make whole, mind thrust II*, minor image, mirror image, misdirection, obscure object, phantom trap, protection from arrows, pyrotechnics, resist energy, rope trick, scare, see invisibility, shatter, shield other, silence, speak with animals, spectral hand,*

spider climb, status, suggestion, thought shield I*, touch of idiocy, undetectable alignment, whispering wind, zone of truth.

3rd-Level Psychic Spells: arcane sight, blink, clairaudience/clairvoyance, continual flame, deep slumber, dispel magic, displacement, ego whip I*, fly, gaseous form, haste, helping hand, heroism, illusory script, invisibility sphere, major image, meld into stone, mental barrier I*, mind thrust III*, nondetection, protection from energy, rage, shrink item, slow, speak with dead, thought shield II*, tongues, vampiric touch, water breathing, water walk.

4th-Level Psychic Spells: arcane eye, black tentacles, break enchantment, charm monster, confusion, crushing despair, detect scrying, dimension door, dimensional anchor, discern lies, divination, dominate animal, ego whip II*, fear, freedom of movement, greater invisibility, hallucinatory terrain, id insinuation I*, illusory wall, intellect fortress I*, lesser geas, lesser globe of invulnerability, lesser planar ally, locate creature, mass enlarge person, mass reduce person, mental barrier II*, mind thrust IV*, minor creation, phantasmal killer, rainbow pattern, resilient sphere, scrying, sending, shout, spell immunity, stonewalk, telekinetic, telepathic bond, thought shield III*.

5th-Level Psychic Spells: commune with nature, contact other plane, dismissal, dominate person, dream, ego whip III*, fabricate, false vision, feeblemind, greater command, hold monster, id insinuation II*, intellect fortress II*, interposing hand, lesser planar binding, mage's private sanctum, magic jar, major creation, mass suggestion, mental barrier III*, mind fog, mind thrust V*, mirage arcana, modify memory, nightmare, overland flight, passwall, permanency, persistent image, plane shift, prying eyes, psychic crush I*, secret chest, seeming, song of discord, spell resistance, teleport, thought shield IV*, tower of iron will I*, true seeing, wall of force, waves of fatigue.

6th-Level Psychic Spells: analyze dweomer, animate objects, antilife shell, blade barrier, contingency, disintegrate, ego whip IV*, find the path, greater dispel magic, ethereal jaunt, forceful hand, geas/quest, globe of invulnerability, greater heroism, id insinuation III*, intellect fortress III*, legend lore, mass bear's endurance, mass bull's strength, mass cat's grace, mass eagle's splendor, mass fox's cunning, mass owl's wisdom, mental barrier IV*, mind thrust VI*, mislead, permanency, permanent image, planar ally, planar binding, programmed image, psychic crush II*, stone tell, thought shield V*, tower of iron will II*, transformation, veil.

7th-Level Psychic Spells: antimagic field, banishment, ego whip V*, forcecage, grasping hand, greater arcane sight, greater scrying, greater teleport, id insinuation IV*, insanity, instant summons, limited wish, mage's magnificent mansion, mage's sword, mass hold person, mass invisibility, mental barrier V*, mind blank, phase door, power word blind, project image, psychic crush III*, repulsion, reverse gravity, sequester, simulacrum, spell turning, telekinetic sphere, teleport object, tower of iron will III*, vision, waves of exhaustion, word of recall.

8th-Level Psychic Spells: antipathy, binding, mass charm monster, clenched fist, demand, dimensional lock, discern location, earthquake, etherealness, greater planar ally, greater planar binding,

greater prying eyes, greater shout, greater spell immunity, iron body, irresistible dance, maze, moment of prescience, power word stun, prismatic wall, protection from spells, psychic crush IV*, refuge, scintillating pattern, screen, sympathy, temporal stasis, tower of iron will IV*, trap the soul.

9th-Level Psychic Spells: astral projection, crushing hand, dominate monster, foresight, freedom, gate, implosion, imprisonment, mage's disjunction, mass hold monster, power word kill, psychic crush V*, soul bind, teleportation circle, time stop, tower of iron will V*, wail of the banshee, weird, wish.

SPIRITUALIST

Becoming a spiritualist is not a calling; it's a phenomenon. When a creature dies, its spirit flees the body and begins the next stage of its existence. Debilitating emotional attachment during life and other psychic corruption causes some spirits to drift into the Ethereal Plane and descend toward the Negative Energy Plane. Some of these spirits are able to escape the pull of undeath and make their way back to the Material Plane, seeking refuge in a psychically attuned mind. Such a fusing of consciousnesses creates a spiritualist—the master of a single powerful spirit whom the spiritualist can manifest upon the world to do her bidding.

Role: The spiritualist seeks the occult and esoteric truth about life, death, and the passage beyond, using her phantom as guide and tool. The connection with her phantom spirit allows her to harness the powers of life and death, thought and nightmare, shadow and the pursuit of ultimate truths.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 3d6 × 10 gp (average 70 gp).

CLASS SKILLS

The spiritualist's class skills are Bluff (Cha), Craft (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the spiritualist.

Weapon and Armor Proficiency: A spiritualist is proficient with all light weapons, kukris, saps, and scythes, as well as with light armor.

Spells: A spiritualist casts psychic spells drawn from the spiritualist spell list (see page 53). She can cast any spell she knows without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level.

To learn or cast a spell, a spiritualist must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a spiritualist's spell is 10 + the spell level + the spiritualist's Wisdom modifier.

A spiritualist can cast only a certain number of spells of each spell level each day. Her base daily spell allotment is given on Table 8: Spiritualist. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1–3 on page 17 of the *Pathfinder RPG Core Rulebook*).

A spiritualist's selection of spells is extremely limited. A spiritualist begins play knowing four 0-level spells and two 1st-level spells of the spiritualist's choice. At each new spiritualist level, she gains one or more new spells as indicated on Table 9: Spiritualist Spells Known on page 52. (Unlike spells per day, a spiritualist's Wisdom score does not affect

the number of spells she knows. The numbers on Table 9 are fixed.)

Upon reaching 5th level, and at every third spiritualist level thereafter (8th, 11th, and so on), a spiritualist can choose to learn a new spell in place of one she already knows. In effect, the spiritualist “loses” the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level spiritualist spell she can cast. A spiritualist can swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Knacks: A spiritualist learns a number of knacks, or 0-level psychic spells, as noted on Table 9 under “Spells Known.” These spells are cast like any other spell, but they can be cast any number of times per day. Knacks prepared using another spell slot, due to metamagic feats, for example, consume spell slots as normal.

Phantom: A spiritualist begins play with the aid of a powerful and versatile spirit entity called a phantom. The phantom forms a link with the spiritualist, who forever after either harbors the creature within her consciousness or manifests it as ectoplasm or incorporeal essence. A phantom has the same alignment as the spiritualist, and it can speak all the languages its master can. A spiritualist can harbor its phantom in her consciousness (see the shared consciousness class feature), manifest it partially (see the bonded manifestation class feature), or fully manifest it as either an ectoplasmic or incorporeal creature. Fully manifested phantoms are treated as summoned creatures from the Ethereal Plane, except that they are not sent back to the Ethereal Plane until reduced to a number of negative hit points equal to or greater than their Constitution scores.

A spiritualist can fully manifest her phantom with a ritual that takes 1 minute to perform. When manifested in this way, the phantom's hit points are unchanged from the last time it manifested. The only exception to this is if the phantom was slain and returned to the Ethereal Plane, in which case it returns with half its maximum hit points. The phantom does not heal naturally, and can only be healed magically or tended to with the Heal skill while fully manifested. The phantom stays manifested until dismissed by the spiritualist (a standard action) or it is returned to the Ethereal Plane. If the phantom is returned to the Ethereal Plane, it cannot return to the spiritualist's consciousness or manifest again for 24 hours.

While fully manifested, a phantom cannot be returned to the Ethereal Plane by means of *dispel magic*, but spells such as *dismissal* and *banishment* work normally. If the spiritualist is unconscious or asleep, the phantom immediately returns to the spiritualist's consciousness. If the spiritualist is killed, the phantom is returned to the Ethereal Plane, and cannot return to the spiritualist's consciousness until 24 hours after the spiritualist is brought back to life. A phantom cannot be

TABLE 8: SPIRITUALIST

Level	Base				Special	Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Etheric link, knacks, phantom, shared consciousness	1/day	1	—	—	—	—
2nd	+1	+3	+0	+3	Bonded senses	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Bonded manifestation (ectoplasmic shield)	3	—	—	—	—	—
4th	+3	+4	+1	+4	Spiritual interference	3	1	—	—	—	—
5th	+3	+4	+1	+4	Detect undead	4	2	—	—	—	—
6th	+4	+5	+2	+5	Master's call 1/day	4	3	—	—	—	—
7th	+5	+5	+2	+5	Calm spirits 1/day	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Bonded manifestation (spirit touch)	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	See invisibility	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Instant recall, master's call 2/day	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Calm spirits 2/day	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Greater spiritual interference	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Life bond, bonded manifestation	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Master's call 3/day	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Calm spirits 3/day	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Call spirits	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Fused consciousness	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Master's call 4/day, bonded manifestation (spirit form)	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Calm spirits 4/day	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Dual bond	5	5	5	5	5	5

dismissed or banished (by spell or any other similar effect) while it resides in the spiritualist's consciousness, as the phantom is protected from such effects by the power of the spiritualist's psyche.

When a phantom fully manifests, its Hit Dice, saving throws, skills, feats, and abilities are tied to the spiritualist's class level and increase as the spiritualist gains levels.

Phantoms are self-involved, even jealous, creatures that do not play well with other summoned companions. A phantom refuses to manifest (either fully or as part of a bonded manifest) in the presence of an eidolon summoned by the phantom's master. Furthermore, if it is manifested when such a creature is summoned, it immediately retreats into its spiritualist's consciousness, and will not manifest again until the eidolon is dismissed.

Shared Consciousness (Su): Starting at 1st level, while the phantom is confined within the spiritualist's consciousness (not stranded on the Ethereal Plane or fully manifested), it grants the spiritualist Skill Focus (as the feat) in two skills determined by the phantom's emotional focus, as well as a +2 bonus on saving throws against all mind-affecting effects. Furthermore, once per day, when the spiritualist fails a saving throw against a mind-affecting effect, as an immediate action it can shunt that effect into the phantom's section of her consciousness instead. When she does so,

she is not affected by the mind-affecting effect, but for the normal duration of that effect, she does not gain the Skill Focus granted by her phantom, the bonuses to saving throws against mind-affecting effects, and can't use this ability to shunt a mind affecting effect into the phantom's consciousness or manifest her phantom in any way.

Etheric Tether (Su): Starting at 1st level, a spiritualist can force the phantom to manifest in an area around her by pushing the phantom's consciousness through the veil of ethereal essence, allowing it to fully manifest in either ectoplasmic or incorporeal form. Whenever her manifested phantom takes enough damage to send it back to the Ethereal Plane, as a reaction to the damage the spiritualist can, without using an action, sacrifice any number of hit points she has. Each hit point sacrificed in this way prevents 1 point of damage dealt to the phantom. This can prevent the phantom from being sent back to the Ethereal Plane.

This tether is limited. When the phantom is fully manifested, it and the spiritualist must remain within 50 feet of one another for the phantom's manifestation to stay stable with little to no concentration on the part of the spiritualist. When a spiritualist starts her turn and her phantom is more than 50 feet away from her (but closer than 100 feet), the spiritualist must concentrate on the link as a full-round action that provokes attacks of opportunity, or the phantom immediately snaps

TABLE 9: SPIRITUALIST SPELLS KNOWN

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

back through the tether into the spiritualist's consciousness. This concentration check can be interrupted like a spell with a caster level equal to 1 + 1 for every 10 feet beyond 50 feet that the phantom is from the spiritualist. If the tether is interrupted, the phantom immediately returns to the Ethereal Plane and cannot be summoned from that plane for 24 hours.

If the phantom is ever more than 100 feet away from its spiritualist, the tether is automatically broken and the phantom immediately returns to the Ethereal Plane and cannot be summoned from that plane for 24 hours.

Bonded Sense (Su): Starting at 2nd level, as a standard action, the spiritualist can share the senses of her manifested phantom: hearing, seeing, smelling, tasting, and feeling everything her phantom does. She can use this ability a number of rounds per day equal to her spiritualist level, but those rounds do not need to be consecutive. There is no range to this effect, but the phantom and the spiritualist must be on the same plane. The spiritualist can end this effect as a free action.

Bonded Manifestation (Su): At 3rd level, as a standard action, the spiritualist can pull on the consciousness of her phantom and the substance of the Ethereal Plane to partially manifest it. When she does, she uses this bonded manifestation to enhance her own abilities while the phantom is still bound to her consciousness. For the spiritualist to use this ability, the phantom must be currently confined to the spiritualist's consciousness; it cannot be manifested in any other way. The phantom cannot be damaged, dismissed, or banished when partially manifested. A spiritualist can use bonded manifestation a number of

rounds equal to her spiritualist level each day. The rounds need not be consecutive. She can dismiss the effects of a bonded manifestation as a free action.

At 3rd level, the spiritualist can use bonded manifestation to create an ectoplasmic shield that protects her without restricting movement or actions. The shield grants the spiritualist a +4 shield bonus to Armor Class. The ectoplasmic shield has no armor check penalty or arcane spell failure chance.

At 8th level, and every 3 levels thereafter (13th and 18th level), the spiritualist gains a new way to use her bonded manifestation.

Spirit Touch: At 8th level, the spiritualist can use bonded manifestation to better affect incorporeal creatures. While this ability is in effect, the spiritualist's unarmed strikes and any melee weapons she is wielding are considered to have the ghost touch magic weapon ability.

Ectoplasmic Tendrils: At 13th level, the spiritualist can use bonded manifestation to sprout a pair of ectoplasmic tendrils from her body. As a swift action, she can use each tendril to either attack a creature within her melee reach (using the attack bonus and damage of her ectoplasmic manifested spirit), or to manipulate an object. She can even choose to spend the swift action to have one limb make an attack and have the other limb manipulate an object, as long as that object can be manipulated with one hand.

Spirit Form: At 18th level, the spiritualist can use bonded manifestation to gain the incorporeal subtype and a fly speed of 30 feet (good).

Spiritual Interference (Ex or Su): At 4th level, whenever a spiritualist is within the melee reach of her ectoplasmic manifested phantom, she receives a +2 shield bonus to her Armor Class and a +2 circumstance bonus on her saving throws. This bonus is not gained when the ectoplasmic manifested phantom is grappled, helpless, or unconscious. A spiritualist within 30 feet of her incorporeally manifested phantom receives a +2 circumstance bonus on her Will saving throws. This bonus is a supernatural ability and does not apply if the phantom is unconscious.

Detect Undead (Sp): At 5th level, a spiritualist's connection with the Ethereal Plane becomes so strong that she can use *detect undead* at will as a spell-like ability.

Master's Call (Su): At 6th level, as a standard action, a spiritualist can call her manifested phantom to her side. This functions as *dimension door*, using the spiritualist's caster level. When used, the phantom appears adjacent to the spiritualist (or as close as possible if all adjacent spaces are occupied). If the phantom is out of range, this ability is wasted. The spiritualist can use this ability once per day at 6th level, plus one additional time per day for every 4 levels beyond 6th.

Calm Spirits (Sp): At 7th level, the spiritualist gains the ability to use *calm spirits* as a spell-like ability once per day. At 11th level, and every 4 levels thereafter the spiritualist can

use this ability an additional time per day (to a maximum of 4 times per day at 19th level).

See Invisibility (Sp): At 9th level the spiritualist gains the ability to *see invisibility* as the spell once per day, with a duration of 1 minute.

Instant Recall (Su): At 10th level, the spiritualist can use her master's call class feature as either an immediate action or a swift action. When doing so, she can choose to confine the phantom back into her consciousness as part of master's call. Furthermore, when using master's call in this way, the spiritualist can choose to activate a single bonded manifestation ability as part of that action, but doing so costs 1 extra round of bonded manifestation.

Greater Spiritual Interference (Su): At 12th level, whenever an ally is within a manifested phantom's melee reach, as long as the phantom is in ectoplasmic form, that ally receives a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If this ally is the spiritualist, these bonuses increase to +4. The bonus is not gained when the ectoplasmic manifested phantom is grappled, helpless, or unconscious. While the phantom is incorporeally manifested, allies within 30 feet of the phantom receive a +2 circumstance bonus on Will saving throws. For the spiritualist, this bonus increases to +4. This bonus does not apply if the phantom is unconscious.

Life Bond (Su): At 14th level, a spiritualist's life force becomes intrinsically linked with the phantom's. As long as the phantom has 1 or more hit points, when the spiritualist takes damage that would reduce her to fewer than 0 hit points, that damage is transferred to the phantom instead. This transfer of damage stops after the phantom takes all the damage or the phantom is reduced to negative hit points equal to its Constitution score. In the latter case, damage dealt in excess of the phantom's negative Constitution score is dealt to the spiritualist. This ability has no effect on effects that do not deal hit point damage.

Call Spirit (Sp): At 16th level, the spiritualist gains the ability to use *call spirits** as once per day as spell-like ability.

Fused Consciousness (Su): At 17th level, the spiritualist always gains the benefits of bonded senses when her phantom is manifested. She also gains the skill ranks and bonus to mind-affecting spells granted by the spirit's emotional focus even when her phantom is manifested. Lastly, she can shunt the effect of a mind-affecting effect into the consciousness of her phantom as per the shared consciousness ability even when the phantom is manifested, but doing so causes the phantom to retreat back into the spiritualist's consciousness.

Dual Bond (Su): At 20th level, the spiritualist can use her bonded manifestation ability at will, with no limit on rounds per day. Furthermore, when she uses bonded manifestation, she can choose to use both ectoplasmic shield and ectoplasmic tendrils at the same time.

PHANTOMS

A phantom was once a sentient, living creature that experienced great turmoil in life or during death. The power of its emotional trauma ripped it from the flow of spirits rushing toward the Astral Plane and the fates beyond, pulling it through the Ethereal Plane and toward the Negative Energy Plane. During the decent to nothingness and undeath, the spirit was able to break free from its pull toward the nadir, and made its way back to the Material Plane to find and hide within the consciousness of a powerful psychic spellcaster. That fusion created a spiritualist.

Phantoms sometime retain some of their memories from life, but not many. Some phantoms wish to unburden themselves of their emotional shackles, while others just wish to continue existing while avoiding the corruption of undeath. Others still wish nothing more to inflict their torment upon the living—taking their revenge on life for the horrors they faced during and after death.

Phantoms are powerful beings, but they are far more emotional than they are reasonable. Phantoms are still shackled by the emotions that created them, and the spiritualist must take strong control over her phantom to keep its often-violent emotions in check.

SPIRITUALIST SPELLS

Spiritualists gain access to the following spells. Many of these spells are found in the *Core Rulebook*, some are marked with super script abbreviations denoting their source, and the spells marked with an asterisk (*) appear in the New Spells section on page 58. The spiritualist casts all spells as psychic spells.

0-level Spiritualist Spells—*bleed, daze, detect magic, guidance, light, mage hand, mending, message, open/close, read magic, resistance, stabilize, virtue.*

1st-level Spiritualist Spells—*alarm, cause fear, comprehend languages, cure light wounds, deathwatch, decompose corpse^{UM}, detect chaos/evil/good/law, detect undead, doom, endure elements, expeditious retreat, feather fall, identify, inflict light wounds, obscuring mist, mage armor, magic fang, phantom blood^{ACG}, protection from chaos/evil/good/law, remove fear, remove sickness^{UM}, sanctify corpse^{UM}, sanctuary, shield, summon monster I, unseen servant, ventriloquism.*

2nd-level Spiritualist Spells—*aid, augury, blur, calm spirit*, cure moderate wounds, death knell, detect thoughts, gentle repose, haste, inflict moderate wounds, invisibility, lesser animate dead^{UM}, lesser restoration, levitate, life pact^{ACG}, misdirection, phantom steed, pilfering hand^{UC}, protection from arrows, protective penumbra^{UM}, remove paralysis, resist energy, see invisibility, slow, spectral hand, spiritual weapon, status, summon monster II, surmount affliction^{UM}, wind wall.*

3rd-level Spiritualist Spells—*animate dead, aura sight^{ACG}, bestow curse, blindness/deafness, cure serious wounds, dispel magic,*

displacement, fly, greater invisibility, greater magic fang, helping hand, heroism, inflict serious wounds, invisibility purge, locate object, magic circle against chaos/evil/good/law, minor creation, nondetection, obscure object, protection from energy, remove blindness/deafness, remove curse, remove disease, seek thoughts^{APG}, speak with dead, summon monster III, tongues, unliving rage^{UCG}.

4th-level Spiritualist Spells—anti-incorporeal shell^{ACG}, aura of doom^{UM}, black tentacles, crushing despair, cure critical wounds, death ward, debilitating portent^{UC}, dimension door, dimensional anchor, divination, freedom of movement, imbue with spell ability, inflict critical wounds, locate creature, neutralize poison, phantasmal killer, restoration, sending, shadow conjuration, speak with haunt^{ACG}, spell immunity, summon monster IV, terrible remorse^{UM}, tongues.

5th-level Spiritualist Spells—break enchantment, breath of life, call spirit*, dismissal, disrupting weapon, contact other plane, mage's faithful hound, magic jar, major curse^{UM}, mass repair undead^{ACG}, nightmare, overland flight, plane shift, prying eyes, raise dead, scrying, secret chest, shadow evocation, slay living, spell resistance, summon monster V, telekinesis, waves of fatigue.

6th-level Spiritualist Spells—analyze dweomer, banishment, circle of death, create undead, dispel magic (greater), eyebite, find the path, greater heroism, harm, heal, legend lore, mislead, repulsion, shadow walk, summon monster VI, true seeing, undeath to death.

PHANTOMS

A phantom's abilities are determined by the spiritualist's level and by the choice of manifestations the spiritualist makes when he performs the manifestation ritual. Table 9: Manifested Phantom's Base Statistics determines many of the base statistics of the phantom. Each phantom possesses an emotional focus that modifies these base statistics and abilities. Phantoms are outsiders for the purpose of determining which spells affect them.

Class Level: This is the character's spiritualist level.

HD: This is the total number of 10-sided (d10) Hit Dice the phantom possesses, each of which is modified by Constitution, as normal.

BAB: This is the phantom's base attack bonus. A phantom's base attack bonus is equal to its Hit Dice. Phantoms do not gain additional attacks using their natural weapons at higher base attack bonuses.

Good/Bad Saves: These are the phantom's base saving throw bonuses. A phantom possesses two good saving throws and one bad saving throw, determined by the creature's emotional focus.

Skills: This lists the phantom's total skill ranks. A phantom can assign skill ranks to any skills, but it must possess the appropriate appendage to use some skills. Phantoms with Intelligence scores above the base value modify these totals as normal (a phantom receives a number of skill ranks equal to 4 + its Intelligence modifier per HD). A phantom cannot have more ranks in a skill than it has Hit Dice. Phantom skill ranks are set once chosen.

Feats: This is the total number of feats possessed by a phantom. Phantoms can select any feat they qualify for, but they must possess the appropriate appendage to use some feats. Phantom feats are set once chosen.

Armor Bonus: The number noted here is the phantom's natural armor bonus when manifested as an ectoplasmic creature, and its deflection armor bonus when manifested as an incorporeal creature. An incorporeal or ectoplasm manifested phantom cannot wear armor of any kind, as the armor interferes with the spiritualist's connection with the phantom.

Dex/Cha Bonus: Add this bonus to the phantom's Dexterity and Charisma scores.

Special: This includes a number of abilities gained by all phantoms as they increase in power. Each of these bonuses is described below.

Darkvision (Ex): The phantom has darkvision out to a range of 60 feet.

Link (Su): A spiritualist and her phantom share a mental link that allows for communication across distances (as long as they are on the same plane). This communication is a free action that can be performed even when it is not your turn, but the spiritualist and the phantom must both be conscious to do so. This allows the spiritualist to give orders to her phantom at any time. In addition, magic items interfere with a spiritualist's connection to her phantom. As a result, the spiritualist and her phantom share magic item slots. For example, if the spiritualist is wearing a magic ring, her phantom can wear only one magic ring. In the case of conflict, the items worn by the spiritualist remain active, and those worn by the phantom become dormant. The phantom must possess the appropriate appendages to utilize a magic item.

Share Spells (Su): The spiritualist can cast a spell with a target of "you" on her phantom (as spells with a range of touch) instead of on herself. A spiritualist can cast spiritualist spells on her phantom even if the spells normally do not affect creatures of the phantom's type (outsider). This ability does not allow the phantom to share abilities that are not spells, even if they function like spells.

Deliver Touch Spells (Su): If the phantom's master is 3rd level or higher, the phantom fully manifested in incorporeal or ectoplasmic form can deliver touch spells for her. The spiritualist and the phantom need not be in contact to accomplish this, but the phantom must be within 30 feet and the spiritualist must be able to see the phantom. The spiritualist can cast the spell, and then the phantom can deliver the touch as an immediate action. If the touch spell deals damage, the phantom must make the attack roll. The phantom cannot hold the charge of a touch spell cast by the spiritualist using this ability. If the spell is delivered to the phantom, it must touch a target or the spell is lost. If the spell allows you to touch up to six willing targets, the phantom can accomplish this with the immediate action,

but all of the willing targets must be within the phantom's melee reach at the time.

Ability Score Increase (Ex): The phantom adds 1 to one of its ability scores.

Magic Attacks (Su): While the phantom is manifested as an ectoplasmic being, its slam attacks are infused with magic, allowing it to treat slam attacks as if they were magic for the purposes of overcoming damage reductions. If the spiritualist is 10th level or higher, all the phantom's weapons are treated as the alignment of the phantom for purposes of overcoming damage reduction.

Devotion (Ex): A phantom gains a +4 morale bonus on Will saves against enchantment spells and effects.

Incorporeal Flight (Su): When the phantom is manifested in incorporeal form, it has a fly speed of 40 feet (good).

Phantom Statistics

Most phantoms are the same size as their spiritualists, though it is possible for a spiritualist to have a phantom one size category smaller than itself (though not smaller than Small). A phantom is always a humanoid-shaped creature, and looks somewhat like it did in life while manifested, though the emotional turmoil of its existence usually warps its appearance in some way.

All phantoms have the following base statistics, which are then modified by size and emotional focus.

Phantom

Starting Statistics: **Size** As spiritualist or one size category smaller (no smaller than Small); **Speed** 30 ft.; **AC** +2 deflection (in incorporeal form), or +2 natural armor (in ectoplasmic form); **Attack** 2 slams (1d6 or 1d4 if size Small); **Ability Scores** Str 12, Dex 14, Con 13, Int 7, Wis 10, Cha 13

Phantom Skills

The following skills are class skills for the phantom: Bluff (Cha), Craft (Int), Fly (Dex), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). In addition, at 1st level, the spiritualist can choose two additional skills to be class skills for her phantom. The phantom also gains two skills based on its emotional focus; these are always considered class skills, and the phantom gains ranks in these skills automatically. The phantom always has a number of ranks in these skills equal to its number of Hit Dice.

Emotional Focus

Each phantom has an emotional focus—a powerful emotion based on some experience in life that keeps it tethered to the Material and Ethereal Planes. This emotional focus also grants the phantom abilities that it can use while manifested. The type of abilities and their power are determined by the spiritualist's level.

The emotional focus determines which bonus skill ranks the phantom receives, as well as the skills it grants as Skill Focus to the spiritualist. It also determines the good saving throws of the manifested phantom, and the special abilities the phantom gains as it increases in level.

Anger

Phantoms with this emotional focus are filled with seething anger from some event in their life. When manifested, their anger issues come forth in the following ways.

Skills: Phantoms with the anger emotional focus gain a number of ranks in Intimidate and Survival equal to their Hit Dice. While confined in the spiritualist's consciousness, the phantom grants the spiritualist Skill Focus in each of these skills.

Good Saves: Fortitude and Will.

Strength Focus: Phantoms with this emotional focus gain a +2 bonus to Strength and a –2 penalty to Dexterity. Instead of gaining a bonus to Dexterity as the spiritualist gains levels, an anger-focused phantom gains an increase to Strength instead.

Powerful Strike (Ex): At 1st level, a phantom with this focus deals more damage with ectoplasmic slam attacks. It deals slam damage as a creature one size category larger than its current size. The phantom also gains Power Attack as a bonus feat.

Aura of Fury (Su): Starting at 7th level, as a swift action, the phantom can emit a 20-foot-radius aura of fury. Enemies within the aura gain a +2 bonus on melee attack rolls, but take a –2 penalty to AC. Allies in the aura gain a +2 bonus on melee attacks, but do not suffer any penalty to AC. The phantom can exert this aura for a number of rounds equal to the spiritualist's level each day, but the rounds need not be consecutive. Ending the aura is a free action. At 13th level, the radius of this aura increases to 40 feet. The phantom can use this ability in either ectoplasmic or incorporeal form.

Ferocious Mein (Su): At 12th level, once per day as a swift action, a phantom in ectoplasmic form can grow more ferocious and frightening. It becomes one size category larger, as affected by an *enlarge person* spell, and grows more fierce in combat, as if affected by a *rage* spell. At 18th level, the phantom also gains the frightful presence special ability (*Pathfinder Role Playing Game Bestiary* 300) with a range of 30 feet and with a duration of 5d6 rounds.

Furious Wail (Su): At 17th level, once per day as a standard action, the phantom can emit a single angry wail that acts as *wail of the banshee*. The phantom uses its hit dice as its caster level for the effect, and the DC of the effect is 10 + 1/2 the phantom's Hit Dice + the phantom's Charisma modifier. The phantom can use this ability in either ectoplasmic or incorporeal form.

Fear

When the phantom was alive, it suffered from overwhelming fear. As a phantom, it is able to channel that fear into a terrifying weapon.

Skills: Phantoms with the fear emotional focus gain a number of ranks in Intimidate and Stealth equal to their Hit Dice. While confined in the spiritualist's consciousness, the phantom grants the spiritualist Skill Focus in each of these skills.

Good Saves: Reflex and Will.

Stealthy: Phantoms with this emotional focus gain Stealthy as a bonus feat.

Horrifying Strike (Ex): At 1st level, when a phantom with this focus makes a slam attack against a creature, that creature must succeed at a Will saving throw (DC = 10 + 1/2 the phantom's Hit Dice + the phantom's Charisma modifier) or be shaken for 1d4 rounds. Multiple attacks against the same creature do not cause the creature to become frightened. This is a mind-affecting fear effect.

Increase Fear (Su): Starting at 7th level, as a swift action, the phantom can emit a 20-foot-radius aura that amplifies the fear conditions of enemies within it. A shaken enemy in the aura becomes frightened, a frightened creature becomes panicked, and a panicked creature cowers. This effect lasts either as long as the enemy stays within the aura and is under the condition of the initial fear effect, or for a number of rounds after it leaves the aura equal to half the phantom's hit dice, or until the end of the original fear effect's duration, whichever comes first. This is a mind-affecting fear effect. At 13th level, the size of this aura increases to 40 feet. The phantom can use this ability in either ectoplasmic or incorporeal form.

Frightful Attack (Su): At 12th level, the phantom's slam attacks can frighten those they hit instead of causing them to be shaken (the phantom chooses when it makes the attack). This is a mind-affecting fear effect.

Shelter Allies (Su): At 17th level, allies within the phantom's increase fear aura are immune to fear as long as they are within the aura. This ability also grants the spiritualist immunity from fear as long as the phantom is not banished to the Ethereal Plane.

Hatred

Few things draw a spirit to the Negative Material Plane like the emotion of hatred. Phantoms with this focus are often blinded by—and blind others with—this powerful emotion.

Skills: Phantoms with the hatred emotional focus gain a number of ranks in Acrobatics and Perception equal to their Hit Dice. While confined in the spiritualist's consciousness, the phantom grants the spiritualist Skill Focus in each of these skills.

Good Saves: Fortitude and Reflex.

Weapon Finesse: Phantoms with this emotional focus gain Weapon Finesse as a bonus feat.

Hated Target (Su): At 1st level, a phantom with this focus can spend a move action to designate one creature within its line of sight as a hated target. The phantom gains a

+2 bonus on attack rolls against its hated target, and a bonus on damage rolls equal to half the phantom's Hit Dice (minimum 1). The phantom is so focused on this hated target that the phantom takes a –2 penalty on attack rolls against all other creatures. The phantom can maintain these bonuses against only one target at a time, and these bonuses stay in effect until either the hated opponent is dead or has been out of the phantom's line of sight for at least 1 minute. At 7th level, the phantom can use this ability as a swift action, and takes no penalty when attacking creatures that are not designated as its hated enemy. The phantom must be manifested in ectoplasmic form to use this ability until 17th level (see shared hatred).

Hateful Aura (Su): Starting at 7th level, as a swift action, the phantom can emit a 20-foot-radius aura that inflicts pain upon the minds of those who dare damage it or its master. Enemies within the aura that successfully damage the spiritualist or the phantom must succeed on a Fortitude saving throw (DC = 10 + half the phantom's Hit Dice + the phantom's Cha modifier) or take an amount of damage equal to half the phantom's Hit Dice. On a successful save, the attacker takes half damage. This is a mind-affecting pain effect. The phantom can exert this aura for a number of rounds each day equal to the spiritualist's level, but the rounds need not be consecutive. Ending the aura is a free action. At 13th level, the size of this aura increases to 40 feet. The phantom can use this ability in either ectoplasmic or incorporeal form.

Sneak Attack (Su): At 12th level, the phantom gains sneak attack +3d6, but only against its hated enemy. At 18th level, the sneak attack damage increases to 5d6.

Shared Hatred (Su): At 17th level, when the phantom designates a hated enemy, his allies also gain a +2 bonus on attack rolls and a +4 bonus on damage rolls against that enemy. Furthermore, he can use its hated target ability even when he is in incorporeal form.

Jealousy

A phantom with this emotional focus is covetous of everything: its master, those who wish to do it harm, and any who do not pay attention to it. In all things it must be the center of attention.

Skill: Phantoms with the jealousy emotional focus gain a number of ranks in Appraise and Bluff equal to their Hit Dice. While confined in the spiritualist's consciousness, the phantom grants the spiritualist Skill Focus in each of these skills.

Good Saves: Reflex and Will.

Deceitful: Phantoms with this emotional focus gain Deceitful as a bonus feat.

Jealous Combatant (Su): At 1st level, each time a phantom with this emotional focus hits a creature with a melee attack, for 1 round that creature takes a –2 penalty on all attack

rolls not made against the phantom. This effect does not stack with itself.

Resentful Aura (Su): Starting at 7th level, as a swift action, the phantom can emit a 20-foot-radius aura that forces enemies who make an attack or cast a spell that does not include the phantom in its effect to make a Will saving throw (DC = 10 + 1/2 the phantom's Hit Dice + the phantom's Cha modifier) or become staggered for 1 round. The phantom can exert this aura for a number of rounds each day equal to the spiritualist's level, but the rounds need not be consecutive. Ending the aura is a free action. At 13th level, the size of this aura increases to 40 feet. The phantom can use this ability in either ectoplasmic or incorporeal form.

Retribution (Su): At 12th level, each time a creature attacks the phantom's spiritualist master, whether that attack hits or misses, it enrages the phantom. Until the end of the phantom's next turn, any attack it makes against such a creature automatically threatens a critical hit.

Mine to Take (Su): At 17th level, once per day, just before the phantom's spiritualist master is about to get hit with an attack roll or make a saving throw, as an immediate action, as long as both the spiritualist and the phantom are on the same plane, and the phantom is aware of the attack or effect, the phantom and the spiritualist can swap places. After the swap occurs, the phantom must be targeted with the attack or effect that triggered this ability, though the phantom may be immune or resistant to the effect. This is a teleportation ability. The phantom can use this ability in either ectoplasmic or incorporeal form.

Zeal

A phantom with the zeal emotional focus fixates on every task given as if it were its last. The most basic commands are treated as life-and-death situations, and the truly dangerous ones are faced with a resolve and tenacity that sometimes defies common sense.

Skill: Phantoms with the zeal emotional focus gain a number of ranks in Acrobatics and Survival equal to their Hit Dice. While confined in the spiritualist's consciousness, the phantom grants the spiritualist Skill Focus in each of these skills.

Good Saves: Fortitude and Reflex

Tracking: Phantoms with this emotional focus add half their Hit Dice (minimum 1) to Survival skill checks made to follow tracks.

Ruthless Combatant (Su): At 1st level, a phantom with this emotional focus threatens a critical hit with its slam attacks on a 19–20. At 11th level, its critical modifier with slam attacks increases to $\times 3$.

Determination Aura (Su): Starting at 7th level, as a swift action, the phantom can emit a 20-foot-radius aura that grants its zeal to nearby allies. Allies within the aura gain a +1 competence bonus on attack rolls and saving throws.

The phantom can exert this aura for a number of rounds each day equal to the spiritualist's level, but the rounds need not be consecutive. Ending the aura is a free action. At 13th level, the size of this aura increases to 40 feet, and the bonuses increase to +2. The phantom can use this ability in either ectoplasmic or incorporeal form.

Steadfast Servant (Su): At 12th level, the zeal guardian can stay manifested even when its spiritualist master is unconscious or asleep.

Resolve (Su): At 17th level, three times per day as a free action, when the phantom misses with an attack roll or fails a saving throw, it can reroll the failed attack or saving throw. It must take the new result, even if it is lower.

Manifestation

A phantom feels most comfortable and safe when secure in the consciousness of its spiritualist master. While there, it grants Skill Focus in two skills to the spiritualist. The skills are determined by the phantom's emotional focus. The phantom also protects the psyche of the spiritualist by granting a bonus on saving throws against mind-affecting effects, and the ability to ignore mind-affecting effects even when she fails her save (see the shared consciousness class feature). Lastly, a phantom can partially manifest, granting further protection and abilities to the spiritualist (see the bonded manifestation class features). But the spiritualist can also push the phantom out of her consciousness, forcing it to manifest as a separate creature. When she does so, she chooses for her phantom to manifest either in incorporeal or ectoplasmic form. Whichever way she chooses to manifest her phantom, the phantom gains the statistics presented on Table 10: Manifested Phantom's Base Statistics, modified by the phantom's emotional focus, and by type of manifestation the spiritualist chooses.

Incorporeal: When the spiritualist chooses to manifest the phantom with an incorporeal form, the phantom appears with 30 feet of the spiritualist as a ghostly apparition. It gains the incorporeal subtype (*Pathfinder Role Playing Game Bestiary* 301), including gaining a deflection bonus to AC equal to its Charisma modifier. Since it is not an undead creature, it does not take damage from holy water or positive energy. Unlike other incorporeal creatures, a phantom cannot attack other creatures, even ethereal creatures, except to deliver touch attack spells using the deliver touch spell ability. An incorporeal phantom can, however, pick up and propel objects as the *mage hand* spell, except it can also pick up and propel magic items. At 5th level the incorporeal phantom can pick up and propel objects up to 10 lbs., and the amount of weight it can propel or pick up increases by 5 lbs. every 5 levels thereafter (to a maximum of 25 lbs. at 20th level).

Ectoplasmic: When the spiritualist manifests its phantom as an ectoplasmic creature it gains the following abilities.

TABLE 10: MANIFESTED PHANTOM'S BASE STATISTICS

Class							Armor	Dex/Cha	
Level	HD	BAB	Good Saves	Bad Saves	Skills	Feats	Bonus	Bonus	Special
1st	1	+1	+2	+0	2	1	+0	+0	Darkvision, link, share spells
2nd	2	+2	+3	+0	4	1	+2	+1	—
3rd	3	+3	+3	+1	6	2	+2	+1	Deliver touch spells
4th	3	+3	+3	+1	6	2	+2	+1	Magic attacks
5th	4	+4	+4	+1	8	2	+4	+2	Ability score increase
6th	5	+5	+4	+1	10	3	+4	+2	Devotion
7th	6	+6	+5	+2	12	3	+6	+2	—
8th	6	+6	+5	+2	12	3	+6	+3	—
9th	7	+7	+5	+2	24	4	+6	+3	Incorporeal flight
10th	8	+8	+6	+2	16	4	+8	+4	Ability score increase
11th	9	+9	+6	+3	18	5	+8	+4	—
12th	9	+9	+6	+3	18	5	+10	+5	—
13th	10	+10	+7	+3	20	5	+10	+5	—
14th	11	+11	+7	+3	22	6	+10	+5	—
15th	12	+12	+8	+4	24	6	+12	+6	Ability score increase
16th	12	+12	+8	+4	24	6	+12	+6	—
17th	13	+13	+8	+4	26	7	+14	+7	—
18th	14	+14	+9	+4	28	7	+14	+7	—
19th	15	+15	+9	+5	30	8	+14	+7	—
20th	15	+15	+9	+5	30	8	+16	+8	—

Damage Reduction: A phantom manifested in ectoplasmic form has DR 5/slashing.

Phase Lurch (Su): A phantom in ectoplasmic form has the ability to pass through walls or material obstacles. In order to use this ability, it must begin and end its turn outside whatever wall or obstacle it's moving through. An ectoplasmic phantom cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with thin, silvery mucus that lingers for 1 minute.

NEW SPELLS

The following new spells are on the spiritualist's spell list and are used by some of the spiritualist's class features.

CALL SPIRIT

School conjuration (calling); **Level** cleric 5, spiritualist 5

Casting Time 10 minutes

Components V, S

Range 10 ft.

Effect call the spirit of a single deceased humanoid creature

Duration concentration

Saving Throw Will negates, see text; **Spell Resistance** no

You attempt to cause the spirit of a specific individual to manifest from its final resting place. You must request the spirit's presence by speaking its name.

Unwilling spirits can resist the summons by succeeding at a Will save. If the chosen spirit resists your call, another spirit with malevolent intent almost always takes its place, intent on

deceiving you. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to the creature you wish to call.

Knowledge

Will Save Modifier

Name only*	+15
Secondhand (you have heard of the subject)	+10
Firsthand (you met the subject in life)	+5
Familiar (you knew the subject well)	+0

* You must have at least a name the creature was called in life.

Connection

Will Save Modifier

Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, nail clipping, etc.	-10
Different alignment	+4

A successfully called spirit manifests as a wispy, vaporous form that vaguely resembles the form the deceased creature wore during life. The spirit has the physical attributes of an *unseen servant* and is capable of minor physical manipulations, with the ability to speak in quiet, ghostly whispers in whatever languages the creature knew while still alive. The spirit is not an undead creature, and is not beholden to its caller. Whether you summoned the chosen spirit or a deceitful replacement, the spirit can refuse to answer your questions or attempt to deceive you using Bluff, though in either case these spirits can speak about only what they knew in life and have no knowledge of events that occurred

after their deaths. Malevolent spirits might take advantage of their limited physical abilities to cause terrifying spectacles designed to scare the caster.

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. You can ask one question per caster level, which the spirit answers during the same round. When the spell ends, the spirit's ectoplasmic form fades and the soul returns to its rest. This spell cannot call the spirits of creatures who are currently undead.

CALM SPIRIT

School necromancy; **Level** cleric 2, spiritualist 2

Casting Time 1 standard action

Components V, S

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

Target one incorporeal undead creature or haunt

Duration 1 minute or 1 round/level, see text

Saving Throw Will negates or none, see text; **Spell Resistance** yes

This spell temporarily calms agitated haunts and incorporeal undead such as ghosts. You have no control over the affected creatures, but *calm spirit* postpones hostile action by the affected spirits for the duration of the spell. Entities so affected cannot take violent actions or do anything destructive, including triggering persistent haunt abilities, though they can defend themselves. Any aggressive action against or damage dealt to a calmed spirit or haunt immediately ends the effect.

Haunts do not receive a saving throw against the spell, but the caster must succeed at a caster level check equal to at least 10 + the haunt's CR in order to temporarily calm the angry entity. The spell's duration decreases to concentration (up to 1 round/level), when affecting a haunt.

PSYCHIC MAGIC

Wizards study ancient tomes to unlock arcane secrets of the universe, and clerics pray to distant deities to grant them divine power, but there is a third, more esoteric kind of magic, connected to every creature's composite being, from the conscious mind to the deepest desire, from the life force to the spirit, from the very soul to the cosmic self. Those who use psychic magic are easily mistaken for practitioners of arcane and divine traditions.

A psychic spell largely functions like any other spell. It's another type of magic, similar to arcane or divine magic. Metamagic feats and any other rules that alter or trigger from spells can usually be used with psychic spells (though see the "Components" section for a few exceptions). Psychic spellcasters aren't affected by effects that target only arcane or divine spellcasters, nor can they use arcane or divine scrolls or other items or feats that say they can be utilized by only arcane or divine spellcasters.

Components

Psychic magic originates from the distinctive qualities of the caster's composite being, rather than through arcane formulas or rote supplication to divine entities. Therefore, psychic spells never have verbal or somatic components. Because of this, psychic spells are purely mental actions, and they can be performed even while the caster is pinned or paralyzed. Psychic spells still retain focus components just as other spells. When a spell calls for an expensive material component, a psychic spellcaster can instead use any item with significant meaning and a value greater than or equal to the spell's component cost. For example, if a spiritualist wanted to cast *raise dead* to bring her dead husband back from the grave, she could use her 5,000-gp wedding ring as the spell's material component.

Instead of verbal and somatic components, all psychic spells have components related to the caster's inner being. The two psychic components are called thought components (marked as T) and emotion components (marked as E).

Thought components represent mental constructs necessary for the spell's function, such as picturing a wolf in vivid detail—down to the saliva dripping from its jaws—in order to cast *beast shape* to transform into a wolf. Thought components are so mentally demanding that they make interruptions and distractions extremely challenging. The DC for any concentration check for a spell with a thought component increases by 10. A psychic spellcaster casting a spell with a thought component can spend an extra move action before beginning to cast the spell to center herself and avoid the increased DC.

Emotion components represent a particular emotional state required to cast the spell. A psychic spellcaster marshals her desire in order to focus and release the spell's energy. It is impossible to cast a spell with an emotion component while the spellcaster is under the influence of a non-harmless effect with the emotion or fear descriptors. Even if the effect's emotion matches the necessary emotion to cast the psychic spell, the spellcaster is not in control of her own desires and animal fear impulses, which is a necessary part of providing an emotion component.

Psychic spells in this book will tell you what components they include. For older spells, if they have a verbal component, they gain a thought component when cast by psychic spellcasters, and if they have a somatic component they instead gain an emotion component when cast by psychic spellcasters.

A psychic spellcaster can replace verbal and somatic with thought and emotion only for the purposes of the spell components themselves, not for any other rules elements that relate to verbal and somatic components. She can't use *Silent Spell* to ignore the thought component of a spell, for example.

PSYCHIC SPELLS

The following spells are used by characters that wield psychic magic, allowing them to attack the minds of others or defend themselves from such attacks.

Undercast: Some psychic spells can be undercast. This means that the spellcaster can cast the spell at the level that he knows, or as any lower level version of that spell, using the appropriate spell slot. When undercasting a spell, it is treated exactly like the lower level version, including when determining its effect, saving throw, and other variables. For example, a psychic spellcaster who adds *ego whip III* to his list of spells known can cast it as *ego whip I*, *II*, or *III*. If he casts it as *ego whip I*, it is treated in all ways as that spell; using the text for that spell, the saving throw DC, and requiring him to expend a 3rd-level spell slot.

Whenever a spontaneous spellcaster adds a spell to his list of spells known that can be undercast, he can immediately learn a spell in place of any lower level versions of that spell. In essence he “loses” the earlier version and can replace it with another spell of the same level that is on his spell list.

EGO WHIP I

School enchantment (compulsion) [mind-affecting]; **Level** psychic 3

Casting Time 1 standard action

Components E

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

Target one creature

Duration instantaneous

Saving Throw Will half; **Spell Resistance** yes

You can use your psychic power to overwhelm the target’s ego, leaving it feeling hopeless and unsure of itself. This attack deals 1d4 points of Charisma damage, and the target is staggered for 1 round. A Will save halves the damage and negates the staggered effect. This spell cannot reduce a target’s Charisma to less than 1; any excess Charisma damage instead causes the target to be staggered for 1 minute per point of Charisma damage in excess of that needed to reduce the target to 1 Charisma. This attack has no effect on creatures without an Intelligence score.

EGO WHIP II

School enchantment (compulsion) [mind-affecting]; **Level** psychic 4

This functions as *ego whip I*, but the target takes 1d6 points of Charisma damage and is staggered for 1d4 rounds on a failed Will save. This spell can be undercast.

EGO WHIP III

School enchantment (compulsion) [mind-affecting]; **Level** psychic 5

This functions as *ego whip I*, but the target takes 1d8 points of Charisma damage and is staggered for 1d6 rounds on a failed Will save. This spell can be undercast.

EGO WHIP IV

School enchantment (compulsion) [mind-affecting]; **Level** psychic 6

This functions as *ego whip I*, but the target takes 1d10 points of Charisma damage and is staggered for 1d4 rounds on a failed Will save. This spell can be undercast.

EGO WHIP V

School enchantment (compulsion) [mind-affecting]; **Level** psychic 7

This functions as *ego whip I*, but the target takes 2d6 points of Charisma damage and is staggered for 1d8 rounds on a failed Will save. This spell can be undercast.

ID INSINUATION I

School enchantment (compulsion) [mind-affecting]; **Level** psychic 4

Casting Time 1 standard action

Components E

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

Target one creature

Duration concentration + 1 round

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

By invading the mind of a creature with your psychic presence, you can isolate parts of its mind, making it impossible for it to function in a coherent manner. The target is confused for as long as you concentrate plus 1 additional round. A successful Will save negates this effect. This attack has no effect on creatures without an Intelligence score.

ID INSINUATION II

School enchantment (compulsion) [mind-affecting]; **Level** psychic 5

Targets two creatures

This function as *id insinuation I*, except as noted above. In addition, on the first round of the effect, the targets of this spell must roll twice to determine their confused effect. You select which roll is used. This spell can be undercast.

ID INSINUATION III

School enchantment (compulsion) [mind-affecting]; **Level** psychic 6

Targets three creatures

This function as *id insinuation I*, except as noted above. In addition, on the first 2 rounds of the effect, the targets of this spell must roll twice to determine their confused effect. You select which roll is used. This spell can be undercast.

ID INSINUATION IV

School enchantment (compulsion) [mind-affecting]; **Level** psychic 7

Targets four creatures

This function as *id insinuation I*, except as noted above. In addition, on the first round of the effect, you can select the result of each

creature's confused condition without having to roll, but this does not allow you to make any decisions about how that result is applied. On the following rounds of the effect, the targets of this spell must roll twice to determine their confused effect. You select which roll is used. This spell can be undercast.

INTELLECT FORTRESS I

School abjuration; **Level** psychic 4

Casting Time 1 immediate action

Components T

Range 20 ft.

Area 20-ft. radius centered on you

Duration 1 round

Saving Throw none; **Spell Resistance** yes (harmless)

Using the power of your mind, you project a barrier against mental attacks. Creatures inside the area receive a +4 resistance bonus on saving throws made against mind-affecting effects. In addition, any such effects that deal damage have their damage reduced by half (before any reduction due to a successful save or other effect). This applies to both hit point damage and ability score damage.

INTELLECT FORTRESS II

School abjuration; **Level** psychic 5

This functions as *intellect fortress I*, but the resistance bonus on saves against mind-affecting effects increases to +6. This spell can be undercast.

INTELLECT FORTRESS III

School abjuration; **Level** psychic 6

This functions as *intellect fortress I*, but the resistance bonus on saves against mind-affecting effects increases to +8. In addition, creatures within the area that make their saving throw against such spells take no damage (instead of any reduced damage they might take). This spell can be undercast.

MENTAL BARRIER I

School abjuration; **Level** psychic 3

Casting Time 1 immediate action

Components T

Range personal

Target you

Duration 1 round

You put a barrier of mental energy that protects you from harm. This grants you a +4 shield bonus to AC. In addition, you take half damage from *mind thrust I* and *II* (reduced to 1/4 damage on a successful Will save).

MENTAL BARRIER II

School abjuration; **Level** psychic 4

This functions as *mental barrier I*, but the shield bonus to AC increases to +6. In addition, you take half damage from *mind thrust I*, *II*, and *III* (reduced to 1/4 damage on a successful Will save). This spell can be undercast.

MENTAL BARRIER III

School abjuration; **Level** psychic 5

This functions as *mental barrier I*, but the shield bonus to AC increases to +8. In addition, you are immune to *mind thrust I*, and you take half damage from *mind thrust II*, *III*, and *IV* (reduced to 1/4 damage on a successful Will save). This spell can be undercast.

MENTAL BARRIER IV

School abjuration; **Level** psychic 6

This functions as *mental barrier I*, but the shield bonus increases to +8. If you are struck by a critical hit or sneak attack, there's a 25% chance that the additional damage is negated (as *light fortification*). This doesn't stack with similar effects that negate the additional damage from a critical hit or sneak attack. You are immune to *mind thrust I* and *II*, and take half damage from *mind thrust III*, *IV*, and *V* (reduced to 1/4 damage on a successful Will save). This spell can be undercast.

MENTAL BARRIER V

School abjuration; **Level** psychic 7

This functions as *mental barrier I*, but the shield bonus to AC increases to +8. If you are struck by a critical hit or sneak attack, there is a 50% chance that the additional damage is negated (as *moderate fortification*). This doesn't stack with similar effects that negate the additional damage from a critical hit or sneak attack. In addition, you are immune to *mind thrust I*, *II*, and *III*, and you take half damage from *mind thrust IV*, *V*, and *VI* (reduced to 1/4 damage on a successful Will save). This spell can be undercast.

MIND THRUST I

School divination; **Level** psychic 1

Casting Time 1 standard action

Components E

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

Target one creature

Duration instantaneous

Saving Throw Will half; **Spell Resistance** yes

By focusing your psychic energy on a single target, you cause the creature to suffer severe mental damage as your power tears at their mind. This attack deals 1d6 points of damage + 1 point of damage per caster level (maximum +5). The target can attempt a Will save for half damage. This has no effect on creatures with no Intelligence score.

MIND THRUST II

School divination; **Level** psychic 2

This functions as *mind thrust I*, but the target takes 3d6 points of damage + 1 point of damage per caster level (maximum +10). This spell can be undercast.

MIND THRUST III

School divination; **Level** psychic 3

This functions as *mind thrust I*, but the target takes 5d6 points of damage + 1 point of damage per caster level (maximum +15). This spell can be undercast.

MIND THRUST IV**School** divination; **Level** psychic 4

This functions as *mind thrust I*, but the target takes 7d6 points of damage + 1 point of damage per caster level (maximum +20). This spell can be undercast (see page 60).

MIND THRUST V**School** divination; **Level** psychic 5

This functions as *mind thrust I*, but the target takes 9d6 points of damage + 1 point of damage per caster level (maximum +20). In addition, if the target fails its saving throw it is also dazed for 1 round. This spell can be undercast (see page 60).

MIND THRUST VI**School** divination; **Level** psychic 6

This functions as *mind thrust I*, but the target takes 11d6 points of damage + 1 point of damage per caster level (maximum +20). In addition, if the target fails its saving throw it is also stunned for 1 round. This spell can be undercast (see page 60).

PSYCHIC CRUSH I**School** necromancy [mind-affecting]; **Level** psychic 5**Casting Time** 1 standard action**Components** E**Range** close (25 ft. + 5 ft./2 levels)**Target** one creature**Duration** instantaneous**Saving Throw** Will partial (see text); **Spell Resistance** yes

Using your psychic power, you invade the mind of the target and tear it asunder, causing massive internal damage to both its mind and body. The target is reduced to -1 hit points and is dying. If the target succeeds at a Will save to resist it instead takes 3d6 points of damage + 1 point of damage per caster level. This cannot reduce the target to below -1 hit points. The target receives a +4 circumstance bonus on this save if it has more than half of its total hit points remaining. This attack has no effect on creatures without an Intelligence score.

PSYCHIC CRUSH II**School** necromancy [mind-affecting]; **Level** psychic 6

This functions as *psychic crush I*, but the target takes 5d6 points of damage + 1 point of damage per caster level on a successful save. In addition, the target receives a +4 circumstance bonus on the save only if it is at full hit points, and only a +2 bonus if it is at less than full hit points but has more than half its hit points remaining. This spell can be undercast (see page 60).

PSYCHIC CRUSH III**School** necromancy [mind-affecting]; **Level** psychic 7

This functions as *psychic crush I*, but the target takes 7d6 points of damage + 1 point of damage per caster level on a successful save. In addition, the target receives a +2 circumstance bonus on the save if it is at full hit points, and no bonus if it has taken any damage. This spell can be undercast (see page 60).

PSYCHIC CRUSH IV**School** necromancy [mind-affecting]; **Level** psychic 8

This functions as *psychic crush I*, but the target takes 9d6 points of damage + 1 point of damage per caster level on a successful save. The target does not receive any saving throw bonus due to its hit points. If it is at fewer than half its total hit points, it instead takes a -2 penalty on the Will save to resist this spell. This spell can be undercast.

PSYCHIC CRUSH V**School** necromancy [mind-affecting]; **Level** psychic 9

This functions as *psychic crush I*, but the target takes 11d6 points of damage + 1 point of damage per caster level on a successful save. The target does not receive any saving throw bonus due to its hit points. If it is at fewer than half its total hit points, it instead takes a -4 penalty on the Will save to resist this spell. This spell can be undercast.

THOUGHT SHIELD I**School** abjuration; **Level** psychic 2**Casting Time** 1 immediate action**Components** T**Range** personal**Target** you**Duration** 1 round

Sensing an intrusion, you throw up a defense to protect your mind from attack. This grants you a +4 circumstance bonus on Will saving throws made against mind-affecting effects. As long as the spell lasts, spells and effects that allow a creature to read your thoughts receive no information from you.

THOUGHT SHIELD II**School** abjuration; **Level** psychic 3

This functions as *thought shield I*, but the circumstance bonus on Will saves made to resist mind-affecting effects increases to +6. This spell can be undercast (see page 60).

THOUGHT SHIELD III**School** abjuration; **Level** psychic 4

This functions as *thought shield I*, but the circumstance bonus on Will saves made to resist mind-affecting effects increases to +8. In addition, any creature that tries to read your thoughts while this spell lasts must make a Will save or be stunned for 1 round. This spell can be undercast (see page 60).

THOUGHT SHIELD IV**School** abjuration; **Level** psychic 5

This functions as *thought shield I*, but the circumstance bonus on Will saves made to resist mind-affecting effects increases to +8. In addition, any creature that tries to read your thoughts while this spell lasts must make a Will save or be stunned for 1d4 rounds. Finally, if you succeed on a Will save against *psychic crush*, you do not take any damage. This spell can be undercast (see page 60).

THOUGHT SHIELD V

School abjuration; **Level** psychic 6

Duration 1 round/level (see text)

This functions as *thought shield IV*, except as noted above. This spell immediately ends if you fail a Will saving throw against a mind-affecting effect. This spell can be undercast (see page 60).

TOWER OF IRON WILL I

School abjuration; **Level** psychic 5

Casting Time 1 immediate action

Components T

Range 10 ft.

Area 10-ft. radius centered on you

Duration 1 round

Saving Throw none; **Spell Resistance** yes (harmless)

You project a fortress of mental power that hedges out the psychic energy of others, granting mental strength and resiliency to all inside the area. All creatures inside the area receive spell resistance 20 against psychic magic and any other mind-affecting effects (whether arcane or divine in origin). Creatures inside the area do not receive this protection against your spells or special abilities.

TOWER OF IRON WILL II

School abjuration; **Level** psychic 6

Duration 2 rounds

Saving Throw none; **Spell Resistance** yes (harmless)

This functions as *tower of iron will I*, except as noted above. In addition, the SR is increased to 22 against the noted spells and effects. This spell can be undercast (see page 60).

TOWER OF IRON WILL III

School abjuration; **Level** psychic 7

Duration 3 rounds

Saving Throw none; **Spell Resistance** yes (harmless)

This functions as *tower of iron will I*, except as noted above. In addition, the SR is increased to 24 against the noted spells and effects. This spell can be undercast (see page 60).

TOWER OF IRON WILL IV

School abjuration; **Level** psychic 8

Duration 4 rounds

Saving Throw none; **Spell Resistance** yes (harmless)

This functions as *tower of iron will I*, except as noted above. In addition, the SR is increased to 26 against the noted spells and effects. This spell can be undercast (see page 60).

TOWER OF IRON WILL V

School abjuration; **Level** psychic 9

Duration 5 rounds

Saving Throw none; **Spell Resistance** yes (harmless)

This functions as *tower of iron will I*, except as noted above. In addition, the SR is increased to 28 against the noted spells and effects. This spell can be undercast (see page 60).

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