

Wan Shi Tong

Male giant owl psychic 12

LN Huge magical beast

Init +13; **Senses** darkvision 60 ft., low-light vision; Perception +37

Languages Aklo (cannot speak), Auran (cannot speak), Common, Dwarven, Elven, Gnome, Sylvan (cannot speak); animal telepathy (30 ft.)

DEFENSE

AC 32, touch 20, flat-footed 25 (+4 armor, +5 deflection, +4 Dex, +8 natural, -2 size); *mage armor*

hp 222 plus *false life* (18 HD)

Fort +20, **Ref** +21, **Will** +22

Defensive Abilities evasion

OFFENSE

Speed 10 ft. (2 squares), fly 60 ft. (average)

Melee 2 claws +14 (2d6+4)

Ranged touch spell +14 touch (by spell)

Space 15 ft.; **Reach** 10 ft.

Special Attacks major amplifications (dispelling pulse), phrenic amplifications (mindtouch, overpowering mind, relentless casting), phrenic pool (13/day)

Spell-Like Abilities (CL 12th; Concentration +21)

1/day – *detect thoughts*, *telepathic bond*

Psychic Spells Known (CL 12th; Concentration +21)

6th (4/day) – *fluid form*^{APG}, *legend lore*^B, *mind thrust* VI^B OA

5th (7/day) – *dominate person*, *greater synaptic pulse*^{OA}, *retrocognition*^B OA

4th (8/day) – *freedom of movement*, *mind probe*^B OA, *shadow step*^{UM}, *telekinesis*

3rd (8/day) – *blood biography*^{APG}, *dispel magic*^B, *gaseous form*, *meld into stone*, *protection from energy*

2nd (8/day) – *acute senses*^{UM}, *commune with birds*^{ARG}, *false life*, *hypercognition*^B OA, *shield other*, *silence*

1st (9/day) – *burst of insight*^{OA}, *charm person*, *comprehend languages*^B, *mage armor*, *shield*, *true strike*

0 (at will) – *detect magic*, *detect psychic significance*^{OA}, *ghost sound*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*, *stabilize*

Psychic Discipline Lore

STATISTICS

Abilities Str 18 (+4), Dex 24 (+7), Con 22 (+6), Int 28 (+9), Wis 24 (+7), Cha 10 (+0)

Base Atk +12; **CMB** +18; **CMD** 40

Feats Expanded Arcana (*mind thrust* VI), Extend Spell, Flyby Attack, Hover, Logical Spell, Maximize Spell, Merciful Spell, Quicken Spell, Wingover

Skills Bluff +20, Diplomacy +20, Fly +28, Handle Animal +18, Heal +25, Intimidate +2 (+6 vs. smaller creatures), Knowledge (all) +21, Linguistics +14, Perception +37, Perform (oratory) +2, Sense Motive +32, Spellcraft +30, Stealth +28, Survival +25 (+30 when tracking); **Racial Bonuses** +4 Fly, +8 Knowledge (all), +4 Perception, +4 Sense Motive, +8 Stealth

SQ insightful senses, piercing stare, traits (magical lineage: *mind thrust* VI, reactionary)

Gear *amulet of speech* (as *ring of eloquence*), *belt of the weasel* +6, *headband of mental prowess* +6 (intelligence, wisdom; handle animal, heal, survival), *lenses of detection*, *ring of evasion*, *ring of protection* +5, *tender* (250gp), *vest of resistance* +5 (as *cloak of resistance*)

Encumbrance light 400 lb., medium 800 lb., heavy 1,200 lb.; **Weight Carried** 4 lb. (excluding tender)

SPECIAL ABILITIES

Animal Telepathy (Su) You can telepathically communicate with other animals as if under the effects of *speak with animals*.



Detect Thoughts (Sp) You can use *detect thoughts* as a spell-like ability once per day. You can also expend any unused spell slot of 1st-level or higher to cast *detect thoughts*. If you do so, you use the level of the spell slot expended to determine the Will save DC.

Dispelling Pulse (Su) You can spend 3 points from your phrenic pool to entwine dispelling magic with a targeted spell. If the target is hit by the linked spell or fails its saving throw, it's affected as though you had cast a targeted *dispel magic* spell on it. This effect can dispel only spells of the linked spell's level or lower. If the linked spell doesn't already require an attack roll or allow a saving throw, the target can attempt a Will saving throw to avoid the dispelling effect only; the DC is calculated using the linked spell's level (and all other bonuses that would apply if the linked spell allowed a Will save). This amplification can be linked only to a spell that targets one creature or object.

Illuminating Answers (Su) 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 1 point in your phrenic pool. You regain this point even if the answer is false or vague. The maximum number of points you can regain in this way per day is equal to your Wisdom modifier.

Insightful Senses (Su) You add your Wisdom modifier as an insight bonus on your initiative checks.

Magical Lineage When you apply metamagic feats to *mind thrust VI* that add at least 1 level to the spell, treat its actual level as 1 lower for determining the spell's final adjusted level.

Mindtouch (Su) You can spend 1 point from your phrenic pool to probe one target's mind if that creature is affected by the linked spell. If the target of the linked spell fails its saving throw or is hit by the spell, the psychic detects its surface thoughts (as the 3rd-round effect of *detect thoughts*). If the linked spell doesn't already require an attack roll or allow a saving throw, the target can attempt a Will saving throw to avoid the thought-detection effect only; the DC is calculated using the linked spell's level (and all other bonuses that would apply if the linked spell allowed a Will save). This amplification can be linked only to spells that affect a target or an area. If the linked spell can affect more than one creature, you can attempt to detect more than one target's thoughts by spending 1 additional point per creature beyond the first. You must select these targets when you cast the spell and spend the points. This is a mind-affecting effect.

Mnemonic Cache (Su) You can memorize a piece of information and later recall it perfectly. Your mnemonic cache can hold roughly 65 pages of written information, including images and maps, or 85 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 as imperfect as any other memory. Memorizing magical writing (such as a scroll or a page from a spellbook) doesn't confer the ability to borrow, duplicate, or retain any of the magic in the writing. You could reproduce the spell in writing to allow someone who prepares spells from a spellbook to prepare it, though this functions as using a borrowed spellbook for anyone other than you. 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 a Disable Device check to disarm a magical trap (as though you had the trapfinding class feature). Your bonus on this roll is equal to either your Disable Device modifier or the sum of 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.

Overpowering Mind (Ex) You can spend 2 points from your phrenic pool to increase the Will save DC of the linked spell by 1. You can choose to instead spend 4 points to increase the DC by 2. This amplification can be linked only to spells that have the mind-affecting descriptor and require a Will saving throw.

Phrenic Pool (Su) You have a pool of supernatural mental energy that you can draw upon to manipulate psychic spells as you cast them. The maximum number of points in your phrenic pool is equal to ½ your psychic level + your Wisdom modifier. The phrenic pool is replenished each morning after 8 hours of rest or meditation; these hours don't need to be consecutive. You might be able to recharge points in

your phrenic pool in additional circumstances dictated by your psychic discipline. Points gained in excess of the pool's maximum are lost.

Piercing Stare (Su) Up to three times per day as a swift action, you can gain the effects of *true seeing* (as the spell) for 1 round.

Reactionary You gain a +2 trait bonus on initiative checks.

Relentless Casting (Su) You can spend 1 point from your phrenic pool to roll twice on any caster level checks to overcome spell resistance required for the linked spell and take the better result. Because you must decide to spend points from your phrenic pool when you start casting a spell, you must decide to use this ability before the GM calls for the caster level check.

Superior Automatic Writing (Ex) When attempting checks for the automatic writing occult skill unlock, you can treat your psychic level + your Wisdom bonus as your number of Linguistics skill ranks. You gain an additional option when using automatic writing, and can attempt a DC 35 check to gain information as though you'd used *commune* instead of *augury* or *divination*. This type of *commune* requires no material component, and the duration equals 1 round per psychic class level you possess. You connect to a distant being of great intellect, a fragment of the Akashic Record, or a similar bastion of knowledge instead of to a deity.

Telepathic Bond (Sp) You can use *telepathic bond* as a spell-like ability once per day, using your psychic level as your caster level. You can't leave yourself out of a bond created in this way. You can also expend any unused spell slot of 4th-level or higher to cast *telepathic bond*. Casting the spell using a higher-level spell slot gives no benefit on its own, but you can apply metamagic feats that would increase the spell level to the appropriate level. For instance, if you know Extend Spell, you can use a 5th-level spell slot to cast extended *telepathic bond* as a full-round action.