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PSIONIC CLASSES

THE POWER POINT RESERVE

Psionic characters fuel their abilities through a pool, or reserve, of power points. Your power point reserve is equal to your base power points gained from your class, bonus power points from a high key ability score (see Abilities and Manifesters, below), and any additional bonus power points from sources such as your character race and feat selections.

Multiclass Psionic Characters

If you have levels in more than one psionic class, you combine your power points from each class to make up your reserve. You can use these power points to manifest powers from any psionic class you have.

While you maintain a single reserve of power points from your class, race, and feat selections, you are still limited by the manifester level you have achieved with each power you know.

ABILITIES AND MANIFESTERS

The ability that your powers depend on—your key ability score as a manifester—is related to what psionic class (or classes) you have levels in: Intelligence (psion), Wisdom (psychic warrior), and Charisma (wilder). The modifier for this ability is referred to as your key ability modifier. If your character’s key ability score is 9 or lower, you can’t manifest powers from that psionic class.

Just as a high Intelligence score grants bonus spells to a wizard and a high Wisdom score grants bonus spells to a cleric, a character who manifests powers (psions, psychic warriors, and wilders) gains bonus power points according to his key ability score. Refer to Table: Ability Modifiers and Bonus Power Points.

How To Determine Bonus Power Points: Your key ability score grants you additional power points equal to your key ability modifier x your manifester level x1/2. Table: Ability Modifiers and Bonus Power Points shows these calculations for class levels 1st through 20th and key ability scores from 10 to 41.

Table: Ability Modifiers and Bonus Power Points

Ability y Score	Bonus Power Points (by Class Level)																		
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th
10–11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12–13	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9
14–15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
16–17	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25	27	28
18–19	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38
20–21	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47
22–23	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57
24–25	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59	63	66
26–27	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76
28–29	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76	81	85
30–31	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
32–33	5	11	16	22	27	33	38	44	49	55	60	66	71	77	82	88	93	99	104
34–35	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114
36–37	6	13	19	26	32	39	45	52	58	65	71	78	84	91	97	104	110	117	123
38–39	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133
40–41	7	15	22	30	37	45	52	60	67	75	82	90	97	105	112	120	127	135	142

RANDOM STARTING GOLD

Table: Random Starting Gold

Class	Amount (Average)
Psion	3d4 x10 (75 gp)
Psychic warrior	5d4 x10 (125 gp)
Soulknife	5d4 x10 (125 gp)
Wilder	4d4 x10 (100 gp)

PSION

Alignment: Any.

Hit Die: d4.

Class Skills

The psion's class skills (and the key ability for each skill) are Concentration* (Con), Craft (Int), Knowledge (all skills, taken individually)* (Int), Profession (Wis), and Psicraft* (Int). In addition, a psion gains access to additional class skills based on his discipline:

Seer (Clairsentience): Gather Information (Cha), Listen (Wis), and Spot (Wis).

Shaper (Metacreativity): Bluff (Cha), Disguise (Cha), and Use Psionic Device* (Cha).

Kineticist (Psychokinesis): Autohypnosis* (Wis), Disable Device (Dex), and Intimidate (Cha).

Egoist (Psychometabolism): Autohypnosis* (Wis), Balance (Dex) and Heal (Wis).

Nomad (Psychoportation): Climb (Str), Jump (Str), Ride (Dex), Survival (Wis), and Swim (Str).

Telepath (Telepathy): Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), and Sense Motive (Wis).

*New skill or expanded use of existing skill.

Skill Points at 1st Level: (2 + Int modifier) x4.

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

Table: The Psion

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

Class Features

All the following are class features of the psion.

Weapon and Armor Proficiency: Psions are proficient with the club, dagger, heavy crossbow, light crossbow, quarterstaff, and shortspear. They are not proficient with any type of armor or shield. Armor does not, however, interfere with the manifestation of powers.

Power Points/Day: A psion's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: The Psion. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items.

Discipline: Every psion must decide at 1st level which psionic discipline he will specialize in. Choosing a discipline provides a psion with access to the class skills associated with that discipline (see above), as well as the powers restricted to that

discipline. However, choosing a discipline also means that the psion cannot learn powers that are restricted to other disciplines. He can't even use such powers by employing psionic items.

Powers Known: A psion begins play knowing three psion powers of your choice. Each time he achieves a new level, he unlocks the knowledge of new powers.

Choose the powers known from the psion power list, or from the list of powers of your chosen discipline. You cannot choose powers from disciplines other than your chosen discipline. (*Exception:* The feats Expanded Knowledge and Epic Expanded Knowledge do allow a psion to learn powers from the lists of other disciplines or even other classes.) A psion can manifest any power that has a power point cost equal to or lower than his manifester level.

The number of times a psion can manifest powers in a day is limited only by his daily power points.

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

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

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

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

Bonus Feats: A psion gains a bonus feat at 1st level, 5th level, 10th level, 15th level, and 20th level. This feat must be a psionic feat, a metapsionic feat, or a psionic item creation feat.

These bonus feats are in addition to the feats that a character of any class gains every three levels. A psion is not limited to psionic feats, metapsionic feats, and psionic item creation feats when choosing these other feats.

PSIONIC DISCIPLINES

A discipline is one of six groupings of powers, each defined by a common theme. The six disciplines are clairsentience, metacreativity, psychokinesis, psychometabolism, psychoportation, and telepathy.

Clairsentience: A psion who chooses clairsentience is known as a seer. Seers can learn precognitive powers to aid their comrades in combat, as well as powers that permit them to gather information in many different ways.

Metacreativity: A psion specializing in metacreativity is known as a shaper. This discipline includes powers that draw ectoplasm or matter from the Astral Plane, creating semisolid and solid items such as armor, weapons, or animated constructs to do battle at the shaper's command.

Psychokinesis: Psions who specialize in psychokinesis are known as kineticists. They are the masters of powers that manipulate and transform matter and energy. Kineticists can attack with devastating blasts of energy.

Psychometabolism: A psion who specializes in psychometabolism is known as an egoist. This discipline consists of powers that alter the psion's psychobiology, or that of creatures near him. An egoist can both heal and transform himself into a fearsome fighter.

Psychoportation: A psion who relies on psychoportation powers is known as a nomad. Nomads can wield powers that propel or displace objects in space or time.

Telepathy: A psion who chooses the discipline of telepathy is known as a telepath. He is the master of powers that allow mental contact and control of other sentient creatures. A telepath can deceive or destroy the minds of his enemies with ease.

PSICRYSTALS

A psicrystal is a fragment of a psionic character's personality, brought into physical form and a semblance of life (via the Psicrystal Affinity feat). A psicrystal appears as a crystalline construct about the size of a human hand.

Because it is an extension of its creator's personality, a character's psicrystal is in some ways a part of him. That's why, for example, a psionic character can manifest a personal range power on his psicrystal even though normally he can manifest such a power only on himself.

A psicrystal is treated as a construct for the purposes of all effects that depend on its type.

A psicrystal grants special abilities to its owner, as shown on the Psicrystal Special Abilities table below. In addition, a psicrystal has a personality (being a fragment of the owner's personality), which gives its owner a bonus on certain types of checks or saving throws, as given on the Psicrystal Personalities table below. These special abilities and bonuses apply only when the owner and the psicrystal are within 1 mile of each other.

Psicrystal abilities are based on the owner's levels in psionic classes. Levels from other classes do not count toward the owner's level for purposes of psicrystal abilities.

A psicrystal can speak one language of its owner's choice (so long as it is a language the owner knows). A psicrystal can understand all other languages known by its owner, but cannot speak them. This is a supernatural ability.

Psicrystal Basics: Use the statistics for a psicrystal, but make the following changes.

Saving Throws: A psicrystal uses its owner's base saving throw bonuses and ability modifiers on saves, though it doesn't enjoy any other bonuses its owner might have (from magic items or feats, for example).

Abilities: When its self-propulsion ability is not activated, a psicrystal has no Strength score and no Dexterity score.

Skills: A psicrystal has the same skill ranks as its owner, except that it has a minimum of 4 ranks each in Spot, Listen, Move Silently, and Search. (Even if its owner has no ranks in these skills, a psicrystal has 4 ranks in each.) A psicrystal uses its own ability modifiers on skill checks.

Psicrystal Special Abilities

Owner Level	Natural Armor Adj.	Int Adj.	Special
1st–2nd	+0	+0	Alertness, improved evasion, personality, self-propulsion, share powers, sighted, telepathic link
3rd–4th	+1	+1	Deliver touch powers
5th–6th	+2	+2	Telepathic speech
7th–8th	+3	+3	—
9th–10th	+4	+4	Flight
11th–12th	+5	+5	Power resistance
13th–14th	+6	+6	Sight link
15th–16th	+7	+7	Channel power
17th–18th	+8	+8	
19th–20th	+9	+9	

Psicrystal Ability Descriptions: All psicrystals have special abilities (or impart abilities to their owners) depending on the level of the owner, as shown on the table above. The abilities on the table are cumulative.

Natural Armor Adj. (Ex): This number noted here is an improvement to the psicrystal’s natural armor bonus (normally 0). It represents a psicrystal’s preternatural durability.

Intelligence Adj. (Ex): Add this value to the psicrystal’s Intelligence score. Psicrystals are as smart as people (though not necessarily as smart as smart people).

Alertness (Ex): The presence of a psicrystal sharpens its master’s senses. While a psicrystal is within arm’s reach (adjacent to or in the same square as its owner), its owner gains the Alertness feat.

Improved Evasion (Ex): If a psicrystal is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Personality (Ex): Every psicrystal has a personality. See Psicrystal Personality, below.

Self-Propulsion (Su): As a standard action, its owner can will a psicrystal to form spidery, ectoplasmic legs that grant the psicrystal a land speed of 30 feet and a climb speed of 20 feet. The legs fade into nothingness after one day (or sooner, if the owner desires).

Share Powers (Su): At the owner’s option, he can have any power (but not any psi-like ability) he manifests on himself also affect his psicrystal. The psicrystal must be within 5 feet of him at the time of the manifestation to receive the benefit. If the power has a duration other than instantaneous, it stops affecting the psicrystal if it moves farther than 5 feet away, and will not affect the psicrystal again, even if it returns to its owner before the duration expires.

Additionally, the owner can manifest a power with a target of “You” on his psicrystal (as a touch range power) instead of on himself. The owner and psicrystal cannot share powers if the powers normally do not affect creatures of the psicrystal’s type (construct).

Sighted (Ex): Although it has no physical sensory organs, a psicrystal can telepathically sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can’t discern invisible or ethereal beings. A psicrystal’s sighted range is 40 feet.

Telepathic Link (Su): The owner has a telepathic link with his psicrystal out to a distance of up to 1 mile. The owner cannot see through the psicrystal’s senses, but the two of them can communicate telepathically as if the psicrystal were the target of a *mindlink* power manifested by the owner. For instance, a psicrystal placed in a distant room could relay the activities occurring in that room.

Because of the telepathic link between a psicrystal and its owner, the owner has the same connection to an item or place that the psicrystal does. For instance, if his psicrystal has seen a room, the owner can teleport into that room as if he has seen it too.

Deliver Touch Powers (Su): If the owner is 3rd level or higher, his psicrystal can deliver touch powers for him. If the owner and psicrystal are in contact at the time the owner manifests a touch power, he can designate his psicrystal as the “toucher.” The psicrystal can then deliver the touch power just as the owner could. As usual, if the owner manifests another power before the touch is delivered, the touch power dissipates.

Telepathic Speech (Ex): If the owner is 5th level or higher, the psicrystal can communicate telepathically with any creature that has a language and is within 30 feet of the psicrystal, while the psicrystal is also within 1 mile of the owner.

Flight (Su): If the owner is 9th level or higher, he can, as a standard action, will his psicrystal to fly at a speed of 50 feet (poor). The psicrystal drifts gently to the ground after one day (or sooner, if the owner desires).

Power Resistance (Ex): If the owner is 11th level or higher, the psicrystal gains power resistance equal to the owner's level + 5. To affect the psicrystal with a power, another manifester must get a result on a manifester level check that equals or exceeds the psicrystal's power resistance.

Sight Link (Sp): If the owner is 13th level or higher, the character can remote view the psicrystal (as if manifesting the *remote view* power) once per day.

Channel Power (Sp): If the owner is 15th level or higher, he can manifest powers through the psicrystal to a distance of up to 1 mile. The psicrystal is treated as the power's originator, and all ranges are calculated from its location.

When channeling a power through his psicrystal, the owner manifests the power by paying its power point cost. He is still subject to attacks of opportunity and other hazards of manifesting a power, if applicable (for instance, he becomes visible when manifesting an offensive power if *invisible*, as does the psicrystal).

Psicrystal Personality (Ex): Each psicrystal has a distinct personality, chosen by its owner at the time of its creation from among those given on the following table. At 1st level, its owner typically gets a feel for a psicrystal's personality only through occasional impulses, but as the owner increases in level the psicrystal's personality becomes more pronounced. At higher levels, it is not uncommon for a psicrystal to constantly ply its owner with observations and advice, often severely slanted toward the psicrystal's particular worldview. The owner always sees a bit of himself in his psicrystal, even if magnified and therefore distorted.

Psicrystal Personalities

Personality	Benefit to Owner
Artiste	+3 bonus on Craft checks
Bully	+3 bonus on Intimidate checks
Coward	+3 bonus on Hide checks
Friendly	+3 bonus on Diplomacy checks
Hero	+2 bonus on Fortitude saves
Liar	+3 bonus on Bluff checks
Meticulous	+3 bonus on Search checks
Nimble	+2 bonus on Initiative checks
Observant	+3 bonus on Spot checks
Poised	+3 bonus on Balance checks
Resolved	+2 bonus on Will saves
Sage	+3 bonus on checks involving any one Knowledge skill owner already knows; once chosen, this does not vary
Single-minded	+3 bonus on Concentration checks
Sneaky	+3 bonus on Move Silently checks
Sympathetic	+3 bonus on Sense Motive checks

PSYCHIC WARRIOR

Alignment: Any.

Hit Die: d8.

Class Skills

The psychic warrior's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Climb (Str), Concentration* (Con), Craft (Int), Jump (Str), Knowledge (psionics)* (Int), Profession (Wis), Ride (Dex), Search (Int), and Swim (Str).

*New skill or expanded use of existing skill.

Skill Points at 1st Level: (2 + Int modifier) x4.

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

Table: The Psychic Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Daily	Powers Known	Maximum Power Level Known
1st	+0	+2	+0	+0	Bonus feat	0*	1	1st
2nd	+1	+3	+0	+0	Bonus feat	1	2	1st
3rd	+2	+3	+1	+1	—	3	3	1st

4th	+3	+4	+1	+1	—	5	4	2nd
5th	+3	+4	+1	+1	Bonus feat	7	5	2nd
6th	+4	+5	+2	+2	—	11	6	2nd
7th	+5	+5	+2	+2	—	15	7	3rd
8th	+6/+1	+6	+2	+2	Bonus feat	19	8	3rd
9th	+6/+1	+6	+3	+3	—	23	9	3rd
10th	+7/+2	+7	+3	+3	—	27	10	4th
11th	+8/+3	+7	+3	+3	Bonus feat	35	11	4th
12th	+9/+4	+8	+4	+4	—	43	12	4th
13th	+9/+4	+8	+4	+4	—	51	13	5th
14th	+10/+5	+9	+4	+4	Bonus feat	59	14	5th
15th	+11/+6/+1	+9	+5	+5	—	67	15	5th
16th	+12/+7/+2	+10	+5	+5	—	79	16	6th
17th	+12/+7/+2	+10	+5	+5	Bonus feat	91	17	6th
18th	+13/+8/+3	+11	+6	+6	—	103	18	6th
19th	+14/+9/+4	+11	+6	+6	—	115	19	6th
20th	+15/+10/+5	+12	+6	+6	Bonus feat	127	20	6th

*The psychic warrior gains no power points from his class at 1st level. However, he does add any bonus power points he gains from a high Wisdom score, his race, and feats or other sources to his reserve. He can use these points (if any) to manifest his power.

Class Features

All the following are class features of the psychic warrior.

Weapon and Armor Proficiency: Psychic warriors are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Power Points/Day: A psychic warrior's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: The Psychic Warrior. In addition, he receives bonus power points per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items. A 1st-level psychic warrior gains no power points for his class level, but he gains bonus power points (if he is entitled to any), and can manifest the single power he knows with those power points.

Powers Known: A psychic warrior begins play knowing one psychic warrior power of your choice. Each time he achieves a new level, he unlocks the knowledge of a new power.

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

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

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

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

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

To learn or manifest a power, a psychic warrior must have a Wisdom score of at least 10 + the power's level.

Bonus Feats: At 1st level, a psychic warrior gets a bonus combat-oriented feat in addition to the feat that any 1st level character gets and the bonus feat granted to a human character. The psychic warrior gains an additional bonus feat at 2nd level and every three levels thereafter (5th, 8th, 11th, 14th, 17th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats or psionic feats. The psychic warrior must still meet all prerequisites for the bonus feat, including ability score and base attack bonus minimums as well as class requirements. A psychic warrior cannot choose feats that specifically require levels in the fighter class unless he is a multiclass character with the requisite levels in the fighter class. These bonus feats are in addition to the feats that a character of any class gains every three levels. A psychic warrior is not limited to fighter bonus feats and psionic feats when choosing these other feats.

SOULKNIFE

Alignment: Any.

Hit Die: d10.

Class Skills

The soulknife's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Climb (Str), Concentration* (Con), Craft (Int), Hide (Dex), Jump (Str), Knowledge (psionics)* (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), and Tumble (Dex).

*New skill or expanded use of existing skill.

Skill Points at 1st Level: (4 + Int modifier) x4.

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

Table: The Soulknife

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Mind blade, Weapon Focus (mind blade), Wild Talent
2nd	+1	+0	+3	+3	Throw mind blade
3rd	+2	+1	+3	+3	Psychic strike +1d8
4th	+3	+1	+4	+4	+1 <i>mind blade</i>
5th	+3	+1	+4	+4	Free draw, shape mind blade
6th	+4	+2	+5	+5	Mind blade enhancement +1, Speed of Thought
7th	+5	+2	+5	+5	Psychic strike +2d8
8th	+6/+1	+2	+6	+6	+2 <i>mind blade</i>
9th	+6/+1	+3	+6	+6	Bladewind, Greater Weapon Focus (mind blade)
10th	+7/+2	+3	+7	+7	Mind blade enhancement +2
11th	+8/+3	+3	+7	+7	Psychic strike +3d8
12th	+9/+4	+4	+8	+8	+3 <i>mind blade</i>
13th	+9/+4	+4	+8	+8	Knife to the soul
14th	+10/+5	+4	+9	+9	Mind blade enhancement +3
15th	+11/+6	+5	+9	+9	Psychic strike +4d8
16th	+12/+7	+5	+10	+10	+4 <i>mind blade</i>
17th	+12/+7	+5	+10	+10	Multiple throw
18th	+13/+8	+6	+11	+11	Mind blade enhancement +4
19th	+14/+9	+6	+11	+11	Psychic strike +5d8
20th	+15/+10/+5	+6	+12	+12	+5 <i>mind blade</i>

Class Features

All the following are class features of the soulknife.

Weapon and Armor Proficiency: Soulknives are proficient with all simple weapons, with their own mind blades, and with light armor and shields (except tower shields).

Mind Blade (Su): As a move action, a soulknife can create a semisolid blade composed of psychic energy distilled from his own mind. The blade is identical in all ways (except visually) to a short sword of a size appropriate for its wielder. For instance, a Medium soulknife materializes a Medium mind blade that he can wield as a light weapon, and the blade deals 1d6 points of damage (crit 19–20/x2). Soulknives who are smaller or larger than Medium create mind blades identical to short swords appropriate for their size, with a corresponding change to the blade's damage. The wielder of a mind blade gains the usual benefits to his attack roll and damage roll from a high Strength bonus.

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

A soulknife can use feats such as Power Attack or Combat Expertise in conjunction with the mind blade just as if it were a normal weapon. He can also choose mind blade for feats requiring a specific weapon choice, such as Weapon Specialization. Powers or spells that upgrade weapons can be used on a mind blade.

A soulknife's mind blade improves as the character gains higher levels. At 4th level and every four levels thereafter, the mind blade gains a cumulative +1 enhancement bonus on attack rolls and damage rolls (+2 at 8th level, +3 at 12th level, +4 at 16th level, and +5 at 20th level).

Even in places where psionic effects do not normally function (such as within a *null psionics field*), a soulknife can attempt to sustain his mind blade by making a DC 20 Will save. On a successful save, the soulknife maintains his mind blade for a number of rounds equal to his class level before he needs to check again. On an unsuccessful attempt, the mind blade

vanishes. As a move action on his turn, the soulknife can attempt a new Will save to rematerialize his mind blade while he remains within the psionics negating effect.

Weapon Focus (Mind Blade): A soulknife gains Weapon Focus (mind blade) as a bonus feat.

Wild Talent: A soulknife gains Wild Talent as a bonus feat. (This class feature provides the character with the psionic power he needs to materialize his mind blade, if he has no power points otherwise.)

Throw Mind Blade (Ex): A soul knife of 2nd level or higher can throw his mind blade as a ranged weapon with a range increment of 30 feet.

Whether or not the attack hits, a thrown mind blade then dissipates. A soulknife of 3rd level or higher can make a psychic strike (see below) with a thrown mind blade and can use the blade in conjunction with other special abilities (such as Knife to the Soul; see below).

Psychic Strike (Su): As a move action, a soulknife of 3rd level or higher can imbue his mind blade with destructive psychic energy. This effect deals an extra 1d8 points of damage to the next living, nonmindless target he successfully hits with a melee attack (or ranged attack, if he is using the throw mind blade ability). Creatures immune to mind-affecting effects are immune to psychic strike damage. (Unlike the rogue's sneak attack, the psychic strike is not precision damage and can affect creatures otherwise immune to extra damage from critical hits or more than 30 feet away, provided they are living, nonmindless creatures not immune to mind-affecting effects.)

A mind blade deals this extra damage only once when this ability is called upon, but a soulknife can imbue his mind blade with psychic energy again by taking another move action.

Once a soulknife has prepared his blade for a psychic strike, it holds the extra energy until it is used. Even if the soulknife drops the mind blade (or it otherwise dissipates, such as when it is thrown and misses), it is still imbued with psychic energy when the soulknife next materializes it.

At every four levels beyond 3rd (7th, 11th, 15th, and 19th), the extra damage from a soulknife's psychic strike increases as shown on the Table above.

Free Draw (Su): At 5th level, a soulknife becomes able to materialize his mind blade as a free action instead of a move action. He can make only one attempt to materialize the mind blade per round, however.

Shape Mind Blade (Su): At 5th level, a soulknife gains the ability to change the form of his mind blade. As a fullround action, he can change his mind blade to replicate a longsword (damage 1d8 for a Medium weapon wielded as a one-handed weapon) or a bastard sword (damage 1d10 for a Medium weapon, but he must wield it as a two-handed weapon unless he knows the Exotic Weapon Proficiency (bastard sword) feat). If a soulknife shapes his mind blade into the form of a bastard sword and wields it two-handed, he adds 1-1/2 times his Strength bonus to his damage rolls, just like when using any other two-handed weapon.

Alternatively, a soulknife can split his mind blade into two identical short swords, suitable for fighting with a weapon in each hand. (The normal penalties for fighting with two weapons apply.) However, both mind blades have an enhancement bonus 1 lower than the soulknife would otherwise create with a single mind blade.

Mind Blade Enhancement (Su): At 6th level, a soulknife gains the ability to enhance his mind blade. He can add any one of the weapon special abilities on the table below that has an enhancement bonus value of +1.

At every four levels beyond 6th (10th, 14th, and 18th), the value of the enhancement a soulknife can add to his weapon improves to +2, +3, and +4, respectively. A soulknife can choose any combination of weapon special abilities that does not exceed the total allowed by the soulknife's level.

The weapon ability or abilities remain the same every time the soulknife materializes his mind blade (unless he decides to reassign its abilities; see below). The ability or abilities apply to any form the mind blade takes, including the use of the shape mind blade or bladewind class abilities.

Weapon Special Ability	Enhancement Bonus Value
Defending	+1
Keen	+1
Lucky*	+1
Mighty cleaving	+1
Psychokinetic*	+1
Sundering*	+1
Vicious	+1
Collision*	+2
Mindcrusher*	+2
Psychokinetic burst*	+2
Suppression*	+2
Wounding	+2
Bodyfeeder*	+3
Mindfeeder*	+3

Soulbreaker*	+3
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*New special abilities

A soulknife can reassign the ability or abilities he has added to his mind blade. To do so, he must first spend 8 hours in concentration. After that period, the mind blade materializes with the new ability or abilities selected by the soulknife.

Speed of Thought: A soulknife gains Speed of Thought as a bonus feat at 6th level.

Bladewind (Su): At 9th level, a soulknife gains the ability to momentarily fragment his mind blade into numerous identical blades, each of which strikes at a nearby opponent.

As a full attack, when wielding his mind blade, a soulknife can give up his regular attacks and instead fragment his mind blade to make one melee attack at his full base attack bonus against each opponent within reach. Each fragment functions identically to the soulknife's regular mind blade.

When using bladewind, a soulknife forfeits any bonus or extra attacks granted by other feats or abilities (such as the Cleave feat or the *haste* spell).

The mind blade immediately reverts to its previous form after the bladewind attack.

Greater Weapon Focus (Mind Blade): A soulknife gains Greater Weapon Focus (mind blade) as a bonus feat at 9th level.

Knife to the Soul (Su): Beginning at 13th level, when a soulknife executes a psychic strike, he can choose to substitute Intelligence, Wisdom, or Charisma damage (his choice) for extra dice of damage. For each die of extra damage he gives up, he deals 1 point of damage to the ability score he chooses. A soulknife can combine extra dice of damage and ability damage in any combination.

The soulknife decides which ability score his psychic strike damages and the division of ability damage and extra dice of damage when he imbues his mind blade with the psychic strike energy.

Multiple Throw (Ex): At 17th level and higher, a soulknife can throw a number of mind blades per round equal to the number of melee attacks he could make.

WILDER

Alignment: Any.

Hit Die: d6.

Class Skills

The wilder's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration* (Con), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (psionics)* (Int), Listen (Wis), Profession (Wis), Psicraft* (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

*New skill or expanded use of existing skill.

Skill Points at 1st Level: (4 + Int modifier) x4.

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

Table: The Wilder

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+0	+2	Wild surge +1, psychic enervation	2	1	1st
2nd	+1	+0	+0	+3	Elude touch	6	2	1st
3rd	+2	+1	+1	+3	Wild surge +2	11	2	1st
4th	+3	+1	+1	+4	Surging euphoria +1	17	3	2nd
5th	+3	+1	+1	+4	Volatile mind (1 power point)	25	3	2nd
6th	+4	+2	+2	+5		35	4	3rd
7th	+5	+2	+2	+5	Wild surge +3	46	4	3rd
8th	+6/+1	+2	+2	+6		58	5	4th
9th	+6/+1	+3	+3	+6	Volatile mind (2 power points)	72	5	4th
10th	+7/+2	+3	+3	+7		88	6	5th
11th	+8/+3	+3	+3	+7	Wild surge +4	106	6	5th
12th	+9/+4	+4	+4	+8	Surging euphoria +2	126	7	6th
13th	+9/+4	+4	+4	+8	Volatile mind (3 power points)	147	7	6th
14th	+10/+5	+4	+4	+9		170	8	7th
15th	+11/+6/+1	+5	+5	+9	Wild surge +5	195	8	7th
16th	+12/+7/+2	+5	+5	+10		221	9	8th
17th	+12/+7/+2	+5	+5	+10	Volatile mind (4 power points)	250	9	8th

18th	+13/+8/+3	+6	+6	+11		280	10	9th
19th	+14/+9/+4	+6	+6	+11	Wild surge +6	311	10	9th
20th	+15/+10/+5	+6	+6	+12	Surging euphoria +3	343	11	9th

Class Features

All the following are class features of the wilder.

Weapon and Armor Proficiency: Wilders are proficient with all simple weapons, with light armor, and with shields (except tower shields).

Power Points/Day: A wilder's ability to manifest powers is limited by the power points she has available. Her base daily allotment of power points is given on Table: The Wilder. In addition, she receives bonus power points per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Power Points). Her race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A wilder begins play knowing one wilder power of your choice. At every even-numbered class level after 1st, she unlocks the knowledge of new powers.

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

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

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

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

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

To learn or manifest a power, a wilder must have a Charisma score of at least 10 + the power's level.

Wild Surge (Su): A wilder can let her passion and emotion rise to the surface in a wild surge when she manifests a power.

During a wild surge, a wilder gains phenomenal psionic strength, but may harm herself by the reckless use of her power (see Psychic Enervation, below).

A wilder can choose to invoke a wild surge whenever she manifests a power. When she does so, she gains +1 to her manifester level with that manifestation of the power. The manifester level boost gives her the ability to augment her powers to a higher degree than she otherwise could; however, she pays no extra power point for this wild surge. Instead, the additional 1 power point that would normally be required to augment the power is effectively supplied by the wild surge.

Level-dependent power effects are also improved, depending on the power a wilder manifests with her wild surge.

This improvement in manifester level does not grant her any other benefits (psicrystal abilities do not advance, she does not gain higher-level class abilities, and so on).

She cannot use the Overchannel psionic feat and invoke her wild surge at the same time.

At 3rd level, a wilder can choose to boost her manifester level by two instead of one. At 7th level, she can boost her manifester level by up to three; at 11th level, by up to four; at 15th level, by up to five; and at 19th level, by up to six.

In all cases, the wild surge effectively pays the extra power point cost that is normally required to augment the power; only the unaugmented power point cost is subtracted from the wilder's power point reserve.

Psychic Enervation (Ex): Pushing oneself by invoking a wild surge is dangerous. Immediately following each wild surge, a wilder may be overcome by the strain of her effort. The chance of suffering psychic enervation is equal to 5% per manifester level added with the wild surge.

A wilder who is overcome by psychic enervation is dazed until the end of her next turn and loses a number of power points equal to her wilder level.

Elude Touch (Ex): Starting at 2nd level, a wilder's intuition supersedes her intellect, alerting her to danger from touch attacks (including rays). She gains a bonus to Armor Class against all touch attacks equal to her Charisma bonus; however, her touch AC can never exceed her Armor Class against normal attacks.

Surging Euphoria (Ex): Starting at 4th level, when a wilder uses her wild surge ability, she gains a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the intensity of her wild surge.

If a wilder is overcome by psychic enervation following her wild surge, she does not gain the morale bonus for this use of her wild surge ability.

At 12th level, the morale bonus on a wilder's attack rolls, damage rolls, and saving throws increases to +2. At 20th level, the bonus increases to +3.

Volatile Mind (Ex): A wilder's temperamental mind is hard to encompass with the discipline of telepathy. When any telepathy power is manifested on a wilder of 5th level or higher, the manifester of the power must pay 1 power point more than he otherwise would have spent.

The extra cost is not a natural part of that power's cost. It does not augment the power; it is simply a wasted power point. The wilder's volatile mind can force the manifester of the telepathy power to exceed the normal power point limit of 1 point per

manifest level. If the extra cost raises the telepathy power's cost to more points than the manifest has remaining in his reserve, the power simply fails, and the manifest exhausts the rest of his power points.

At 9th level, the penalty assessed against telepathy powers manifested on a wilder is increased to 2 power points. At 13th level, the penalty increases to 3 power points, and at 17th level it increases to 4 power points.

As a standard action, a wilder can choose to lower this effect for 1 round.

PSIONIC PRESTIGE CLASSES

CEREBREMANCER

Hit Die: d4.

Requirements

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

Skills: Knowledge (arcana) 6 ranks, Knowledge (psionics) 6 ranks.

Spells: Able to cast 2nd-level arcane spells.

Psionics: Able to manifest 2nd-level powers.

Class Skills

The cerebremancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) Int, Knowledge (psionics) (Int), Profession (Wis), Psicraft (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table: The Cerebremancer

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Spells per Day/Powers Known
1st	+0	+0	+0	+2	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
2nd	+1	+0	+0	+3	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
3rd	+1	+1	+1	+3	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
4th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
5th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
6th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
7th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
8th	+4	+2	+2	+6	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
9th	+4	+3	+3	+6	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
10th	+5	+3	+3	+7	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class

Class Features

All the following are class features of the cerebremancer prestige class.

Weapon and Armor Proficiency: Cerebremancers gain no proficiency with any weapon or armor.

Spells per Day/Powers Known: When a new cerebremancer level is attained, the character gains new spells per day as if he had also attained a level in any one arcane spellcasting class he belonged to before he added the prestige class. He gains additional power points per day and access to new powers as if he had also gained a level in any one manifesting class he belonged to previously. He does not, however, gain any other benefit a character of either class would have gained (bonus metamagic, metapsionic, or item creation feats, psicrystal special abilities, and so on). This essentially means that he adds the level of cerebremancer to the level of whatever other arcane spellcasting class and manifesting class the character has, then determines spells per day, caster level, power points per day, powers known, and manifest level accordingly.

If a character had more than one arcane spellcasting class or more than one manifesting class before he became a cerebremancer, he must decide to which class he adds each level of cerebremancer for purpose of determining spells per day, caster level, power points per day, powers known, and manifest level.

ELOCATER

Hit Die: d6.

Requirements

To qualify to become an elocater, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Concentration 8 ranks.

Feats: Mobility, Spring Attack.

Psionics: Able to manifest 1st-level powers.

Class Skills

The elocater's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (local) (Int), Knowledge (psionics), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Psicraft (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Psionic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Table: The Elocater

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+2	+2	Scorn earth, Sidestep Charge	+1 level of existing manifesting class
2nd	+1	+0	+3	+3	Opportunistic strike +2	—
3rd	+2	+1	+3	+3	Dimension step	+1 level of existing manifesting class
4th	+3	+1	+4	+4	Flanker	+1 level of existing manifesting class
5th	+3	+1	+4	+4	Opportunistic strike +4	—
6th	+4	+2	+5	+5	Transporter	+1 level of existing manifesting class
7th	+5	+2	+5	+5	Capricious step	+1 level of existing manifesting class
8th	+6	+2	+6	+6	Opportunistic strike +6	—
9th	+6	+3	+6	+6	Dimension spring attack	+1 level of existing manifesting class
10th	+7	+3	+7	+7	Accelerated action	+1 level of existing manifesting class

Class Features

All the following are class features of the elocater prestige class.

Weapon and Armor Proficiency: Elocaters are proficient with all simple and martial weapons and with light armor.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of elocater to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became an elocater, she must decide to which class she adds the new level of elocater for the purpose of determining power points per day, powers known, and manifester level.

Scorn Earth (Su): At 1st level, an elocater's feet lift from the ground. From now on, she can float a foot above the ground. Instead of walking she glides along, unconcerned with the hard earth or difficult terrain. While she remains within 1 foot of a flat surface of any solid or liquid, she can take normal actions and make normal attacks, and can move at her normal speed (she can even "run" at four times her normal speed). However, at distances higher than 1 foot above any surface, her speed diminishes to 10 feet per round.

While she remains within 1 foot of a surface, she can make melee and ranged attacks normally, but if she moves any higher, she incurs the penalties on melee and ranged attack rolls as if she were the subject of the *psionic levitate* power.

Sidestep Charge (Ex): At 1st level, an elocater gains Sidestep Charge as a bonus feat, even if she does not meet the prerequisites. If the character already has this feat, she gains no benefit.

Opportunistic Strike (Ex): Beginning at 2nd level, an elocater's hyperawareness of spatial relations gives her an instinctive view of the battlefield, which allows her to make a cunning attack against distracted opponents. The elocater gains a +2 insight bonus on her attack roll and her damage roll (if the attack hits) for the first attack she makes against an opponent that has been dealt damage in melee by another character since the elocater's last action. At 5th level the insight bonus increases to +4, and at 8th level the insight bonus increases to +6.

Dimension Step (Su): An elocater of 3rd level or higher can slip psionically between spaces as if using the *psionic dimension door* power, once per day. The elocater cannot bring any other creatures with her. Her manifester level for this effect is equal to her elocater level.

Flanker (Ex): An elocater of 4th level or higher can flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She can designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassable or occupied.

Transporter (Ex): At 6th level, an elocater learns both *psionic teleport* and *psionic plane shift*. These powers are in addition to any powers the elocater normally learns by advancing a level.

The elocater treats these powers as if they were 3rd-level powers on her class list. This means, among other things, that manifesting these powers costs 5 power points. (If the character does not have a high enough manifester level to manifest 3rd-level powers the character cannot manifest these powers until she has attained the required manifester level.)

Capricious Step (Ex): At 7th level, an elocater can take an extra 5-foot step in any round when she doesn't perform any other movement (except for the first 5-foot step). Like the first, the second 5-foot step does not provoke attacks of opportunity. The character can take the extra 5-foot step immediately after taking the first, or wait until the end of her other actions for the round. In all other ways, the rules for taking a 5-foot step apply.

Dimension Spring Attack (Su): An elocater of 9th level or higher can use her dimension step ability in conjunction with her Spring Attack feat once per day. This ability can be used only against opponents within 60 feet to which the elocater has line of sight. She can dimension step up to the target, use Spring Attack, and then use dimension step to return to her starting point. (When she uses this ability, the total distance she can travel before and after the attack is not limited by her speed.) The use of this ability counts as her use of the dimension step ability on that day (and this ability is not available during a day when she has already used dimension step).

Accelerated Action (Su): When she attains 10th level, an elocater can accelerate herself and thereby take more actions than normal. An elocater can accelerate herself for a total of 5 rounds per day. She can choose to parcel out her accelerated actions in 1-round increments. (This effect is not cumulative with similar effects that provide additional actions, such as *schism* or a *haste* spell—and in fact an elocater can't take an accelerated action if affected by these or similar effects.)

If she makes a full attack while accelerated, an elocater can make one extra attack with any weapon she is holding. The attack is made using her full base attack bonus, plus any modifiers appropriate to the situation. If the elocater uses her accelerated action to move, she gains an enhancement bonus to her speed of +30 feet. The elocater can use her accelerated action to manifest a power, as long as she has not already manifested a power in the current round and the one she wants to manifest has a manifesting time of 1 standard action or shorter. While accelerated, she gains a +2 dodge bonus on attack rolls and Reflex saves and a +2 dodge bonus to Armor Class. Any condition that makes her lose her Dexterity bonus to Armor Class (if any) also makes her lose these dodge bonuses.

PSIONIC FIST

Hit Die: d6.

Requirements

To qualify to become a Psionic Fist, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skill: Concentration 9 ranks.

Feat: Wild Talent.

Special: Still mind class feature.

Class Skills

The Psionic Fist's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (psionics) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Psicraft (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Table: The Psionic Fist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Points/Day	Powers Known	Level Known
1st	+0	+0	+2	+2	Monk abilities	1	1	1st
2nd	+1	+0	+3	+3	—	3	2	1st
3rd	+2	+1	+3	+3	—	6	3	2nd

4th	+3	+1	+4	+4	—	10	4	2nd
5th	+3	+1	+4	+4	Bonus psionic feat	15	5	3rd
6th	+4	+2	+5	+5	—	23	6	3rd
7th	+5	+2	+5	+5	—	31	7	4th
8th	+6	+2	+6	+6	—	43	8	4th
9th	+6	+3	+6	+6	—	55	9	5th
10th	+7	+3	+7	+7	Bonus psionic feat	71	10	5th

Class Features

All the following are class features of the Psionic Fist prestige class.

Weapon and Armor Proficiency: Psionic Fists gain no proficiency with any weapon or armor.

Monk Abilities: A Psionic Fist's class levels stack with his monk levels for the purpose of determining his unarmed damage and bonuses to Armor Class and unarmored speed. His class levels do not apply to other monk abilities such as flurry of blows, slow fall, and so on.

Power Points/Day: A Psionic Fist can manifest powers. His ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: The Psionic Fist. In addition, he receives bonus power points per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items. If a Psionic Fist has power points from a different class, those points are pooled together and usable to manifest powers from either class. Bonus power points from having a high ability score can be gained only for the character's highest psionic class.

Powers Known: A Psionic Fist chooses his powers from the psychic warrior power list. At 1st level, a Psionic Fist knows one psychic warrior power of your choice. Each time he attains a new level, he learns one new power. A Psionic Fist can manifest any power that has a power point cost equal to or lower than his manifest level. The total number of powers a Psionic Fist can manifest per day is limited only by his daily power points.

A Psionic Fist simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points. The Difficulty Class for saving throws against Psionic Fist powers is 10 + the power's level + the Psionic Fist's Wisdom modifier.

Maximum Power Level Known: A Psionic Fist gains the ability to learn one 1st-level power when he takes his first level in the prestige class. As he attains each new odd-numbered level, a Psionic Fist gains the ability to master more complex powers.

To learn or manifest a power, a Psionic Fist must have a Wisdom score of at least 10 + the power's level.

Bonus Psionic Feat: At 5th and 10th level, a Psionic Fist can take any psionic feat as a bonus feat. He must still meet the prerequisites for the feat.

Multiclass Note: A monk who becomes a Psionic Fist may continue advancing as a monk.

SLAYER

Hit Die: d8.

Requirements

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

Base Attack Bonus: +4.

Skill: Knowledge (dungeoneering) 4 ranks.

Feat: Track.

Psionics: Must have a power point reserve of at least 1 power point.

Class Skills

The slayer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Knowledge (dungeoneering) (Int), Listen (Wis), Psicraft (Int), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Table: The Slayer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+1	+0	+0	+2	Favored enemy +2, enemy sense	—
2nd	+2	+0	+0	+3	Brain nausea	+1 level of existing manifesting class

3rd	+3	+1	+1	+3	Lucid buffer	+1 level of existing manifesting class
4th	+4	+1	+1	+4	Favored enemy +4	+1 level of existing manifesting class
5th	+5	+1	+1	+4	—	+1 level of existing manifesting class
6th	+6	+2	+2	+5	Cerebral blind	+1 level of existing manifesting class
7th	+7	+2	+2	+5	Favored enemy +6	+1 level of existing manifesting class
8th	+8	+2	+2	+6	Breach power resistance	+1 level of existing manifesting class
9th	+9	+3	+3	+6	Cerebral immunity	+1 level of existing manifesting class
10th	+10	+3	+3	+7	Blast feedback, favored enemy +8	+1 level of existing manifesting class

Class Features

All the following are class features of the slayer prestige class.

Weapon and Armor Proficiency: Slayers are proficient with all simple and martial weapons and with all types of armor.

Powers Known: Beginning at 2nd level, a slayer gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of slayer to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly. If a character had more than one manifesting class before she became a slayer, she must decide to which class she adds the new level of slayer for the purpose of determining power points per day, powers known, and manifester level.

If the character did not belong to a manifesting class before taking this prestige class, she does not gain manifesting levels.

Favored Enemy (Ex): When she enters the class, a slayer formally declares a type of psionic creature as the enemy she detests above all others. Due to her extensive study of her foes and training in the proper techniques for combating them, she gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against her favored enemy.

Likewise, she gets a +2 bonus on weapon damage rolls against creatures of this kind. At 4th level the bonuses increase to +4, at 7th level to +6, and at 10th level to +8.

Enemy Sense (Su): A slayer can sense the presence of her favored enemy within 60 feet of herself, even if they are hidden by darkness or walls, but she cannot discern their exact location.

Brain Nausea (Su): At 2nd level, a slayer gains a constant defensive ability somewhat similar to the *aversion* power. Any creature that attempts to eat the slayer's brain must succeed on a Will save (DC 15 + slayer's class level) or become disinclined to do so for 24 hours thereafter. A creature that fails this save may take any action it desires except extracting the slayer's brain (but does not realize it is being so affected). This ability is active even if the slayer is unconscious, stunned, or otherwise helpless.

Lucid Buffer (Ex): At 3rd level, a slayer becomes especially skilled at resisting mental attacks. She gains a +4 competence bonus on saving throws against all compulsions and mind-affecting effects. This ability is active even if the slayer is unconscious, stunned, or otherwise helpless.

Cerebral Blind (Su): After reaching 6th level, a slayer is protected from all devices, powers, and spells that reveal location. This ability protects against information gathering by clairsentience powers or effects that reveal location.

The ability even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used to gain information about the slayer's location (however, *metafaculty* can pierce this protective barrier). In the case of *remote viewing* or *scrying* that scans an area a slayer is in, the effect works, but the slayer simply isn't detected. *Remote viewing* or *scrying* attempts that are targeted specifically at a slayer do not work. This ability is active as long as the slayer is psionically focused.

Breach Power Resistance (Su): A slayer of 8th level or higher can enhance her weapon with psionic might. Each successful melee attack (or ranged attack if the target is within 30 feet) she makes with her weapon against a creature with power resistance temporarily reduces its power resistance by 1. Unless the creature is slain, its lost power resistance returns all at once 12 hours later. This ability is active as long as the slayer is psionically focused.

Cerebral Immunity (Su): On reaching 9th level, a slayer gains protection from all devices, powers, and spells that influence the mind. This ability shields her against almost all mind-affecting powers and effects (though the slayer can selectively allow powers or spells to affect her). The ability even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used to mentally influence a slayer. This ability is active as long as the slayer is psionically focused.

Blast Feedback (Su): At 10th level, if a slayer makes her saving throw when attacked with *mind blast*, the *mind blast* rebounds upon the attacker. Only the original attacker is targeted in the rebound effect. If the original attacker fails a Will saving throw (DC equal to that of the original attack), the attacker is affected normally by the *mind blast*.

METAMIND

Hit Die: d4.

Requirements

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

Skills: Knowledge (psionics) 8 ranks, Psicraft 4 ranks.

Feat: Psicrystal Affinity.

Psionics: Manifester level 4th.

Class Skills

The metamind's class skills are Autohypnosis (Wis), Concentration* (Con), Craft (any) (Int), Knowledge (psionics), and Psicraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table: The Metamind

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Free manifesting 1st, 3/day	—
2nd	+1	+0	+0	+3	Cognizance psicrystal 5 points	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Free manifesting 2nd, 3/day	—
4th	+2	+1	+1	+4	Cognizance psicrystal 7 points	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Free manifesting 3rd, 1/day	—
6th	+3	+2	+2	+5	Cognizance psicrystal 9 points	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Free manifesting 4th, 1/day	—
8th	+4	+2	+2	+6	Cognizance psicrystal 11 points	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Free manifesting 5th, 1/day	—
10th	+5	+3	+3	+7	Font of power	+1 level of existing manifesting class

Class Features

All the following are class features of the metamind prestige class.

Weapon and Armor Proficiency: Metaminds gain no proficiency with any weapon or armor.

Powers Known: At every even-numbered level, a metamind gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of metamind to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifest level accordingly.

If a character had more than one manifesting class before he became a metamind, he must decide to which class he adds the new level of metamind for the purpose of determining power points per day, powers known, and manifest level.

Free Manifesting (Ps): At 1st level, a metamind can manifest any 1st-level power he knows for free (without spending power points) three times per day.

At higher levels, a metamind gains the ability to freely manifest additional higher-level powers: three 2nd-level powers per day at 3rd level; one 3rd-level power per day at 5th level; one 4th-level power per day at 7th level; and one 5th-level power per day at 9th level.

This benefit applies only to the power point cost of an unaugmented power. Points spent to augment a power and an experience point cost (if any) must be paid as normal.

Cognizance Psicrystal (Ex): At 2nd level, a metamind masters the trick of storing excess power points in a psicrystal. The psicrystal is now treated as a *cognizance crystal* capable of storing 5 power points, in addition to its psicrystal abilities. At every even-numbered level, a metamind becomes able to store an additional 2 power points in his psicrystal, to a maximum of 11 points at 8th level.

Font of Power (Ps): A 10th-level metamind can act as a living *cognizance crystal*, producing seemingly endless power points once per day, for up to 1 minute. His eyes shine like tiny stars, and faint illumination seems to beam out of his mouth and the end of each of his fingers. While so empowered, he can manifest any of his powers without drawing from his power point reserve. He finds the power points he needs welling up within his own body.

If a metamind using this ability enters a metaconcert, his power point reserve is accessed normally for the purpose of his contributing to the pool.

PSION UNCARNATE

Hit Die: d4.

Requirements

To qualify to become a psion uncarnate, a character must fulfill all the following criteria.

Skills: Knowledge (psionics) 8 ranks, Psicraft 8 ranks.

Feat: Psionic Body.

Psionics: Able to manifest 3rd-level powers.

Special: Must have had some instruction by another psion uncarnate.

Class Skills

The psion uncarnate's class skills are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Craft (any) (Int), Disguise (Cha), Knowledge (the planes) (Int), Knowledge (psionics) (Int), Psicraft (Int), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

Table: The Psion Uncarnate

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Incorporeal touch 1d6, uncarnate armor	—
2nd	+1	+0	+0	+3	Shed body 1/day	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Assume equipment	+1 level of existing manifesting class
4th	+2	+1	+1	+4	Assume likeness	—
5th	+2	+1	+1	+4	Incorporeal touch 2d6	+1 level of existing manifesting class
6th	+3	+2	+2	+5	Shed body 2/day	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Telekinetic force	—
8th	+4	+2	+2	+6	Uncarnate bridge	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Incorporeal touch 3d6	+1 level of existing manifesting class
10th	+5	+3	+3	+7	Uncarnate	—

Class Features

All the following are class features of the psion uncarnate prestige class.

Weapon and Armor Proficiency: Psion uncarnates gain no proficiency with any weapon or armor.

Powers Known: At every level indicated on Table: The Psion Uncarnate, a psion uncarnate gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that he adds the level of psion uncarnate to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before he became a psion uncarnate, he must decide to which class he adds the new level of psion uncarnate for the purpose of determining power points per day, powers known, and manifester level.

Incorporeal Touch (Su): Beginning at 1st level, a psion uncarnate can make up to three melee touch attacks per day that each deal 1d6 points of damage if they hit. The character's Strength modifier is not applied to this attack, but it is effective against incorporeal creatures (and against corporeal creatures while the psion uncarnate is incorporeal). The character's hand and arm seem to become slightly translucent when he makes these attacks. A miss still counts as a use of the ability.

While uncarnate (see below), a psion uncarnate can make melee touch attacks at will that do not count against his uses of this ability.

For every four levels higher than 1st the psion uncarnate attains, the damage on these attacks increases by 1d6 points.

Uncarnate Armor (Su): A psion uncarnate wearing armor (or using *inertial armor* or a similar effect) gets his armor bonus to AC even when he becomes incorporeal (see Shed Body, below). However, unlike other incorporeal creatures, a psion uncarnate does not gain a deflection bonus to Armor Class from his Charisma modifier. This ability works even if the armor being worn becomes incorporeal (such as through the use of the assume equipment ability described below).

Shed Body (Su): Starting at 2nd level, a psion uncarnate can become incorporeal (or "uncarnate") once per day as a standard action. The character can remain uncarnate for up to 1 minute. During this time, the character's body fades into an immaterial form that retains the character's basic likeness. While uncarnate, the character gains the incorporeal subtype (see below). He gains a fly speed equal to his land speed (perfect maneuverability). His material armor remains in place and continues to provide its armor bonus to AC (see Uncarnate Armor, above). His material weapons also remain corporeal. Losing his physical form allows the character to more easily access his mental abilities, and he gains a +1 bonus on all save DCs for powers he manifests while uncarnate.

He can use equipment normally, deriving benefits from items that enhance his capabilities; however, all his equipment remains material even when the character is uncarnate (but see the assume equipment ability, described below).

Often, a psion uncarnate appears almost like a ghost wearing items of the material world. This doesn't make his equipment more susceptible to attack (the normal rules for attended objects apply), but it does make it impossible for the character to enter or pass through solid objects while wearing solid equipment. If he drops his material equipment, he can pass through solid objects at will as described below.

At 6th level and higher, a psion uncarnate can shed his body twice per day for up to 1 minute each time.

Incorporeal Subtype: An incorporeal psion uncarnate has no physical body. He can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. He is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, he has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects, or attacks made with *ghost touch* weapons).

An incorporeal psion uncarnate has no natural armor bonus—and, unlike other incorporeal creatures, does not gain a deflection bonus from his Charisma modifier. An incorporeal psion uncarnate can enter or pass through solid objects (subject to the restrictions described in the shed body and assume equipment abilities), but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than his own. He can sense the presence of creatures or objects within a square adjacent to his current location, but enemies have total concealment (50% miss chance) from an incorporeal psion uncarnate that is inside an object. To see farther from the object he is in and attack normally, the incorporeal psion uncarnate must emerge. An incorporeal psion uncarnate inside an object has total cover, but when he attacks a creature outside the object he only has cover, so a creature outside with a readied action could strike at him as he attacks. An incorporeal psion uncarnate cannot pass through a force effect.

An incorporeal psion uncarnate's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects work normally against him. He can pass through and operate in water as easily as he does in air. An incorporeal psion uncarnate cannot fall or take falling damage. He cannot make trip or grapple attacks, nor can he be tripped or grappled. In fact, he cannot take any physical action that would move or manipulate an opponent or its equipment, nor is he subject to such actions.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight. An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attack rolls and its ranged attack rolls. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Assume Equipment (Su): Beginning at 3rd level, a psion

uncarnate can designate a number of pieces of his worn equipment (including armor and weapons) equal to his psion uncarnate level to become incorporeal when he uses his shed body ability. This has no effect on the equipment's function, but now when the psion uncarnate is incorporeal, he can enter or pass through solid objects while wearing nothing other than the designated equipment. Once designated, the equipment automatically changes to incorporeal when the character sheds his body, and it returns to corporeality when the character does. The character can change his designations as he desires.

Assume Likeness (Su): At 4th level and higher, while incorporeal, a psion uncarnate can assume the likeness of any Small, Medium, or Large creature as a standard action that does not provoke attacks of opportunity. The character's abilities do not change, but he appears to be the creature that he assumes the likeness of, allowing him the ability to effectively disguise himself and bluff those who might wonder at his true nature. Each physical interaction with a creature requires a successful Bluff check (opposed by the creature's Sense Motive check) to convince the creature of the psion uncarnate's new appearance. The psion uncarnate must not do anything to give away his true (incorporeal) nature in order for the bluff to be successful; for instance, if he accepts an item from another creature only to have it fall through his immaterial hands, the Bluff check automatically fails. However, a Bluff check would be allowed if the psion uncarnate uses his telekinetic force ability (see below) to hold the received item.

When using his assume likeness ability, a psion uncarnate has an additional +10 circumstance bonus on Disguise checks. If he can read an opponent's mind, he gets a further +4 circumstance bonus on Bluff and Disguise checks.

Telekinetic Force (Su): Beginning at 7th level, while incorporeal, a psion uncarnate can use a telekinetic force effect as a standard action that does not provoke attacks of opportunity. The save DC is equal to 14 + the psion uncarnate's key ability modifier (either Int, Wis, or Cha). The character's manifester level is the manifester level of the effect.

Even while corporeal, a psion uncarnate can use this ability, but only three times per day (uses while he is uncarnate do not count against this use limit).

Uncarnate Bridge (Su): At 8th level, as a creature of almost pure mind, a psion uncarnate becomes more closely attuned to the minds of other creatures. He gains the ability to transport himself via the minds of living creatures. Once per day as a standard action while incorporeal, he can seamlessly enter any living creature with an Intelligence score and pass to another living creature with an Intelligence score that is within line of sight of the first creature.

The psion uncarnate must be in a space adjacent to the entry creature before transporting, and he appears in a space adjacent to the destination creature after transporting. The entry and destination creatures need not be familiar to the character. A psion uncarnate cannot use himself as the entry or destination creature. Neither creature need be a willing participant. When exiting the destination creature, the psion uncarnate chooses an adjacent square in which to appear. Entering and leaving a creature is painless, unless the psion uncarnate wishes otherwise (see below). In most cases, though, the destination creature finds being the endpoint of a mental bridge surprising and quite unsettling.

If he desires, a psion uncarnate can destructively exit the destination creature. If the creature fails a Will save (DC 15 + psion uncarnate's key ability modifier), the exiting psion uncarnate tunes his mental form to destructively interfere with the target's mind. He bursts forth explosively from the creature's body, dealing it 10d6 points of damage.

Uncarnate (Ex): At 10th level, a psion uncarnate becomes a being of pure psionic consciousness. This ability is similar to shed body, except the character is permanently incorporeal (and gains that subtype). If the character desires, he can become corporeal once per day for up to 1 minute, but he spends the rest of his time as an entity of mind untethered by the physical world.

PYROKINETICIST

Hit Die: d8.

Requirements

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

Alignment: Any chaotic.

Skills: Concentration 8 ranks, Craft (alchemy) 1 rank, Knowledge (psionics) 2 ranks.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have set fire to a structure of any size just to watch it burn.

Class Skills

The pyrokineticist's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (any) (Int), Intimidate (Cha), Jump (Str), and Psicraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table: The Pyrokineticist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	<i>Fire lash</i>
2nd	+1	+3	+3	+0	Fire adaptation, <i>hand afire</i>
3rd	+2	+3	+3	+1	<i>Bolt of fire</i>
4th	+3	+4	+4	+1	<i>Weapon afire</i>
5th	+3	+4	+4	+1	<i>Nimbus</i>
6th	+4	+5	+5	+2	Firewalk
7th	+5	+5	+5	+2	Fear no fire
8th	+6	+6	+6	+2	<i>Greater weapon afire</i>
9th	+6	+6	+6	+3	<i>Heat death</i>
10th	+7	+7	+7	+3	<i>Conflagration</i>

Class Features

All the following are class features of the pyrokineticist prestige class.

Weapon and Armor Proficiency: Pyrokineticists gain no proficiency with any weapon or armor.

Fire Lash (Ps): A pyrokineticist gains the ability to fashion a 15-foot-long whip of fire from unstable ectoplasm as a move-equivalent action. She takes no damage from a fire lash she creates, and if she releases her hold, it immediately dissipates. The lash deals 1d8 points of fire damage to a target within 15 feet on a successful ranged touch attack. A pyro can take Weapon Focus and Weapon Specialization (if she otherwise meets the prerequisites) in conjunction with the fire lash, as well as any feats that apply to the use of a standard whip. The whip remains in existence as long as the pyrokineticist holds it.

Fire Adaptation (Ex): At 2nd level, a pyrokineticist becomes resistant to fire, gaining a +4 bonus on all saving throws against fire and heat spells and effects. In addition, she gains resistance to fire 10.

Hand Afire (Ps): A pyrokineticist of 2nd level or higher can activate this ability as a move-equivalent action. Flames engulf one of the pyrokineticist's hands (but do her no harm). Her unarmed attacks with that hand are treated as armed. Such attacks deal an extra 2d6 points of fire damage.

Bolt of Fire (Ps): Starting at 3rd level, as a standard action, a pyrokineticist can launch a bolt of psionically manifested fire at any target in line of sight within 60 feet. This effect is treated as a ranged touch attack and deals 1d6 points of fire damage for each class level the pyro has.

Weapon Afire (Ps): At 4th level and higher, a pyrokineticist can activate this ability as a move-equivalent action. Flames that harm neither her nor the weapon engulf one weapon she holds (which can be a projectile such as a stone, bullet, arrow, or bolt). The weapon deals an extra 2d6 points of fire damage on a successful hit. The weapon retains this effect for as long as the pyrokineticist wields it.

Nimbus (Ps): Beginning at 5th level, a pyrokineticist can activate this ability as a move-equivalent action. Flames that harm neither the pyrokineticist nor her equipment engulf her entire body. While she is aflame, the character's Charisma score increases by 4, she can make a melee touch attack for 2d6 points of fire damage, and she gains damage reduction 5/magic. If she is struck in melee, the attacker takes 2d6 points of fire damage. This ability lasts for up to 1 minute per pyrokineticist level and is usable once per day.

Firewalk (Su): Beginning at 6th level, as a free action a pyrokineticist can expend her psionic focus (see the Concentration skill description) to literally walk on air. She moves at her normal speed in all directions, including vertically, but cannot move more than double her speed in a round. A firewalking pyro leaves footprints of flame in the air that disperse in 2 rounds, but her tread does not deal damage. She must pay 1 power point per round spent traveling in this fashion.

Fear No Fire (Ex): At 7th level, a pyrokineticist becomes highly resistant to fire, gaining a +8 bonus on all saving throws against fire and heat spells and effects and also gaining resistance to fire 20.

Greater Weapon Afire (Ps): At 8th level, when a pyrokineticist activates her hand afire ability or her weapon afire ability, her unarmed attack or weapon deals an extra 4d6 points of fire damage instead of 2d6. Touch attacks made while she uses the nimbus ability likewise deal 4d6 points of damage instead of 2d6.

Heat Death (Ps): A pyrokineticist who reaches 9th level can expend her psionic focus and take a full attack action to raise the internal temperature of one living creature within 30 feet to lethal levels. The target must succeed on a Fortitude saving throw (DC 14 + pyro's Cha modifier) or die horrifically as its blood (or other internal fluid) boils. Even on a successful save, the target takes 4d8 points of fire damage from the heat.

Conflagration (Ps): At 10th level, a pyrokineticist gains the ability to create a massive burst of raging flames around herself, burning everything in the area. Once per day, as a standard action, she can use this ability to deal 15d6 points of fire damage in a 30-foot-radius burst emanating from herself. Any creature or object caught in the burst can make a Reflex saving throw (DC 15 + pyro's Cha modifier) for half damage. Anyone failing the Reflex save against the *conflagration* must also make a Fortitude saving throw (same DC) or die due to extreme shock from the intense heat.

THRALLHERD

Hit Die: d4.

Requirements

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

Skills: Diplomacy 4 ranks, Knowledge (psionics) 8 ranks.

Feat: Inquisitor.

Psionics: Manifester level 5th and able to manifest *mindlink*.

Class Skills

The thrallherd's class skills are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Knowledge (psionics), Psicraft (Int), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

Table: The Thrallherd

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Thrallherd	—
2nd	+1	+0	+0	+3	—	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Psionic charm	+1 level of existing manifesting class
4th	+2	+1	+1	+4	—	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Psionic dominate	+1 level of existing manifesting class
6th	+3	+2	+2	+5	—	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Greater dominate	+1 level of existing manifesting class
8th	+4	+2	+2	+6	—	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Superior dominate	+1 level of existing manifesting class

10th	+5	+3	+3	+7	Twofold master	—
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Class Features

All the following are class features of the thrallherd prestige class.

Weapon and Armor Proficiency: Thrallherds gain no proficiency with any weapon or armor.

Powers Known: At every level from 2nd through 9th, a thrallherd gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of thrallherd to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became a thrallherd, she must decide to which class she adds the new level of thrallherd for the purpose of determining power points per day, powers known, and manifester level.

Thrallherd (Ex): A thrallherd who has just entered the class sends out a subtle psychic call for servants, and that call is answered. Essentially, the character gains something akin to the Leadership feat, but with some important differences. Those who answer a thrallherd's call are not referred to as cohorts and followers, but rather as thralls and believers, respectively. They do not appear because they admire the character and want to serve her, but because a hidden psychic resonance connects the thrallherd and her servants.

As with the Leadership feat, a thrallherd has a Leadership score that determines the highest-level thrall and believers she can attract. A thrallherd's Leadership score is equal to her character level + her Cha modifier + her thrallherd level. (Note that her thrallherd level is counted twice.) This score is not affected by any of the modifiers mentioned in the Leadership feat.

As with the Leadership feat, the called thrall's level is limited, even if the character's Leadership score would indicate a higher-level thrall. Unlike with the Leadership feat, the level limit of a thrall is equal to the character's total level minus 1 (not level minus 2, as is true for cohorts).

A thrallherd cannot take the Leadership feat; if the character already has it, the feat is lost and replaced by this ability; those who were previously cohorts and followers go their separate ways, and those who are more mentally pliable show up later to take up roles as thralls and believers. A thrallherd's first thrall and believers arrive within 24 hours of her entry into this class; likewise, lost thralls and believers are replaced within 24 hours.

Use the following table instead of the one with the Leadership feat to determine the level of a thrallherd's thrall and the number of believers of various levels a thrallherd can attract.

Leadership Score	Thrall Level	— Number of Believers by Level —					
		1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

Psionic Charm (Ex): At 3rd level, a thrallherd adds *psionic charm* to her powers known (if she doesn't already know it). Once per day, she can manifest *psionic charm* at a reduced power point cost. The cost of *psionic charm* is reduced by the thrallherd's level, to a minimum of 1 power point. The effect of this power is still restricted by the thrallherd's manifester level.

Psionic Dominate (Ex): At 5th level, a thrallherd adds *psionic dominate* to her powers known (if she doesn't already know it). Once per day, she can manifest *psionic dominate* at a reduced power point cost. The cost of *psionic dominate* is reduced by the thrallherd's level, to a minimum of 1 power point. The effect of this power is still restricted by the thrallherd's manifester level.

Greater Dominate (Ex): At 7th level and higher, a thrallherd does not have to pay 2 additional power points when she augments *psionic dominate* to affect animals, fey, giants, magical beasts, and monstrous humanoids. This reduced point cost does not increase the save DC of the power as if she had spent the additional power points.

Superior Dominate (Ex): At 9th level, a thrallherd does not have to pay 4 additional power points when she augments *psionic dominate* to affect aberrations, dragons, elementals, and outsiders (in addition to the creature types mentioned in the greater dominate ability). This reduced point cost does not increase the save DC of the power as if she had spent the additional power points.

Twofold Master (Ex): At 10th level, a thrallherd can add a second thrall to her herd. This second thrall's maximum level is equal to the thrallherd's level minus 2, even if her Leadership score would indicate a higher-level thrall.

WAR MIND

Hit Die: d10.

Requirements

To qualify to become a war mind, a character must fulfill all the following criteria.

Alignment: Any nonchaotic.

Base Attack Bonus: +3.

Skills: Knowledge (history) 2 ranks, Knowledge (psionics) 8 ranks.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have had some instruction by another war mind.

Class Skills

The war mind's class skills (and the key ability for each skill) are Auto hypnosis (Wis), Concentration (Con), Intimidate (Cha), Knowledge (history) (Int), Knowledge (psionics) (Int), and Psicraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table: The War Mind

Level	Base					Power Points/Day	Powers Known	Maximum Power Level Known
	Attack Bonus	Fort Save	Ref Save	Will Save	Special			
1st	+1	+2	+2	+0	Chain of personal superiority +2	2	1	1st
2nd	+2	+3	+3	+0	Chain of defensive posture +2	5	2	1st
3rd	+3	+3	+3	+1	Enduring body (DR 1/—)	9	2	1st
4th	+4	+4	+4	+1	—	14	3	2nd
5th	+5	+4	+4	+1	Sweeping strike	20	3	2nd
6th	+6	+5	+5	+2	Enduring body (DR 2/—)	28	4	3rd
7th	+7	+5	+5	+2	Chain of personal superiority +4	37	4	3rd
8th	+8	+6	+6	+2	Chain of defensive posture +4	47	5	4th
9th	+9	+6	+6	+3	Enduring body (DR 3/—)	58	5	4th
10th	+10	+7	+7	+3	Chain of overwhelming force	70	6	5th

Class Features

All the following are class features of the war mind prestige class.

Weapon and Armor Proficiency: War minds gain no proficiency with any weapon or armor.

Power Points/Day: A war mind can manifest powers. His ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: The War Mind. In addition, he receives bonus power points per day if he has a high Wisdom score. His race may also provide bonus power points per day, as may certain feats and items. If a war mind has power points from a different class, those points are pooled together and usable to manifest powers.

from either class. Bonus power points from having a high ability score can be gained only for the character's highest psionic class.

Powers Known: A war mind chooses his powers from the psychic warrior power list. At 1st level, a war mind knows one psychic warrior power of your choice. At every even-numbered level higher than 1st, he learns one new power. A war mind can manifest any power that has a power point cost equal to or lower than his manifester level. The total number of powers a war mind can manifest per day is limited only by his daily power points.

A war mind simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points. The Difficulty Class for saving throws against war mind powers is 10 + the power's level + the war mind's Wisdom modifier.

Maximum Power Level Known: A war mind gains the ability to learn one 1st-level power when he takes his first level in the prestige class. As he attains each even-numbered level beyond 2nd, a war mind gains the ability to master more complex powers.

To learn or manifest a power, a war mind must have a Wisdom score of at least 10 + the power's level.

Chain of Personal Superiority (Ex): At 1st level, a war mind learns the first principle of warfare for the individual combatant: the ability to both deal punishment and take it. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Strength and Constitution for up to 1 minute. A war mind can use this power three times per day. Activating this power is a free action. At 7th level, the insight bonus to Strength and Constitution improves to +4.

Chain of Defensive Posture (Ex): At 2nd level, a war mind learns the second principle of warfare for the individual combatant: the ability to avoid the enemy's counterattacks if that enemy is not immediately overwhelmed. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Armor Class for up to 1 minute. A war mind can use this power three times per day. Activating this power is a free action. At 8th level, the insight bonus to Armor Class improves to +4.

Enduring Body (Ex): At 3rd level, a war mind learns the third principle of warfare for the individual combatant: to unleash in oneself the spirit of the enduring body. The spirit of the ideal body transforms a war mind, granting him damage reduction 1/-. At 6th level, his damage reduction improves to 2/-. At 9th level, his damage reduction improves to 3/-.

Sweeping Strike (Ex): At 5th level, a war mind gains the ability to make great, sweeping swings with a melee weapon. On each melee attack a war mind makes, he can choose squares he threatens that are adjacent to each other, and his attacks apply to creatures in those two squares equally. A war mind can use this ability on any attack, even an attack of opportunity or a cleave attempt.

A war mind cannot use this ability if he has moved more than 10 feet since the end of his last turn. If a war mind drops one or both of his foes with a sweeping strike, he can attempt a cleave normally; however, he makes only one cleave attempt per sweeping strike, even if he drops more than one foe.

Chain of Overwhelming Force (Su): At 10th level, a war mind learns the fourth principle of warfare for the individual combatant: to discover the underlying violence of the world and deliver it in a perfectly executed attack.

The war mind taps into this underlying energy and apply it to a single attack, dealing an extra 10d6 points of damage. A war mind can use this power once per day. Activating this power is a free action. If the attack misses, the power is wasted.