



Psionics Playtest Primer
PATHFINDER® EDITION

Compiled by the LSJ Team

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Legends Of The Shining Jewel™

LEGENDS OF THE SHINING JEWEL (LSJ) is a role-playing campaign based in the ongoing, living-style city of AMTHYDOR™, a city in the player-created World of RAIATM. The LSJ Campaign uses the PATHFINDER® RPG game system and is for mature, serious-minded role-players. Players create their own Player Characters (PCs) that advance and grow in LSJ Campaign tournaments. The campaign contains elements of High Fantasy, High Magic, High Intrigue, and High Role-playing. Originally started as a developmental project by the Universe Construction Company (UCC) for TSR, Inc. in 1992, the project has evolved beyond what TSR (or even WIZARDS OF THE COAST) expected, and continues to grow several years later.

The LSJ Campaign features High Fantasy.

Player Characters frequently encounter creatures and settings that can only exist in our imagination. The LSJ Campaign places emphasis on enabling and maintaining a spirit of wonder, surprise, amazement, fear, and glory during game play. Consideration of mundane practicalities and everyday life bookkeeping exist but are kept to a minimum. "Anything is possible" in this corner of the multiverse.

The LSJ Campaign features High Magic.

The World of RAIATM is full of magic, both known and lost, and can be described as being a High Magic setting. It is important to realize that a High Magic setting does not necessarily mean that there are magic items around every corner. There is a logical reason why magic items exist in tournaments, and it is up to the campaign staff to make sure that the quality and quantity of magic made available in the campaign is up to our exacting standards.

The LSJ Campaign features High Intrigue.

Not everything is black and white in the LSJ Campaign. It is extremely important for players/PCs to determine who is working in their best interests and who is not. There are many shades of gray in this intrigue-oriented campaign. PCs have the ability to "take sides" in differing aspects of society, as well as to be tempted by darker forces. Any action or choice made by the PCs could have several repercussions, both positive and/or negative. Not all PC actions lead to happy endings, but not all actions result in failure either. The actions and choices made by the PCs during various LSJ tournaments result in a variety of tournament conclusions that can (and do) affect the campaign story lines.

The LSJ Campaign features High Role-playing.

While combat is a tool to supply a dramatic element to the campaign, it isn't the rule, nor is it always obligatory. It is possible to go through some LSJ Tournaments without encountering combat of any sort. Avoiding combat situations through the use of imagination, ingenuity, and role-playing usually rewards the players rather than penalizes them.

The campaign staff has several goals in mind to make the LSJ Campaign a fun, playable environment. One of the reasons for LSJ's success has been the ability to weave a tapestry of grand-scale storytelling. This story-telling is being cultivated and continued. This doesn't mean that smaller plots are unavailable. Quite the contrary; anything that is learned/discovered in one tournament could be very important in another.

One goal is to meet the players' needs for varied character motivations and desires through the Meta-Game Activity/Organization opportunities. There will be a number of developed meta-organizations available for PCs to join. But these meta-activities aren't the only things that are available for players. Whenever possible, the direction of the campaign is determined by PC actions that influence tournament outcomes. This is the most important way to ensure that players know that their direct participation or non-participation in an event has an influence on the history and future of LSJ, as if they were playing in a home campaign.

We are doing a lot of hard work to make the LSJ Campaign a great place to be. If you have any constructive comments or questions, please feel free to email any of the campaign staff.

Thank you.

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PSIONIC PLAYTEST RULES

(ie What is changing.....)

This document covers only selected portions of the LSJ psionics rules currently being developed. Previously approved LSJ psionics rules will remain in effect for aspects not covered here. This IS a playtest, and information presented here is subject to change. The LSJ Campaign Staff wants to hear from all players and GMs on how these changes affect actual game play and campaign balance. Players of psionic characters are advised to retain a pre-playtest copy of their characters for future reference. All psionic characters are required to operate under these revised rules during the playtest period. This playtest covers the following aspects of psionics:

- * Bonus Power Points
- * Psionic Classes
- * Psionic Powers and Augments

Bonus Power Points

How to Determine Bonus Power Points:

Your key ability score grants you additional power points as shown on the chart below. The number of bonus power points available to you increases with your ability to manifest higher level powers. (Ex: A 3rd level psion with a 20

Intelligence only gets 10 bonus power points (2+3+5), because he can only manifest powers up to 3rd level. At 7th level he would have 17 bonus power points (2+3+5+7), and he would have the maximum 26 bonus power points for his ability modifier at 9th level and higher.)

Table 1-1: Ability Modifiers and Bonus Power Points

Ability Score	Bonus Power Points (by Maximum Power Level Available to the Manifester)									
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Total
10–11	-	--	-	-	-	-	-	-	-	0
12–13	1	-	-	-	-	-	-	-	-	1
14–15	1	3	-	-	-	-	-	-	-	4
16–17	1	3	5	-	-	-	-	-	-	9
18–19	1	3	5	7	-	-	-	-	-	16
20–21	2	3	5	7	9	-	-	-	-	26
22–23	2	6	5	7	9	11	-	-	-	40
24–25	2	6	10	7	9	11	13	-	-	58
26–27	2	6	10	14	9	11	13	15	-	80
28–29	3	6	10	14	18	11	13	15	17	107
30–31	3	9	10	14	18	22	13	15	17	121
32–33	3	9	15	14	18	22	26	15	17	139
34–35	3	9	15	21	18	22	26	30	17	151
36–37	4	9	15	21	27	22	26	30	34	184
38–39	4	12	15	21	27	33	26	30	34	201
40–41	4	12	20	21	27	33	39	30	34	219
42–43	4	12	20	28	27	33	39	45	34	241
44–45	5	12	20	28	36	33	39	45	51	268

Psionic Classes

Psionic classes may only be selected by elan PCs.

Psion

Alignment: Any

Hit Die: d6

Starting Gold: 2d6 x 10 gp (120 gp)

Class Skills

The psion's class skills are 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*): Appraisal (Int), Diplomacy (Cha), and Perception (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), Acrobatics (Dex), and Heal (Wis).
- **Nomad** (*Psychoportation*): Climb (Str), Acrobatics (Dex), Ride (Dex), Survival (Wis), and Swim (Str).
- **Telepath** (*Telepathy*): Bluff (Cha), Diplomacy (Cha), and Sense Motive (Wis).

*New skill or expanded use of existing skill.

Skill Ranks per Level: 2 + Int modifier.

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. Table 1-2: The Psion gives his base daily allotment of power points. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table 1-1: 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. A psion can only unlock the knowledge of a power that has a level equal to or lower than the highest level power that he can currently manifest.

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 DC 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 other

levels. A psion is not limited to psionic feats, metapsionic feats, and psionic item creation feats when choosing these other feats. The psion must still meet any prerequisites for the bonus feat chosen.

Table 1-2: 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	3	3	1st
2nd	+1	+0	+0	+3	—	4	5	1st
3rd	+1	+1	+1	+3	—	5	7	2nd
4th	+2	+1	+1	+4	—	12	9	2nd
5th	+2	+1	+1	+4	Bonus feat	17	11	3rd
6th	+3	+2	+2	+5	—	25	13	3rd
7th	+3	+2	+2	+5	—	35	15	4th
8th	+4	+2	+2	+6	—	44	17	4th
9th	+4	+3	+3	+6	—	57	19	5th
10th	+5	+3	+3	+7	Bonus feat	72	21	5th
11th	+5	+3	+3	+7	—	87	22	6th
12th	+6/+1	+4	+4	+8	—	108	24	6th
13th	+6/+1	+4	+4	+8	—	115	25	7th
14th	+7/+2	+4	+4	+9	—	152	27	7th
15th	+7/+2	+5	+5	+9	Bonus feat	161	28	8th
16th	+8/+3	+5	+5	+10	—	204	30	8th
17th	+8/+3	+5	+5	+10	—	215	31	9th
18th	+9/+4	+6	+6	+11	—	264	33	9th
19th	+9/+4	+6	+6	+11	—	294	34	9th
20th	+10/+5	+6	+6	+12	Bonus feat	326	36	9th

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: A psion who specializes in psychokinesis is known as a kineticist. Kineticists 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. Treat a psicrystal as a construct for the purposes of all effects that depend on its type.

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 grants special abilities to its owner, as shown on Table 1-3: Psicrystal Special Abilities. 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 Table 1-4: Psicrystal Personalities. 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 generic 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 no class skills. A psicrystal uses its own ability modifiers on skill checks. Regardless of a psicrystal's total skill modifiers, some skills may remain beyond the psicrystal's ability to use.

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).

Table 1-3: Psicrystal Special Abilities

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

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 15 feet and a climb speed of 15 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 and silence affect a psicrystal just as they would affect any ordinary creature. A psicrystal’s sighted range is 30 feet.

Empathic Link (Su): The owner has an empathic link with his psicrystal out to a distance of up to 1 mile. The owner can communicate empathically with the psicrystal, but cannot see through its eyes. Because of the link’s limited nature, only general emotions can be shared. The owner has the same connection to an item or place that his psicrystal does.

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, he can communicate telepathically with the psicrystal within 1 mile. If the owner is 7th 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 hour (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 Table: Psicrystal Personalities. 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.

Table 1-4: Psicrystal Personalities

Personality	Benefit to Owner
Artiste	+3 bonus on Craft checks
Bully	+3 bonus on Intimidate checks
Coward	+3 bonus on Stealth checks
Friendly	+3 bonus on Diplomacy checks
Hero	+2 bonus on Fortitude saves
Liar	+3 bonus on Bluff checks
Meticulous	+3 bonus on Perception checks
Nimble	+2 bonus on Initiative checks
Observant	+3 bonus on Perception checks
Poised	+3 bonus on Acrobatic checks
Resolved	+2 bonus on Will saves
Sage	+3 bonus on checks involving any one Knowledge skill owner already knows; once chosen, this skill does not change
Single-minded	+3 bonus on concentration-based Psicraft checks
Sneaky	+3 bonus on Stealth checks
Sympathetic	+3 bonus on Sense Motive checks

Psychic Warrior

Alignment: Any

Hit Die: d8

Starting Gold: 4d6 x 10 gp (240 gp)

Class Skills

The psychic warrior's class skills are Acrobatics (Dex), Autohypnosis* (Wis), Climb (Str), Craft (Int), Knowledge (psionics)* (Int), Perception (Wis), Profession (Wis), Ride (Dex), and Swim (Str).

*New skill or expanded use of existing skill.

Skill Ranks per Level: 2 + Int modifier.

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 light and medium armor, 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 1-5: The Psychic Warrior. In addition, he receives bonus power points per day if he has a high Wisdom score (see Table 1-1: 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. A psychic warrior can unlock any power that has a level equal to or lower than the highest level power that he can currently manifest.

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 DC 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 or psionic feat in addition to the feat that any 1st level character gets. 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 (combat) 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 other level. A psychic warrior is not limited to fighter bonus feats and psionic feats when choosing these other feats.

Table 1-5: The Psychic Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	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	—	2	3	1st
4th	+3	+4	+1	+1	—	6	4	2nd
5th	+3	+4	+1	+1	Bonus feat	7	5	2nd
6th	+4	+5	+2	+2	—	10	6	2nd
7th	+5	+5	+2	+2	—	15	7	3rd
8th	+6/+1	+6	+2	+2	Bonus feat	20	8	3rd
9th	+6/+1	+6	+3	+3	—	23	9	3rd
10th	+7/+2	+7	+3	+3	—	30	10	4th
11th	+8/+3	+7	+3	+3	Bonus feat	35	11	4th
12th	+9/+4	+8	+4	+4	—	42	12	4th
13th	+9/+4	+8	+4	+4	—	51	13	5th
14th	+10/+5	+9	+4	+4	Bonus feat	60	14	5th
15th	+11/+6/+1	+9	+5	+5	—	68	15	5th
16th	+12/+7/+2	+10	+5	+5	—	79	16	6th
17th	+12/+7/+2	+10	+5	+5	Bonus feat	90	17	6th
18th	+13/+8/+3	+11	+6	+6	—	101	18	6th
19th	+14/+9/+4	+11	+6	+6	—	117	19	6th
20th	+15/+10/+5	+12	+6	+6	Bonus feat	128	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.

Soulknife

Alignment: Any

Hit Die: d10

Starting Gold: 5d6 x 10 gp (300 gp)

Class Skills

The soulknife's class skills are Acrobatics (Dex), Autohypnosis* (Wis), Climb (Str), Craft (Int), Knowledge (psionics)* (Int), Perception (Wis), Profession (Wis), and Stealth (Dex).

*New skill or expanded use of existing skill.

Skill Ranks per Level: 4 + Int modifier.

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 (critical threat range 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). At 4th level, a soulknife's 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

Table 1-6: The Soulnife

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Mind blade, Weapon Focus (mind blade)
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>

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 soulnife'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 soulnife can attempt to sustain his mind blade by making a DC 20 Will save. On a successful save, the soulnife maintains his mind blade for a number of rounds equal to ½ his class level (rounded down, minimum 1) before he needs to check again. On an unsuccessful attempt, the mind blade vanishes. As a move action on his turn, the soulnife can attempt a new Will save to rematerialize his mind blade while he remains within the psionics negating effect.

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

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 soulnife 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 soulnife 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 soulnife 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 Table: The Soulknife.

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

Shape Mind Blade (Su): At 5th level, a soulknife gains the ability to change the form of his mind blade. As a full round 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

*Psionic Weapon 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.

Psionic Weapon Special Abilities

Lucky: A lucky weapon offers a second chance at success. Once per day, the wielder can reroll a failed attack roll (whether a single attack or one in a series of multiple attacks) as a free action. The rerolled attack uses the same bonuses or penalties as the missed roll.

Mindcrusher: Any psionic creature struck in combat by a mindcrusher weapon loses a number of power points equal to half the amount of hit point damage the weapon deals (only the base damage of the weapon contributes to the power point loss; additional damage from high Strength or other sources does not cause additional power point loss). A psionic creature that is out of power points (or has none) must succeed on a DC 17 Will save or take 1d2 points of Wisdom damage. This ability does not affect non-psionic creatures.

Suppression: On a successful critical hit, an opponent or object struck by this kind of weapon is subject to a targeted *dispel psionics* power. The wielder makes a power check (1d20 + 5 + manifester level, maximum +15) against a DC of 11 + the manifester level of the power to be dispelled. Bows, crossbows, and slings bestow this ability upon their ammunition.

Bodyfeeder: All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A bodyfeeder weapon grants its wielder temporary hit points equal to the total damage dealt by a successful critical hit. These temporary hit points last for 10 minutes. Thus, if the wielder of a bodyfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary hit points from a previous critical hit, the wielder gains only the better of the two values: either his current number of temporary hit points, or the new influx of temporary hit points, whichever is higher. Only one feeder effect may be applied to a single critical hit (ie *bodyfeeder* or *mindfeeder*, but not both, even if the weapon has both abilities)

Mindfeeder: All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A mindfeeder weapon grants its wielder temporary power points equal to the total damage dealt by a successful critical hit. These temporary power points last for 10 minutes. The wielder gains power points even if the target has none (effectively, its hit point damage is converted to power points). Constructs and undead are not subject to mindfeeder weapons. As with temporary hit points, temporary power points do not stack with each other; they overlap. Thus, if a mindfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary power points from a previous critical hit, the wielder gains only the better of the two values: either her current number of temporary power points, or the new influx of temporary power points, whichever is higher. Only one feeder effect may be applied to a single critical hit (ie *bodyfeeder* or *mindfeeder*,

but not both, even if the weapon has both abilities).

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

Starting Gold: 4d6 x 10 gp (240 gp)

Table 1-7: 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	Volatile Mind (2 power points)	6	2	1st
3rd	+1	+1	+1	+3		11	2	1st
4th	+2	+1	+1	+4	Surging euphoria +1	17	3	2nd
5th	+2	+1	+1	+4	Wild Surge +2	25	3	2nd
6th	+3	+2	+2	+5	Volatile mind (4 power points)	35	4	3rd
7th	+3	+2	+2	+5	Bonus Feat	46	4	3rd
8th	+4	+2	+2	+6		58	5	4th
9th	+4	+3	+3	+6	Wild Surge +3	72	5	4th
10th	+5	+3	+3	+7	Volatile mind (6 power points)	88	6	5th
11th	+5	+3	+3	+7		106	6	5th
12th	+6/+1	+4	+4	+8	Surging euphoria +2	126	7	6th
13th	+6/+1	+4	+4	+8	Wild Surge +4	147	7	6th
14th	+7/+2	+4	+4	+9	Volatile mind (8 power points)	170	8	7th
15th	+7/+2	+5	+5	+9	Bonus Feat	195	8	7th
16th	+8/+3	+5	+5	+10		221	9	8th
17th	+8/+3	+5	+5	+10	Wild Surge +5	250	9	8th
18th	+9/+4	+6	+6	+11	Volatile mind (10 power points)	280	10	9th
19th	+9/+4	+6	+6	+11		311	10	9th
20th	+10/+5	+6	+6	+12	Surging euphoria +3	343	11	9th

Class Skills

The wilder's class skills are Acrobatics (Dex), Autohypnosis* (Wis), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (psionics)* (Int), Perception (Wis), Profession (Wis), Psicraft* (Int), Sense Motive (Wis), and Swim (Str).

*New skill or expanded use of existing skill.

Skill Ranks per Level: 4 + Int modifier.

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.

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. A wilder can unlock the knowledge of 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 additional power points for this wild surge. Instead, the additional power points that would normally be required to augment the power are 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 etc).

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

At 5th level, a wilder can choose to boost her manifester level by two instead of one. At 9th level, she can boost her manifester level by up to three; at 13th level, by up to four; and at 17th level, by up to five.

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% + 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.

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 2nd level or higher, the manifester of the power must pay 2 power points 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 wasted power points. The wilder's volatile mind can force the manifester of the telepathy power to exceed the normal power point limit of 1 point per manifester level. If the extra cost raises the telepathy power's cost to more points than the manifester has remaining in his reserve, the power simply fails, and the manifester exhausts the rest of his power points.

At 6th level, the penalty assessed against telepathy powers manifested on a wilder is increased to 4 power points. At 10th level, the penalty increases to 6 power points. At 14th level, the penalty increases to 8 power points, and at 18th level it increases to 10 power points.

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

Surging Euphoria (Ex): Starting at 4th level, when a wilder successfully 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. 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.

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.

Bonus Feat (Ex): At 7th and 15th level, a wilder gains a bonus feat. The feat chosen must be a metapsionic or psionic item creation feat.

Psionic Powers and Augments

Power Point Cost for Psionic Powers

The power point cost of a psionic power is equal to the manifester level needed to manifest that power ($[\text{power level} \times 2] - 1$). A 1st level power has a power point (pp) cost of 1, a 2nd level power costs 3pps, a 3rd level power costs 5 pps etc.

Augmenting Psionic Powers

Augmenting psionic powers is not permitted at this time. Psionic powers which normally permit additional power points to be spent to increase damage, duration, area of effect, save DCs etc may only be manifested at their base effect, without augment.

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