PSIOTICS AUGINETIED



♦ Kineticists ♦

By Fornest Heck





PSIONICS AUGMENTED: OCCULT KINETICISTS

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INTRODUCTION

With this release, we've got two drastically different takes on the kineticist in store. I've greatly enjoyed working with the kineticist class, and if I had to say one thing about the inspiration for the archetypes in this release, it's that burn and how it's handled in the game is really interesting.

The background on the avant guard and gambler archetypes is that they each represent an opposed take on burn. With the avant guard, we've prepared an archetype that plays similarly to the standard kineticist, but trades away their ability to gain burn normally with the slow-scaling ability "pre-pay" their burn costs. By hitting themselves with a bunch of nonlethal damage, they get access to their abilities freely throughout the day, but can't do the same sorts of novas a normal kineticist can. In contrast, the gambler is all about high risk, high reward: its burn ebbs and flows from round to round, and doesn't immediately harm them-instead, they carry a risk of exploding themselves for a large amount of damage if something goes horribly wrong. With this archetype, the emphasis is on finding the balance between playing it safe and cutting loose, which feels very on-theme with the kineticist. Hope you enjoy!

—Forrest Heck Creative Director, Dreamscarred Press

THE TRUE POWER OF THE MIND

"I have been asked what I think of those who use magic to See. I have no opinion on them. The results are the same, regardless of how you do it."

—Tecla, Oracle of Seven Eyes

In a dusty room of an ancient library, a wizard studies her books. Her mind overflows with secrets, the formulas and diagrams needed to work his art. Across the world, a priest bows his head, communing with the deity he draws his divine spells from. A scholar of the supernatural buys a cracked rod of wood from a merchant's shop, knowing that its true value far outweighs the price asked for it.

Later in the day, each of them calls upon their magic, through a pinch of sulfur, a symbol of divinity, or historical meaning imbued within an object. Through these implements, the mages will each create a perfect sphere of heat and flame.

In another corner of the world, an alchemist concocts an unstable brew, which will later blossom into a different, but equally magical explosion.

Finally, a psion takes to the battlefield. The world bends at his direction, and a gout of fire erupts around his foes.

The end result of these effects is nearly-identical: supernatural fire has been brought into a fight, and corpses lie in its wake. Why are these different, and what makes each of these individuals special? And why do we care at all?

POWER SOURCES

"Though I refuse to waste time citing my myriad sources, I'll say this: magic is the power of the world. Psionics is the power of the self."

—Halford A. Last, Wizard of the Eighth Circle

You might look at the psionics subsystem published by Dreamscarred Press and wonder what the point of it all is. There are plenty of ways to achieve the same results, and psychic magic has major overlaps with psionics in thematics and abilities.

The chief difference between psychic magic and psionics is that psychic magic is largely external, while psionics is largely internal. At its core, psionics is about expressing one's self, and in doing so imposing that self on the world. A psionicist rejects reality and substitutes his own in the local area, fueling their abilities with internal power generated by his mind and soul, rather than drawing it from outside sources.

In contrast, psychic magic is defined by interacting with and manipulating emotional, spiritual, and conceptual connections between person and person, person and object, and even just the mage and some concept. A psychic mage is not imposing their self on the world, but taking the world and arranging it to fit their needs. Through their ability to utilize tethers between thing and thing, psychic mages gain power.

Mechanically, psionic power tends to be expressed through effects sustained by the personal power of the psionicist. It is often difficult for a psionicist to anchor their power to something other than themselves. Arcane, divine, and psychic magic, on the other hand, are much better at "leaving" power somewhere—a mage can easily imbue another with a spell or ability, especially regarding beneficial effects.

While the concepts of the subsystems may be similar, the way psionicists and psychic mages go about doing their respective businesses is evident in their classes, abilities, and descriptive text. When a psionicist does use their powers to trespass in the realm of psychic connections, it is generally in the micro-scale. In contrast, a psychic mage actively draws from external power sources and interacts with these connections on a daily basis. No psychic mage natively empowers themselves to bend reality; they have the natural or learned ability to tap into other sources. Unlike with a psionicist, the fuel comes from elsewhere.

Those in-between (such as the archetypes in *Psionics Augmented: Occult*) occupy the same space as characters such as bards, mystic theurges, and multiclassed characters. Through study and talent in both psionics and psychic magic, they can combine concepts from one with the other to become something new.

ROOM ENOUGH FOR TWO

"I've never met a mage who didn't think their brand of magic wasn't the pinnacle of sorcery. The trick is to just let them keep thinking that. Even if they're wrong, disabusing them of these notions tends to end explosively."

-Grandmaster Kent, War's End

Psionics and psychic magic can coexist within a campaign setting. Though they share similar effects, psionics is just as distinct from psychic magic as it is from arcane or divine magic, not only mechanically, but in the background and descriptive fluff. The concept of "power through meditation and self-improvement" is one that exists in many settings, and the psionics subsystem fills that role just as well as classes such as the monk.

Thematic overlaps between psionics and psychic magic should not be seen as a detractor from either system, but an opportunity to create interesting interactions and characters with the two systems. Every variety of magic has the sorts of abilities that are seen as "iconic psychic powers" in media: telepathy, telekinesis, divination, and the like. That both psychic magic and psionics have them is not a bad thing, nor should it be taken as a reason why one cannot exist if the other does.

However, that is not to say that the introduction of psychic magic or psionics to a setting should be done without thinking about how the two interact. There are possible confusions that might occur both in and out of character, thanks to some of the stronger overlaps between the two magic systems, compared to the overlaps between psionics and arcane or divine magic. On a superficial level, they seem similar in overall effects, which may mean that in a game world, the uneducated view them as the same power, or at the very least the same type of ability. A setting where the intricacies of the different types of supernatural effects are privy only to their practitioners, and for which those supernatural effects are collected under the umbrella of "magic" to the layman makes just as much sense as a setting where general knowledge about magic is more thorough, and the differences in power source between psionics and psychic magic come to the forefront.

Alternatively, a GM may want to rename and refluff one or both of these systems. Names are one of the surest ways to change something's meaning, and as such, altering the names of abilities within psionics (as outlined at the end of Chapter 4 of *Ultimate Psionics*) can help to solve the issues of thematic overlap. One may also decide to roll psychic magic into the other types of magic, fluffwise—it is easily depicted as "merely" a specialization of arcane or divine magic, similar to how different spellcasters have different focuses or spell lists.

In the end, what matters is that psionics and psychic magic can coexist with ease. We at Dreamscarred Press believe that psionics and psychic magic work well to complement each other, and hope that this product improves your game as much as it's improved ours.

ARCHETYPES AND CLASS OPTIONS

Each alternate class feature presented in an archetype either replaces or alters one or more specific class features from the base class.

When an archetype includes multiple alternate class features, a character must take all of them—often blocking the character from ever gaining certain standard class features, but replacing them with other options. All class features of the base class that aren't mentioned among the alternate class features of an archetype remain unchanged and are acquired normally when a character reaches the appropriate level. If an alternate class feature replaces a base class feature, the archetype doesn't count as having that base class feature for the purpose of meeting any requirements or prerequisites. On the other hand, if an alternate class feature alters an existing class feature, it is considered to be the core class feature for the purposes of meeting any requirements or prerequisites, even if it was renamed.

A character can take more than one archetype, but none of the alternate class features can replace or alter the same class feature of the base class.

If a class feature has a series of improvements (such as a fighter's weapon training or a ranger's favored enemy), it can be replaced either entirely or partially. By default, an alternate class feature replaces the entire original class feature and all of its improvements. For example, if a class feature states that it replaces trap sense without mentioning a specific bonus, it replaces trap sense entirely.

If an alternate class feature replaces one instance of a class feature that's part of a series, the next time the character would gain an improvement to that ability, the new improvement counts as the lower-level ability that was replaced by the archetype, and all subsequent improvements follow suit. For example, if the barbarian's 3rd-level trap sense +1 were replaced, the barbarian would gain trap sense +1 at 6th level, trap sense +2 at 9th level, and so on.

BOOKS NEEDED

The material in this book expands on the kineticist base class found in *Pathfinder Roleplaying Game: Occult Adventures*. As such, that book, along with the *Pathfinder Roleplaying Game Core Rulebook* and *Ultimate Psionics*, is needed to make the most of this release of *Psionics Augmented: Occult.* Further options for kineticists can be found in *Divergent Paths: Roil Dancer*, and more psionics options can be found in the rest of the *Psionics Augmented* series.

NEW ARCHETYPES

Avant Guard (Kineticist Archetype)

"Perfection is impossible. Won't stop me, but there you go."
—Matthew Arden, an avant guard

While some kineticists burn their bodies, others have the power to focus inwards, setting their souls ablaze. By using psionic techniques to impose limits and restraints on their powers, some kineticists can shield themselves from the greatest dangers of their craft. Avant guards are such kineticists, using their souls and minds as a receptacle for their power. By temporarily burning off parts of his inner self, an avant guard can mold his abilities like a sculptor molds clay. He forms some of his power as a shield against his own energy, and the rest into a weapon like no other.

The avant guard is an archetype for the kineticist base class detailed in Chapter 1 of *Pathfinder Roleplaying Game: Occult Adventures*.

Class Skills: An avant guard gains Autohypnosis and Knowledge (psionics) as class skills.

Metacreative Focus (Su): Unlike a normal kineticist, an avant guard has an affinity with metacreativity, and gains *magnum opus* as a bonus wild talent instead of his normal level 1 utility talent. He still chooses a primary element as normal, but does not gain its simple blast or basic utility talent at 1st level, nor does he gain its defense talent at 2nd level (but see Never Outnumbered, below).

In addition, he gains Wild Talent as a bonus feat.

This ability alters elemental focus, but does not cause the avant guard archetype to be incompatible with other archetypes that alter the elemental focus class feature. So long as he still has a simple blast, basic utility talent, and defense talent to give up, he may take this archetype (provided his class features are compatible with its other abilities).

TABLE 1-1: AVANT GUARD BURN

Class Level	Maximum Burn	Burn Reduction
1st-2nd	1	0
3rd-4th	2	0
5th-6th	3	1
7th-8th	4	1
9th-10th	5	1
11th-12th	6	2
13th-14th	7	2
15th-16th	8	2
17th-20th	9	3

Sculptor of the Soul (Ex): Rather than accepting burn like a normal kineticist, an avant guard has learned to control and contain his roiling elemental power through the art of metacreative psionics. By taking one hour to meditate, focusing inwards and "sculpting" his power into shape, he can accept up to a number of points of burn based on his class level (see Table 1-1: Avant Guard Burn). For each point of burn he accepts, the avant guard takes 1 point of nonlethal damage per character level. This damage can't be healed by any means other than getting a full night's rest, which removes all burn and associated nonlethal damage. If the avant guard is immune to nonlethal damage, he instead temporarily reduces his maximum hit points by an equal amount (this reduction vanishes after a full night's rest, as with the nonlethal damage normally taken). An avant guard who has accepted burn never benefits from abilities that allow him to ignore or alter the effects he receives from nonlethal damage. The amount of burn the avant guard accepts determines the strength of his magnum opus (see page 6).

For every 3 points of burn the avant guard accepts during his meditation, he reduces the burn cost of his wild talents and other abilities by 1 (to a minimum of 0) for as long as he retains the burn. This reduction only applies once when he uses a wild talent; if a wild talent allows an additional effect by accepting more burn, the avant guard considers that burn to be part of its cost for this reduction. This ability can even pay the cost of a wild talent that normally cannot be reduced. For example, if a 17th-level avant guard used *disintegrating infusion*, he could destroy one or more force effects or 10-foot cubes with it, depending on how much the infusion itself cost and how much burn reduction was "left over" for the additional burn.

An avant guard can only have one instance of a given wild talent active at a time. If he uses a wild talent while he already has that wild talent in effect, the older instance ends. For example, if an avant guard used the *aether puppet* wild talent, he could only animate a single object with it; if he used *aether puppet* again on a different object, the first one would stop being animate.

An avant guard cannot willingly gain burn except with this ability. Abilities that heal hit point damage, either to the avant guard or another creature (such as the kinetic healing and void healing wild talents), cannot have their burn costs reduced by this ability. If the avant guard gains access to a defense talent that allows him to take burn for a greater effect, he gains the benefits of that talent as if he had accepted burn equal to the amount of burn reduction he currently has from this ability. He does not have the ability to further accept burn to fuel a defense talent.

In addition, the avant guard can use his Constitution in place of his Intelligence on Craft (sculpture) checks.

This ability alters burn.

Kinetic Blast: At 1st level, an avant guard gains stand together as a bonus wild talent, rather than a normal kineticist of his element's simple blast. His kinetic blast otherwise functions as a normal kineticist's.

Elemental Defense (Su): At 2nd level, an avant guard gains get back as a bonus wild talent, rather than a normal kineticist of his element's defense wild talent.

Elemental Overflow (Su): Unlike a normal kineticist, an avant guard does not display physical changes when he accepts burn. Instead, his magnum opus becomes more impressive in various ways, decided by the avant guard. Some possibilities might be that its apparent craftsmanship improves, that it becomes surrounded with a small aura of roiling air, or even that it glows dimly when it appears.

In addition, the avant guard's magnum opus gains a bonus on attack rolls equal to the avant guard's elemental overflow bonus, and a bonus on damage rolls equal to double that bonus. These bonuses are only added once, even when using the stand together simple blast (so an avant guard will always gain them when he uses that ability, but will not gain them multiple times on the same attack). Finally, the magnum opus' attacks now count as magic for the purposes of overcoming damage reduction and affecting incorporeal creatures.

This ability alters elemental overflow, which otherwise functions as normal.

Impeccable Craftsmanship (Su): At 6th level, when an avant guard creates a copy of his magnum opus, he can give it one further additional special ability from any menu that it currently has an ability from. This stacks with the Boost Construct feat, and the ability chosen can be changed each time he makes a new copy.

At 11th level, the avant guard's magnum opus improves, becoming partially formed of elemental power. When he designs it during his meditation, he can choose one of the following abilities to grant it from the elements he has as elemental focuses.

Aether: The magnum opus' structure strengthens, allowing its hide to turn away even mystical blows. It adds its natural armor bonus to its touch AC.

Air: The magnum opus is held aloft by elemental winds. It can fly at a speed equal to its land speed, with average maneuverability.

Earth: The magnum opus can meld into stone as easily as a fish swims through water. It gains the earth elemental's earth glide ability. Its burrow speed is equal to its base land speed.

VARIANT: SLOW BURN KINETICISTS

The avant guard kineticist's sculptor of the soul ability dramatically changes how burn functions. Rather than being a resource they can accept when they need it, fueling "novas" of abilities, it's a cost they pay up front. They gain access to more versatility and endurance during the adventuring day, but have less potential power in emergency situations.

Some players and GMs might prefer this type of burn to that of the normal kineticist. If this is the case in your group, we recommend allowing other kineticists to exchange their burn class feature for sculptor of the soul. Such kineticists do not gain the magnum opus wild talent or any of the other avant guard class features, but would gain the ability to pre-pay their burn in exchange for a reduction in costs during the day.



- *Fire*: The magnum opus is a terror of superheated ectoplasm. It becomes immune to fire and the heat haze grants it concealment (20% miss chance).
- Water: The magnum opus is partially constructed of ice and snow. It becomes immune to cold and surrounds itself with a slurry of slush and ice. Squares adjacent to the magnum opus are treated as if under the effect of a grease spell (which may cause creatures to slip and fall if it is created next to them). The save DC for this effect is equal to 10 + 1/2 the avant guard's class level + the avant guard's Constitution modifier.
- Void: The magnum opus becomes a nexus of gravitational forces. It gains the grab ability with its slam attacks. If it already has the grab ability from a menu choice, then it can grab creatures of up to its size.
- Wood: The magnum opus is a fusion of ectoplasm and living wood. Its damage reduction/magic (if any) is improved to damage reduction/slashing and magic.

Starting at 16th level, an avant guard can have an additional magnum opus created at any given time. This second magnum opus is identical to the first in abilities, and both copies of his magnum opus come from the same pool of constructions. However, each has a separate hit point total, and the avant guard can choose which to create when he uses his *stand together* simple blast (including one that is already created; this dismisses and recreates it as normal).

This ability replaces internal buffer.

Union of Forms (Su): At the pinnacle of an avant guard's craft lies an inversion of his powers—at 20th level, an avant guard gains the ability to shunt himself into a state of unreality as he calls his magnum opus from his soul. Once per day, as an immediate action, the avant guard can vanish completely and create a copy of his magnum opus in his space. In effect, he inhabits the connection between him and his magnum opus. For the purposes of his own abilities, the avant guard is treated as being within the space of the magnum opus created with this ability, and can perceive his surroundings through its senses. While in this state, he can use his gather power, kinetic blast, and wild talents class features normally, but otherwise is restricted to mental actions. He cannot be targeted or otherwise affected by other creatures while in this state.

This effect lasts for a number of rounds equal to the avant guard's Constitution modifier or until the magnum opus created with this ability is destroyed, at which point the avant guard reappears in an unoccupied space adjacent to one of his magnum opuses (or the nearest unoccupied space, if no such space exists).

This ability replaces omnikinesis.

Avant Guard Wild Talents

The following wild talents are granted by the avant guard archetype and are unique to such kineticists; characters without the avant guard archetype cannot gain them.

GET BACK

Element none; Type utility (Su); Level —; Burn 0

A shimmer of ectoplasm and a flurry of fists fills the air, as your magnum opus briefly manifests to provide an unyielding shield against your foes. This ability functions regardless of whether or not you have a copy of your magnum opus created, or whether or not it is nearby. Each time you would take damage from an attack or effect, there is a 5% chance that your magnum opus intervenes and takes the damage instead.

If you currently have a copy of your magnum opus created, then it takes the damage (applying its own damage reduction, resistances, or immunities to the damage, as appropriate). If the attack or effect would deal additional effects on a successful hit (such as poison, knocking prone, or the like), then those effects are applied to your magnum opus as well. If you do not currently have a copy created, then the damage is dealt to the current hit point total of your magnum opus (see the *magnum opus* wild talent) and any additional effects are ignored. If this damage destroys your magnum opus, any additional damage is lost, and does not carry over to the next copy you create.

When you gain the ability to create two copies of your magnum opus at 16th level, you can choose which takes the damage redirected by ability.

The chance of your magnum opus successfully intervening increases by 5% for each point of burn you accepted when you meditated with your sculptor of the soul class feature. If you do have not accepted burn and designed a magnum opus for the day, then this wild talent has no effect.

You can dismiss or restore this effect as an immediate action.

MAGNUM OPUS

Element none; **Type** utility (Ps); **Level** 1; **Burn** 0 (see text) When you meditate with your sculptor of the soul class feature, you design a powerful mental creation—an astral construct of a level equal to the amount of burn you accepted during your meditation. You make all relevant choices about your magnum opus (such as menu choices) while you meditate, after which they cannot be changed until you meditate to accept burn again. You can create a copy of your magnum opus as a standard action that does not provoke attacks of opportunity, forming it in an unoccupied space adjacent to you. Alternatively, you can create one using your stand together simple blast (see the next page). Unless otherwise noted, you can only have one copy of your magnum opus at a time; if an ability would create a copy of your magnum opus while you already have one, the older one is dismissed, dissipating into nothingness as the new version comes into being. You can only create your magnum opus while you retain the burn you accepted.

Your ability to create a magnum opus is limited; you can construct a number of copies at full hit points per day equal to the number of burn accepted during your meditation + your Constitution modifier (minimum 1). Whenever you create your magnum opus, you can choose to have it arrive as a new copy, with full hit points. Otherwise, it retains the hit point total it had the last time you dismissed it (which can be done as a free action).

A copy of your magnum opus remains created until you create a new one, dismiss it, or it is destroyed. If a copy of your magnum opus is destroyed or dispelled, you must create the next one with full hit points.

Even though the astral constructs you create are merely copies of the true form of your magnum opus, the copies you summon only gain one set of actions in a given round. For example, if your magnum opus has already used all of its actions for its turn and you used your stand together blast to create a new copy, you would deal damage as normal, but the newly-created copy would not gain another set of actions. Your magnum opus always acts on your initiative count.

You can apply abilities such as the Boost Construct feat to your magnum opus. When you do, you add any additional menu choices when you create a copy of your magnum opus, rather than when you meditate (this means that your additional menu choices can be changed each time you use your *stand together* simple blast). You are treated as being able to manifest the astral construct power with a manifester level equal to your class level for the purposes of meeting prerequisites or requirements.

STAND TOGETHER

Element none; **Type** simple blast (Sp); **Level** —; **Burn** 0 **Blast Type** see text; **Damage** see text

You guide your creation's movements, delivering a swift and deadly blow via a solid, ectoplasmic fist. This blast is neither energy nor physical. It is not affected by spell resistance, and has one of the following two effects (Assault or Battery), rather than being resolved as a normal blast.

You cannot use form infusions with this blast that would cause it to affect an area or target more than one creature. It is considered to be associated with every substance infusion. If you use a substance infusion with this blast, its effects are applied to all damage dealt by the ability, including that of your magnum opus' single attack if you use the Battery option.

Damage dealt with this blast counts as magic for the purposes of overcoming damage reduction and affecting incorporeal creatures, even if the avant guard uses the Battery option.

Assault: The blast requires a ranged touch attack to hit a target, dealing damage and applying effects as if your magnum opus had hit the target with one of its natural weapons of your choice, plus any additional damage you would normally deal with your attack (such as from the elemental overflow class feature, but not from the kinetic blast's normal base damage). Then, you create a copy of your magnum opus in an unoccupied space adjacent to

the target. If no such space exists, then the magnum opus appears in the nearest unoccupied space within the range of your kinetic blast. Provided it has not already acted in this round, your magnum opus can take its actions immediately, although it is treated as though it had just attacked with the natural weapon you chose (it has more attacks, it can continue into a full-attack action, or continue its turn as if it had taken the attack action). You can use this effect even if all the copies of your magnum opus for the day are destroyed; if you do, the blast deals damage, but does not create a new magnum opus.

If you currently have a magnum opus created, you can choose to teleport it across the battlefield, instead of creating a new version.

Battery: If you currently have a magnum opus created and the target is within its melee reach, then instead of a normal blast, you may have your magnum opus immediately make a melee attack against them as a free action, with a bonus on the attack roll equal to your current burn total. If you used a substance infusion with this blast, its effect is applied to the magnum opus' attack, rather than the blast. You do not make an attack roll to use this blast; only your magnum opus does.

Gambler (Kineticist Archetype)

"They say that it's better to be lucky than skilled. As ironic as it is for me to say it, I'm pretty sure skill wins out there. Luck's great, but it tends to run out."

—Haru'nae, a gambler

Some kineticists focus their powers inward, rather than acting as a conduit for elemental energies drawn from the world around them. Gifted with a spark of psionic might, these people have a natural ability to contain their powers in ways that others cannot. By relying on a dangerous combination of luck and skill, these "gamblers," as they are called, can harness the fluctuating power of the elements in a way that is at once safer and significantly more dangerous than a normal kineticist—to the eyes of others, a gambler will seem perfectly fine until she makes a single misstep and burns her mind to ash

The gambler is an archetype for the kineticist base class detailed in Chapter 1 of *Pathfinder Roleplaying Game: Occult Adventures*.

Class Skills: A gambler gains Autohypnosis, Bluff, and Sense Motive as class skills.

Elemental Focus (Su): Unlike other kineticists, a gambler's psionic abilities allow her to modulate her elemental powers freely. She gains *gambler's blast* as a bonus wild talent. At 7th level, she also gains *crystalline needle blast*, as normal for a kineticist with the psionic subtype.

GAMBLER'S BLAST

Element see text; Type simple blast (Sp); Level — Blast Type see text; Damage see text

You fire a torrent of elemental power against a single opponent. When you use this blast, you can choose to

either fire an energy blast or a physical blast. The blast deals damage of your active energy type, and its element is dependent on your active energy type (water for cold, fire for fire, air for electricity, and earth for sonic).

This ability alters and replaces elemental focus. A gambler uses the current element of her *gambler's blast* for determining effects that rely on her primary elemental focus.

Power Points/Day: A gambler'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 1-2: Gambler Powers. In addition, she receives bonus power points per day if she has a high Constitution score (see Table 2-1: Ability Modifiers and Bonus Power Points in Chapter 2 of *Ultimate Psionics*). Her race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A gambler begins play knowing two gambler powers of her choice. Each time she achieves a new gambler level, she unlocks the knowledge of a new power.

Choose the powers known from the gambler power list presented on page 11. (*Exception*: The feat Expanded Knowledge does allow a gambler to learn powers from the lists of other classes.) A gambler can manifest any power that has a power point cost equal to or lower than her manifester level.

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

A gambler 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 gambler powers is 10 + the power's level + the gambler's Constitution modifier.

This ability replaces wild talents. A gambler cannot take the Augmented Elements or Extra Wild Talent feats, nor can she otherwise gain additional wild talents except for those noted in this archetype's description.

Maximum Power Level Known: A gambler 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, as shown Table 1-2: Gambler Powers.

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

Talents: Gamblers learn minor powers they can use at-will to aid them in a variety of ways. At 1st level, a gambler gains two talents from the gambler talent list.

Playing With Fire (Ex): A gambler has a small amount of control over her explosive psionic energies, allowing her to risk her future health in exchange for greater power in the present. Some of her class features allow her to accept burn in exchange for a greater effect, while others require her to accept a certain amount of burn to use that ability at all. Initially, burn does not affect a gambler, but any time she rolls a natural 1 on a saving throw or attack roll, she suffers a backlash, losing power points equal to her current amount of burn times her character level. If she would lose more power points than she has available, she takes the excess as damage that cannot be resisted or negated in any way. After suffering a backlash, the gambler's current burn is reduced to 0.

A gambler can accept only 1 point of burn per round. This limit increases by 1 point of burn at 3rd level and every three levels thereafter. A gambler cannot choose to accept burn if it would put her total number of points of burn higher than 3 + her Constitution modifier (though she can be forced to accept more burn from a



source outside her control). A gambler's current burn is reduced to 0 after a full night's rest.

This ability replaces burn.

Cash Out (Su): A gambler can convert any amount of her current burn into short-lived power points as a move action, gaining 2 power points for each point of burn converted. These power points can only be used to manifest gambler powers and activate gambler class features, and vanish after one round per gambler level. Power points gained with this ability do not stack with each other, and are not lost if the gambler suffers a backlash; instead, the gambler loses power points (and possibly hit points) as if she did not possess them. These power points cannot be used to manifest bestow power or any other power that grants the gambler or the target power points. Starting at 10th level, the gambler gains 3 power points for each point of burn converted, and at 20th level, she gains 4 power points for each point of burn converted.

The gambler may not use this ability in the same turn that she has made a wager, nor may she make a wager in the same turn that she has cashed out. Cashing out creates an extremely loud, visible display in a 20-foot radius centered on the gambler, as her psionic energy swirls around her.

This ability alters and replaces gather power and supercharge.

Burning Wager (Su): At her core, a gambler is just that—her combat style often involves taking a high amount of calculated (or sometimes uncalculated) risks. Whether she burns brightly with the flames of victory or ends up as a smoldering corpse, the gambler's nature is to leave her fate to luck, while cheating it with skill. A gambler begins play knowing the one wager of her choice. Some wagers require that the gambler accept burn in order to activate it, and others require that a gambler have a certain amount of burn already accepted. Any ability that would reduce the burn cost of a wild talent will also reduce the burn cost of a wager. Making a wager is a swift action unless otherwise noted.

At 4th level and every four levels thereafter, the gambler selects an additional wager.

This ability replaces infusions.

ANTE UP

Burn 1 or more (see text)

This wager can only be made when the gambler's current burn is 0. The gambler accepts an amount of burn up to the maximum she can gain each round. Each creature within 30 feet of the gambler (including the gambler herself) must succeed at a Will save (DC 10 + 1/2 the gambler's class level + the gambler's Constitution modifier) or take a penalty on attack rolls, skill checks, and saving throws for one round equal to the amount of burn the gambler chooses to accept with this ability. The penalty remains the same even if she reduces or increases the amount of burn gained using other class features, such as play the odds.

TABLE 1-2: GAMBLER POWERS

Class Level	Power Points/Day	Powers Known	Maximum Power Level Known
1st	1	2	1st
2nd	2	3	1st
3rd	3	4	1st
4th	5	5	2nd
5th	7	6	2nd
6th	9	7	2nd
7th	11	8	3rd
8th	14	9	3rd
9th	17	10	3rd
10th	20	11	4th
11th	24	12	4th
12th	28	13	4th
13th	32	14	5th
14th	37	15	5th
15th	42	16	5th
16th	47	17	6th
17th	52	18	6th
18th	58	19	6th
19th	64	20	6th
20th	70	21	6th

BLISTERING BLUFF

Burn 2

The gambler quickly gathers power, then hides it away from sight. As part of this wager, the gambler takes a full-round action to pretend to gather power, as if she were a normal kineticist. If she is attacked or otherwise disrupted while gathering power, she can fire a kinetic blast at her attacker as a free action, treating the target as flat-footed against this attack. If she successfully hits her target, she may reduce the burn cost of a wager she makes in the following round by 1. If her attack misses, she gains 1 point of burn instead.

DOUBLE OR NOTHING

Burn 1

Unlike a normal wager, this wager is made as a free action. The next kinetic blast the gambler makes this turn becomes a physical blast, and if she successfully hits her target, the blast automatically threatens

a critical hit. If she misses her target, she suffers a backlash as if she had rolled a natural 1 on her attack.

ELEMENTAL ROULETTE

Burn 1 per power level

The gambler's active energy type randomly changes to one of her available types (normally cold, electricity, fire, and sonic). In addition, she can manifest one of the following powers as if she had made the Raise the Stakes wager, even if she does not know that wager or the power in question. The amount of burn accepted when making this wager depends on the power chosen (minimum 1, even if she does not manifest the power), and the gambler pays power points as normal. If the gambler does not have a high enough manifester level to learn the power at the level given (see Table 1-2: Gambler Powers), she cannot choose that power.

1st—energy ray, 2nd—energy stun, 3rd—energy bolt,

4th—energy ball, 5th—energy current, 6th—disintegration.

RAISE THE STAKES

Burn 1 + 1 per power level

As part of making this wager, the gambler manifests a gambler power with a manifesting time of one standard action or less and a range greater than personal, paying power points as normal. The next time she hits with her gambler's blast this turn, that power also discharges against the creature she hit. If the power normally affects more than one initial target, it only affects the target of the gambler's blast. If the power has secondary targets (such as energy current's arcs of energy), these are affected as normal. If the power creates an area of effect, the target of the gambler's blast is considered its center (for bursts, emanations, and spreads) or its origin point (for cones, lines, and other areas that must be aimed). A power that normally requires an attack roll (such as a ray or touch power) uses the gambler's blast's attack roll to determine whether or not it hits or critically hits.

The target or other creatures caught in the power's area of effect may make saving throws to resist the power as normal, if applicable. If the target has spell resistance or power resistance, the gambler only makes a single roll to overcome it for both her *gambler's blast* (if applicable) and the power. If the power has a duration of concentration, the gambler's is treated as manifesting that power during the same action as her blast for the purposes of concentration, and she can continue concentrating as normal. If the gambler misses her attack or does not fire a *gambler's blast* this turn, the power is expended harmlessly without discharging (she still loses the power points).

SPELL TELL

Burn 1

After making this wager, the gambler can fire a kinetic blast in place of any attacks of opportunity she would make until the start of her next turn. In addition, any creature that casts a spell or manifests a power within 30 feet of the gambler before the start of her next turn provokes an

attack of opportunity from her, even if they are casting or manifesting defensively. If the gambler does not make an attack of opportunity before her next turn, her powers and spells during that turn provoke attacks of opportunity from creatures that threaten her, even if she casts or manifests defensively.

Kinetic Blast (Sp): At 5th level and every five levels thereafter, a gambler's kinetic blast's range increases by 30 feet. For the purposes of countering spells and overcoming effects such as the *globe of invulnerability* spell, a gambler's kinetic blast is considered to have an effective spell level of 1/2 her gambler level (minimum 1). The gambler's kinetic blasts use her manifester level for overcoming power and spell resistance. This ability alters kinetic blast.

Know When to Fold Space (Su): At 2nd level, the gambler gains the ability to skillfully evade even the most deadly attacks. A number of times per day equal to 1 + her Constitution modifier (minimum 1), she can expend her psionic focus as an immediate action to teleport up to 10 feet + 5 feet per four gambler levels. The gambler must be able to see where she is teleporting to, and cannot teleport to a space occupied by another creature. If the gambler uses this ability in response to an attack or effect and teleports to a position where she could not be targeted (such as out of a melee attack's reach, or into total cover), she evades the attack or effect entirely. This ability replaces elemental defense.

Elemental Overflow (Ex): When a gambler uses her cash out class feature to reduce her burn to 0, the benefits she had gained from this ability persist for one round before vanishing. This ability alters elemental overflow, and otherwise functions as normal.

Play the Odds (Ex): Starting at 5th level, whenever a gambler makes a wager, she can choose to reduce its burn cost by 1 (to a minimum of 0) or increase it by 1 (even above her normal maximum amount of burn accepted per round). At 8th level and again at 12th, 16th, and 20th levels, the amount of burn the gambler can reduce or increase the cost of a wager by increases by 1. This ability replaces infusion specialization, internal buffer, and composite specialization.

Metapsionic Skill (Su): At 5th level and again at every four levels thereafter (9th, 13th, and 17th), a gambler gains a metapsionic feat she qualifies for as a bonus feat. This ability replaces metakinesis.

Live Dangerously (Su): At 7th level, a gambler learns to absorb energy and make it her own. Whenever she makes a successful saving throw against an effect that deals damage of her active energy type, she takes no damage and gains the amount of burn she can normally accept in a round (3 at 6th level, 4 at 9th level, etc). If this would increase her burn past her maximum total amount, then it instead increases it to her maximum. At 15th level, the gambler chooses cold, electricity, fire, or sonic. She can always use this ability against damage of that energy type, even if it is not currently her active energy type. This ability replaces expanded element.

Metapsionic Master (Ex): At 19th level, a gambler chooses a single metapsionic feat she possesses. When she uses that metapsionic feat, she reduces the amount of additional power points it costs by 2 (to a minimum of 0). This ability replaces metakinetic master.

All-In (Su): At 20th level, a gambler can put her very soul on the line, betting it all for a chance at glory. Once per day as a free action, a gambler can unleash her full potential in a barely-controlled cascade of psionic power. For one minute, she may accept burn that places her total over her normal maximum, and there is no limit to the amount of burn she can accept each round. In addition, she gains burn equal to the normal maximum amount of burn she can possess (3 + her Constitution modifier) at the start of each of her turns. During the duration of this ability, the gambler can take an additional swift action on each of her turns. However, she can only make a given wager once in a round, and can only convert burn up to her normal maximum amount of burn into power points each time she uses her cash out ability.

When this minute is up, the gambler immediately suffers a backlash as if she had rolled a natural 1 with an attack, then her current burn drops to 0. If she dies from this backlash, her soul annihilates itself in the cascade of elemental energy, and the gambler cannot be brought back to life except by a wish, miracle, true resurrection, or similar effect.

This ability replaces omnikinesis.

Gambler Power List

A gambler kineticist learns her powers from the following power list. These powers can be found in *Ultimate Psionics*.

- 0-Level (Talents)—Blinding flash, conceal thoughts, create sound, crystal light, detect psionics, distract, ectoplasmic trinket, empathy, energy splash, far hand, float, fortify (lesser), missive, my light, psionic repair, telekinetic punch, telepathic lash, unearthly terror, vim
- 1st—Astral traveler, attraction, catfall, circumstance shield, circumstance shield, collapse, control light, control object, crystal shard, deceleration, déjà vu, demoralize, destiny dissonance, disable, dissipating touch, ectoplasmic sheen, energy ray, entangling debris, entangling ectoplasm, force screen, fortify, foxhole, hammer, inertial armor, inevitable strike, Izam's control flames, locate secret doors, matter agitation, mind thrust, precognition (defensive), precognition (offensive), sense link, skate, slumber, stomp, synesthete, vigor.
- 2nd—Biofeedback, body equilibrium, breach, cloud mind, concealing amorpha, concussion blast, control sound, defy gravity, detect hostile intent, ego whip, energy adaptation (specified), energy missile, energy push, energy stun, gravitational well, id insinuation, inflict pain, Lanis' animal affinity, mental disruption, metamorphosis (minor), missive, mass, psionic lock, psychic bodyguard, read thoughts, recall agony, share pain, swarm of crystals, systenance, wintry grasp.
- 3rd—Concussive onslaught, dimension slide, dismiss ectoplasm, dispel psionics, ectoplasmic cocoon, energy burst, energy cone, energy retort, energy wall, eradicate invisibility, hostile empathic transfer, hustle, Lanis' energy bolt, mental barrier, Quas'thelin's psionic blast, share pain (forced), solicit psicrystal, telekinetic force, time hop, touchsight, ubiquitous vision
- 4th—Aura sight, Blackstock's death urge, control body, deadly fear, detect remote viewing, empathic feedback, energy adaptation, energy ball, fear cascade, flight, fold space, incite passion, mindwipe, moment of terror, personality parasite, power leech, psychokinetic charge, slip the bonds, telekinetic maneuver, trace psychoport, wall of ectoplasm, wither.
- 5th—Baleful teleport, catapsi, ectoplasmic shambler, energy current, fiery discorporation, hail of crystals, mind probe, parasitic possession, pierce the veils, planar travel, psychic crush, shatter mind blank, shrapnel burst, summoning strike, upheaval.
- 6th—Banish, breath of the black dragon, brutualize wounds, co-opt concentration, disintegration, dispelling buffer, fuse flesh, null psionics field, psychoport, remote view trap, Ruelle's crystallize, suspend life, sustained flight, trigger power.

REFERENCE & RULES

KINETICISTS AND PRESTIGE CLASSES

A kineticist with the psionic subtype meets prestige class requirements as if she had levels in a manifesting class, treating her kineticist level as her manifester level and the levels of her wild talents as levels of psionic powers. For example, a 6th-level kineticist with the *extreme range* infusion wild talent would count as having manifester level 6th and being able to manifest 3rd-level powers.

In addition, prestige classes that advance manifesting can advance kineticist class features. At each level where a class would progress a character's manifester level by one, treat the kineticist as if she had gained a class level for the purposes of her burn, kinetic blast, infusion, infusion specialization, and wild talents class features. She does not gain any other benefits she may have gained from an increased level (such as elemental overflow, metakinesis, or internal buffer).

If the kineticist possesses an archetype that altered the burn class feature, she also advances her effective level for the class feature that replaced it. The kineticist automatically learns the crystalline needle blast composite blast when she reaches effective level 7th with her kineticist class features, regardless of whether or not she possesses the expanded element ability.

Gambler Kineticists

For gambler kineticists, when a prestige class level grants a character additional power points per day as if she had gained a level in the class, treat her gambler level as one higher when determining the effects of her cash out, kinetic blast, and playing with fire class features.

NEW FEATS

Augmented Elements

You have the spark of psionic power, allowing you to broaden your elemental abilities.

Prerequisites: Kineticist level 1st.

Benefit: You learn a simple blast from any element (including your primary element, if there is another blast for you to choose). Unless you later gain access to this blast through another method, you increase its burn cost by 1 whenever you use it. In addition, you gain the psionic subtype, allowing you to take psionic feats, metapsionic feats, and psionic item creation feats. If you do not have your primary element's basic utility talent (for example, if you have traded it away with an archetype), you also gain that wild talent.

Composite Power (Metapsionic)

You can fuse elements together.

Benefit: To use this feat, you must expend your psionic focus. You can mix a second element into any power that deals cold, electricity, fire, or sonic damage. Choose one other energy type from that list; half of the power's damage is that element rather than its normal type. If the power has additional effects based on the type of damage it deals, then both the effect of the original element and the effect of the second element are applied to the targets. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Fire Starter

You conduct your energies with a powerful rhythm.

Prerequisites: Bardic performance or raging song class feature, kineticist level 1st.

Benefits: Your kineticist levels and your levels in the class that granted you the bardic performance or raging song class feature stack for determining the number of performance rounds you have per day and the strength of your music effects (but not which effects you have access to). In addition, you can activate a bardic performance or raging song ability that normally requires a standard action to start as part of using a kinetic blast. If you do, the ability takes effect before your attack roll.

Inner Fire (Psionic)

You use psionic power to augment your rampaging elemental abilities.

Prerequisites: Gather power class feature.

Benefit: You can expend your psionic focus while gathering power to reduce the action needed to alleviate burn. If you take a swift action, you are treated as if you had gathered power as a move action. If you take a move action, you are treated as if you gathered power for a full round. You cannot gather power in another way in the same turn you use this feat.

Kinetic Duelist (Combat)

You can create a second kinetic blade.

Prerequisites: Two-Weapon Fighting, *kinetic blade* wild talent.

Benefit: When you use the kinetic blade wild talent, you may make a second kinetic blade in your off hand. You can only make one attack with this second kinetic blade, regardless of how many off-hand attacks you would normally receive. You pay burn costs for the second kinetic blade as normal, and can make the second kinetic blade using a different kinetic blast than the first, if you wish. If you used gather power to reduce the cost of the first kinetic blade, the reduction from gather power does not apply to the second blade's cost as well.

Mind Afire

You can fuel your psychic powers with the same mental fortitude that strengthens your body.

Prerequisites: Kineticist level 1st, must use an ability score other than Constitution to determine your hit points (such as by possessing the Altered Life feat).

Benefit: You can use the ability score you use to determine your hit points instead of your Constitution for determining how much burn you can possess, the save DCs of your kineticist class features, the bonus damage of your kinetic blasts, and any wild talent that uses your Constitution modifier to determine its effect.

Ripple in Still Water (Combat)

Like a calm river's hidden currents, your stilled mind conceals deadly intent.

Prerequisites: Ki pool class feature, kineticist level 1st. **Benefits:** Your kineticist levels and your levels in the class that granted you the ki pool class feature stack for determining the number of points in your ki pool each day and the base damage of your kinetic blasts. In addition, you do not provoke attacks of opportunity for using your kinetic blast while threatened (neither from it being a spell-like ability nor from it being a ranged attack).

Thunderstruck (Combat)

Your music carries the fury of the elements.

Prerequisites: Fire Starter, inspire courage class feature. **Benefit:** When you use your inspire courage ability, you can choose to imbue the attacks of affected allies with elemental energy, rather than giving them a bonus on attack and weapon damage rolls. This choice is made when you activate the ability, and choice applies to affected allies.

An affected ally does not gain the normal competence bonus on attack and weapon damage rolls, and instead deals additional 1d6 damage with their weapons for each point of competence bonus that your inspire courage would normally grant. The type of this damage depends on your primary element. This feat is a supernatural ability.

- · Aether: The weapon's normal damage type.
- Air: Electricity.
- Earth: Sonic.
- Fire: Fire.
- · Water: Cold.
- Void: Bludgeoning.
- · Wood: Positive energy.

Special: If you do not have a primary element or if your primary element is not on the above list, then this feat's additional damage type defaults to electricity. At the GM's option, you can use a different damage type from the list (or an entirely new one) based on your primary element.

Altered Life (Heritage)

Your unusual nature affects your vitality, bolstering you in ways different from other mortals.

Prerequisites: Aberration, fey, ooze, plant, or undead type.

Benefit: Choose Wisdom or Charisma. You calculate your bonus hit points per Hit Die based on the chosen ability score instead of your Constitution.

NEW ITEM

FLICKER GAUNTL	PRICE 1,000 GP			
SLOT hands (see text)	CL 6th	WEIGHT —		
AURA moderate conjuration				

This elegant gauntlet made of gleaming metal is far thinner and lighter than it appears; almost like a glove made of flexible metal. As a free action, the wearer can store a single item that weighs up to 20 pounds within the gauntlet; the item must be one that they can hold in one hand. When stored within the gauntlet, the item has a negligible weight and the hand wearing the gauntlet is now considered empty. Spell durations and other effects on the item are not suppressed, and continue to expire. An item can only be stored within the gauntlet for a short time; one minute after using this ability, the item reappears in the wearer's hand (or falls to the ground, if their hand is occupied).

At any point before that time, the gauntlet's wearer can retrieve the item with a snap of their fingers (also a free action). If the gauntlet's effect is suppressed or dispelled, the stored item appears instantly. A character can wear a flicker gauntlet on each of their hands; however, while wearing at least one flicker gauntlet, they cannot use other items that also use the hand slot. When a flicker gauntlet is worn by a character with an active element, active energy type, or elemental focus, its surface pulses with waves of colors reminiscent of the wearer's element or elements.

CONSTRUCTION REQUIREMENTS

COST 500 GP

Craft Wondrous Item, rope trick

NEW WILD TALENTS

Though the following wild talents are partially psionic in nature, any kineticist can learn them if they are of the appropriate element, unless otherwise noted.

New Simple Blasts

ATHANATIC ESSENCE

Element wood; Type simple blast (Sp); Level —; Burn 0
Blast Type energy; Damage positive energy

You blast the target with the searing power of life. This blast counts as wood blast for the purposes of applying infusions,

POSITIVE ENERGY DAMAGE

Positive energy damage, also used in *Psionics Augmented:* Seventh Path, deals damage by disrupting the target's body with an influx of pure life. Although most positive energy heals living targets, positive energy damage can be likened to a "power surge," simultaneously bringing new life to a creature while overloading its ability to function, with the end result of harm. Thus, unlike normal positive energy, it deals damage to all targets equally, regardless of whether or not they are alive. It otherwise functions as normal for energy damage.

and its damage activates the effects of such infusions regardless of the type they normally require.

SOUND BLAST

Element universal; **Type** simple blast (Sp); **Level** —; **Burn** 0 **Blast Type** energy; **Damage** sonic

You blast the target with rumbling vibrations. If you have the psionic subtype, you may learn this blast in place of a simple blast you would otherwise learn (except for blasts gained from class features, such as the avant guard's *stand together* simple blast). This blast counts as *air blast* for the purposes of applying infusions.

New Composite Blasts

ATHANATIC ERUPTION

Element wood; Type composite blast (Sp); Level —; Burn 2 Prerequisites athanatic blast, primary element (wood), expanded element (wood)

Blast Type energy; Damage positive energy

Your target suffers from an overwhelming surge of positive energy. This blast counts as *wood blast* for the purposes of applying infusions, and its damage activates the effects of such infusions regardless of the type they normally require.

CRYSTALLINE NEEDLE BLAST

Element universal; **Type** composite blast (Sp); **Level** —; **Burn** 2 **Prerequisites** psionic subtype

Blast Type physical; Damage half piercing, half elemental

You fire a swarm of charged crystals that explode with elemental energy after piercing the target. This blast deals half piercing damage and half damage of your active energy type. Any kineticist with the psionic subtype automatically learns this composite blast when they gain their first expanded element or reach kineticist level 7th (whichever is sooner), regardless of their elemental focus. For the purposes of applying infusions, this blast counts as one of the following simple blasts, depending on your active energy type: cold blast (cold), electric blast (electricity), fire blast (fire), or sound blast (sonic).

STORM BLAST

Element air; Type composite blast (Sp); Level —; Burn 2 Prerequisites air blast, sound blast

Blast Type energy; **Damage** half electricity, half sonic You assault the target with a clap of thunder and a bolt of lightning. This blast counts as *air blast* for the purposes of applying infusions.

New Infusions

OVERWHELMING LIFE

Element wood; **Type** substance infusion (Sp); **Level** 5; **Burn** 4 **Associated Blasts** athanatic essence, summer

Saving Throw Fortitude partial; see text

You cause a chain-reaction of unchecked, destructive growth within the target. Whenever a blast with this infusion deals damage to a creature, that creature must succeed at a Fortitude save or take 1d4 points of Constitution damage and contract a disease called overwhelming life (see below). Because of its positive energy-infused nature, overflowing life can even affect creatures that are normally immune to disease or ability damage. The save DC against the disease's effects is the same as the save DC of this infusion when you use it. Creatures without Constitution scores instead take Charisma damage from this blast and the disease.

Overwhelming Life: not contagious; save Fort; onset 1 day; frequency 1/day; effect 1d4 Con damage (Cha damage if the target has no Con score), target must make a second Fort save or 1 point of the damage is drain instead; cure 3 consecutive saves.

THIS LAND IS YOUR LAND

Element aether, earth, or void; Type substance infusion (Sp); Level 4; Burn 3

Associated Blasts earth, gravity, magma, mud, sandstorm, telekinetic

Saving Throw Reflex partial; see text

Whenever a blast with this infusion hits a creature, regardless of whether or not it penetrated their spell resistance or dealt damage, that creature must succeed at a Reflex save or be surrounded by hindering barriers of earth for one minute. These barriers cause the creature to be treated as if it were in difficult terrain, and attacks both by and against it suffer a 20% miss chance. These barriers follow and surround the target, but the target can take a full-round action to attempt another saving throw against this ability. A successful save means the target escapes from the earthen barriers and can move up to its speed, provoking attacks of opportunity as normal.

New Utility Talents

MIND TO MIND

Element universal; Type utility (Su); Level 4; Burn —

You can touch the minds of others through the ties of psychic magic. You gain telepathy with a range of 100 feet. In addition, you may accept 1 point of burn as a swift action to send out a mental "ping" across the range of your telepathy, much like sonar. For one round after doing so, you detect the presence and direction of creatures with an Intelligence score of 3 or higher within the range of your telepathy. If you have line of effect to such a creature, you automatically pinpoint its location (although if you cannot otherwise perceive them, they still have total concealment against you). A creature that is immune to mind-affecting effects or under the effect of a mind blank spell or similar effect cannot be detected with this ability.

PRIMORDIAL FLAME

Element fire; Type utility (Ps); Level 8; Burn 0

Prerequisites psionic subtype

Saving Throw Fortitude partial; see text; Spell Resistance no You have unlocked a devastating pyrokinetic technique, thought to be lost to the ages. As a full-round action, you can expend your psionic focus to raise the internal temperature of a living creature you can see within 30 feet to lethal levels. The target must succeed at a Fortitude save or die horrifically as its material form boils, then vaporizes, leaving no corpse behind. Even on a successful save, the target takes 5d6 points of fire damage. A creature that is immune to fire can still be affected by this ability, although it gains a +3 resistance bonus on its saving throw. The heat from this ability is so focused that even if the target is vaporized by your power, its equipment is unharmed.

THIS LAND IS MY LAND

Element earth; Type utility (Sp); Level 6; Burn 0

You can manipulate the battlefield to halt the advance of your foes. As an immediate action, you can cause a number of squares equal to your Constitution modifier (minimum 1) within close range (25 feet + 5 feet per 2 kineticist levels) to shudder and fill with elemental earth, counting as difficult terrain until the start of your next turn. You may even choose squares in the air, potentially causing flying creatures to be hampered. You can make this elemental earth persist indefinitely by accepting burn, causing one affected square to remain difficult terrain until the earth is cleared up or otherwise removed per point of burn accepted. Earth formed in the air with this ability falls after the initial duration of this ability, however, and cannot be made permanent.

ASTRAL CONSTRUCTS

Astral constructs are brought into being by the metacreativity power *astral construct* and the avant guard kineticist's *magnum opus* wild talent. They are formed from raw ectoplasm (a portion of the astral medium

drawn into the Material Plane). The power points spent by the construct's creator during the manifestation of the power determine the level of the astral construct created. However, even astral constructs of the same level vary somewhat from each other, depending on the whims of their creators.

An astral construct generally appears as an animate clump of ectoplasm with a vaguely humanoid shape, but the manifester can mold or sculpt one according to his or her whim within the limits imposed by the creature's size. The quality of such "construct sculpture" is determined by a Craft (sculpting) check. A result of 10 to 19 creates a creature that is recognizably similar to the desired creature shape; a result of 20 to 29 creates a construct that looks like an accurate portrayal of that creature type; a result of 30 or higher creates a construct that looks like a specific individual. However, no matter how high the Craft (sculpting) check result, an astral construct's appearance can't hide the otherworldly material from which it is formed.

Combat

Astral constructs act as directed by their creators. As a free action, a construct's manifester can direct the construct to attack particular enemies, use specific tactics or powers, perform other actions, or do nothing at all. The construct does exactly what its creator directs it to do.

Construct Traits: An astral construct is immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Astral constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain, nor are they at risk of death from massive damage.

Special Abilities: When an astral construct is created, its manifester chooses one or more special abilities, as noted in the astral construct description for that level. Avant guard kineticists choose the abilities of their magnum opus when they complete their daily meditation.

A manifester can choose to exchange a menu choice for two menu choices from a lesser ability menu. Multiple selections of the same special ability do not stack unless the ability specifically notes that stacking is allowed.

Some menu choices grant an astral construct the ability to manifest specific powers as psi-like abilities. Unless using the ability is a free action, an astral construct manifesting such a power does so as a standard action that provokes attacks of opportunity. All such powers have a manifester level equal to the astral construct's Hit Dice or the creator's manifester level, whichever is lower.

An astral construct does not need to meet the prerequisites for a feat granted by a menu choice.

Astral Construct Menu A

A manifester creating a 1st-level, 2nd-level, or 3rd-level astral construct can choose one special ability from this menu.

- **Buff (Ex):** The astral construct gains an extra 5 hit points.
- **Celerity (Ex):** The astral construct's land speed is increased by 10 feet.
- Cleave (Ex): The astral construct gains the Cleave feat
- **Deflection (Ex):** The astral construct gains a +1 deflection bonus to its AC.
- Fly (Ex): The astral construct has physical wings and a fly speed of 20 feet, with average maneuverability.
- Improved Bull Rush (Ex): The astral construct gains the Improved Bull Rush feat.
- Improved Slam Attack (Ex): The astral construct gains the Improved Natural Attack feat.
- Mobility (Ex): The astral construct gains the Mobility feat.
- Power Attack (Ex): The astral construct gains the Power Attack feat.
- Resistance (Ex): Choose one of the following energy types: fire, cold, acid, electricity, or sonic. The astral construct gains energy resistance 5 to that energy type.
- **Swim (Ex):** The astral construct is streamlined and sharklike, and gains a swim speed of 30 feet.
- Trip (Ex): If the astral construct hits with a slam attack, it can attempt to trip the opponent as a free action without provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Astral Construct Menu B

A manifester creating a 4th-level, 5th-level, or 6th-level astral construct can choose one special ability from this menu. Alternatively, the construct can have two special abilities from Menu A.

- **Compact Form:** The astral construct is summoned in a smaller form, and as such is one size category smaller than normal. Its Strength is reduced by 2, its Dexterity is increased by 2, and its modifiers based on size are adjusted appropriately.
- Energy Touch (Ex): The astral construct deals an extra 1d4 points of damage of its creator's active energy type (fire, cold, sonic, or electricity) when they manifest the construct.
- Extra Attack: If the astral construct is Medium or smaller, it gains two slam attacks instead of one. Its bonus on damage rolls for each attack is equal to its Strength modifier, rather than 1-1/2 times its Strength modifier. If the astral construct is Large or larger, it gains three slams instead of two. Its attacks are otherwise unchanged.
- Fast Healing (Ex): The astral construct heals 2 hit points each round. It is still immediately destroyed when it reaches 0 hit points.

- Heavy Deflection (Ex): The astral construct gains a +4 deflection bonus to its AC.
- Improved Buff (Ex): The astral construct gains an extra 15 hit points.
- Improved Critical (Ex): The astral construct gains the Improved Critical feat for its slam attacks.
- Improved Damage Reduction (Ex): The astral construct's surface forms a hard carapace and provides an additional 3 points of damage reduction (or damage reduction 3/magic if it does not already have damage reduction).
- Improved Fly (Ex): The astral construct has physical wings and a fly speed of 40 feet, with average maneuverability.
- Improved Grab (Ex): The astral construct gains the grab ability with its slam attacks. It can only grab targets that are is at least one size category smaller than itself.
- Improved Swim (Ex): The astral construct is streamlined and sharklike, and gains a swim speed of 60 feet.
- Muscle (Ex): The astral construct gains a +4 bonus to its Strength score.
- Poison Touch (Su): If the astral construct hits with a melee attack, the target is affected by astral poison.
 Astral Poison: injury; save Fort DC 10 + 1/2 the astral construct's Hit Dice + the astral construct's Charisma modifier; frequency 1/minute for 2 minutes; effect 1 Con damage; cure 1 save.
- Pounce (Ex): If the astral construct charges a foe, it can make a full attack.
- Smite (Su): Once per day the astral construct can choose one target to focus on, dealing additional damage. The astral construct deals extra damage equal to its Hit Dice to this target until the target is dead, the astral construct's duration is destroyed, expired, or dismissed, or the manifester who summoned it rests to regain daily power points.
- Trample (Ex): As a standard action during its turn each round, a Large or larger astral construct can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 1d8 + its Strength modifier. The target can attempt a Reflex save (DC 10 + 1/2 the astral construct's Hit Dice + the astral construct's Strength modifier) to negate the damage, or it can instead choose to make an attack of opportunity at a –4 penalty

Astral Construct Menu C

A manifester creating a 7th-level, 8th-level, or 9th-level astral construct can choose one special ability from this menu. Alternatively, the astral construct can have two special abilities from Menu B. One or both of the Menu B choices can be swapped for two choices from Menu A.

- **Blindsight (Ex):** The astral construct has blindsight out to 60 feet.
- Concussion (Ps): The astral construct can manifest concussion blast (manifester level 7th) as a free action once per round.

- **Dimension Slide (Ps):** The astral construct can manifest *dimension slide* (manifester level equal to Hit Dice) as a move action once per round.
- Energy Bolt (Ps): The astral construct can manifest *energy bolt* (manifester level 8th) as a standard action once per round. The creator's active energy type determines the type of energy used.
- Extra Buff (Ex): The astral construct gains an extra 30 hit points.
- Extreme Damage Reduction (Ex): The astral construct's surface forms hard, armor-like plates and provides an additional 6 points of damage reduction.
- Extreme Deflection (Ex): The astral construct gains a +8 deflection bonus to its AC.
- Natural Invisibility (Su): The astral construct is constantly invisible, even when attacking. This ability is inherent and not subject to the invisibility purge spell.
- **Power Resistance (Ex):** The astral construct gains power resistance equal to 10 + its Hit Dice.
- Rend (Ex): The astral construct makes claw attacks instead of slam attacks (it deals the same amount of damage as it would with its slam damage, but does slashing damage instead of bludgeoning damage). An astral construct that hits the same opponent with two claw attacks in the same round rends its foe, which deals extra damage equal to 2d6 + 1-1/2 times its Str modifier.
- **Spring Attack (Ex):** The astral construct gains the Spring Attack feat.
- Whirlwind Attack (Ex): The astral construct gains the Whirlwind Attack feat.

ASTRAL CONSTRUCT STAT BLOCKS

1ST-LEVEL ASTRAL CONSTRUCT CR 1/2

XP 0 (included with creator)

N Small construct

Init +2; Senses darkvision 60 ft., low-light vision

DEFENSE

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural armor, +1 size)

hp 15 (1d10+10)

Immune construct traits

Fort +0, Ref +2, Will +0

OFFENSE

Speed 30 ft.

Melee slam +4 (1d4+3)

Space 5 ft.; Reach 5 ft.

STATISTICS

Str 15, Dex 15, Con —, Int —, Wis 11, Cha 10 Base Atk +1; CMB +2; CMD 14

SQ one ability from menu A

2ND-LEVEL ASTRAL CONSTRUCT

CR 1

XP 0 (included with creator)

N Medium construct

Init +2; Senses darkvision 60 ft., low-light vision

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural armor)

hp 31 (2d10+20)

Immune construct traits

Fort +0, Ref +2, Will +0

OFFENSE

Speed 40 ft.

Melee slam +5 (1d6+4)

Space 5 ft.; Reach 5 ft.

STATISTICS

Str 17, Dex 15, Con —, Int —, Wis 11, Cha 10

Base Atk +2; CMB +5; CMD 17

SQ one ability from menu A

3RD-LEVEL ASTRAL CONSTRUCT

CR 2

XP 0 (included with creator)

N Medium construct

Init +2; Senses darkvision 60 ft., low-light vision

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural armor) **hp** 36 (3d10+20)

Immune construct traits

Fort +1, Ref +3, Will +1

OFFENSE

Speed 40 ft.

Melee slam +8 (1d6+7)

Space 5 ft.; Reach 5 ft.

STATISTICS

Str 21, Dex 15, Con —, Int —, Wis 11, Cha 10

Base Atk +3; **CMB** +8; **CMD** 20

SQ one ability from menu A

4TH-LEVEL ASTRAL CONSTRUCT

CR3

XP 0 (included with creator)

N Medium construct

Init +2; Senses darkvision 60 ft., low-light vision

DEFENSE

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural armor) **hp** 47 (5d10+20)

Immune construct traits

5 . 4 D f a well

Fort +1, Ref +3, Will +1

OFFENSE

Speed 40 ft.

Melee slam +12 (1d6+10)

Space 5 ft.; Reach 5 ft.

STATISTICS

CR 5

Str 25, Dex 15, Con —, Int —, Wis 11, Cha 10 Base Atk +5; CMB +12; CMD 24 SQ one ability from menu B

5TH-LEVEL ASTRAL CONSTRUCT

XP 0 (included with creator)

N Large construct

Init +1; Senses darkvision 60 ft., low-light vision

DEFENSE

AC 23, touch 10, flat-footed 22 (+1 Dex, +13 natural armor, -1 size)

hp 68 (7d10+30)

Immune construct traits

Fort +2, Ref +3, Will +2

Defensive Abilities DR 5/magic

OFFENSE

Speed 40 ft.

Melee 2 slams +15 (1d8+9)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 29, Dex 13, Con —, Int —, Wis 11, Cha 10

Base Atk +7; CMB +17; CMD 28

SQ one ability from menu B

6TH-LEVEL ASTRAL CONSTRUCT

XP 0 (included with creator)

N Large construct

Init +1; Senses darkvision 60 ft., low-light vision

DEFENSE

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural armor, -1 size)

hp 85 (10d10+30)

Immune construct traits

Fort +3, Ref +4, Will +3

Defensive Abilities DR 10/magic

OFFENSE

Speed 40 ft.

Melee 2 slams +20 (1d8+11)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 33, Dex 13, Con —, Int —, Wis 11, Cha 10

Base Atk +10; CMB +22; CMD 33

SQ one ability from menu B

7TH-LEVEL ASTRAL CONSTRUCT CR 8

XP 0 (included with creator)

N Large construct

Init +1; Senses darkvision 60 ft., low-light vision

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural armor, -1 size)

hp 101 (13d10+30)

Immune construct traits

Fort +4, Ref +5, Will +4

Defensive Abilities DR 10/magic

OFFENSE

Speed 40 ft.

Melee 2 slams +24 (1d8+12)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 35, Dex 13, Con —, Int —, Wis 11, Cha 10

Base Atk +13; CMB +26; CMD 37

SQ one ability from menu C

8TH-LEVEL ASTRAL CONSTRUCT

XP 0 (included with creator)

N Large construct

Init +1; Senses darkvision 60 ft., low-light vision

DEFENSE

AC 29, touch 10, flat-footed 26 (+1 Dex, +19 natural armor,

CR 9

-1 size)

hp 118 (16d10+30)

Immune construct traits

Fort +5, Ref +6, Will +5

Defensive Abilities DR 15/magic

OFFENSE

CR 7

Speed 40 ft.

Melee 2 slams +26 (1d8+14)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 39, Dex 13, Con —, Int —, Wis 11, Cha 10

Base Atk +16; CMB +31; CMD 42

SQ one ability from menu C

9TH-LEVEL ASTRAL CONSTRUCT CR 10

XP 0 (included with creator)

N Huge construct

Init +0; Senses darkvision 60 ft., low-light vision

DEFENSE

AC 33, touch 8, flat-footed 26 (+25 natural armor, -2 size)

hp 144 (19d10+40)

Immune construct traits

Fort +6, Ref +6, Will +6

Defensive Abilities DR 15/magic

OFFENSE

Speed 50 ft.

Melee 2 slams +33 (12d6+16)

Space 15 ft.; Reach 15 ft.

STATISTICS

Str 43, Dex 13, Con —, Int —, Wis 11, Cha 10

Base Atk +19; CMB +37; CMD 47

SQ one ability from menu C

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