

# ARCFORGE



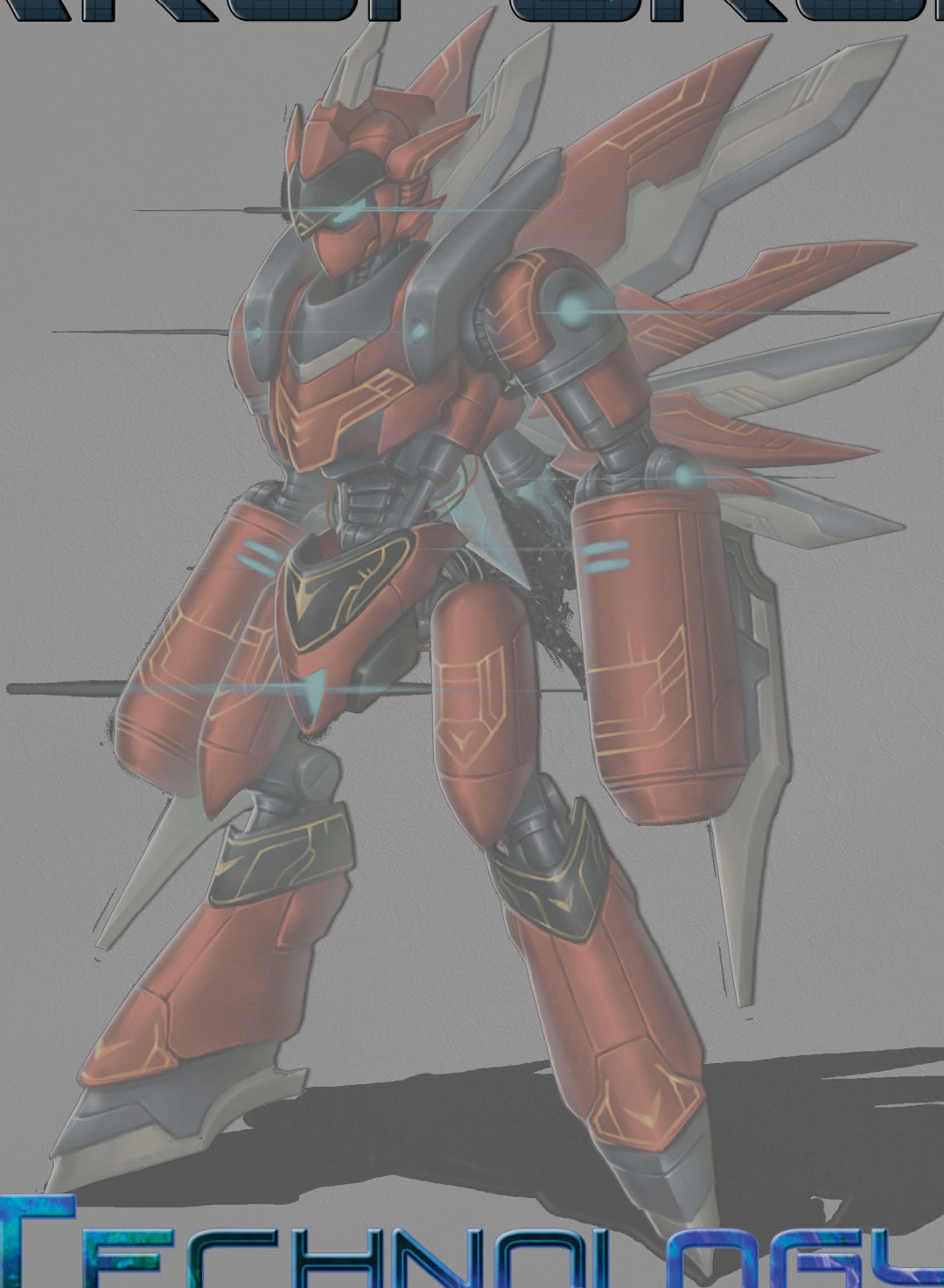
## TECHNOLOGY EXPANDED

BY MATT DALEY AND MICHEAL SAYRE





# ARCFORGE



TECHNOLOGY  
EXPANDED





## **WELCOME TO ARCFORGE: TECHNOLOGY EXPANDED**

This product is a part of our line of sci-fi supplements for Paizo's Pathfinder Roleplaying Game, with a special eye towards integrating science and technology with the core classes and magic systems of Pathfinder as well as alternate classes and powers such as psionics, akashic magic, martial maneuvers and stances, and many more. Within this line you'll find new classes and class abilities, along with archetypes, prestige classes, and innovative and unique alternate class models that allow you to tailor your character to interact with and use technology in amazing ways. You'll also find new forms of gear, spells, psionic powers, vehicles, servant creatures, and so much more, each designed to harmonize perfectly with your favorite classes using the traditional Pathfinder array of options. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

## **SPECIAL ELECTRONIC FEATURES**

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

## **ABOUT LEGENDARY GAMES**

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**Arcforge: Technology Expanded** © 2018, Legendary Games; Authors: Matt Daley and Michael Sayre.

ISBN: 9781791359478

First printing December 2018.

Printed in USA.



**Legendary Games**

3734 SW 99th St.

Seattle, WA 98126-4026

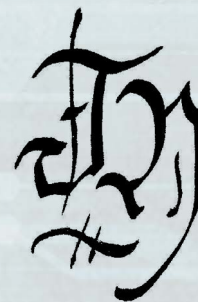
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# WHAT YOU WILL FIND INSIDE *ARCFORGE: TECHNOLOGY EXPANDED*

This book is an incredible expansion to using technology in your *Pathfinder Roleplaying Game* campaign, with a wealth of options for players and GMs alike, starting with the all-new **helmsman** base class, uniting the power of magic, mind, and machine, plus a dozen incredible archetypes from the **circuitbreaker** and **road warrior** to the **mecha sentinel** and **reactor knight**. Each one focuses on a different aspect of technological prowess, from piloting personal mecha to commanding rototic minions or high-tech vehicles. Explore even more options like the **metaforge** and **psiborg adept** prestige classes or any of five new variant playable races, or build your own mechanical assistants, familiars, and **companion battlemechs** from a variety of chassis and archetypes, each advancing in power as you gain levels, with over 20 unique enhancements. Akashic casters can construct technomagical veils (with 10 sample veils provided), and every character can benefit from over three dozen fantastic feats of inventive engineering like **Artificial Spartan**, **Cockpit Jacker**, and **Machine Poltergeist**. Psionic characters will find over two dozen new psionic powers like *astral nanites*, *gravitic charge*, and *coded resurrection*, and we also provide guidance for modeling psionics as advanced technology and akasha as cybertech, plus nearly 20 tables to make reference easy!

Legendary Games was founded on the principle of delivering first-class product for your *Pathfinder Roleplaying Game* experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



## Authors' Note

Pathfinder has dabbled with advanced tech quite a bit more than most fantasy RPGs, giving us rules for everything from robots to ray guns. However, the miraculous thing about technology is that there aren't really limits to it; you can always go further. Hence, taking from some of our favorite novels, comics, and movies, we have created something massive that encompasses a great deal of futuristic and technological content. Within are options for introducing psionically infused technology, alternate subsystems for cybernetics, vehicle companions, and more into your campaign. Hopefully you enjoy playing this as much as we've enjoyed writing it!

We would also like to thank everyone who has stuck with us through years of development and playtesting this project over the years. Hopefully you agree it was worth the wait!

-Matt "Thealtruistorc" Daley and Michael "Ssalarn" Sayre

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The following superscript notations are used to denote references to official Pathfinder Roleplaying Game rulebooks and other content:

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

AM = *Akashic Mysteries*

AP74 = Issue #74 of the official Pathfinder Roleplaying Game series of path adventures

AP85 = Issue #85 of the official Pathfinder Roleplaying Game series of path adventures

AP86 = Issue #86 of the official Pathfinder Roleplaying Game series of path adventures

AP88 = Issue #88 of the official Pathfinder Roleplaying Game series of path adventures

AP89 = Issue #89 of the official Pathfinder Roleplaying Game series of path adventures

APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

BS = *Pathfinder Roleplaying Game Bestiary 5*

Co7SAT = *City of Seven Seraphs: Akashic Trinity*

DPR = *Divergent Paths: Rajah*

PA2 = *Psionics Augmented: Compilation 2*

PAO = *Psionics Augmented: Occult*

PAV = *Psionics Augmented: Voyager*

PASP = *Psionics Augmented: Seventh Path*

PoW = *Path of War*

PoWE = *Path of War Expanded*

TfT1 = *Terrors from the Id: The Book of Psionic Horror*

TG = *Official Pathfinder Roleplaying Game guide to technology*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UP = *Ultimate Psionics*



# TECHNOLOGICAL CLASSES AND ARCHETYPES

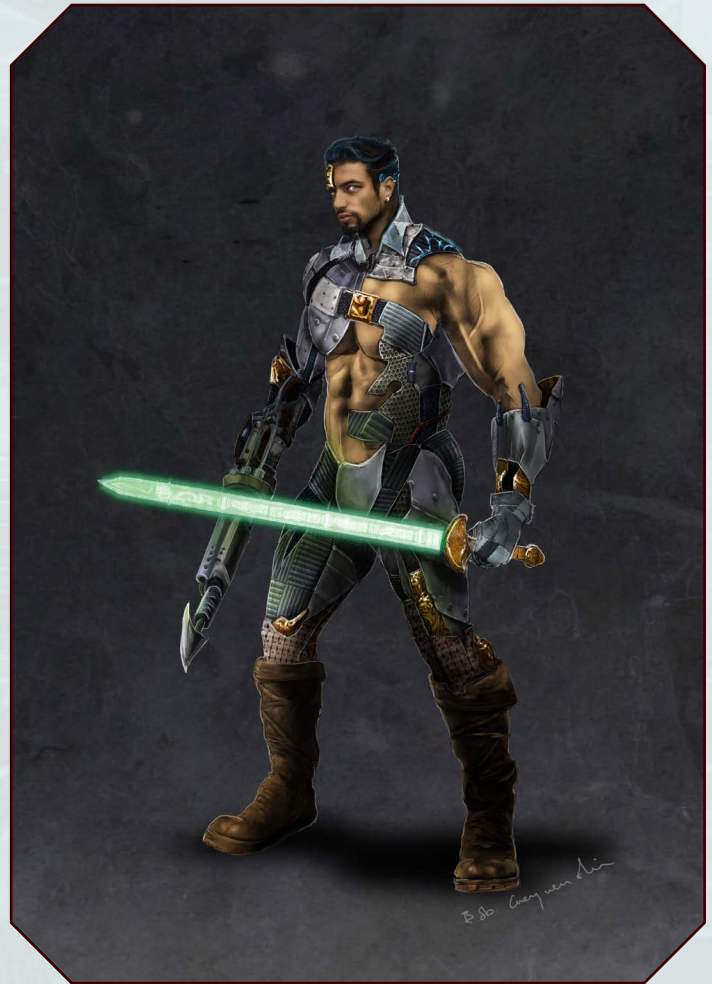
In a campaign featuring technology and sci-fi themes, especially when delving into the esoteric realms of psionics and variant magic systems, there is a need to expand the possibilities of what the Pathfinder Roleplaying Game has to offer. This includes new feats, spells, and similar options that any character can access, as well as brand-new options for merging magic and machinery with the mind, soul, and body of a character in brand-new ways, and this section contains an entirely new class and over a dozen archetypes and class features to do precisely that.

## HELMSMAN

*"Nothing but one's own life is more precious to a man than his ship, for without it he is no more than an animal. The commonality of all intelligent life is the use of tools, and with superior tools must come a superior life form to wield them."*

More frequently than not, evolution results in expansive transformations. Bodies and systems grow larger and more complex, with many more aspects and parts than its progenitors could ever have comprehended. Such is the case with war, where individual warriors have eventually found themselves supplanted by troops and formations and those organizations have eventually been invalidated by vast and mighty war machines. However, such machines are worthless without guidance and command. Helmsmen act as the minds as well as the hearts of the vessels they operate, ordering them in battle and pushing them far beyond their normal capacity. Pouring their own knowledge and energy into their armaments, these sage commanders harness technology to the utmost, utilizing it to assert themselves as unchallenged lords of war.

**Role:** The helmsman utilizes a powerful vessel to command the battlefield, either from close quarters as an immense sentinel or from range as a destructive artillery battery. Either way, the helmsman is more than capable of adapting his vessel to suit a variety of dangerous situations.



**Alignment:** Helmsmen can be of any alignment, but those that serve in military affairs typically possess an inclination towards discipline and thus a lawful bent. Chaotic helmsmen are more frequently pirates, renegades, or others who seek to use their mastery of piloting for their own inclines. Helmsmen have no particular favor of either good or evil and exist on both sides in equal frequency.

**Hit Dice:** d8

**Class Skills:** The Helmsman's Class Skills are Acrobatics (Dex), Appraise (Int), Craft (any) (Int), Diplomacy (Cha), Disable Device (Dex), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Engineering) (Int), Knowledge (Martial)<sup>POWE</sup> (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

**Skill Points per level:** 4 + Intelligence modifier



**Table 1: Helmsman Class Features**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Veilweaving	
						Veils	Essence
1st	+0	+0	+2	+2	Bonded vessel, hypercharge	1	1
2nd	+1	+0	+3	+3	Akashic armaments, chakra bind (Hands)	2	2
3rd	+2	+1	+3	+3	Hypercharge	2	3
4th	+3	+1	+4	+4	Lifebound vessel, enhanced capacity +1	2	4
5th	+3	+1	+4	+4	Hypercharge, chakra bind (Feet)	3	5
6th	+4	+2	+5	+5	Adaptive response 1/day	3	6
7th	+5	+2	+5	+5	Hypercharge	3	7
8th	+6	+2	+6	+6	Chakra bind (Wrists)	4	8
9th	+6	+3	+6	+6	Adaptive response 2/day, hypercharge, expanded akashic armaments	4	9
10th	+7	+3	+7	+7	Interface binding, Enhanced Capacity +2	5	10
11th	+8	+3	+7	+7	Hypercharge, chakra bind (Shoulders)	6	11
12th	+9/+4	+4	+8	+8	Adaptive response 3/day, Turboboost	6	12
13th	+9/+4	+4	+8	+8	Hypercharge	6	13
14th	+10/+5	+4	+9	+9	Chakra bind (Headband)	7	14
15th	+11/+6/+1	+5	+9	+9	Hypercharge, adaptive response 4/day	7	15
16th	+12/+7/+2	+5	+10	+10	Ultimate akashic armaments	7	16
17th	+12/+7/+2	+5	+10	+10	Hypercharge, chakra bind (Neck)	8	17
18th	+13/+8/+3	+6	+11	+11	Improved turboboost, adaptive response 5/day	8	18
19th	+14/+9/+4	+6	+11	+11	Hypercharge, Enhanced Capacity +3	8	19
20th	+15/+10/+5	+6	+12	+12	Chakra bind (Body), peerless strategist	9	20

**Weapon and Armor Proficiency:** Helmsmen are proficient with simple weapons and one martial weapon of their choice. They are proficient with light and medium armor and with shields.

they are instead treated as technological effects that are suppressed by an antitech field or similar phenomenon.

**Veilweaving:** A helmsman is adept at shaping the magical essence known as akasha into powerful veils, which are drawn from the helmsman veil list. The helmsman knows and can shape any veil from this list; however, he cannot shape a veil whose alignment opposes his own. The DC for a saving throw against a veil's abilities is 10 + the number of points of essence invested in the veil + his Intelligence modifier. He can only shape a certain number of veils per day (see veilweaving table above). The helmsman gains access to a unique veil slot: the interface slot. Veils are constructs of pure magic and, as such, are suppressed while in the area of an antimagic field or similar phenomena. If using the **Akasha as Cybertech** alternate ruleset,

At 1st level he also gains access to a personal pool of essence, which can be invested into veils to increase their power. The amount of available essence is listed in the table above; the helmsman's character level determines the maximum quantity of essence he can invest in any single veil or other receptacle. As a swift action, the helmsman can reallocate his essence investments into his veils every round. A helmsman must have at least 8 hours rest or meditation to achieve a clear and focused state and must meditate for one hour to shape his veils for the day. During this time, he unshapes any previously formed veils and constructs the ones chosen. At the end of the hour, all effects of unshaped veils end and the effects of all newly formed veils take effect.



**Bonded Vessel:** A helmsman gains the use of a powerful and versatile machine that he is capable of augmenting with his akashic abilities. At 1st level, the helmsman chooses to gain either a companion mech or a companion vehicle. His effective pilot level is equal to his helmsman level. In addition, the helmsman's bonded vessel gains the benefits of all feats, veils, and chakra binds that the helmsman is using, even if it would not have the corresponding components to use a veil (for example, a treaded mech could gain the benefits of a feet slot veil that the helmsman has shaped even though it does not have feet). If a veil creates a weapon (such as hand cannons), the weapons manifest somewhere on the bonded vessel (using the size of the helmsman to determine damage die) and may be used in addition to other weapons that the vehicle or mech possesses. However, if the weapon is explicitly wielded in your hands (such as the loyal paladin's spear of light), it takes up one weapon slot for each weapon created. The weapon can take up multiple weapon slots if its size is increased beyond medium. In a process that takes 8 hours, a helmsman can choose another vehicle or mech to become his bonded vessel, causing his old vessel to lose all benefits of the helmsman's class

features. A single vessel cannot gain the benefits of more than one helmsman at a time.

**Hypercharge (Su):** Starting at 1st level, a helmsman gains the ability to sacrifice essence to momentarily enhance the abilities of his bonded vessel. At 1st level and every odd-numbered level thereafter, the helmsman learns one hypercharge. As an immediate or swift action, the helmsman may activate one of his known hypercharges by taking the listed amount of essence burn. Essence that has been burned to activate an ability cannot be used again for any other purpose until the helmsman has had a chance to meditate. Essence burn recovers at a rate of 1 point of essence per minute spent in meditation. Each hypercharge last for a number of rounds equal to the helmsman's intelligence modifier unless otherwise specified.

At 1st level, a helmsman gains the ability to select the following hypercharges:

*Overdrive (varies):* The helmsman learns one overdrive ability possessed by the reactor knight psychic warrior archetype, using his intelligence in





place of wisdom to determine the effects of attacks. For every boost point spent to use an ability, the helmsman instead takes one point of essence burn.

*Overload (1 point):* Choose one akashic armament or veil that the bonded vessel has essence invested in. For the duration of this hypercharge, the effective amount of essence invested is increased by 3, even if this would normally exceed the maximum number of allowed essence invested in the armament.

*Roll with It (1 point):* When the bonded vessel makes an attack roll or saving throw, the helmsman may burn a point of essence to reroll the attack or save.

*Instant Repair (2 points):* The bonded vessel recovers an amount of hit points equal to twice the helmsman's level. This ability has a duration of instantaneous.

At 7th level, a helmsman gains the ability to select the following hypercharges.

*Hardware Augment (3 points):* The bonded vessel gains the benefits of a single mech enhancement for the duration of this hypercharge.

*Press the Assault (2 points):* When the bonded vessel makes an attack roll against a target, you may activate this hypercharge to make one additional attack with the same weapon. The duration of this hypercharge is instantaneous.

*Software Augment (2 points):* The bonded vessel gains the benefits of a single combat feat that they or the helmsman meet the Prerequisites: for for the duration of this hypercharge.

At 13th level, a helmsman gains the ability to select the following hypercharges.

*Break Free (3 points):* The bonded vessel gains the benefits of a *freedom of movement* spell for the duration of this hypercharge.

*Daring Escape (3 points):* You may activate this hypercharge at any time to cause the vessel to move up to its speed as an immediate action. This movement does not provoke attack of opportunity.

*Expansive Blast (4 points):* The next ranged attack that the bonded vessel makes affects all opponents within a 60: foot cone or 100: foot line. If the attack

is already a line or cone, then the range of that attack may instead be doubled. The vessel makes a single attack roll and compares it to the AC of each target within the area. If the attack allows a saving throw, each target may make one.

*Shockwave Strike (3 points):* The next melee attack that the bonded vessel makes affects all opponents within a 15: foot cone or a 20: foot line. The vessel makes a single attack roll and compares it to the AC of each target within the area. If the attack allows a saving throw, each target may make one.

*Tear Through (3 points):* The bonded vessel's attacks ignore any DR, hardness or Energy Resistance their targets possess for the duration of this hypercharge.

At 17th level, a helmsman gains the ability to select the following hypercharges.

*Finishing Blow (3 points):* This hypercharge may be used whenever the bonded vessel threatens a critical hit. The critical hit is automatically confirmed.

*Last Stand (8 points):* When the bonded vessel is destroyed, the helmsman may activate this ability. The vessel operates as if it were still functional for the duration of this hypercharge, ignoring any damage that it or its equipment takes in this time.

**Akashic Armaments (Su)** Starting at 1st level, a helmsman gains the ability to imbue essence into his bonded vessel just as he would a veil. When investing essence into his vessel, he is limited by his veilshaper level as to how many points of essence he may invest into any one of the vessel's armaments, but no limit exists regarding how many total points of essence may be invested into the vessel itself. If the vessel is destroyed, all of the essence invested in the mech is destroyed as essence burn.

Starting at 2nd level, the helmsman may augment his vessel in the following ways:

*Agility:* For every point of essence invested in this armament, the bonded vessel gains a +1 insight bonus to AC.

*Artillery:* For every point of essence invested in this armament, the vessel gains a +1 insight bonus to attack and damage rolls on all of its weapons. If the



weapon allows a saving throw against one of its effects, increase the DC of that saving throw by 1.

**Propulsion:** For every point of essence invested in this armament, the bonded vessel's movement speeds all increase by 5 feet. If at least 2 points of essence are invested in this ability and the bonded vessel possesses a fly speed, the maneuverability is increased by 1 step.

Starting at 9th level, the helmsman may augment his vessel in the following ways.

**Endurance:** For every point of essence invested in this armament, the vessel gains at +1 resistance bonus on all saving throws.

**Repletion:** For every point of essence invested in this armament, the vessel's fast healing increases by 1. If it does not possess fast healing, it gains fast healing equal to the amount of essence invested in this armament.

**Resilience:** For every point of essence invested in this armament, the hardness of the vessel increases by 1.

**Targeting:** For every point of essence invested in this ability, the penalty from firing in multiple range increments or for making called shots with the vessel's weapons decreases by 2.

Starting at 16th level, the helmsman may augment his vessel in the following ways.

**Lethality:** For every point of essence invested in this armament, the critical threat range of one of the bonded vessel's weapons increases by 1. This bonus does not stack with effects such as the keen weapon property or the improved critical feat, and has a maximum range of 15: 20.

**Responsiveness:** For every point of essence invested in this armament, you gain a +1 insight bonus to initiative checks when piloting the vessel.

**Tenacity:** For every point of essence invested in this armament, the vessel gains the ability to gain the benefits of an additional Hypercharge as part of the same action the helmsman uses to activate an hypercharge.

**Chakra Binds** At 2nd level and every 3 levels thereafter, the helmsman unlocks chakra binds in the following order: head, feet, wrist, shoulders, headband,

neck, and body. Once a helmsman has unlocked a chakra bind, he may choose to bind a veil to that slot when shaping it to unlock its corresponding bind abilities.

**Lifebound Vessel (Su)** Starting at 4th level, the helmsman's bond with his vessel develops further, allowing the helmsman to sacrifice his own hit points to retain the integrity of his machine. Whenever the bonded vessel takes enough damage to destroy it, the helmsman can sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the vessel.

**Enhanced Capacity** The helmsman is particularly talented at investing essence. At 4th, 10th, and 19th level the essence capacity of all the helmsman's essence receptacles increases by one.

**Adaptive Response (Ex)** Starting at 6th level, the helmsman gains the ability to rapidly adjust the essence within himself or his vessel in order to respond to threats quickly. Once per day, the helmsman can reallocate his essence as a free action rather than a swift action. He may do this even when it is not his turn. At 9th level and every 3 levels thereafter, the helmsman can use this ability one additional time per day (maximum 5/day at 18th level).

**Interface Binding** At 10th level, the helmsman gains an exclusive chakra, built around interacting and merging with an assistive interface. Rather than an allocation of energy or material upon one's body, the interface chakra represents an investment of one's abilities into a mechanical entity or network that helps to coordinate the user's actions and strategies.

**Turboboost (Su)** At 12th level, a helmsman can infuse a vessel with a bind that they are not capable of normally utilizing, enhancing the machine dramatically at a cost. The helmsman's bonded vessel gains the ability to gain the benefit of one additional chakra to which a veil of any kind can be shaped. However, every round that this chakra remains active, the helmsman takes an amount of essence burn equal to the amount of essence invested in this chakra.

**Improved Turboboost** Starting at 18th level, the helmsman only takes one point of essence burn per round if the bonded vessel has 1 or more points of essence invested in the hypercharge chakra.



**Peerless Strategist (Ex)** At 20th level, a helmsman's skill and adaptability with his akashic abilities becomes second to none. The helmsman may shift his essence as an immediate action an unlimited number of times per day. In addition, the helmsman's hypercharges require one fewer point of essence burn to use (minimum 0).

## FAVORED CLASS BONUSES

**Aasimar**<sup>ARG</sup>: Reduce essence burn for hypercharges by 1/4 (minimum 1).

**Android**<sup>B5</sup>: Bonded vessel gains +1 additional battery points

**Blue**<sup>UP</sup>: Increase essence capacity of bonded vessel by +1/6.

**Duergar**<sup>UP</sup>: Bonded vessel gains a +1/2 bonus to Fortitude saves.

**Dwarf**: Bonded vessel's hardness increases by 1/3.

**Elf**: Gain +1/4 additional uses of tactical adaptation.

**Forgeborn**<sup>UP</sup>: Bonded vessel gains +1 additional hit points.

**Gamla**<sup>AM</sup>: Bonded vessel's reach increases by +1 ft.

**Gnome**: One bonded vessel gains +1/5 additional weapon slots.

**Goblin**<sup>ARG</sup>: Reduce time needed to modify or repair your bonded vessel by 1/2 hours (minimum 1 hour).

**Halfling**: Bonded vessel's dexterity score increases by +1/3.

**Human**: Gain +1/5 additional points of essence.

**Kobold**<sup>ARG</sup>: Increase bonus of hypercharges by +1/3.

**Maenad**<sup>UP</sup>: Increase the bonuses from natural sailor by +1/2.

**Merfolk**<sup>ARG</sup>: +1 to movement speed of bonded vessel.

**Orc**<sup>ARG</sup>: Gain +1/4 additional hypercharges.

**Oread**<sup>ARG</sup>: Gain +1/4 to damage made with vessel weapons.

**Shabti**<sup>B5</sup>: Creatures on bonded vessel gain +1/3 bonus on Profession (sailor) checks.

**Ratfolk**<sup>ARG</sup>: Bonded vessel gains +1/2 bonus to stealth and Acrobatics checks.

**Sobek**<sup>AM</sup>: Bonded vessel gains +1/3 natural armor bonus.

**Suqur**<sup>AM</sup>: Bonded vessel's speeds increase by +2.5 feet.

**Tengu**<sup>ARG</sup>: Gain +1/4 bonus to critical confirmation rolls with bonded vessel weapons.

**Tiefling**<sup>ARG</sup>: +1/2 to AC of bonded vessel to confirm critical hits against it.

**Undine**<sup>ARG</sup>: +5 feet on range increments of bonded vessel's ranged weapons on or underwater.

## ARCHETYPES

The following class archetypes can be applied to a variety of classes, including classic *Pathfinder Roleplaying Game* core classes, akashic and psionic classes, and of course the new helmsman class introduced in this book. Each archetype listed is meant to allow characters to modify their character in a variety of ways, including varying one's weapon, introducing new mechanics from alternative sources, and other unique variations. This section includes all new archetypes for the legendary samurai, including reimaginings of some classic archetypes. For more information on using and selecting archetypes, see Chapter 2 in *Pathfinder Roleplaying Game Advanced Class Guide*.

### CIRCUITBREAKER (CRYPTIC<sup>UP</sup> ARCHETYPE)

Circuitbreakers, much like standard cryptics, are obsessed with the patterns that underlie their world. Unlike "normal" cryptics, the patterns that circuitbreakers see manifest to them as mechanical blueprints driving them to devise and create new and more powerful devices. Walking the thin line between genius and madness, circuitbreakers push



the boundaries of technology constantly, seeking an ultimate creation that they themselves do not fully understand.

**Advanced Tech Expert:** The circuitbreaker's pursuit of technological discovery drives him to develop new techniques and tools to assist him in reaching his goals.

At 1st level, the circuitbreaker receives the Technologist<sup>TG</sup> feat.

At 5th level, the circuitbreaker receives the Craft Technological Item<sup>TG</sup> feat, even if he would not otherwise qualify for it.

At 9th level, the circuitbreaker may choose either the Craft Cybernetics<sup>TG</sup> or Craft Pharmaceutical<sup>TG</sup> feat, even if he would not otherwise qualify for it.

At 13th level, and again at 17th level, the circuitbreaker may choose any feat whose Prerequisites: include either Psicrystal Affinity or Technologist as a bonus feat.

This replaces the altered defense class feature.

**Psicore Assistant:** The circuitbreaker's drive to innovate leads to him create more and more advanced tools to assist him in his endeavors. At 3rd level, the circuitbreaker gains Psicrystal Affinity and Psi-Core Upgrade as bonus feats, even if he would not otherwise qualify for them. This replaces the evasion class feature.

**Structured Devastation (Ex):** From 4th level on, the circuitbreaker gains the ability to attach any trap or ranger trap he has created to a non-hostile construct or mech as a full round action. The next time the construct or mech succeeds on a melee attack roll, the targeted creature is also treated as having triggered the attached trap. This replaces the rapid defense class feature.

**Advanced Devastation (Ex):** Starting at 14th level, the circuitbreaker may attach up to two traps or ranger traps when using his structured devastation class feature. This replaces the enduring defense class feature.

## CYBORG ENGINEER (VIZIER<sup>AM</sup> ARCHETYPE)

Though many may utilize the wide array of technological advancements that permeate society, few truly command them with the skill and understanding of a cyborg engineer. By harnessing his innate abilities to augment the devices and materials around him, cyborg engineers demonstrate a mastery of all machines.

### Technological Investment:

A cyborg engineer may use his own internal mechanisms to operate machines around him.

The cyborg engineer may invest his essence into technological items that he possesses. The normal limitations for essence capacity apply, and this capacity is increased by the vizier's improved essence capacity ability. The vizier chooses how much essence to invest at the start of the day when he shapes his veils, and essence distributed to technological items in this way cannot be redistributed for 24 hours. Technological items consume one fewer charge with each use for each point of essence invested in them (minimum 0). This ability replaces eldritch insight.

If using this ability to use a technological dorje<sup>UP</sup> (see psionics as advanced technology below), this ability functions as the normal eldritch insight ability for the purpose of using such items. In the case of items that use power points, this ability reduces the number of power points used with each





manifestation from the item by 1 for every point of essence invested in this ability (minimum 0).

**Mechanical Attunement:** In place of the vizier's normal mystic attunements, a cyborg engineer may select the following attunement.

**Mechanical Attunement:** The cyborg engineer may add half his class level (minimum 1) to all craft and knowledge (engineering) checks that he makes. Technological items may be crafted by the cyborg engineer without the Prerequisite: lab, although the process takes 20% longer. In addition, all mechanical items used within 30 feet of him may have their save DC increased by 1 and their damage dice increased by one step, at the cyborg engineer's discretion. In addition, he gains the following abilities:

*Fluid Energy:* A cyborg engineer is capable of transferring energy between batteries with ease, transforming the shape and nature of energy with a thought. As a swift action, a cyborg engineer may transfer a number of charges equal to his class level between technological devices within a 30-foot radius. These exchanged charges can be allocated however the cyborg engineer prefers.

At 5th level, the cyborg engineer receives craft technological item as a bonus feat

At 9th level, the cyborg engineer receives craft technological arms and armor as a bonus feat

At 13th level, the cyborg engineer receives craft cybernetics as a bonus feat, even if he does not meet the prerequisites

At 17th level, the cost of crafting all technological items is reduced by 25%

## **ECLIPSE (DREAD<sup>UP</sup> ARCHETYPE)**

There are few sights that chill the blood of mortal beings like the sudden darkening of the sky when an eclipse enters the battlefield. Commanding entire squadrons of fear-inducing mechs whose terrifying formations can spread horror across an entire battlefield, the eclipse can smother the hope in men's hearts as surely as his mighty machines can fill the sky and block the sun's light.

**Bonded Mech (Ex):** Starting at 1st level, the eclipse gains a mech as described in the "Mech Rules and Body Types" section, treating his class level as his pilot level, though the only body type he may choose is agile. The eclipse may have more than one mech, but he must divide up his effective pilot level between his mechs to determine the abilities of each mech.

For example, an eclipse with an effective pilot level of 4 can have one 4th-level mech, two 2nd-level mechs, or one 1st-level and one 3rd-level mech.

Each time an eclipse's effective pilot level increases, he must decide how to allocate the increase among his mechs (including the option of adding a new 1st-level mech). Once an effective pilot level is allocated to a particular mech, it cannot be redistributed while that mech is in the eclipse's service (he must dismantle a mech or wait until a mech is destroyed to allocate its levels to another mech).

The eclipse shares a psionic bond with his mechs that allows him to see and hear as though he occupied their location, and can spend his own actions to command his mechs to take an equivalent action as long as they are within 100 feet + 10 feet per class level (for example, a dread could spend





a move action to command his mech to move, and then expend a standard action to command it to make an attack against a target within its range). Mechs controlled in this way use the eclipse's base attack bonus, feats, and skill modifiers.

At 11th, 15th, and 19th level, the eclipse may issue commands to an additional one of his bonded mechs with the same action, though doing so causes the mechs to take a -1 penalty on attack rolls and skill checks per mech commanded in this way. Mechs commanded in this way must all take the same action (such as a charge, move, or attack action), but may have different targets or destinations.

This replaces the fearsome insight and shadow twin class features.

**Wings of Devastation (Su):** At 1st level, the eclipse may, as a standard action, command a mech under his control to make a ranged touch attack against a living creature within 30 feet of the mech that deals 1d6 points of damage plus 1 point per class level. The eclipse cannot use this ability through multiple bonded mechs with the same action. This replaces the devastating touch class feature but counts as it for feats and effects.

**Channeled Terror (Su):** From 2nd level on, whenever the eclipse gains a terror that is normally channeled through the dread's devastating touch class feature, he may instead deliver it via his wings of devastation ability through any of his bonded mechs. This alters, but in all other ways acts as, the dread's terror class feature.

**Spreading Eclipse (Su):** At 3rd level, the eclipse's bonded mechs radiate an aura that causes all enemies within 10 feet to take a -4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while adjacent to any of the eclipse's bonded mechs. If two or more of the eclipse's bonded mechs are within 10 feet of one another, the ambient light level in a 30-foot radius of each mech is lowered by one step. This replaces but otherwise counts as the dread's aura of fear.

**Iron Nightmare (Su):** From 11th level on, whenever a bonded mech under the eclipse's control is within 10 feet of a creature suffering from the shaken, frightened, or panicked conditions, the dread

may use a free action to command it to take a single standard or move action. The eclipse may only take one such free action per bonded mech each round, and a bonded mech cannot take the action type twice in the same round as a result of this ability (for example, an eclipse could not have the same mech take two standard actions by spending a standard action to command it and then using this ability). Spells, powers, and other effects that would allow the mech to take additional actions still function normally. This replaces the twin fear class feature.

**Armor of Night (Ex):** At 20th level, the eclipse gains the ability to instantly recall all of his bonded mechs to his side, regardless of distance or location, as a full round action (though the bonded mechs must have at least 1 hit point at the time this ability is activated). When using this ability, the mechs automatically form into a single mech around the eclipse as though the eclipse had a single bonded mech appropriate to his class level, and the eclipse is automatically considered to be piloting the new unified mech. The mech formed in this way has full hit points for a creature of its hit die, regardless of damage dealt to the component mechs when the ability was used. As long as the eclipse is piloting the unified mech, the aura of his spreading eclipse ability affects all creatures within 30 feet, and the ambient light level decreases by two steps in a 60-foot radius centered on the eclipse and his mech. The eclipse may dismiss this effect as a move action, causing the mechs to disassemble into their original individual bodies, splitting any remaining hit points possessed by the unified mech evenly between themselves and moving into the nearest unoccupied squares. This replaces the fear incarnate class feature.

## **EXPERIMENTAL ENGINEER (HELMSMAN ARCHETYPE)**

Whereas most helmsmen use their abilities to push a vessel beyond its normal limitations, experimental engineers see little purpose in this. Why would one attempt to bypass limits, they ask, when one could simply redefine what those limits are? The experimental engineers have surpassed all other forms of craftsmen in the field of vessels, and most of them are capable of utilizing their vessels dangerously.



Supreme Craftsman At 3rd, 7th, 11th, 15th, and 19th levels, the experimental engineer gains his choice of either a bonus mech enhancement, an item creation feat, or a hypercharge. This is gained in place of the Hypercharge gained at these levels. This ability modifies hypercharges.

## **FLEET COMMANDER (HELMSMAN ARCHETYPE)**

In the largest battles, one ship is not always enough to turn the tide in battle. Hence, some ambitious helmsmen augment and command entire fleets of ships, amplifying the strength of their force all across their realm.

**Bonded Fleet:** Starting at 2nd level, instead of a single bonded vessel, the fleet commander may have more than one vessel, but he must divide up his effective pilot level between his mechs to determine the abilities of each vessel

For example, a fleet commander with an effective pilot level of 4 can have one 4th-level mech, two 2nd-level mechs, or one 1st-level mech and one 3rd-level companion vehicle.

Each time a fleet commander's effective pilot level increases, he must decide how to allocate the increase among his vessels (including the option of adding a new 1st-level mech). Once an effective pilot level is allocated to a particular vessel, it cannot be redistributed while that mech is in the fleet commander's service (he must dismantle a mech or wait until a vessel is destroyed to allocate its levels to another vessel).

The fleet commander shares a bond with his mechs that allows him to see and hear as though he occupied their location, and can spend his own actions to command his mechs to take an equivalent action as long as they are within 100 feet + 10 feet per class level (for example, a fleet commander could spend a move action to command his mech to move, and then expend a standard action to command it to make an attack against a target within its range).





Mechs controlled in this way use the eclipse's base attack bonus, feats, and skill modifiers.

At 6th, 9th, 12th, 15th, and 18th level, the fleet commander may issue commands to an additional one of his bonded vessel with the same action, though doing so causes the vessels to take a -1 penalty on attack rolls and skill checks per mech commanded in this way. Vessels commanded in this way must all take the same action (such as a charge, move, or attack action), but may have different targets or destinations.

When the helmsman shapes a veil, he must choose which vessel gains the benefits of it.

This ability modifies bonded vessel and replaces adaptive response.

**Hypercharges:** When a fleet commander uses a hypercharge, he may take additional points of essence burn to affect additional vessels. For every additional point of essence burn he takes, an additional vessel gains the benefits of the hypercharge. This ability modifies hypercharges.

**Akashic Armada:** When using akashic armaments, the fleet commander invests essence separately into each of his bonded vessels, with each one gaining separate benefits. However, starting at 8th level, the fleet commander may choose to invest essence into a single bonded vessel and have all other bonded vessels share the benefits of veils shaped to that vessel and akashic armaments augmented by essence invested in that vessel. This ability modifies akashic armaments and replaces the enhanced capacity granted at 8th level.

**Boundless Fleet:** Starting at 12th level, the fleet commander may bond with any vessel as a standard action. This vessel is treated as one of the fleet commander's bonded vessels for all purposes. The fleet commander may have any number of vessels affected by this ability at a time, but a single vessel may only be considered the bonded vessel of one helmsman at a time. This ability replaces turboboost.

**Endless Command:** At 18th level, the helmsman gains the ability to expand his influence significantly at a cost. As a swift action, the helmsman may take

any amount of essence burn. For each point of burn that he takes, he may command one additional vessel as part of the same action. This ability replaces improved turboboost.

**Peerless Admiral:** At 20th level, the helmsman can command a vast fleet without impediment. Vessels under the command of the fleet commander no longer take penalties for being one of several vessels controlled at the same time. In addition, such vessels may take distinct and separate actions from each other so long as the total value of each action is worth the same amount of actions (for example, two vessels could charge while another makes a full attack). This ability replaces peerless strategist.

## **MECHA SENTINEL** **(AEGIS<sup>UP</sup> ARCHETYPE)**

While a personal suit of customizable armor is a powerful and versatile weapon, some wielders of ectoplasm seek more ambitious evolutions in the field of ectoplasmic forging. Constructing the contents of the astral plane into immense avatars of war, mecha sentinels create deadly weapons of war.

**Astral Mech:** Starting at 1st level, the mecha sentinel gains the ability to construct a mech using ectoplasm. This mech functions as a bonded mech of equal level, and the mecha sentinel must remain inside the mech to keep its form intact. Forming an astral mech takes one minute, and the mecha sentinel may select the mech's body type each time that he forms it. Any weapon slots that the astral mech possesses are filled with weapons made of ectoplasm that can be used in the appropriate slot.

The astral mech does not gain any mech enhancements or size increases as a bonded mech normally would. Rather, the mecha sentinel may apply astral suit customizations to the astral mech much in the way a normal aegis would apply such customizations to his astral suit. At 1st level, the mecha sentinel chooses whether to select from the customization list of the base aegis class or the aberrant aegis archetype. Once he has made this decision, he may not change it at a later date. The mecha sentinel may select any customizations on his list of choice, and these choices are applied to the astral mech or the mecha sentinel when he is wearing his astral mech. Any bonuses that would



apply to the aegis while he is wearing his astral suit (such as from the nimble, increased size or hardened strikes customizations) instead apply to the astral mech.

An astral mech does not function in areas where psionics do not work, such as a *null psionics field*. *Dismiss ectoplasm* can be used against an astral mech; treat the manifester level as the mecha sentinel's class level, although the mecha sentinel can simply form his astral mech again on his next turn.

This ability replaces astral suit and damage reduction

**Mech Customizations:** In addition to the normal customizations it may select, the mecha sentinel may select the following customizations:

#### 3-Point Customizations

**Mech Enhancement:** Choose 1 Mech Enhancement normally available to mechs. The mecha sentinel's astral mech gains the benefits of that enhancement whenever it is formed. The mecha sentinel may select this customization as many times as he wishes.

#### 4-Point Customizations

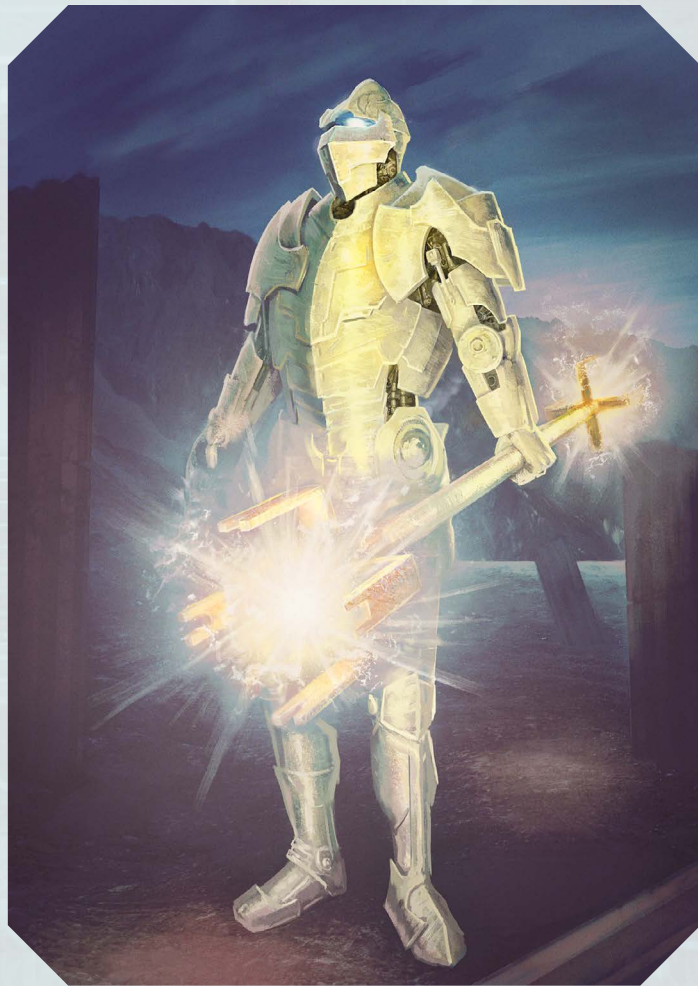
**Size Increase:** The mecha sentinel's mech gains the benefit of a size increase as a mech normally would. The benefits of this ability stack with the increased size and improved increased size customizations. The mecha sentinel must be at least 11th level to select this customization and may select it a second time at 20th level.

In addition, the mecha sentinel may not select the improved damage reduction customization

This ability modifies customizations.

**Reconfigure Mech:** This ability functions as the normal aegis' reconfigure ability, save that the modifications apply to the mecha sentinel's astral mech rather than an astral suit.

This ability modifies reconfigure



**Augment Mech:** This ability functions as the normal aegis' augment suit ability, save that the augments apply to the mecha sentinel's astral mech rather than an astral suit.

This ability modifies augment suit.

**Astral Override:** At 12th level, the mecha sentinel learns to push his mech to the limits in ways that would be nigh-impossible with a traditional machine. Once per day, plus an additional time per day for every two levels above 12th, the mecha sentinel may end one of the following effects on his astral mech as a swift action: blinded, dazed, dazzled, deafened, disabled, entangled, helpless, petrified, slowed, or staggered.

This ability replaces cannibalize suit



**Ultimate Mech:** At 20th level, the mecha sentinel bonds with his mech to the point where it cannot easily be removed or impeded. His mech cannot be dispelled or removed against his will by any means, although his astral mech ability still does not function within areas where psionics do not work, such as a *null psionics field*.

In addition, the mecha sentinel can spend two daily uses of his reconfigure ability to alter all of the customizations on his astral mech or alter the body type of the mech.

Finally, the astral mech gains one mech enhancement of the mecha sentinel's choice.

This ability replaces perfect merger

### Aegis Customizations

1-point customizations

**Suit Maneuverability:** Increase the maximum dexterity bonus of the aegis' astral suit by +2. This can be selected multiple times

3-point customizations

**Force Field:** The Aegis gains a force field around his Astral Suit that absorbs attacks. This force field grants a number of temporary hit points equal to twice the Aegis' level and possesses fast healing 3. For every additional point invested in this customization, the fast healing increases by 1 and the amount of temporary hp increases by 5.

**Easy Suit:** The type of armor that the aegis forms his astral suit into is considered light armor rather than medium or heavy armor. This does not alter the statistics of the armor in any way but enables creatures to move at their full speed while inside.

## MEDIMECHANIC (VITALIST<sup>UP</sup> ARCHETYPE)

As technology advances, so too must medicine. A skilled healer in the age of cybernetics must be both doctor and mechanic, tending to the ravages of machines as well as organic beings.

**Class Skills:** The medimechanic gains Knowledge (engineering) as a class skill.



**Collective:** Medimechanics are capable of bonding minds not only with intelligent creatures, but also with machines, investing part of their consciousness into the maintenance of a device. In addition to the normal entities that can be added to a vitalist's collective, a medimechanic can add objects to their collective, as though they were qualifying creatures. Unattended objects are always considered willing targets but do count towards the number of creatures a medimechanic can have in their collective. Attended objects allow a Will save from their wielder (DC 10 + ½ the medimechanic's level + the medimechanic's wisdom modifier) to avoid being added. This ability modifies collective.

**Mechanic Powers:** A medimechanic is adept at using certain repair-based powers in inventive ways. The following powers gain the network descriptor when manifested by a medimechanic, and are added to their power list if they are not already there: all powers of the [healing] subdiscipline, *animal affinity*<sup>UP</sup>, *ecto protection*<sup>UP</sup>, greater modify matter<sup>UP</sup>, id autopilot, kinetic arsenal, malfunction, *modify matter*<sup>UP</sup>, physical acceleration<sup>UP</sup>, psionic recharge, *reconstruction*<sup>UP</sup>, *timeless body*<sup>UP</sup>, transfer charge, and *vigor*<sup>UP</sup>.

This ability replaces medic powers.



**Collective Healing:** The medimechanic gains the ability to exchange different methods of healing through their collective. Healing effects that affect living creatures can be used to repair constructs or objects in the collective, and vice versa. This ability modifies collective healing.

**Lesser Transfer Wounds:** As the medimechanic must learn how to handle both biological and mechanical bodies, it lacks the expertise needed to perform certain procedures. The medimechanic does not gain the transfer wounds class feature until 4th level, and always heals 1d6 less than a normal vitalist would. This ability modifies transfer wounds.

**Steal Health:** The medimechanic is capable of using this ability on constructs and objects, even though they do not have a constitution score. This modifies steal health.

## OVERCHARGER (WILDER<sup>UP</sup> ARCHETYPE)

Psionics is not an exact science, at least not with current understanding. Overchargers are living manifestations of this fact, defying the normal limits of technology by raw force of will and pushing technological equipment well beyond normal limits. Even a single overcharger armed with only rudimentary equipment can pose a threat to the best-armed opposition due to their uncanny ability.

**Tech Surge (Su):** The overcharger gains the ability to amplify the capacity of technological equipment in a variety of ways. As a free action, the overcharger may apply one of the following bonuses to a piece of technological equipment she is using

- Increase an item's provided bonus by 1
- Gain a +1 bonus on attack rolls with a weapon for one round
- Increase a weapon's damage die by 1 size
- Increase an item's save DC by 1

At 3rd level and every 4 levels thereafter, the benefits of this ability increase by an additional +1, to a maximum of +6 at 20th level. However, every time that an overcharger uses their tech surge ability, they have a 15% chance of suffering the effects of psychic enervation (as a normal wilder). For the effects of

feats and other class features, tech surge is treated as the normal wilder's wild surge ability.

This ability replaces wild surge.

**Surge Bond:** In addition to the normal list of surge bonds, an overcharger may select from the following surges:

### ARMSMASTER SURGE

**Tech Surge and Psychic Enervation:** An armsmaster overcharger specializes in channeling their abilities through weapons. Such a wilder treats her total tech surge as one higher for the purpose of determining bonuses given to technological weapons. An armsmaster overcharger who suffers psychic enervation causes all of their weapons to become glitched for one round and loses a number of power points equal to her manifester level.

**Surge Bond:** An armsmaster overcharger gains proficiency with a single weapon of their choice. They may choose "firearms" or "heavy weapons" as the type of weapon they are proficient with.

**Improved Surge Bond:** At 5th level, an armsmaster overcharger gains the ability to split their tech surge among two benefits. For example, a 5th level armsmaster who uses tech surge on a laser rifle could grant the laser rifle a +2 bonus on attack rolls and increase its damage die by one size. At 9th level, an armsmaster can split their tech surge among three benefits. At 13th level, the armsmaster can split his tech surge among all four benefits. At 17th level, all four benefits are treated as being increased by the armsmaster's maximum tech surge whenever he uses it on a weapon.

### MALFUNCTION SURGE

**Tech Surge and Psychic Enervation:** A malfunction overcharger's abilities have the unique effect of tampering with machinery. When a malfunction wilder uses their surge, All creatures carrying technological or psionic equipment within 10 feet of the wilder must make a fortitude save (DC 10 + half the wilder's level + the overcharger's charisma modifier) or have such equipment become nonfunctional for 1 round. Unattended equipment automatically fails its save.

**Surge Bond:** The overcharger gains a +2 bonus on saving throws against psionic or technological effects.



**Improved Surge Bond:** At 5th level, the malfunction overcharger's surge affects an area out to 20 feet, improving in range by 10 feet for every 4 levels thereafter (maximum 50 feet at 17th level). In addition, the overcharger can negate the effects of malfunction surge on one creature or object at 5th level and an additional one for every 4 levels thereafter.

## PILOT SURGE

**Tech Surge and Psychic Enervation:** A pilot overcharger channels their abilities through a mech or vehicle to augment its capabilities. Such a wilder gains the ability to use their tech surge on any equipment that their mech or vehicle is carrying (this includes the mech or vehicle's natural attacks). A pilot wilder overcome by psychic enervation is dazed until the end of her next turn and loses a number of power points equal to her manifester level.

**Surge Bond:** A pilot overcharger gains either a bonded mech or companion vehicle at 1st level, using her overcharger level to determine their bonded mech or companion vehicle level.

**Improved Surge Bond:** At 5th level and every 4 levels thereafter, a pilot overcharger may select a reactor knight overdrive and gain the ability to use it with either her bonded mech or companion vehicle. For any ability that would use Wisdom, the overcharger instead uses her Charisma score.

**Lasting Power (Su):** Starting at 4th level, whenever an overcharger uses their Tech Surge ability, they may choose one piece of technological equipment they are carrying. For a number of rounds equal to the intensity of the Tech Surge, this piece of equipment does not lose charges when used. At 12th level and every 8 levels thereafter, the overcharger may select one additional piece of equipment to be affected by this ability. This ability replaces surging euphoria.

**Ultimate Surge:** At 20th level, an overcharger may supercharge everything around her once per day. This causes all technological items within 30 feet to be affected by the overcharger's tech surge, which has its bonus increased to +10. Attacks made with weapons under the effects of ultimate surge ignore all damage reduction, hardness, energy resistance, and even energy immunity that their targets may

possess. After one round, the overcharger is struck by psychic enervation afterwards without fail, except she suffers her associated condition (dazed, staggered, etc.) for 1d4 rounds and loses a number of power points or hit points (dependent on path) equal to her manifester level +10. The wilder also takes 2 points of ability burn to every ability score.

This ability replaces perfect surge.

## REACTOR KNIGHT (PSYCHIC WARRIOR<sup>UP</sup> ARCHETYPE)

When things are at their worst, the reactor knight is at her best. Reactor knights are mech pilots who push their mechs to their very limit, performing daring stunts and executing extreme maneuvers that other pilots wouldn't dare.





**Class Skills:** The reactor knight adds Fly and Knowledge (Engineering) to his list of class skills.

**Diminished Manifesting:** The reactor knight's training with his mech reduces his natural training and facility with psionic powers. The reactor knight does not gain talents at 1st level, nor does he gain an additional power known at 2nd level and every three levels thereafter (5th, 8th, 11th, etc.).

This replaces the talents class feature and modifies the reactor knight's powers known.

**Bonded Mech:** Starting at 1st level, the reactor knight gains a mech as described in the "Mech Rules and Body Types" section.

**Overdrive:** The reactor knight's bond with his mech has left him with a precise knowledge of its limitations and how to push past them. The reactor knight may expend his psionic focus as a free action to gain a temporary pool of boost points equal to his Wisdom bonus +  $\frac{1}{2}$  his class level (minimum 1). These boost points last for a number of rounds equal to the reactor knight's class level and may be spent to activate any overdrive he knows. Overlapping activations of overdrive extend the duration of the boost pool but cannot raise the total number of boost points beyond the reactor knight's Wisdom bonus +  $\frac{1}{2}$  his class level. The total boost cost of each overdrive is detailed in its description. At 1st level and every 2 levels thereafter (3rd, 5th, 7th, etc.) a mech pilot chooses one of the overdrive powers from the below list:

*Afterburner (Ex):* By spending a number of boost points equal to  $\frac{1}{4}$  his class level (rounded down) as a standard action, the pilot violently vents the exhaust from his mech's heat-sinks, dealing 1d6 fire damage per class level to all creatures in a 10-foot-radius burst (Reflex save DC 10+  $\frac{1}{2}$  mech's HD+pilot's WIS for half). At 11th level, the burst radius increases to 20 feet.

*Divert Power to Thrusters (Ex):* By spending 5 boost points as part of a move action, the pilot can grant his mech a temporary Fly speed of 30 feet; if the mech already has a Fly speed from another source, that speed is increased by 30 feet. Each round, the pilot can extend the duration of this ability for 1 round by using a swift action and spending 1 additional boost point.

*Ejection Seat (Ex):* By spending 1 boost point as a swift action, the pilot may exit his mech and make a DC 5 Acrobatics check to land safely in a square of his choice within 10 feet.

*Energized Weaponry (Ex):* By spending 2 boost points as a swift action, the pilot redirects energy from his mech's core to its weaponry. All weapons wielded by the pilot's mech deal an additional 1d6 electricity damage per five pilot levels (rounded down, minimum 1d6). Pilots of at least 7th level using this ability have their critical threat range doubled. This ability does not stack with Improved Critical, keen, or similar weapon properties. This ability lasts for a number of rounds equal to the pilot's Wisdom modifier.

*High Performance (Ex):* By spending 2 boost points as a swift action, the mech pilot applies his Wisdom modifier as a competence bonus on all attack rolls, saving throws and Acrobatics checks made while piloting his mech for the next 3 rounds.

*Hunker Down (Ex):* By spending 1 boost point as a free action, the pilot shifts his mech into a defensive combat posture, adding his Wisdom modifier as a competence bonus to his mech's AC. A pilot can only activate this ability when taking the total defense action or fighting defensively.

*Jaws of Life (Ex):* By spending 2 boost points as a swift action, the pilot super-heats his mech's weapons to a white-hot edge. The pilot selects one melee weapon his mech wields. For a number of rounds equal to his Wisdom modifier, that weapon ignores the first 10 points of hardness, + 1 point of hardness per 2 class levels, when attacking an object, vehicle, or mech.

*Rapid-fire Assault (Ex):* By spending 5 boost points as a full round action, the pilot may make a single ranged attack with a ranged weapon his mech is wielding against each enemy within range (maximum number of targets equal to 2 +  $\frac{1}{2}$  the reactor knight's class level). The reactor knight must be at least 11th level before selecting this Overdrive.

*Rocket Crash (Ex):* By spending 1 boost point as a full round action, the mech pilot initiates a charge attack against an opponent that deals double damage on a successful melee attack. At 11th level,



this damage bonus increases to triple damage. At 17th level, it increases to quadruple. These damage multipliers do not stack with those from the lance, Spirited Charge, or other similar effects.

**Rocket Dodge (Ex):** The pilot uses his finely-honed instincts to turn a sure hit into a narrow miss. By spending 1 boost point as an immediate action in response to a successful enemy attack against his mech, the pilot may make a Fly check. If this check meets or exceeds the enemy attack roll, the attack misses.

**Rocket Punch (Ex):** By spending 1 boost point as a standard action, the mech pilot may initiate an attack with a slam or wing at their full base attack and normal bonus against an opponent within 60 feet. This attack does not cause the mech or pilot to move from their location, as part of the mech's body actually detaches and is propelled towards the enemy, returning and reattaching to the mech once the attack is resolved. At 8th level, they may attack up to two opponents with this ability. At 15th level, they may target up to three opponents with this attack.

**Self-Destruct (Ex):** By spending 10 boost points as an immediate, the pilot overloads his mech's core and destroys it in a massive explosion. This explosion has a burst radius of 10 feet per Hit Die of the mech and deals 1d10 force damage per HD (Reflex save DC 10 + mech's HD for ½). Creatures who have swallowed whole or who are currently grappling the mech are not entitled to a save against this ability and take maximum damage from the effect (for example, an explosion that would deal 15d10 deals 150 damage to a target who is grappling or has swallowed whole the mech). As part of this action, the pilot makes an Acrobatics check with a DC equal to 10 + 1 per HD of the mech to successfully exit and land safely in a square of his choice at any point on the perimeter of the blast. If the pilot has the ejection seat overdrive, he automatically succeeds on this Acrobatics check. The reactor knight must be at least 11th level to take this Overdrive.

This replaces the warrior's path, expanded path, secondary path (powers), secondary path (trance, maneuvers), and pathweaving class features.

**Mech Training** – Starting at 4th level, the reactor knight gains a +2 bonus to one skill from the

following list: Craft (Mechanical), Fly or Knowledge (engineering). Every three levels thereafter, he can choose to increase the bonus to one of these skills by +2 (to a maximum of +6 for any one skill). This may be a skill he has already chosen or a new skill chosen from the options presented above.

This replaces but otherwise counts as the path skill class feature.

**Bonus Mech Enhancements:** At 6th level, and again at 12th, the reactor knight may choose one mech enhancement for which his mech qualifies; it immediately gains the benefits of this enhancement. Whenever the reactor knight changes his mech body type, builds a new mech, or repurposes an existing mech as his bonded mech, he may change this mech enhancement to another for which his mech qualifies. This replaces the martial power and twisting paths class features.

**Maximum Overdrive:** At 20th level, the reactor knight may spend a swift action once per day to go into a special overdrive mode called maximum overdrive that lasts for a number of rounds equal to his Wisdom bonus. While in maximum overdrive, the reactor knight may activate any overdrive he knows without expending boost points.

## **ROAD WARRIOR (FIGHTER ARCHETYPE)**

Whether serving as bodyguards in a dystopian future, patrolling the streets of a civilized society, or serving as the leader of a hard-bitten gang of bikers, road warriors combine martial prowess with the mobility of advanced technological vehicles.

**Weapon and Armor Proficiency:** The road warrior gains proficiency in dire flails and spiked chains but is not proficient with heavy armor or tower shields.

**Mechanical Expert (Ex):** A road warrior gains 2 bonus skill points per level that must be spent on Craft (mechanical) and Knowledge (engineering).

**Companion Vehicle (Ex):** The road warrior gains a companion vehicle, treating his class level as his



pilot level. This replaces the bonus feat normally gained at 1st level.

**Full-Throttle Combatant (Ex):** Starting at 2nd level, the road warrior gains a +1 bonus on Will saves against fear and to Acrobatics checks made while driving. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces, but otherwise counts as, the fighter's bravery class feature.

**Moving Target (Ex):** At 7th level, whenever the road warrior is driving his companion vehicle and moves at least 30 feet in a round, both he and his companion vehicle gain a +2 dodge bonus to AC until the start of his next turn. If the road warrior's companion vehicle has the Boost or Throttle ability and he activates it before or during his movement, he instead gains a +4 dodge to AC from this ability. The road warrior never gains the ability to move at his normal speed while wearing heavy armor from the Armor Training class feature.

as well. As a standard action, a mech pilot can join any number of willing targets into his collective (up to his limit, see below). The mech pilot must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within Medium range (100 ft. + 10 ft. per class level). The collective can contain up to his Intelligence modifier or half his class level, whichever is higher. The squad leader is always considered a member of his own collective and does not count against this limit. If another squad leader is present when the collective is established, both pilots may be added to each other's collectives and do not count against the total number of targets in the collective.

The squad leader can choose to remove a member as a free action on his turn, and any member can voluntarily leave the collective as a free action on their turn. Any member whose Wisdom drops to zero or who moves out of range of the collective is automatically

## **SQUAD LEADER** **(TACTICIAN<sup>UP</sup>** **ARCHETYPE)**

Squad leaders transform those under their command from individuals, into well coordinated units far stronger than the sum of their parts. Using their mechs to tear through enemy lines and establish unassailable beachheads, squad leaders are a sought-after asset on any battlefield.

**Bonded Mech:** Starting at 1st level, the squad leader gains a mech as described in the Mech Rules and Body Types section. This replaces the coordinated strike and lesser strategies class features.

**Collective (Su):** The squad leader's bond with his mech has strengthened and reinforced his mental pathways and receptiveness, creating neural networks that can be utilized for other purposes





removed. If a member enters a *null psionics field*, the connection to the collective is suppressed until the member leaves the field. A member who leaves the collective for any reason immediately loses any and all benefits they may have gained from being a member. A squad leader is aware of the status of his collective and can, roughly, sense the presence of each member, although beyond telling if such a creature is still a member, this has no mechanical benefit until higher levels (see the tactician's telepathy class feature).

A squad leader can manifest certain powers through his collective. If a tactician power specifies one or more willing targets (or is harmless) and has a range greater than personal, he can manifest this power on a member of his collective regardless of the range of the actual power. All other non-range restrictions still apply. He may manifest any power with the Network Descriptor this way, regardless of their actual ranges or targets. If he is capable of manifesting powers or casting spells from a different class (as is the case for a multiclass mech pilot), any compatible spell or power with a range greater than touch can also be used through the collective.

If a member of the collective dies, the member is removed from the collective and the mech pilot must make a Fortitude save (DC 15) or lose 1 power point for every Hit Die of the fallen member or be sickened for an equal number of rounds.

As a swift action, the mech pilot may share any one Teamwork feat he knows with all members of his collective for a number of rounds equal to 1 + his Intelligence modifier.

This modifies the standard tactician's collective class feature.

**Remote Interface (Su):** At 4th level, the squad leader gains the ability to graft unpiloted mechs into his collective, controlling them from afar. Unpiloted mechs are always treated as willing members of the collective. The squad leader can command the mech to take any action it is capable of performing by spending an equivalent action himself (for example, a squad leader could command an unpiloted mech to charge an enemy by expending his own full round action). Commanding a mech in this fashion does not provoke an attack of opportunity. At 7th level, the squad leader reduces the action cost required to command a mech by one step (full round >



standard > move > swift > free), though he can never reduce the action cost required to utilize an immediate action. This would allow a squad leader to, for example, expend his standard action to command an unpiloted mech in his collective to charge (normally a full round action). At 10th level and every three levels thereafter, the squad leader may command one additional mech with each action he expends. Mechs commanded in this way must all take the same action (such as a charge, move, or attack action), but may have different targets or destinations. Mechs controlled in this way use the squad leader's base attack bonus, feats, and skill modifiers.

The squad leader cannot command a mech whose hit die are greater than his class level -5 with this ability, except for his bonded mech.

This ability replaces the strategy class feature.

**Bonded Unity (Su):** At 20th level, the squad leader can combine the power of unpiloted mechs currently added to his collective. The squad leader's bonded mech must serve as the core of this unit, referred to as the "prime" mech. As a full round action, the squad leader can command a controlled mech currently adjacent to the prime mech to fuse with it. The fused mech is no longer able to take an



actions, but the prime mech gains a bonus to armor class and saving throws equal to the squad leader's Wisdom modifier, and a number of temporary hit points equal to one-half the fused mech's current hit points. The squad leader may fuse additional mechs in this manner; each mech beyond the first increases the bonus to armor class and saving throws by +1, and the temporary hit points granted to the prime mech by an amount equal to ½ the new fused mechs current hit points. The squad leader may fuse up to three mechs to the prime mech in this manner. If the prime mech's temporary hit points are completely depleted, the fused mechs automatically separate into the nearest adjacent square with ½ the number of hit points they had before fusing. The squad leader may command one or all fused mechs to detach as a standard action.

This replaces the master strategist class feature.

## THEMISTOCLIEN (HELMSMAN ARCHETYPE)

Even the most powerful vessel must be wielded by a properly skilled individual to be effective in battle. This philosophy is what guides a sect of Helmsmen who call themselves Themistocliens, studying and perfecting the art of war so as to triumph over rival contenders.

**Maneuvers:** A themistoclien begins his career with knowledge of three martial maneuvers. The disciplines available to him are Golden Lion<sup>POW</sup>, Piercing Thunder<sup>POWE</sup>, Radiant Dawn<sup>DPR</sup>, and Solar Wind<sup>POW</sup>. Once he knows a maneuver, he must ready it before he can use it (see Maneuvers Readied). A maneuver usable by a themistoclien is considered an extraordinary ability unless otherwise noted in its description. His maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one. He learns additional maneuvers at higher levels, as shown on Table 2: Themistoclien Maneuvers. The themistoclien must meet a maneuver's Prerequisite: to learn it.

Upon reaching 4th level, and at every even numbered themistoclien level after that, he can choose to learn a new maneuver in place of one he already knows. In effect, the themistoclien loses the old maneuver in exchange for the new one. The themistoclien need not replace the old

maneuver with a maneuver of the same level. He can choose a new maneuver of any level he likes, as long as he observes his restriction on the highest-level maneuvers he knows. The themistoclien can swap only a single maneuver at any given level. A themistoclien's primary initiator attribute is Intelligence, and each themistoclien level is counted as a full initiator level.

This ability replaces the hypercharges gained at 1st, 5th, 9th, 13th, and 17th levels.

**Table 2: Themistoclien Maneuvers**

Level	Maximum Maneuver Level	Maneuvers Known	Maneuvers Readied
1	1	3	1
2	1	3	1
3	1	3	1
4	2	4	2
5	2	4	2
6	2	4	2
7	3	4	3
8	3	4	3
9	4	5	3
10	4	5	3
11	5	5	4
12	5	5	4
13	6	5	5
14	6	5	5
15	6	6	5
16	6	6	5
17	6	6	5
18	6	6	5
19	6	6	5
20	6	7	5

**Maneuvers Readied:** A themistoclien can ready all three of his three starting maneuvers, but as he advances in level and learns more maneuvers, he must choose which maneuvers to ready. He readies his maneuvers by meditating for 10 minutes. The maneuvers he chooses remain readied until he decides to repeat this again and change them. themistocliens do not need to sleep or be well rested to ready their maneuvers; any time he





spends 10 minutes in meditation, he can change his readied maneuvers. He begins an encounter with all readied maneuvers unexpended, regardless of how many times he may have already used them since he chose them. When the themistoclien initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (until they are recovered, see below).

Themistocliens may recover their maneuvers in one of two ways. The themistoclien may concentrate to recover an expended maneuver as a standard action and recover one maneuver. Alternately, he may

focus power within himself as a full-round action, in the process gaining a number of points of temporary essence equal to half his intelligence modifier (minimum 1). Temporary point of essence last for a number of rounds equal to the themistoclien's intelligence modifier and may be used for essence burn.

**Stances:** Themistocliens begin play with knowledge of one 1st level stance from any discipline open to them. At the indicated levels (see Table 2: Themistoclien Maneuvers), the themistoclien selects an additional new stance. Unlike maneuvers, stances are not expended and he does not have to ready them. All the stances he knows are available to him and he can change the stance he is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, the themistoclien cannot learn a new stance at higher levels in place of one he already knows.

**Diminished Essence:** A themistoclien's base essence pool from his helmsman levels is equal to half his class level (minimum 1) rather than his class level.

**Warrior's Vessel:** Whenever the themistoclien initiates a boost or assumes a stance, he may choose to have his bonded vessel gain the benefits rather than himself. In addition, the themistoclien may perform a martial maneuver through his bonded vessel rather than himself. This ability modifies bonded vessel.

**Akashic Armaments:** In addition to the normal armaments, the themistoclien may invest essence into the following abilities.

*Discipline Specialty:* For every point of essence invested in this ability, the themistoclien's bonded vessel receives a +1 insight bonus to the save DCs of maneuvers when using maneuvers of a specific discipline.

*Expanded Maneuvers:* For every point of essence invested in this ability, the themistoclien gains the ability to ready an additional maneuver and regains one additional maneuver when regaining maneuvers as a full-round action. This essence cannot be reallocated save for at the beginning of the day.

**Bonus Feats:** At 6th level and every 6 levels thereafter, the themistoclien gains a bonus combat feat that he meets the prerequisites for. This replaces Adaptive Response.



**Amplified Boost:** Starting at 8th level, whenever the themistoclien initiates a boost, they may activate a single Hypercharge as part of the same action. This ability replaces the enhanced capacity gained at 8th level.

**Paragon of War:** At 20th level, the themistoclien becomes a master of utilizing his vessel in combat. When making attacks or performing maneuvers using his bonded vessel, the themistoclein may use his veilweaver level in place of his base attack bonus. In addition, the themistoclien may take one point of essence burn as a free action to immediately regain any expended maneuver. This ability replaces peerless strategist.

## CLASS FEATURES AND CLASS TEMPLATES

There are other ways to tailor a character class than applying a traditional archetype, and this section provides a number of such options. Sometimes alternate class features can handle the ability to tailor your class to a new sci-fi setting rather than a full-blown archetype. The new blade skills presented here for the soulknife class provide examples of such targeted and tailored class features to make a class originally built for fantasy campaigns more suitable for a sci-fi game.

## BLADE SKILLS (SOULKNIFE<sup>UP</sup> CLASS FEATURE)

The following class features make the soulknife a better fit for technology-focused campaigns.

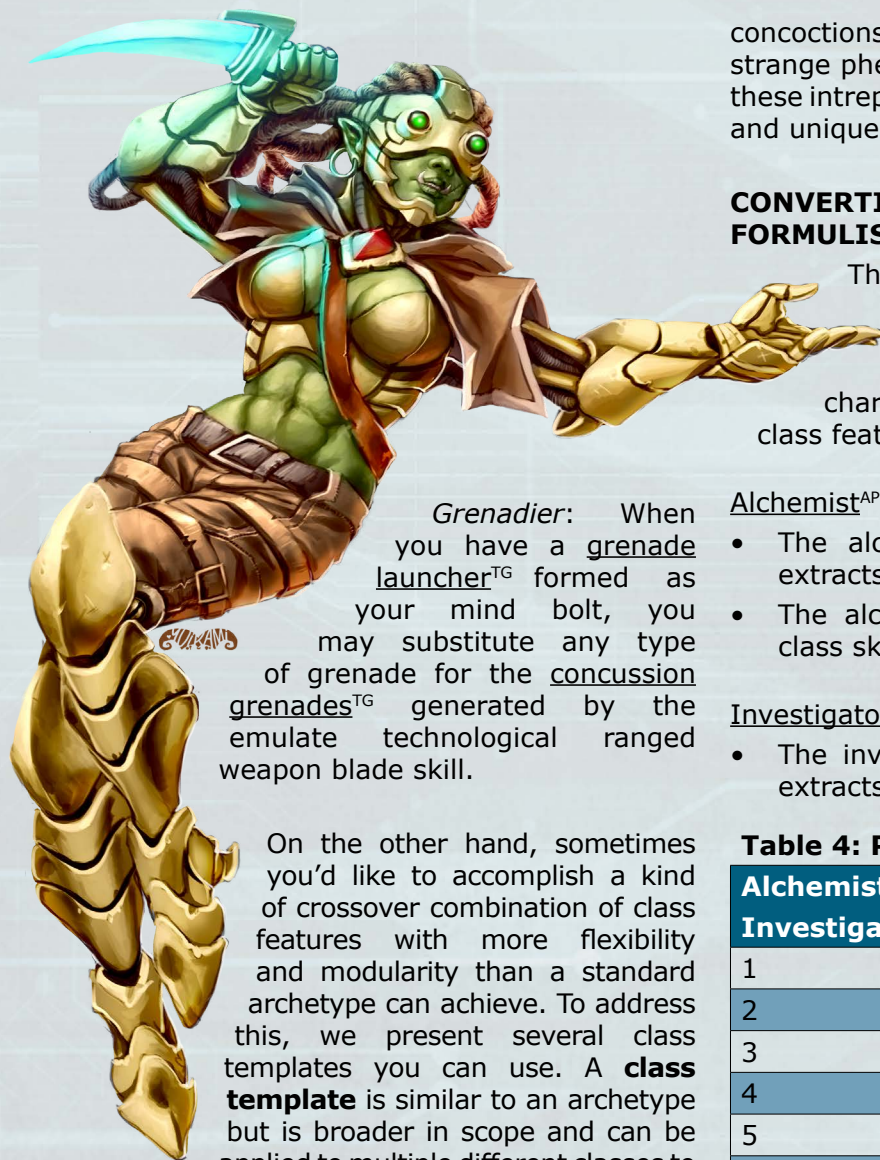
*Emulate Technological Melee Weapon:* When forming their mindblade, the soulknife may have their weapon take the form of one technological melee weapon of their choice. Such items are treated as having an infinite number of charges. However, if they select such a weapon, the mindblade's enhancement bonus is reduced by a number given on the table below. The mindblade's total enhancement bonus cannot go below +1.

*Emulate Technological Ranged Weapon:* When forming their mind bolt, the soulknife may have their weapon take the form of one technological ranged weapon of their choice. Such items are treated as having an infinite number of charges. However, if they select such a weapon, the mind bolt's enhancement bonus is reduced by a number given on the table below. The mind bolt's total enhancement bonus cannot go below +1. Rather than being determined in some other way, the save DC against the effects of any technological weapon's effects is equal to 10 + half the soulknife's level + the soulknife's wisdom modifier + the weapons enhancement bonus.

**Table 3: Soulknife Blade Skills**

Weapon	Enhancement Bonus Reduction
flare gun <sup>TG</sup>	+0
autograpnel <sup>TG</sup> , chainsaw <sup>TG</sup> , dart gun <sup>TG</sup> , fleshnet cannon <sup>AP88</sup> , inferno pistol <sup>AP85</sup> , laser torch <sup>TG</sup> , mind burner <sup>AP85</sup> , neural inhibitor <sup>TG</sup> , stun baton <sup>TG</sup> , stun gun <sup>TG</sup>	+1
arc pistol <sup>TG</sup> , arc rifle <sup>TG</sup> , EMP pistol <sup>TG</sup> , EMP rifle <sup>TG</sup> , grenade launcher <sup>TG</sup> (concussion grenades <sup>TG</sup> only), laser pistol <sup>TG</sup> , laser rifle <sup>TG</sup> , sonic pistol <sup>TG</sup> , sonic rifle <sup>TG</sup> , zero pistol <sup>TG</sup> , zero rifle <sup>TG</sup>	+2
plasmathrower <sup>TG</sup> , rail gun <sup>TG</sup>	+3
arc cannon <sup>AP89</sup> , atom gun <sup>TG</sup> (does not become broken for being fired more than three times per day, but must be reformed as a full-round action after the third shot), EMP cannon <sup>TG</sup> , gravity pistol <sup>TG</sup> , id rifle <sup>TG</sup> , mindrender <sup>TG</sup> , rocket launcher <sup>TG</sup> , laser cannon <sup>AP89</sup> , sonic cannon <sup>AP89</sup> , x-laser <sup>TG</sup> , zero cannon <sup>AP89</sup>	+4
gravity rifle <sup>TG</sup> , monowhip <sup>TG</sup>	+5
nuclear resonator <sup>TG</sup>	+6
death ray <sup>TG</sup> , vortex gun <sup>TG</sup>	+8





**Grenadier:** When you have a grenade launcher<sup>TG</sup> formed as your mind bolt, you may substitute any type of grenade for the concussion grenades<sup>TG</sup> generated by the emulate technological ranged weapon blade skill.

On the other hand, sometimes you'd like to accomplish a kind of crossover combination of class features with more flexibility and modularity than a standard archetype can achieve. To address this, we present several class templates you can use. A **class template** is similar to an archetype but is broader in scope and can be applied to multiple different classes to change their abilities to more closely fit a theme that the player might wish to achieve. While class templates function mostly the same as archetypes, because they apply to multiple classes, they are laid out differently. At the start of each class template is a list of the classes it can be applied to and the class features they lose or alter. After that, the class template details its new class features, and what level they are gained at. Similar to archetypes, class templates cannot be applied to a class if they have already traded away the same ability.

## PSIONIC FORMULIST (CLASS TEMPLATE)

While many alchemists view their work as a strange sort of magic, others take a different approach to their work, utilizing psionic power to empower their

concoctions with incredible abilities. Combining this strange phenomenon with chemical advancements, these intrepid chemists create tinctures with unusual and unique abilities.

### CONVERTING YOUR CHARACTER TO A PSIONIC FORMULIST

The psionic formulist is a class template suitable for use with the alchemist and investigator classes. When converting a character to a psionic formulist, the character loses or changes the following class features:

#### Alchemist<sup>APG</sup>

- The alchemist loses all extracts known and extracts per day
- The alchemist loses Knowledge (arcana) as a class skill

#### Investigator<sup>ACG</sup>

- The investigator loses all extracts known and extracts per day

**Table 4: Power Points per Day**

Alchemist / Investigator Level	Power Points
1	1
2	2
3	3
4	5
5	7
6	10
7	13
8	16
9	20
10	24
11	30
12	36
13	43
14	50
15	58
16	67
17	77
18	87
19	97
20	107



**Psionic Lore:** The psionic formulist adds Knowledge (Psionics)<sup>UP</sup> and Autohypnosis<sup>UP</sup> to his list of class skills.

**Psionic Extracts:** Psionic formulists utilize their extracts in a very different manner from most alchemists, and for that matter in a very different manner from most psionicists. Psionic formulists concentrate psionic power into bottled form, creating tinctures known as psionic extracts.

In many ways, psionic extracts behave like powers in potion form, and as such their effects can be dispelled by effects like dispel psionics using the alchemist's level as the manifester level.

A psionic formulist can create only a certain number of psionic extracts per day, limited as per the power points per day given on **Table 4: Power Points per Day**. He receives bonus power points per day if he has a high Intelligence score, in the same way any other manifester receives bonus power points per day. When a psionic formulist mixes an extract, he infuses the chemicals and reagents in the extract with psionic power. This costs the psionic formulist a number of power points equal to the number of power points required to manifest the power normally. If the psionic formulist wishes to augment the power, he may spend additional power points when brewing it to augment the power using the excess power points (for example, when creating a psionic extract of vigor, a 7th-level psionic formulist may spend 7 power points when brewing it to cause it to grant 35 temporary hit points when consumed). However, the psionic formulist cannot spend more power points on a single psionic extract than his manifester level.

An extract immediately becomes inert if it leaves the psionic formulist's possession, reactivating as soon as it returns to his keeping—a psionic formulist cannot normally pass out his extracts for allies to use (but see the "infusion" discovery). An extract, once created, remains potent for 1 day before becoming inert, so a psionic formulist must re-prepare his extracts every day. Mixing an extract takes 1 minute of work—most psionic formulists prepare many extracts at the start of the day or just before going on an adventure, but it's not uncommon for an psionic formulists to keep some (or even all) of his daily power points open so that he can prepare psionic extracts in the field as needed.



Although the psionic formulist doesn't actually manifest powers, he does have a formulae list that determines what extracts he can create. A psionic formulist can utilize power-trigger items if the power appears on his formulae list, but not power-completion items. An extract is "manifested" by drinking it, as if imbibing a potion—the effects of an extract exactly duplicate the power upon which its formula is based, save that the power always affects only the drinking alchemist. The psionic formulist uses his level as the manifester level to determine any effect based on manifester level, including how many power points can be spent on a given extract. Creating extracts consumes raw materials, but the cost of these materials is insignificant—comparable to the valueless material components of most spells. If a power normally has a costly material component, that component is expended during the consumption of that particular extract. A psionic formulist can prepare an extract of any formula he knows. To learn or use an extract, a psionic formulist must have an Intelligence score equal to at least 10 + the extract's level. The Difficulty Class for a saving throw against a psionic formulist's extract



is 10 + the extract level + the psionic formulator's Intelligence modifier. A psionic formulator may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an extract but not when he consumes it. An alchemist begins play with two 1st level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new alchemist level, he gains one new formula of any level that he can create. An alchemist can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs and time requirements. An alchemist can study a power stone to learn any formula that is equivalent to a power the power stone contains. A manifester, however, cannot learn powers from a formula book. This ability counts as the ability to create extracts for the purpose of meeting prerequisites and does not make this archetype incompatible with archetypes that alter the extracts class feature.

## PSIONIC EXTRACTS LIST

The following are all the psionic extracts that a psionic formulator is capable of learning. In addition, the psionic formulator retains the ability to learn any alchemist formulae that do not exist as spells (such as alchemical allocation<sup>ACG</sup>). They gain the ability to learn each level of psionic extract at the corresponding level that an alchemist gains the ability to learn that level of normal extract.

1st-Absorb Weapon<sup>UP</sup>, Accelerant<sup>PA2</sup>, Biofeedback<sup>UP</sup>, Bite of the Wolf<sup>UP</sup>, Bullet Time<sup>PA2</sup>, Burst<sup>UP</sup>, Circumstance Shield<sup>UP</sup>, Claws of the Beast<sup>UP</sup>, Compression<sup>UP</sup>, Corrosive Aura<sup>UP</sup>, Defensive Precognition<sup>UP</sup>, Dissipating Touch<sup>UP</sup>, Elongate Extremities<sup>PA2</sup>, Elfsight<sup>UP</sup>, Energy Touch<sup>PA2</sup>, Environment Shield, Expansion<sup>UP</sup>, Fortify<sup>UP</sup>, Grip of Iron<sup>UP</sup>, Guidance of the Ancestors<sup>PASP</sup>, Hauntvision<sup>PA2</sup>, Inertial Armor<sup>UP</sup>, Inevitable Strike<sup>UP</sup>, Know Direction and Location<sup>UP</sup>, Locate Secret Doors<sup>UP</sup>, Metaphysical Claw<sup>UP</sup>, Metaphysical Weapon<sup>UP</sup>, Mind Palace<sup>PA2</sup>, Minor Metamorphosis<sup>UP</sup>, Morbid Fascination<sup>PASP</sup>, Natural Healing<sup>UP</sup>, Natural Linguist<sup>UP</sup>, Offensive Precognition<sup>UP</sup>, Offensive Prescience<sup>UP</sup>, Prevenom<sup>UP</sup>, Prevenom Weapon<sup>UP</sup>, Shroudsight, Skate<sup>UP</sup>, Synesthete<sup>UP</sup>, Tactical Precognition<sup>UP</sup>, Thicken Skin<sup>UP</sup>, Transfer Animus<sup>PA2</sup>, Unnatural Aura<sup>PASP</sup>, Vigor<sup>UP</sup>, Ward the Mind<sup>PASP</sup>.

2nd-Animal Affinity<sup>UP</sup>, Apathetic Aura<sup>PA2</sup>, Bastion, Body Adjustment<sup>UP</sup>, Body Equilibrium<sup>UP</sup>, Breath of Thanatos<sup>PASP</sup>, Chameleon<sup>UP</sup>, Cleanse Body<sup>UP</sup>, Clutching the Shroud<sup>PASP</sup>, Dead Hand<sup>PASP</sup>,



Dissolving Touch<sup>UP</sup>, Dissolving Weapon<sup>UP</sup>, Dirt Nap<sup>PA2</sup>, Ectoplasmic Charged Armor<sup>PA2</sup>, Endorphin Surge<sup>UP</sup>, Specified Energy Adaptation<sup>UP</sup>, Epidermal Fissure<sup>PA2</sup>, Everyman<sup>UP</sup>, Heightened Vision<sup>UP</sup>, Hustle<sup>UP</sup>, Insubstantial<sup>PA2</sup>, Mental Semblance<sup>PA2</sup>, Object Possession<sup>PASP</sup>, Painful Strike<sup>UP</sup>, Psionic Recharge, Psionic Scent<sup>UP</sup>, Resist Toxin<sup>UP</sup>, Strength of My Enemy<sup>UP</sup>, Suspend Psionics<sup>PA2</sup>, Sustenance<sup>UP</sup>, Thought Shield<sup>UP</sup>, Transfer Energy, Wall Walker<sup>UP</sup>

3rd-Baleful Mind Trap<sup>UP</sup>, Banshee's Hearing<sup>PASP</sup>, Biokinetic Endurance<sup>PA2</sup>, Claws of the Vampire<sup>UP</sup>, Cloned Twin<sup>PA2</sup>, Danger Sense<sup>UP</sup>, Empathic Feedback<sup>UP</sup>, Escape Detection<sup>UP</sup>, Exhalation of the Black Dragon<sup>UP</sup>, Form Astral Armor<sup>PA2</sup>, Graft Armor<sup>UP</sup>, Graft Weapon<sup>UP</sup>, Guarded Sleep<sup>UP</sup>, Living Haunter<sup>PASP</sup>, Mend Body<sup>UP</sup>, Mental Barrier<sup>UP</sup>, Metamorphosis<sup>UP</sup>, Mindhunter<sup>UP</sup>, Physical Acceleration<sup>UP</sup>, Sharpened Edge<sup>UP</sup>, Solicit Psicrystal<sup>UP</sup>, Respite of Sanity<sup>TftI</sup>, Shade Venom<sup>PASP</sup>, Spray<sup>PA2</sup>, Touchsight<sup>UP</sup>, Ubiquitous Vision<sup>UP</sup>

4th-Augured Answer<sup>UP</sup>, Aura of Decay<sup>PASP</sup>, Aura Sight<sup>UP</sup>, Battle Transformation<sup>UP</sup>, Claw of Energy<sup>UP</sup>, Cold of the Grave<sup>PASP</sup>, Collateral Damage<sup>PA2</sup>, Crystalline Aura<sup>PA2</sup>, Deathless Form<sup>TftI</sup>, Energy Adaptation<sup>UP</sup>, Fold Space<sup>UP</sup>, Gift of the Corpse<sup>PASP</sup>, Hidden Body<sup>UP</sup>,



Immovability<sup>UP</sup>, Inertial Barrier<sup>UP</sup>, Intellect Fortress<sup>UP</sup>, Resist Death<sup>UP</sup>, Scales of Damnation<sup>PASP</sup>, Slip the Bonds<sup>UP</sup>, Spectral Stare<sup>PASP</sup>, Steadfast Perception<sup>UP</sup>, Tactile Telekinesis<sup>PA2</sup>, Truevenom<sup>UP</sup>, Truevenom Weapon<sup>UP</sup>, Weapon of Energy<sup>UP</sup>, Zealous Fury<sup>UP</sup>

5th-Adapt Body<sup>UP</sup>, Ephemeral Binding<sup>PASP</sup>, Ghostly Possession<sup>PASP</sup>, Leech Field<sup>UP</sup>, Mental Evolution<sup>TFTI</sup>, Mind Trap<sup>PA2</sup>, Oak Body<sup>UP</sup>, Pierce the Veils<sup>UP</sup>, Power Resistance<sup>UP</sup>, Psychofeedback<sup>UP</sup>, Restore Extremity<sup>UP</sup>, Tower of Iron Will<sup>UP</sup>

6th-Body of Iron<sup>UP</sup>, Breath of the Black Dragon<sup>UP</sup>, Cleanse Spirit<sup>UP</sup>, Defer Fatality<sup>UP</sup>, Dispelling Buffer<sup>UP</sup>, Ethereal Form<sup>UP</sup>, Ex Nihilo<sup>PASP</sup>, Fission<sup>UP</sup>, Form of Doom<sup>UP</sup>, Greater Precognition<sup>UP</sup>, Heal Injuries<sup>UP</sup>, Major Metamorphosis<sup>UP</sup>, Personal Barred Mind<sup>UP</sup>, Suspend Life<sup>UP</sup>

## PRESTIGE CLASS ARCHETYPE

In addition to applying archetypes to full 20-level character classes, you also can apply the same principles of archetype design to prestige classes. This works best with 10-level prestige classes but can be implemented with any size of prestige class.

## METAFORGE (CEREBREMANCER<sup>UP</sup> ARCHETYPE)

The metaforge is an expert at combining effects both magical and technological to produce powerful pieces of equipment. The metaforge archetype is intended to be used with the Psionics as Advanced Technology variant ruleset. Using it in other types of campaigns may not result in a satisfying character.

### Requirements

A character wishing to become a metaforge must meet the following prerequisites:

**Skills:** Knowledge (arcana) 3 ranks, Knowledge (engineering) 3 ranks.

**Feats:** Any one item creation feat.

**Spellcasting:** Ability to cast 2nd-level spells.

**Psionics:** Ability to manifest 2nd-level powers or form an astral suit.

**Class Skills:** The metaforge adds Craft (any) and Knowledge (Engineering) to his list of class skills.

**Spells per day/Powers known:** When a new metaforge level is attained, the character gains new spells per day as if he had also attained a level in any one arcane spellcasting class he belonged to before he added the prestige class. He gains additional power points per day and access to new powers as if he had also gained a level in any one manifesting class he belonged to previously. He does not, however, gain any other benefit a character of either class would have gained (bonus metamagic, metapsionic, or item creation feats, and so on). This essentially means that he adds the level of metaforge to the level of whatever other arcane spellcasting class and manifesting class the character has, then determines spells per day, caster level, power points per day, powers known, and manifest level accordingly. If a character had more than one arcane spellcasting class or more than one manifesting class before he became a metaforge, he must decide to which class he adds each level of cerebremancer for purpose of determining spells per day, caster level, power points per day, powers known, and manifest level. If the metaforge possesses the ability to form an astral suit, he may add his metaforge level to his aegis level for the purpose of determining the abilities of his astral suit rather than adding it to a psionic manifesting class.

**Crafting Mastery:** At 1st level and every odd-numbered level thereafter, the metaforge gains a bonus item creation feat that he meets the Prerequisites: for. Alternatively, at any level when he would gain an item creation feat, he may instead choose to reduce the cost of crafting items with a specific item creation feat by 10%. This ability replaces magical manifesting.

**Combined Utility:** At 2nd level, the metaforge learns how to combine technological and magical equipment into a single device, allowing them to utilize both at the same time. At the same price of creating an item, a metaforge may add the abilities of the item to another item which takes up the same slot. One item must be technological/psionic while the other is magical, and the metaforge must possess the item creation feats needed for both. For example, a metaforge may create a white force field for 20,000 gp and then add the abilities of bracers of armor +4 for 8,000 gp to the item. When someone wears the combined item on his wrist slot, he gains the benefits of both pieces of equipment. No more than two items can be combined in this way.

At 6th level, the metaforge gains the ability to combine two technological items or two magical items



into a single piece of gear. If they are the same item, their benefits do not stack (for example, combining two force fields would only grant you the bonus of the larger benefit), but their uses may (for example, combining two *spectacles of annihilation* would allow you to use the item's 1/day ability twice as often at 2/day).

This ability replaces mind over magic.

## PSIBORG ADEPT

As a person's mind reaches new heights, it seems only natural that they would create a form to match it. Fusing psionic and technological knowledge, psiborg adepts seek to transform themselves into superhuman, high-indestructible entities.

### Requirements

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

**Feats:** Technologist, Craft Wondrous Item or Craft Technological Item

**Skills:** Knowledge (engineering) 5 ranks, Craft (mechanical) 5 ranks, Heal 5 ranks, Spellcraft 5 ranks.

**Manifesting:** ability to manifest 3rd-level powers

**Special:** Must have at least one piece of Cybertech installed

**Hit Dice:** d8



**Class Skills:** The psiborg adept's class skills (and the key ability for each skill) are Appraise (Int), Autohypnosis (Wis), Craft (Int), Intimidate (Cha), Knowledge (all) (Int), Heal (Wis), Linguistics (Int),

**Table 5: Psiborg Adept Class Features**

Level	BAB	Fort	Ref	Will	Special Abilities	Manifesting
1	+0	+1	+0	+1	Technological Advancement, Mental Provision, Cybernetic Supremacy	-
2	+1	+1	+1	+1	Artificial Resilience	+1 level of existing class
3	+2	+2	+1	+2	Psionic Battery	+1 level of existing class
4	+3	+2	+1	+2	Cognizant Mechanisms (3)	+1 level of existing class
5	+3	+3	+2	+3	Computerized Concentration	+1 level of existing class
6	+4	+3	+2	+3	Unified Energy, Cognizant Mechanisms (5)	+1 level of existing class
7	+5	+4	+2	+4	Improved Artificial Resilience	+1 level of existing class
8	+6	+4	+3	+4	Computerized Focus, Cognizant Mechanisms (7)	-
9	+6	+5	+3	+5	Synthetic Ultimatum	+1 level of existing class
10	+7	+5	+3	+5	Perfect Form, Cognizant Mechanisms (9)	+1 level of existing class



Perception (Wis), Profession (Wis), and Spellcraft (Int).

**Skill Ranks per Level:** 4 + Int modifier.

**Powers Known:** At every except 1st and 8th, a psiborg adept gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added this prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of psiborg adept to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

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

**Technological Advancement:** For the purpose of advancement, add the psiborg adept's class level to any of these class features he may already possess: Bonded Mech, Astral Suit, Astral Mech, or Mindblade.

**Mental Provision (Su):** A psiborg adept excels at using psionic power to utilize technological effects. As long as the psiborg adept maintains psionic focus, any of his technological equipment that drains charges over a duration (such as Gravity Clips or Force Fields) do not deplete charges over time.

**Cybernetic Supremacy (Ex):** psiborg adepts have honed their bodies and minds to better support foreign augmentations. A psiborg adept adds his class level to his constitution and intelligence scores for the purpose of determining the max implantation value of cybertech implanted within him.

**Artificial Resilience (Ex):** At 2nd level, a psiborg adept fortifies his body against organic weaknesses. He receives a +4 bonus on all saving throws against paralysis, poison, and stun effects, and becomes immune to fatigue, exhaustion, disease, and sleep effects. In addition, the psiborg adept can be healed through effects such as *Make Whole* or *Reconstruction* that repair objects or constructs.

**Psionic Battery (Su):** At 3rd level as a swift action, a psiborg adept can spend power points to power a technological device within close range. Every power point expended in this way grants the device 1 charge. Any charges unused at the end of the round are lost. A psiborg adept can use this ability to power timeworn technology. He can't power devices that don't use charges.

**Cognizant Mechanisms (Su):** At 4th level, a psiborg adept learns to store raw psionic power in his cybertech. Each piece of cybertech that the psiborg adept has installed in himself can store up to 3 power points. This amount increases by 2 at 6th level and every 2 levels thereafter, to a maximum of 9 power points at 10th level. Any cognizant mechanisms must have an implan value of at least 1.

**Computerized Concentration (Ex):** At 5th level, a psiborg adept gains the ability to concentrate on powers using a set series of mechanical processes rather than his own flawed focus. The psiborg adept automatically succeeds on all concentration checks made to manifest powers under any form of duress.

**Unified Energy (Su):** At 6th level, a psiborg adept can harness mechanical technology to augment his psionic abilities. He may use charges from a technological device in his possession in place of his own power points for any purpose. However, he may not spend a combined number of charges and power points on a power that exceed his manifester level.

**Improved Artificial Resilience (Ex):** At 7th level, the psiborg adept's body becomes even more refined. He becomes immune to paralysis, poison, and stun effects, and gains a +4 bonus on saving throws against mind-affecting effects, death effects, necromancy effects, ability damage, ability drain, and energy drain effects. In addition, the psiborg adept no longer needs to eat, sleep, or breath.

**Computerized Focus (Su):** At 8th level, a psiborg adept learns to automate his psionic focus to operate as part of manifesting procedure. Once per round, when the psiborg adept manifests a power, he may regain psionic focus as part of the same action provided he did not expend psionic as part of manifesting the power.





### **Synthetic Ultimatum**

**(Ex):** At 9th level, a psiborg adept learns to perfectly blend psionic and technological effects, building them off of each other and making each force significantly more difficult to oppose. Add +5 to the dispel DC for all of the psiborg adept's powers, as well as to the psiborg adept's saving throws against effects that would discharge or otherwise depower his equipment. In addition, a psiborg adept's abilities and equipment function normally even within a Null Psionics Field or Antitech Field.

**Perfect Body (Ex):** At 10th level, the psiborg adept has completed his masterful fusion of flesh and machinery. There is no longer a limit to how much cybertech a psiborg adept can have stored on his body at any given time. In addition, the psiborg adept gains immunity to death effects, necromancy effects, ability damage, ability drain, energy drain,

bleed, nonlethal damage, and death from massive damage. Finally, the psiborg adept no longer ages.

## **RACIAL VARIANTS**

The following alternate racial packages represent members of their species that are more closely aligned with technology or have technological components embedded within them that sets them apart from others of their kind.

### **Advisor (Android<sup>B5</sup>)**

Soldiers of high caliber are easily acquired in a world at war, but a sage and knowledgeable aide is far rarer and much more valuable. Hence, where magic could not serve, many leaders turned to akashic craftsmen to build sage advisors from the raw forces of the multiverse. Despite their unconventional origins, these advisors are immensely skilled, able to discern a solution to almost any challenge.

- +2 Intelligence, +2 Wisdom, -2 Dexterity. Advisors possess keen strategic minds, but their bodies aren't always the most agile. This replaces the android's normal ability score modifiers
- Expert Assistance: Advisors are always considered to have the Collar of Skilled Intrusion veil shaped, and do not count it against their total veils shaped or their veil slots. They may invest essence in it normally. This ability replaces nanite surge.
- Akashic Affinity: Advisors gain the akashic subtype, and start play with one additional point of essence. This ability replaces exceptional senses.

### **Amici (Android<sup>B5</sup>)**

While androids are known for being cold or emotionless, dedicated engineers have found ways to bypass this, creating artificial entities that are comely and sensible rather than off-putting and unconcerned.

- +2 Charisma, +2 Wisdom, -2 Strength. Amici are friendly and sensible but are rarely optimized for combat purposes. This replaces the android's normal ability score modifiers.
- Empathic Tact: Amici gain a +2 bonus on Sense Motive, bluff, Intimidate, and Diplomacy skill checks, as well as charisma checks. This ability replaces emotionless.
- Humanoid Appearance: Amici gain a +8 bonus on disguise checks to appear as creatures of one



other race, chosen at their creation. This ability replaces exceptional senses.

### **Champion (Forgeborn<sup>UP</sup>)**

When deciding upon the perfect soldier, it is common for many to look towards inspiration rather than martial skill. Champions are the icons of this philosophy, machine warriors designed to be the ultimate beacon of hope for a force that will remain strong even in truly dire situations. Utilized as performers, guards, and commanders, these Champions are the faces of many a mechanical force.

- +2 Constitution, +2 Charisma, -2 Intelligence. Champions do not have much regarding information programming but compensate for it with their indomitable bodies and spirits. This replaces the forgeborn's normal ability score modifications.
- Incredible Resolve: The Champion's bonuses to saving throws vs. fear, exhaustion, fatigue, and mind-affecting effects increases by 1. This ability replaces natural armor.
- Beacon of Hope: Once per day, a champion may increase all morale bonuses it provides by 1 for a number of rounds equal to its charisma modifier (minimum 1). This ability replaces Naturally Psionic and Psionic Aptitude.

### **Interfacer (Noral<sup>UP</sup>)**

Interfacers imbue themselves with technological components to augment their combat and perceptive abilities. However, the cybertech imbued within an interfacers is more a partner than a tool, an artificial companion with its own impressions that supports its host using its directive abilities.

- +2 Intelligence, +2 Wisdom, -2 Charisma. Interfacers are conscientious and scholarly, but they are not always the most present or socially aware due to constant communication with their interface. This racial trait replaces the Noral's usual ability modifiers
- Akashic Entity: Interfacers lose the psionic subtype, but gain the akashic subtype
- Bonus Essence: Interfacers gain an akashic connection as a result of their symbiote, and start play with 1 bonus essence point. This ability replaces naturally psionic and psionic aptitude
- Akashic Surge: The Interfacer may invest essence in his symbiotic surge ability, gaining an

additional use per day for each point of essence invested and increasing the bonus for each point of essence invested. This ability replaces noral psionics and modifies symbiotic resistance.

### **Processor (Forgeborn<sup>UP</sup>)**

To a wise man, a potent scholastic is a valuable tool, more versatile and dangerous than any weapon. Hence, many wealthy individuals enlist the greatest artificers of their realm to create servitors with flawless memories and expert learning capacity, artificial marvels that can always discern what lies around the corner.

- +4 Intelligence, -2 Dexterity, -2 Constitution. Processors are unrivaled in brilliance but were not designed for combat or movement. This replaces the forgeborn's normal ability score modifiers.
- Slow Speed: Processors are not agile or flexible and have a base speed of 20 feet. This ability replaces slow and steady
- Lorekeeper: Processors possess perfect recall and can invoke any sort of information with ease. They treat all knowledge skills as class skills and can take 10 on any intelligence-based skill checks. This ability replaces natural armor.

## **MECH RULES**

The Helmsman and various archetypes presented above gain access to a specialized construct suit called a mech. At first level, the pilot chooses one of the following body types for his mech: agile, bipedal, or quadruped/treaded. A pilot must choose a mech body type that is at least their size or larger. All damage dealt to the pilot is evenly split with his mech (any excess damage from an odd number applies to the mech); if the mech is reduced to 0 hit points, it enters a state of critical failure and the pilot is automatically ejected. Mech's can be repaired at a rate of 5 hp per day using a DC 10 Craft (Mechanical) check. For each 5 points by which the pilot exceeds this DC, the mech recovers an additional 5 hit points. Climbing into a mech and activating it for combat is a full round action. Exiting the mech can be done as a move action.

Starting at 3rd level, a pilot can alter their choice of body type by spending a number of hours equal to the mech's hit die plus ½ the number of enhancements on the mech (rounded down)



rebuilding it. The mech is not available for use and is completely nonfunctional during this time. Whenever the mech pilot changes his mech body type, he can also choose to exchange his existing enhancements, selecting new mech enhancements during this rebuild. Once this process is started, the mech is not available for use until this process is complete. A mech that is lost or destroyed can be replaced with 24 hours of uninterrupted work in a garage or similar environment where basic machining tools can be accessed.

Mechs grant a bonus to the pilot's physical statistics as described in their entry and use the pilot's mental statistics; unpiloted or remotely piloted mechs instead have Strength and Dexterity scores equal to 10 + the listed bonus. Mechs never have a Constitution or Intelligence score. Mechs use their pilot's base attack bonus, saving throw modifiers, proficiencies, and skill modifiers. Mechs are not true living creatures, despite being treated as such in some ways, and do not gain feats or skill points of their own. Mechs cannot take actions on their own, and instead use the pilot's actions. Much like objects and vehicles, mechs have a hardness score (as determined by their pilot's level or their stat block), and take half damage from most energy attacks.

While piloting a mech, a character cannot wear armor or bulky clothing; the suits have numerous ports that need minimal obstruction between them and the pilot's flesh to function properly. Due to the fact that the pilot is enclosed within the mech, he also cannot benefit from items that increase his own armor class, such as an *amulet of natural armor* or *bracers of armor*. While mechs have an armor bonus to AC, they generally do not cause arcane spell failure (though some options may change this). They do, however, count as wearing metal armor for class restrictions such as those of the druid and monk. His mech can still be targeted by spells and effects that increase its defenses. A character cannot occupy a mech whose size is smaller than his own.

**Weapon Affinity and Weapon Slots:** Various mech body types are designed for certain types of weapons; this is called Weapon Affinity and affects the types of weapons a mech can wield. Any standard weapon (such as a longsword, crossbow, or even firearms such as pistols, revolvers, or shotguns) can be converted for use by a mech, though the weapon must be crafted in a size that the mech can use with



its weapon slots. There are three types of affinities a mech can have: ranged, melee, and heavy. Ranged weapons include things like bows and one or two-handed firearms, while melee weapons include swords, hammers, axes, and similar weapons. Heavy weapons include grenade launchers, rail guns, rocket launchers and similar weapons; the pilot of a mech with Weapon Affinity for heavy weapons is treated as having Exotic Weapon Proficiency (heavy weaponry) as long as they are piloting their mech.

A mech's weapon slots are specially designed to seat a broad array of weaponry; one weapon slot can accommodate a single Medium or smaller sized weapon. A mech must have sufficient slots available and a weapon must be slotted for a mech and its pilot to wield it, unless otherwise noted. Multiple slots can be combined to fit larger weapons; two



weapon slots fit a Large weapon, three slots fit a Huge weapon, 4 slots fit a Gargantuan weapon, and 5 slots can fit a Colossal weapon. Mechs never take inappropriately sized weapon penalties with slotted weapons. Attacks with slotted weapons are made using the pilot's full base attack bonus, though they do not receive additional attacks for a high base attack bonus. If a mech attacks with a natural attack or unslotted melee weapon (such as a biped mech with the Arms enhancement), the mech takes a -5 to all attacks with slotted weapons.

### Agile

**Starting Statistics:** **Size** Small; **Speed** +20 ft.; **AC** +1 armor **Attack** Wing (secondary) x2 (1d4); **Melee Reach** 5 ft.; **Ability Scores** Dex +4; **Bonus Hit points:** 5 hp; **Weapon Affinity** ranged; **Weapon Slots** 1

**5th level Advancement:** *Flight:* The agile mech grants its pilot a fly speed of 20 feet with average maneuverability. Every 5 levels thereafter (10th, 15th, 20th) this speed increases by 10 feet and maneuverability increases by one step.

*Hover:* The mech can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

### Biped

**Starting Statistics:** **Size** Medium; **Speed** as pilot; **AC** +2 armor **Attack** Slam (primary) x1 (1d6); **Melee Reach** 5 ft.; **Ability Scores** Str +2, Dex +2; **Bonus Hit points:** 10 hp; **Weapon Affinity** melee, ranged; **Weapon Slots** 2

**Special:** Bipedes start play with the *Arms* enhancement.

**5th level Advancement:** *Shielded Limbs:* The biped mech's forelimbs are specially modified to provide additional protection to the pilot, granting him a +2 shield bonus to AC. This bonus increases by +1 every 5 levels thereafter (10th, 15th, 20th). If the mech is already wielding a shield, he instead increases its shield bonus to AC by an amount equal to that granted by this ability -1.

**Table 6: Mech Companion Base Statistics**

Class Level	Hit Dice	Armor Bonus	Hardness	STR/DEX Bonus	Special	BP
1	1d10	0	1	0	Mech Enhancement	0
2	2d10	+1	2	0		2
3	3d10	+1	2	0		4
4	3d10	+2	3	0		6
5	4d10	+2	3	+2	Mech Enhancement	8
6	5d10	+3	5	+2		10
7	6d10	+3	5	+2		12
8	6d10	+4	7	+2		14
9	7d10	+4	7	+4	Mech Enhancement	16
10	8d10	+5	9	+4		18
11	9d10	+5	9	+4	Size Increase	20
12	9d10	+6	11	+4		22
13	10d10	+6	11	+6	Mech Enhancement	24
14	11d10	+7	13	+6		26
15	12d10	+7	13	+6		28
16	12d10	+8	15	+6		30
17	13d10	+8	15	+8	Mech Enhancement	32
18	14d10	+9	17	+8		34
19	15d10	+9	17	+8		36
20	15d10	+10	19	+8	Size Increase	38



## Quadruped/Treaded

**Starting Statistics:** **Size** Large (-1 penalty to AC and attack rolls, +1 to CMB/CMD, -4 Stealth); **Speed** +10 ft.; **AC** +4 armor **Attack** Slam (primary) (1d8); **Melee Reach** 5 ft.; **Ability Scores** Str +4; **Bonus Hit points:** 15 hp; **Stability** +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt **Weapon Affinity** heavy; **Weapon Slots** 2

**5th Level Advancement:** *Heavy Weapons Array:* Starting at 5th level and every 5 levels thereafter (10th, 15th, 20th), the quadruped mech gains an additional weapon slot at no additional cost.

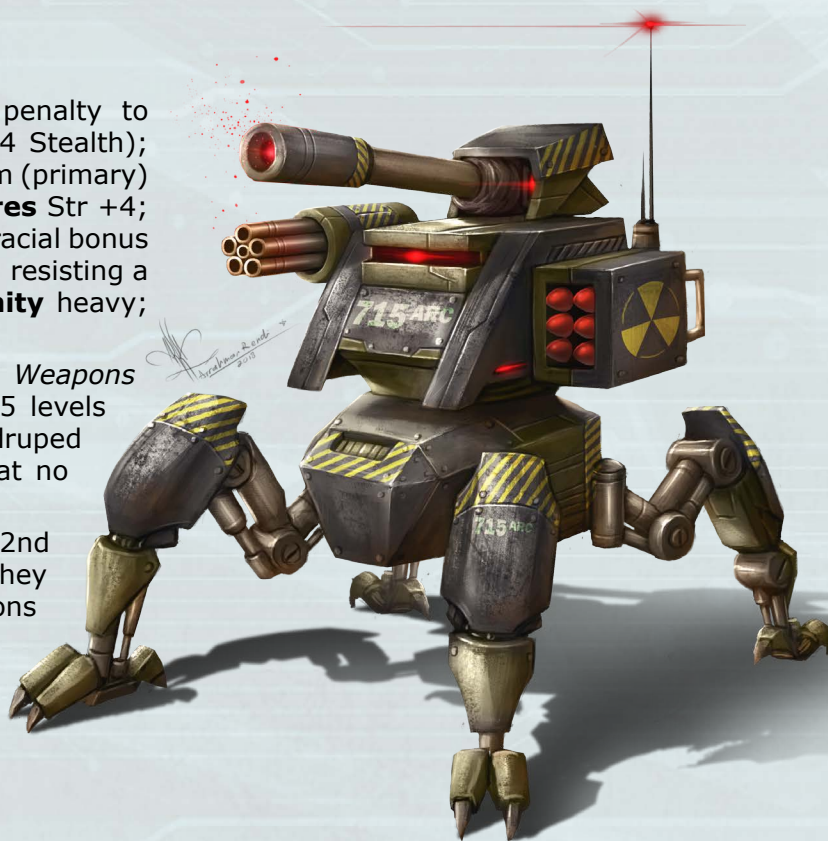
**BP (Battery Points):** Starting at 2nd level, mechs gain a small pool of energy they can use to charge technological weapons and devices. When the mech activates a technological item or weapon, it may choose to have any consumed charges come from its battery pool instead. A mech restores battery points to its pool at a rate of 2 per hour.

**Strength and Dexterity Bonus:** Starting at 5th level, the mech gains a +2 enhancement bonus to its Strength and Dexterity scores. At 9th level and every four levels thereafter, this bonus increases by an additional +2.

**Size Increase:** At 11th level and again at 20th, the mech may be upgraded over 1 week's time to increase by one size category, gaining a +4 size bonus to Strength and an additional 10 hit points, and incurring a -2 penalty to Dexterity and a -4 penalty to Stealth checks (the mech does not incur any additional penalties to Stealth due to size). These bonuses and penalties stack for each additional size increase the mech gains from the Size Increase racial ability or mech enhancements. Alternatively, the mech can be kept the same size and instead increases its base Dexterity bonus by +2 and gains 10 additional hit points.

## MECH ENHANCEMENTS

Descriptions follow below for the various enhancements that a character can apply to their mech to increase its combat and non-combat abilities.



**Additional Weapon Affinity:** The mech gains Weapon Affinity with an additional weapon type of your choice (melee, ranged, heavy). This enhancement can be taken up to two times, selecting a different weapon type each time.

**Additional Weapon Slot:** The mech gains an additional weapon slot. This enhancement can be taken multiple times.

**Advanced Armor Plating:** The mech increases its armor bonus to AC by +2. The mech must be at least 7th level to take this enhancement.

**Advanced Munitions Upgrade:** The mech is treated as though its pilot has Greater Weapon Specialization with one weapon it took the Munitions Upgrade Enhancement for. This enhancement can be taken multiple times but must apply to a different weapon each time. The mech must be at least 13th level to take this enhancement.

**Advanced Targeting Upgrade:** The mech is treated as though its pilot has Greater Weapon Focus with one weapon it took the Targeting Upgrade enhancement for. This enhancement can be taken multiple times but must apply to a different weapon each time. The mech must be at least 9th level to take this enhancement.



**Arcforged Armor:** The mech increases its hardness by 5. The mech must be at least 9th level to take this enhancement.

**Arms:** The mech gains a pair of fully integrated mechanical arms which allow it to wield an appropriately sized weapon without slotting it first. A mech may make as many attacks with such a weapon as their pilot's base attack bonus would normally allow. While wielding a weapon in such a manner, the mech is treated as having two fewer weapon slots (minimum 0); any weapons currently occupying slots that would be made unavailable cannot be used while the weapon is in hand.

**Cerebral Reinforcement:** The mech extends the following construct features to its pilot while they operate it: Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms). The mech must be at least 15th level to select this option.

**Hover Stabilizers:** Mechs with this ability gain slow fall, as the monk ability, except they do not need an adjacent surface to activate it. Treat the mech's level as its monk level to determine the total distance negated by this ability. The mech must be a quadruped with the Powered Servomotors enhancement to choose this enhancement.

**Intelligent Vessel:** The mech is able to be controlled by AI<sup>TG</sup> in a manner similar to a robot, gaining the aggregate<sup>TG</sup> template when it is so controlled (even though it is not a robot). The Mech does not, however, gain the benefits of any feats that the AI possesses. The mech starts out controlled by a base AI with 10 in all of its mental ability scores

and the ability to speak one language the pilot is capable of speaking. If the pilot is not inside the mech, the AI can cause the mech to act on its own, taking a full round's worth of actions each round.

**Manual Loader:** An allied character in an adjacent or shared square can reload your heavy weapons for you as a standard action, or firearm weapons for you as a move action.

**Modified Aerodynamics:** Mechs with this enhancement can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, it may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 10 feet it falls. The mech must be a biped with the Powered Servomotors enhancement to choose this enhancement.

**Munitions Upgrade:** The mech is treated as though its pilot has Weapon Specialization with one weapon from a category it has Weapon Affinity with. This Enhancement can be taken multiple times but must apply to a different weapon each time. The mech must be at least 5th level to take this enhancement.

**Nautical Superiority:** The mech gains a swim speed equal to base land or fly speed chosen when this upgrade is selected. The mech can remain submerged for 1 hour per Hit Die before its air filters start to fail and the pilot has to make Constitution checks to hold their breath or begin drowning. A mech must be at least 5th level to take this enhancement.

**Powered Servomotors:** The mech is capable of fantastic feats of agility. Mechs with this enhancement gain a +15 bonus to Acrobatics or driver Ride checks made to perform a long jump or high jump. In addition, they are always considered to have a running start when jumping.

**Shielded Cockpit:** The mech extends the following construct features to its pilot while he operates it: Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. The mech must be at least 13th level to select this option.

**Size Increase:** The mech increases by one size category, gaining the bonuses and penalties listed





in the Size Increase racial ability. The mech must be at least 7th level to select this option.  
**Special:** This mech enhancement may be taken one additional time by a mech of at least 17th level.

**Sticky Treads:** The mech gains a climb speed equal to half its movement speed. This enhancement can only be taken by mechs with the Quadraped/Treaded body type.

**Superior Arcforged Armor:** The mech increases its hardness by 5. This stacks with the increase granted by the Advanced Armor Plating enhancement. The mech must have the Advanced Armor Plating enhancement and must be at least 13th level to take this enhancement.

**Superior Armor Plating:** The mech increases its armor bonus to AC by +3. This stacks with the increase granted by the Advanced Armor Plating enhancement. The mech must have the Advanced Armor Plating enhancement and must be at least 11th level to take this enhancement.

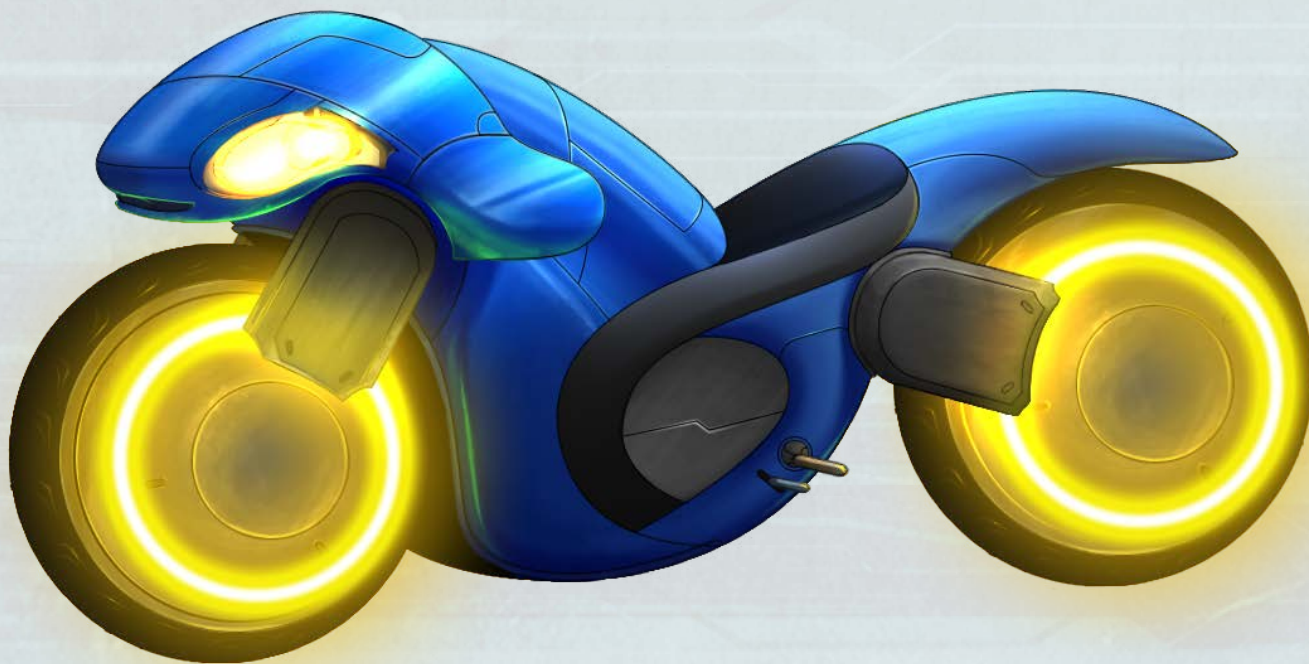
**Targeting Upgrade:** The mech is treated as though its pilot has Weapon Focus with one weapon from a category it has Weapon Affinity with. This enhancement can be taken multiple times but must apply to a different weapon each time.

**Thrusters:** The mech increases their current fly speed by 10 feet and increase their maneuverability by one step. If the mech did not have a fly speed before taking this upgrade, it now has a maneuverability of clumsy. Each time it takes this enhancement, improve its fly speed by an additional 10 feet and its maneuverability by one step. This enhancement can be taken up to three times.

**Weapons Upgrade:** The mech can treat the damage dice of weapons from a category with which it has Weapon Affinity as though they were one size category larger. The mech can take this upgrade multiple times, but it cannot apply to a given weapon category more than once. A mech must be at least 5th level to take this enhancement.

## TECHNOLOGICAL COMPANIONS AND VEHICLES

You may find that some classes, such as the cavalier<sup>APG</sup>, druid, hunter<sup>ACG</sup>, and ranger, don't fit as well in your high-technology campaign setting. Perhaps living animals are incredibly rare and most people can only afford artificial replacements, or perhaps the mounted knights of the modern era ride steeds made out of chrome and rubber instead of flesh and blood. Included in the following chapter are a variety of options for bringing your animal focused characters into the future.





## TECHNOLOGICAL COMPANION OPTIONS

The following options are available in place of mounts or animal companions. Some options may not be appropriate for all classes (motorcycle riding druids, for example, may not make sense even in a futuristic setting).

Variants presented as companion options below use the Mech Companion Base Statistics table when determining their advancement and gain mech enhancements instead of the standard benefits gained by the animal companion they are replacing. All listed vehicles use either magical or technological means of propulsion and are self-sustaining, though a GM may decide that their campaign's primary source of conflict stems from a world where technology is fueled by a highly limited resource, such as gasoline. Options for integrating such a concept into your campaign will be discussed later in this chapter. These companion vehicles are intended to serve as a simple and accessible option for introducing character-oriented vehicles to your campaign and should not be used in conjunction with the vehicle combat rules presented in *Pathfinder Roleplaying Game Ultimate Combat*, instead using only the rules presented here.

A companion vehicle can be mounted or dismounted as a move action, though a driver may attempt a Ride check to attempt a Fast Mount or Dismount just as with a normal mount. Companion vehicles do not have any actions of their own, and the driver must expend his own actions to control the vehicle. Unless otherwise noted, a driver may use any weapon equipped to a companion vehicle, using their own feats, base attack bonus, and other bonuses but using the companion vehicle's physical ability scores in place of their own. A companion vehicle must be at least one size category larger than its driver. The driver of a companion vehicle is treated as mounted for all feats and effects unless otherwise noted. A driver's weight is not counted against a companion vehicle's total carrying capacity, though any gear he carries beyond a set of clothing does.

A companion vehicle that is lost or destroyed can be replaced with 24 hours of uninterrupted work in a garage or similar environment where basic machining tools can be accessed.

### Combat Transport Vehicle (Companion Vehicle)

**Starting Statistics:** **Size** Huge; **Speed** 40 ft.; **AC** 17 (+8 armor, +1 Dexterity, -2 size); **Ability Scores** Str 20, Dex 12, Con -; **Weapon Affinity** heavy; **Weapon Slots** 2

#### Special Qualities:

*Transporter:* The C.T.V. can safely carry up to 3 Medium creatures in addition to the driver without counting them against its carry capacity.

*Cumbersome Weaponry:* A C.T.V.'s ranged weaponry is seated behind the driver's seat, and as such cannot be operated by the driver, requiring at least one additional passenger to operate it.

**Special:** Starting at 5th level and every 5 levels thereafter (10th, 15th, 20th), the C.T.V. gains an additional weapon slot at no additional cost.

### Infiltration Transport Vehicle (Companion Vehicle)

**Starting Statistics:** **Size** Medium; **Maximum Speed** 50 ft.; **AC** 17 (+3 armor, +4 Dexterity); **Ability Scores** Str 12, Dex 18, Con -; **Weapon Affinity** ranged; **Weapon Slots** 1; **Special Qualities:**

*Personal Transport:* The I.T.V. is designed as a single person compact transportation device and can safely accommodate a rider of the same size category.

*Throttle:* An I.T.V.'s driver can spend a swift action to increase its base speed to 70 ft., but while its speed is increased in this manner, attempting any turn of 45 degrees or greater requires it to sacrifice an additional 5 feet of movement. The driver can end this effect as a free action.

**Special:** At 5th level and every 5 levels thereafter, the I.T.V.'s base speed increases by 10 feet.

### Motorcycle (Companion Vehicle)

**Starting Statistics:** **Size** Large; **Maximum Speed** 60 ft.; **AC** 16 (+4 armor, +3 Dexterity, -1 size); **Ability Scores** Str 14, Dex 16, Con -; **Weapon Affinity** melee; **Weapon Slots** 1; **Special Qualities:**

*Throttle:* A motorcycle's driver can spend a swift action to increase its base speed to 90 ft., but while its speed is increased in this manner, attempting any turn of 45 degrees or greater requires it to sacrifice an additional 5 feet of movement. The driver can end this effect as a swift action.

**5th level upgrade:** *Thundering Crash:* While a motorcycle's throttle ability is active, the driver deals double damage with melee weapons on the first attack made as part of a charge but must succeed



on a DC 25 Ride check after the attack is resolved or both the driver and motorcycle fall prone. This ability does not stack with the Spirited Charge feat.

**Special:** At 5th level and every 5 levels thereafter, the motorcycle's base speed increases by 10 feet.

### **Sportscar (Companion Vehicle)**

**Starting Statistics:** **Size** Large; **Maximum Speed** 60 ft.; **AC** 16 (+4 armor, +3 Dexterity, -1 size); **Ability Scores** Str 16, Dex 16, Con -; **Weapon Affinity** ranged; **Weapon Slots** 2; **Special Qualities:**

**Two-Seater:** The sportscar can safely carry 1 Medium creature in addition to the driver without counting them against its carry capacity.

**5th level upgrade:** *Boost:* As a swift action, the driver of a sportscar can double the sportscar's base land speed for 1 round. While the sportscar is boosted in this manner, attempting any turn of 45 degrees or greater requires the driver to make a Profession (driver) check with a DC equal to 5 + 1 per 10 feet in its new base land speed (for example, a 5th level driver using boost would need to succeed at a DC 19 Profession (driver) check). Failure to succeed at this check means the sportscar continues to move forward and the driver cannot attempt another turn until he has moved at least 10 feet from the point at which he failed the check.

**Special:** At 5th level and every 5 levels thereafter, the sportscar's base speed increases by 10 feet.

### **Ship (Companion Vehicle)**

**Starting Statistics:** **Size** Gargantuan; **Maximum Speed** 90 ft. (Over Water); **AC** 14 (+8 armor, -4 size) **Ability Scores** Str 24, Dex 10, Con -; **Weapon Affinity** heavy; **Weapon Slots** 4; **Special Qualities:**

**Immense:** The ship can safely carry up to 30 Medium creatures in addition to the driver without counting them against its carry capacity. Increase this number by 10 every time the ship increases in size. In addition, the ship has twice the normal carrying capacity, which doubles with every size increase.

**Special:** At 5th level and every 5 levels thereafter, the ship's size increases by 1. If the ship is already colossal, it becomes 20 feet longer one way and 10 feet longer on the other axis. Each time the ship's dimensions are altered or its size is increased, its armor bonus and strength score increase by 2, and it gains 10 additional hit points.

## **ANIMAL COMPANION AND PSICRYSTAL ARCHETYPES**

The following archetypes are designed to be applied not to player characters, but instead to their animal companions or psicrystals. They otherwise follow the typical rules for archetypes, but instead replace abilities normally gained by animal companions or psicrystals based on their master's level in the class that grants the companion or crystal.

### **INFORMANT (PSICRYSTAL ARCHETYPE)**

Informants are often employed by technologically savvy psionics to provide valuable pieces of information at crucial moments. They excel at gathering intelligence and using it to assist their master in various ways.

**Mechanical Intellect (Ex):** Increase the base intelligence score an Informant by an additional +2, with an additional +2 to intelligence at 9th and 17th levels. An informant gains the natural armor bonus of a psicrystal of half its level. This ability modifies the psicrystal's intelligence score and natural armor adjustment.

**Knowledge Data (Ex):** Informants specialize in gathering and storing important information, even in the heat of battle. An informant can attempt all Knowledge checks untrained and receives a bonus on all Knowledge checks equal to 1/2 its level. Additionally, an informant gains 4 + the informant's intelligence modifier skill ranks at each level. Its maximum number of ranks in any given skill is equal to its level. This ability replaces alertness and the psicrystal's ability to share its master's skill ranks.

### **OS (PSICRYSTAL<sup>UP</sup> ARCHETYPE)**

*For some advanced psions, their splinter personality does not take physical form. Rather, it is an entity of code, a string of numbers formed into a simple personality that performs various operating purposes.*

**Encoded Form (Ex):** An OS does not have a body. The OS functions as an AI, meaning that it doesn't have an AC, hit points, or other statistics related to a physical form; it relies on its host robot or structure for those scores. An OS uses its Intelligence modifier instead of its Dexterity modifier to determine initiative.





The OS operates from within technological equipment, requiring access to a robot, cameras, microphones, or other mechanical sensory tools in order to be able to notice or interact with the outside world. An OS is always inhabiting the mind of its master and may inhabit a number of additional items up to its intelligence modifier. It may move from one item to another within close range as a move action, and may activate a technological item it inhabits as a standard action.

This ability replaces self-propulsion and improved evasion.

**Hologram Projection (Ex):** As a move action, an OS may project a hologram image of itself within close range of an object or creature it is inhabiting. The image may be medium-sized or smaller, can appear however it likes, and can be used to deliver touch powers as a normal psicrystal's physical form. However, the holographic image has no senses of its own and must rely on the senses of either its master

or any other objects the OS inhabits to detect the world. In addition, creatures are automatically aware that a holographic projection is not real.

**Control Robot (Ex):** Starting at 9th level, an OS gains the ability to enter and control robots in the same manner it can with objects. A robot is allowed a will save (DC 10 + the OS' Intelligence modifier + half the OS' effective level) to prevent an OS from taking control of it. While in this state, the Robot gains the Aggregate template, using the OS and its abilities in place of an AI. A robot that an OS inhabits maintains the OS' share powers, channel power, deliver touch power, and power resistance abilities. This ability replaces flight

### **SYNTHETIC (ANIMAL COMPANION ARCHETYPE)**

*Not all animal companions are products of nature. Some, cultivated and augmented by technological factors, loyally serve their masters with their impressive intellect and resilience just as an organic being would utilize its instinct.*

**Artificial Bond (Ex):** A synthetic and its master are both gain Technologist as a bonus feat. This ability replaces share spells.

**Cyborg Durability (Ex):** Starting at 3rd level, for the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), the synthetic counts as both an animal and a construct. The synthetic gains a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, is not subject to fatigue or exhaustion, and becomes immune to disease and *sleep* effects. This ability replaces evasion.

**Augmented Intelligence (Ex):** Starting at 9th level, the synthetic's intelligence score increases to 10. It gains the ability to speak one language that its master knows and treats all Intelligence-based skills as class skills. This ability replaces multiattack.

**Mechanical Perfection (Ex):** At 15th level, a synthetic becomes immune to all mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. This ability replaces improved evasion.

### **TARGETING ARRAY (PSICRYSTAL ARCHETYPE)**

*Although not the most common, some combat-savvy psionicists opt to utilize their psicrystal companions as*



*active supporters in combat. These targeting arrays assist in analyzing the patterns of opponents and optimizing the accuracy of their master's attacks.*

**Tactical Assistance (Ex):** A Targeting Array helps its master to analyze and defeat opponents in combat. When it uses the aid another action, it may make an intelligence check against DC 10 in place of an attack roll. This ability replaces the psicrystal's Personality bonus.

**Improved Tactical Assistance (Ex):** At 3rd level, the Targeting Array gains one of the following feats as a bonus feat: Swift Aid, Open Up, Got Your Back, or Harrying Partners. The targeting array's master also gains this feat. Neither of them needs to meet the feat's prerequisites. If the targeting array's master later gains another one of these feats, the psicrystal gains its benefit as well. This ability replaces deliver touch powers.

**Pinpoint Weakness (Ex):** Starting at 11th level, when the targeting array uses the aid another action on a creature to grant it a bonus on attack rolls, it also grants the creature an equal bonus on critical hit

confirmation rolls made to resolve the attack. This ability replaces power resistance.

**Tactical Mastery (Ex):** At 15th level, whenever the targeting array uses the aid another action, it may grant the target a bonus equal to the targeting array's intelligence modifier in place of the normal +2 bonus. In addition, the targeting array may select another bonus feat from the improved tactical assistance list. This ability replaces channel power.

## NON-COMPANION MECHS AND VEHICLES

The rules presented for companion vehicles and mechs can also be used to generate vehicles and mechs for general use in your campaign world.

A character with the Craft Companion Vehicle feat and access to a garage or production lab can craft any of the vehicles detailed earlier. Crafting a vehicle requires a Craft (mechanical) check with a DC equal to 15 + the vehicle's hit dice + the number of enhancements, and costs 800 pieces x (vehicle's hit dice + total number of enhancements). Use the mech advancement table when determining the abilities of the crafted vehicle; a character cannot craft a vehicle in this manner whose required pilot level exceeds his total character level -4.

A character with the Craft Mech feat and access to a garage or military lab can craft any of the mech types detailed earlier. Crafting a mech requires a Craft (mechanical) check with a DC equal to 20 + the mech's hit dice + the number of enhancements, and costs 1000 pieces x (mech's hit dice + total number of enhancements). Use the mech advancement table when determining the abilities of the crafted mech; a character cannot craft a mech in this manner whose required pilot level exceeds his total character level -4.

## HELMSMAN VEILS

Veils are potent magical effects created using akashic magic. They blend many features of spells and magic items, binding the power of essence to the user or their surroundings to create magical effects. The following new veils tap into the same areas of knowledge and study as the new helmsman class, though many of them are available to other wielders of akashic magic, such as daevics and viziers.





**Table 7-1: Hands Slot Veils**

Hands Slot Veils	Description
Crusader's Shield <sup>AM</sup>	Create a barrier of akashic energy to shield your allies
Forcestrike Knuckles <sup>AM</sup>	Deal force damage with unarmed strikes
Gauntlets of the Void <sup>AM</sup>	Shape spiked gauntlets out of void energy
Loyal Paladin's Spear of Light <sup>AM</sup>	Create a spear made of pure akashic energy
Micro-Missile Gauntlet	Fire missiles that deal force damage
Riven Darts <sup>AM</sup>	Deal force damage with ranged touch attack
Storm Gauntlets <sup>AM</sup>	Gain touch attack that deals elemental damage
Captain's Guided Hand	Gain bonus to fly and ride checks
Voidblade <sup>C07SAT</sup>	Create a greatsword made of the emptiness of the void
Warlord's Fist	Gain the ability to Intimidate multiple foes at once
Balor's Whip <sup>C07SAT</sup>	Create a massive whip to fight with
Blackened Pitchfork <sup>C07SAT</sup>	Create a trident that sickens targets
Banelight Vortices <sup>C07SAT</sup>	Shoot damaging blasts of light
Efreeti's Brass Scimitar <sup>C07SAT</sup>	Create a sword of flame
Ebon Stars <sup>C07SAT</sup>	Create two flails of dark matter
Sable Shots <sup>C07SAT</sup>	Create crossbows of darkness that automatically reload
Reaper's Scythe <sup>C07SAT</sup>	Create a scythe that deals negative energy damage
Sword of Justice <sup>C07SAT</sup>	Create a sword which deals fire and holy damage

**Table 7-2: Feet Slot Veils**

Feet Slot Veils	Description
Nanite Cloud	Gain minor concealment against attacks.
Lava Walker's Boots <sup>AM</sup>	Walk on liquid surfaces as you would solid ground
Hover Boots	Hover across non-solid surfaces
Immovable Boots <sup>AM</sup>	Gain bonus to CMD vs. bull rush and trip maneuvers
Polar Snowshoes <sup>AM</sup>	Gain a frigid aura
Sea Drake's Talons <sup>AM</sup>	Gain talon rake attacks and bonus to Acrobatics and Swim checks
Tauric Brace	Increase effective size for performing maneuvers
Ruin Treads <sup>C07SAT</sup>	Gain a pair of claws which create difficult terrain
Marid's Sanadils <sup>C07SAT</sup>	Gain a swim speed
Darkness Dragon <sup>C07SAT</sup>	Gain a bonus to Acrobatics and Fly checks
Boatman's Ferry <sup>C07SAT</sup>	Gain the ability to walk on water

**Table 7-3: Head Slot Veils**

Head Slot Veils	Description
Sentinel's Helm <sup>AM</sup>	Gain bonus to Perception and Sense Motive checks.
Mask of Elemental Adaptation <sup>AM</sup>	Convert elemental damage to a different type
H.U.D.	Gain bonus to Perception and Sense Motive checks
Stare of the Ghaele <sup>AM</sup>	Gain a gaze attack that causes foes to become shaken
Void Countenance <sup>C07SAT</sup>	Mask of shadow increases Bluff checks and Will saves
Sparkling Alicorn <sup>C07SAT</sup>	Gain a gore attack which does more against undead
Iron Crown <sup>C07SAT</sup>	Gain a bonus on Diplomacy and Intimidate checks
White Rider's Sash <sup>C07SAT</sup>	Shed light in a cone and gain a bonus on Intimidate checks
Djinni's Turban <sup>C07SAT</sup>	Can levitate self and objects
Empty Maw <sup>C07SAT</sup>	Create a black hole that sucks creatures in



**Table 7-4: Wrist Slot Veils**

Wrist Slot Veils	Description
Gauntlets of the Void <sup>AM</sup>	Shape spiked gauntlets out of void energy
Armbands of the Irked Elephant <sup>AM</sup>	Gain a special bull rush attack
Armory of the Conqueror <sup>AM</sup>	Amplify the damage of a wielded weapon with akashic energy
Ditchdigger's Armlets <sup>AM</sup>	Create Earthen Explosions
Hand Cannons <sup>AM</sup>	Grants a powerful ranged attack
Interference Bangles <sup>AM</sup>	Inhibits machinery within 10 feet
Thurston's Bladewards <sup>AM</sup>	Gain DR/bludgeoning
Balor's Whip <sup>C07SAT</sup>	Create a massive whip to fight with
Shackles of Perdition <sup>C07SAT</sup>	Create chains which guard against attacks.
Blackened Pitchfork <sup>C07SAT</sup>	Create a trident that sickens targets
Efreeti's Brass Scimitar <sup>C07SAT</sup>	Create a sword of flame
Ebon Blaze <sup>C07SAT</sup>	Propel yourself with jets of darkness
Darkholds <sup>C07SAT</sup>	Create a pocket dimension
Reaper's Scythe <sup>C07SAT</sup>	Create a scythe that deals negative energy damage
Bracers of Oblivion <sup>C07SAT</sup>	Exude an aura of darkness
Sword of Justice <sup>C07SAT</sup>	Create a sword which deals fire and holy damage

**Table 7-5: Shoulders Slot Veils**

Shoulders Slot Veils	Description
Nanite Cloud <sup>AM</sup>	Gain minor concealment against attacks
Gorget of the Wyrms <sup>AM</sup>	Gain a draconic breath weapon
Spiked Pauldrons <sup>AM</sup>	Gain bonus to CMD vs. Grapple checks and deal damage to grappling creatures
Vorpal Guards <sup>AM</sup>	Gain bonus to AC vs. critical hit confirmation rolls.
Spore Wings <sup>C07SAT</sup>	Unleash spore cloud which damages nearby creatures
Pit Fiend's Shroud <sup>C07SAT</sup>	Gain a fear aura
Shahzada's Dissolution <sup>C07SAT</sup>	May call forth blasts of water
Ferryman's Cloak <sup>C07SAT</sup>	Share negative effects with your attacker
Angelic Wings <sup>C07SAT</sup>	Wings ease your fall

**Table 7-6: Interface Slot Veils**

Interface Slot Veils	Description
Navigator's Boon	Constantly know direction and location
Dogfighter's Third Eye	Gain dodge bonus to AC, move when avoiding attacks.
Steel Ward's Bond	Communicate telepathically with construct
Expansive Uplink	Speak telepathically with allies
General's Beacon	Know location of allies

**Table 7-7: Headband Slot Veils**

Headband Slot Veils	Description
Circlet of Brass <sup>AM</sup>	Increase power of spells and abilities which deal fire damage
Crown of Inevitable Command <sup>AM</sup>	Lower foes' mental resistance
Eyes of the Hawkguard <sup>AM</sup>	Increase range of vision and ranged weapons
Dreamcatcher <sup>AM</sup>	Gain bonus to selected knowledge skills
Eye of the Oracle <sup>AM</sup>	Gain ability to boost attacks, checks, and saves
Halo of Holy Light <sup>C07SAT</sup>	Shed bright light in an aura



**Table 7-8: Neck Slot Veils**

Neck Slot Veils	Description
Gorget of the Wyrms <sup>AM</sup>	Gain a draconic breath weapon
Metabolist's Scarf <sup>AM</sup>	Gain a bonus on saving throws and AC vs. ranged attacks
Collar of Skilled Instruction	Use aid another on allies at range
Sparkling Alicorn <sup>C07SAT</sup>	Gain a gore attack which does more against undead
Cry of the Erinyes <sup>C07SAT</sup>	Gain a sonic cone attack
Five Rivers Amulet <sup>C07SAT</sup>	Gain a bonus on saving throws vs. spells

**Table 7-9: Belt Slot Veils**

Belt Slot Veils	Description
Cincture of the Dragon <sup>AM</sup>	Gain enhancement bonus to natural armor
Guardian Sash <sup>AM</sup>	Gain bonus to AC vs. critical threats
Stone Giant's Girdle <sup>AM</sup>	Gain a pool of temporary hit points
Tauric Brace <sup>AM</sup>	Increase effective size for performing maneuvers
Unicorn's Barding <sup>C07SAT</sup>	Exude aura which grants bonuses against fear
Pincer Arms <sup>C07SAT</sup>	Gain a pair of extra limbs with pincer attacks
Bloodeater's Belt <sup>C07SAT</sup>	All attacks inflict 1 additional bleed damage
White Rider's Sash <sup>C07SAT</sup>	Shed light in a cone and gain a bonus on Intimidate checks
Darkness Dragon <sup>C07SAT</sup>	Gain a bonus to Acrobatics and Fly checks
Ebon Blaze <sup>C07SAT</sup>	Propel yourself with jets of darkness
Belt of Fire <sup>C07SAT</sup>	Reduce the effects of diseases and hurt disease-carrying creatures
Belt of Woven Gold <sup>C07SAT</sup>	Teleport short ranges as a move action

**Table 7-10: Chest Slot Veils**

Chest Slot Veils	Description
Cincture of the Dragon <sup>AM</sup>	Gain an enhancement bonus to natural armor
Cuirass of Confidence <sup>AM</sup>	Gain an aura that makes people friendlier
Ablation Field <sup>AM</sup>	DR or hardness increases
Demon Lord's Hunger <sup>C07SAT</sup>	Weapons used to attack you take damage
Devil's Barbs <sup>C07SAT</sup>	Creatures striking you in melee must save or take damage

**Table 7-11: Body Slot Veils**

Body Slot Veils	Description
Eyes of the Hawkguard <sup>AM</sup>	Increase range of vision and ranged weapons
Stone Giant's Girdle <sup>AM</sup>	Gain a pool of temporary hit points
Martyr's Toga <sup>AM</sup>	Take an ally's wound upon yourself
Robes of the Forgotten Deity <sup>AM</sup>	Gain concealment vs. attacks
Interference Bangles	Inhibits machinery within 10 feet
Unicorn's Barding <sup>C07SAT</sup>	Exude aura which grants bonuses against fear
Voidblade <sup>C07SAT</sup>	Create a greatsword made of the emptiness of the void
Heart of the Efreet <sup>C07SAT</sup>	Creatures in contact with you take fire damage
Ebon Stars <sup>C07SAT</sup>	Create two flails of dark matter
Sable Shots <sup>C07SAT</sup>	Create crossbows of darkness that automatically reload
Heaven's Blessing <sup>C07SAT</sup>	Grant allies a sacred bonus to attack and damage



## ABLATION FIELD

**Class** Daevic, Helmsman, Nexus, Radiant, Vizier;  
**Slot** chest; **Saving Throw** none

*The armor surrounding your form becomes fortified, nullifying attacks made against you*

While this veil is shaped, any DR or hardness that you possess is increased by 1.

**Essence:** For every point of essence invested in this veil, the bonus to DR or hardness increases by 1.

**Chakra Bind (Chest):** While this veil is bound to your chest chakra, you gain the constant benefits of the *energy adaptation* power with a manifester level equal to your veilweaver level.

## CAPTAIN'S GUIDED HAND

**Class** Daevic, Helmsman, Vizier; **Slot** hands;  
**Saving Throw** none

*You gain the ability to properly control your vessel even in the most dangerous of situations*

While this veil is shaped, you can steadily control a vessel even as your environment lashes out against you. You receive a +1 bonus on all Fly, Ride, and Profession checks made to steer or control a vehicle.

**Essence:** For every point of essence invested in this veil, the bonus to Fly, Ride, and Profession checks increases by 1.

**Chakra Bind (Hands):** While this veil is bound to your hand chakra, you gain the ability to easily maneuver through treacherous effects. Any vessel you are piloting ignores nonmagical difficult terrain as well as the effects of high winds.

## DOGFIGHTER'S THIRD EYE

**Class** Helmsman; **Slot** interface; **Saving Throw** none

*You duck and weave through combat with ease, predicting and sidestepping attacks as your rush towards your objective*

While using veil, you receive a +1 dodge bonus to your AC. In addition, any time that an attack misses you, you may move 5 feet as a free action. This action does not provoke attack of opportunity.

**Essence:** For every point of essence invested in this veil, the dodge bonus increases by 1

**Chakra Bind (Interface):** When this veil is bound, you gain blindsense out to 30 feet +10 feet for every point of essence invested in this ability.



## EXPANSIVE UPLINK

**Descriptors** mind-affecting; **Class** Helmsman;  
**Slot** interface; **Saving Throw** none

*Your mind affixes itself to those of your allies, allowing you to freely communicate with them regardless of barriers*

While using veil, you may communicate telepathically with allies within 400 ft + 10 ft per level.

**Essence:** For every point of essence invested in this veil, the range of this telepathy increases by 100 feet.

**Chakra Bind (Interface):** When this veil is bound, you also see and hear whatever allies you are communicating with can see or hear.

## GENERAL'S BEACON

**Class** Helmsman; **Slot** interface; **Saving Throw** Will negates (see text)

*Every ally on the battlefield is under your constant surveillance, moths of which you are always aware*



While you shape this veil, you may select a number of allies equal to your veilweaving modifier. You always know the location of these creatures provided that they are on the same plane as you.

**Essence:** For every point of essence invested in this veil, you may select two additional creatures.

**Chakra Bind (Interface):** When this veil is bound, you may reselect creatures to be affected as a standard action and may select unwilling creatures you can see to be seen with this ability. Creatures are allowed a will save to avoid the effects of this ability.

### INTERFERENCE BANGLES

**Class** Eclipse, Helmsman, Nexus, Radiant, Vizier; Slot wrist, body; **Saving Throw** Fortitude negates (affects objects)

*Charged with electricity, your gauntlets arc with energy as machines around you begin to stutter*

While this veil is shaped, you gain a 10-foot aura which interferes with activity of technology. Technological equipment within your aura must make a Fortitude save or glitch as if timeworn, and constructs must save or be staggered for so long as they are in your aura and for 1 round thereafter. Likewise, veilweavers must save or have one of their veils suppressed (your choice) so long as they remain in the aura. You can suppress or activate this aura as a move action.

**Essence:** For every point of essence invested in this veil, the radius of this ability increases by 5 feet

**Chakra Bind (Wrist):** When this veil is bound to your wrist chakra, magical abilities also begin to struggle. Creatures within your aura attempting to cast spells have a failure chance of 10% +5% for every point of essence invested in this veil.

**Chakra Bind (Body):** When this veil is bound to your body chakra and you have essence invested in it, you emanate an aura which completely obliterates either magic or technology within. You may choose to project either an *antimagic field* or *antitech field* over the range of this veil rather than its normal effects. You are unaffected by this field.

### IRONCLAD BASTION

**Class** Helmsman; Slot interface; **Saving Throw** none

*Your vessel shields those inside, protecting them from assaults and easing movement for troops inside*

If a vessel is receiving the benefits of this veil, all

creatures riding atop or inside it gain a +1 resistance bonus on all saving throws.

**Essence:** For every point of essence invested in this veil, the bonus on saving throws increases by 1.

**Chakra Bind (Interface):** When this veil is bound, allied creatures inside the vessel gain a bonus to movement speed equal to 10 ft + 5 ft per point of essence invested provided they are moving to other locations inside the vessel.

### NAVIGATOR'S BOON

**Class** Helmsman; **Slot** interface; **Saving Throw** none

*The order of the universe is offered before you, your veil serving as a guide through any domain no matter how vast*

While using veil, you constantly know which direction you are facing, and gain a +1 bonus on all knowledge (geography) checks and survival checks made to navigate.

**Essence:** For every point of essence invested in this veil, the bonus to survival and knowledge (geography) checks increases by 1.

**Chakra Bind (Interface):** When this veil is bound, you gain the ability to use find the path as a spell-like ability once per day. The spell lasts until you find the location rather than wearing off after 10 minutes/level.

### STEEL WARD'S BOND

**Class** Helmsman; Slot interface; **Saving Throw** Will negates

*You link up to an artificial entity, communicating with them as easily as you would another humanoid*

While using veil, you may attempt to form a mental link with a construct or computer as a standard action. Once you have done this, you may gain telepathy with the machine for 1 hour and may issue commands to it through telepathy.

**Essence:** For every point of essence invested in this veil, you may have this ability active on one additional construct or computer at the same time.

**Chakra Bind (Interface):** When this veil is bound, you gain the ability to quickly and effectively search through the mind of the construct for information. This functions as *mind probe* with a save DC equal to your veil save DC, save that it affects constructs and does not allow power resistance. In addition, you can invest essence in akashic armaments and apply them to any construct as if it were your bonded vessel.



## WARLORD'S FIST

**Descriptors** fear; **Class** Eclipse, Helmsman, Nexus, Vizier; **Slot** hands; **Saving Throw** none

*As you raise your fist in the air, it petrifies foes around you with terror*

While this veil is shaped, you may as a full-round action make an Intimidate check against any number of creatures within 30 feet.

**Essence:** For every point of essence invested in this veil, you receive a +1 bonus on Intimidate checks and the range of this veil increases by 5 feet.

**Chakra Bind (Hands):** If this veil is bound to the hands chakra, all creatures Intimidated by this ability are frightened for the first round rather than shaken.

# TECHNOLOGICAL FEATS

The following feats greatly expand and diversify the ways your character can specialize in the use of technology and integrating technology (including mechs in particular) with the akashic and psionic rules.

## Additional Hypercharge

You have learned to push your bonded vessel in a new way.

**Prerequisites:** Hypercharge class feature

**Benefit:** You may select an additional Hypercharge from the list of helmsman Hypercharges, adding it to your list of Hypercharges known.

## Akashic Supply [Akasha]

Your internal reserves ensure that your ammunition never exhausts

**Prerequisites:** Con 13 or ability to shape veils

**Benefits:** You gain the ability to invest essence into a weapon you are carrying. For every point of essence invested, you may make one attack per round with that weapon which does not consume ammunition or charges. This ability does not enable you to make additional attacks per round with a weapon.

You gain one point of essence.

## Artificial Spartan [Akashic, Combat]

Your mechanical facets enable you to substitute keen learning where mortals rely upon emotion

**Prerequisite:** Android<sup>B5</sup> or forgeborn<sup>UP</sup>, Daevic/Metahuman<sup>AM</sup> level 1st

**Benefits:** You may use Intelligence in place of Charisma for all of your daevic/metahuman class abilities. In addition, you may invest essence into your nanite surge racial trait to gain an additional use per day for each point invested or invest essence into your Fearless, Strange Mind, Natural Armor, Crystal Skin, Memory Matrix, or Constructed racial traits (individually) to increase any of their bonuses by 1 for each point invested.

You gain one point of essence.

## Cockpit Jacker [Combat]

You have learned not only to inhibit mechs, but to steal them as well

**Prerequisites:** Pilot Render, Disable Device 3 ranks

**Benefit:** When you use a dirty trick maneuver on a disrupted mech, you may choose to eject the existing pilot of the mech and enter it yourself. When you have entered the cockpit, you now pilot the mech, and can continue piloting it until someone steals it from you, it is destroyed, or you choose to leave it.

## Custom Vehicle

You have created your own custom vehicle for use on your adventures.

**Prerequisites:** Technologist, character level 4th, must not have an animal companion, mount, or vehicle companion that advances as a mech or animal companion.

**Benefit:** You gain a companion vehicle of your choice as if you were a pilot or druid of your character level -3. If you later gain an animal companion or vehicle through another source (such as the Animal domain, divine bond, hunter's bond, mount, or nature bond class features), the effective druid or pilot level granted by this feat stacks with that granted by other sources.

## Craft Companion Vehicle

You can craft motorized vehicles.

**Prerequisites:** Technologist, Craft (mechanical) 9 ranks, Knowledge (engineering) 9 ranks

**Benefit:** You can create vehicles based on the companion vehicles presented in this supplement. Any character with access to the vehicle's key or other control mechanism may drive and use this vehicle.



Creating a vehicle takes 1 week for every 1,000 gp in the vehicle's price. To create the object, you must use up raw materials costing half of this total price. See **Non-Companion Mechs and Vehicles** (p40) for more information.

You can repair a broken vehicle if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft the vehicle from scratch.

### Craft Cybernetics

You can build cyberware and install it in a creature's body.

**Prerequisites:** Technologist, Heal 9 ranks, Knowledge (engineering) 9 ranks.

**Benefit:** You can create cybernetic items. Creating a cybernetic item takes 1 day for every 1,000 gp in the item's price. To create the object, you must use up raw materials costing half of this total price. See Crafting High-Tech Items<sup>TG</sup> for more information.

You can repair a broken cybernetic item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item from scratch.

You can also install a cybernetic item in a creature's body. See the Cybertech section for more information on installing cyberware

### Craft Mech

You can craft powerful war machines, called mechs.

**Prerequisites:** Technologist, Craft (mechanical) 11 ranks, Knowledge (engineering) 11 ranks.

**Benefit:** You can create mechs. Any character with access to the vehicle's key or other control mechanism may drive and use this vehicle. Creating a mech takes 1 week for every 1,000 gp in the item's price. To create the object, you must use up raw materials costing half of this total price. See **Non-Companion Mechs and Vehicles** (p40) for more information.

You can repair a broken mech if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft the mech from scratch.

### Craft Pharmaceutical

You can craft pharmaceuticals.

**Prerequisites:** Technologist, Heal 9 ranks, Knowledge (nature) 9 ranks

**Benefit:** You can create any pharmaceutical or

poison. Creating a pharmaceutical takes 2 hours if its base price is 250 gp or less; otherwise, the creation of the pharmaceutical takes 1 day for every 1,000 gp in its price. To create the pharmaceutical or poison, you must use up raw materials costing half of this total price. See Crafting High-Tech Items<sup>TG</sup> for more information.

### Craft Robot

You can build robots.

**Prerequisites:** Craft Technological Arms and Armor, Craft Technological Item, Technologist, Craft (mechanical) 9 ranks, Knowledge (engineering) 9 ranks.

**Benefit:** You can create robots, provided you have access to a robotics lab and the necessary materials. A robot's price is equal to its CR × 20,000 gp, and the cost to create one is half this amount. Creating a robot takes 1 day for every 1,000 gp of its price. At the end of the process you must attempt a single Craft (mechanical) skill check to finish the robot. Failing this check means that the robot doesn't function and the materials and time are wasted. The DC for this skill check is equal to 20 + the robot's CR (minimum 21). A newly created robot has average hit points for its Hit Dice.





**Special:** A robotics lab<sup>TG</sup> is required to craft robots and uses 200 charges each day it is in operation. Technological laboratories are described in the official *Pathfinder Roleplaying Game* guide to technology.

### Craft Technological Arms and Armor

You can build technological weapons and armor.

**Prerequisites:** Technologist, Craft (mechanical) 7 ranks, Knowledge (engineering) 7 ranks.

**Benefit:** You can create technological weapons or armor. Creating a technological weapon or suit of armor takes 1 day for every 1,000 gp in the item's price. To create the object, you must use up raw materials costing half of this total price. See Crafting High-Tech Items<sup>TG</sup> for more information.

You can also repair a broken technological weapon or suit of armor if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item from scratch.

### Craft Technological Item

You can craft technological gear and items.

**Prerequisites:** Technologist, Craft (mechanical) 5 ranks, Knowledge (engineering) 5 ranks.

**Benefit:** You can create technological gear. Creating a piece of technological gear takes 1 day for every 1,000 gp in the item's price. To create the object, you must use up raw materials costing half of this total price. See Crafting High-Tech Items<sup>TG</sup> for more information.

You can also repair a broken technological item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item from scratch.

### Cybernetic Integration

You and your mech are one.

**Prerequisites:** Bonded Mech class feature or Mech Piloting feat, Craft (mechanical) 5 ranks, Knowledge (engineering) 5 ranks

**Benefit:** You can convert your mech into a set of cybernetic body armor. If your mech is currently larger than your size, it is broken down for parts and converted into a same sized creature; characters with multiple bonded mechs may choose one to receive this reconfiguration. If the mech had previously benefited from size increases for level, it instead increases its base Dexterity bonus by +2 and gains 10 additional hit points; if the mech had taken any size increasing enhancements, it may

retrain any that would increase its base size above that of its pilot. While the mech is converted in this manner, you gain several benefits: you gain a +5 bonus to disguise checks to make the mech appear as a standard suit of armor, your arms (if you have any) are not occupied by piloting and may be used to wield weapons as normal, and you may pilot a mech up to one size smaller than yourself. There are also a few minor drawbacks: your mech now causes 15% spell failure due to its more confined configuration interfering with fine movements, you cannot stack weapon slots to wield a weapon more than one size category larger than yourself, and if the mech is smaller than your size, its bonuses to Strength and Dexterity are decreased by two points (minimum 0).

### Dreadforger [Combat]

With a little extra effort, you can make your concoctions a lot more deadly

**Prerequisites:** Craft (any) 5 ranks

**Benefits:** When creating a nonmagical trap, item, or other device, you may increase the Craft DC to up to twice your character level. For every two points by which you increase the craft DC, the save DC of your creation increases by 1. Using this ability does not increase the cost of your creation.

### Elemental Marksman [Combat]

Your elemental powers sync naturally with elemental weaponry

**Prerequisites:** Knowledge of at least one Elemental Flux<sup>POWE</sup> maneuver

**Benefits:** When you hit a foe with a maneuver using a weapon that deals the same type of damage as your active energy type (such as with a laser pistol while your active energy type is fire), the creature must make two saving throws against the maneuver and take the lower result.

### Extra Mech Enhancement

You have developed an additional enhancement for your mech.

**Prerequisites:** Bonded Mech class feature or Mech Piloting

**Benefit:** Choose one mech enhancement for which your mech qualifies; it immediately gains the benefits of this enhancement. Whenever you change your mech body type, build a new mech, or repurpose an existing mech as your bonded mech, you may change this mech enhancement to another which you qualify for.



**Special:** This feat may be taken up to three times.

### Field Mechanic [Item Creation]

You no longer require extensive resources to create mechanical marvels

**Prerequisites:** Technologist, Knowledge (Engineering) 5 ranks, Craft (Mechanical) 5 ranks

**Benefit:** When creating technological items, you no longer require a lab. However, if you craft a technological item without the use of the appropriate lab, the craft DC increases by 5.

### Futuristic Armory [Psionic]

The weapons you call to your side are not simply ornaments of metal and wood.

**Prerequisite:** ML 3rd, Technologist, ability to manifest *call weaponry*<sup>UP</sup>

**Benefits:** When you manifest call weaponry, you can use the following augment

**Augment:** For every 2 additional power points you spend, you may call a technological weapon that is worth +1 more enhancement bonus reduction from the Emulate Technological Melee Weapon or Emulate Technological Ranged weapon soulknife blade skills. For example, you may spend 4 additional power points to call an arc rifle (worth +2), 2 additional power points to call a chainsaw (worth +1), or 16 additional power points to call a vortex gun (worth +8). The item that you call comes equipped with half its maximum number of charges and 3d6 uses of whatever type of ammunition it uses.

### Improved Implantation

Your body has been trained to sustain additional implantations to your mind and nervous system

**Benefits:** Your constitution and intelligence scores are both treated as 4 higher for the purpose of the maximum implantation value of cybertech within your system.

### Ingenious Craftsman [Item Creation]

No realm of magic or machinery is beyond your capacity to create

**Prerequisites:** Master Craftsman, Technologist

**Benefits:** When crafting a magical item, you may choose to have it draw its powers from a technological source, or vice versa. A magic item made technological is not affected by anything that would inhibit magic (such as antimagic fields or mage's disjunction) but becomes vulnerable to



effects that alter technology (such as discharge or antitech field). Likewise, technological items that are built as magic are not subject to effects that affect technology but are subject to spells that alter magic. In addition, the following item creation feats may be used to craft items which require the other as a prerequisite.

- Craft Magical Arms and Armor, Craft Rod---Craft Technological Arms and Armor
- Brew Potion---Craft Pharmaceutical
- Craft Wondrous Item, Forge Ring---Craft Technological Item
- Craft Construct---Craft Robot (you may use this equivocation to add or remove the robot subtype from a construct)
- Demon Graft<sup>AP74</sup>---Craft Cybernetics

Items made with technological crafting feats are always technological, and items made with magical crafting feats are always magical.

### Integrated Combat [Combat]

Few opponents know how to fight a foe whose weapons run through their very flesh



Power Points	Radiation level	Fort Save	Primary Effect	Secondary Effect
0-7	Low	13	1 <u>Con</u> drain	1 <u>Str</u> damage/day
8-13	Medium	17	1d4 <u>Con</u> drain	1d4 <u>Str</u> damage/day
14-19	High	22	2d4 <u>Con</u> drain	1d6 <u>Str</u> damage/day
20+	Severe	30	4d6 <u>Con</u> drain	2d6 <u>Str</u> damage/day

**Benefits:** You gain a +1 bonus on attack rolls with implanted weapons. In addition, you gain a +2 bonus to all skill checks made as part of a martial maneuver<sup>PoW</sup> made with an implanted weapon.

### Irradiating Power [Metapsionic]

Your psionic abilities taint targets with radiation

**Benefit:** To use this ability, you must expend psionic focus. Any creature affected by an irradiating power must succeed on a fortitude save or contract radiation of a certain level. The Fortitude save and level of radiation are based on the amount of power points spent on the power (including power points spent to use this metapsionic feat). Manifesting a power in this way requires an expenditure of 4 additional power points, and the total expenditure cannot exceed your manifester level.

### Kinetic Forger [Psionic]

Rather than using ectoplasm, you construct your armaments from your surroundings

**Prerequisites:** Must have knowledge of at least one metacreativity power

**Benefits** When you manifest a metacreativity power, you may manifest it as a psychokinesis power instead. When you do, the result of the power is created from unattended items in your surroundings rather than from ectoplasm. The manifester may choose to have any properties of surrounding materials be applied to the construct (such as having an astral construct's attacks strike as silver if it was created in a silver-rich area or having a created item assume the hardness of the stone it was created from). A creation made with this ability is of the same quality as an ectoplasmic construct unless the manifester specifies otherwise.

### Machine Poltergeist

Having no body, you gain the ability to steal mechanical ones

**Prerequisites:** Incorporeal subtype, Intelligence 15

**Benefits:** You gain the ability to possess a machine or robot that can maintain an AI, much in the way

certain spirits possess fleshy targets. This functions as the coded incarnation power, save that your body becomes the AI inside the device. You may leave the device as a standard action, recreating your normal form in a space adjacent to the machine.

### Mech Master

Whereas most have an ally, yours is a vessel for military might

**Prerequisite:** Technologist, must possess an animal companion

**Benefit:** You lose the animal companion you possess, gaining a mech in its place. The abilities of your mech use the same level as your animal companion's effective level.





### Mech Piloting [Psionic]

You've gained access to a powerful techno-psionic suit.

**Prerequisites:** Psicrystal Affinity<sup>UP</sup>, Psi-Core Upgrade, Technologist, manifester level 5th .

**Benefit:** You gain access to a bonded mech as a pilot of your character level -4. If you later gain a mech through another source, the effective pilot level granted by this feat stacks with that granted by other sources, up to your total character level. While piloting a psi-mech suit your psi-core must be in the mainframe configuration.

### Mechanical Emulation [Item Creation]

The wonders of advanced science stand in nicely for the effects of magic

**Prerequisites:** Ingenious Craftsman, Master Craftsman

**Benefits:** You gain the ability to craft spell trigger and spell completion items without using the required spells (much as you would with the master craftsman feat normally), and may choose to create such items as technological devices rather than magical ones. In addition, spell trigger and spell completion items that you craft ignore spell resistance of targets. You still require the normal item creation feats needed to craft such items, however

### Mechanical Magician

You understand magic much as you would science.

**Prerequisite:** Knowledge (engineering) 1 rank

**Benefit:** You may make knowledge (engineering) checks in place of use magic device checks.

### Pilot Render [Combat]

What mech pilots tend not to realize is how fragile their control really is

**Prerequisites:** Improved Dirty Trick<sup>ACG</sup>, Disable Device 1 rank

**Benefit:** When you use the dirty trick<sup>ACG</sup> combat maneuver on a mech, you may choose to impose a disrupted condition on the mech rather than the normal conditions available. While disrupted, the pilot is unable to do anything to control their mech. This condition lasts as long as other dirty trick conditions and can be removed in the same way.

### Psi-Core Upgrade [Psionic]

Your psicrystal has been converted into a versatile techno-psionic tool.

**Prerequisites:** Psicrystal Affinity<sup>UP</sup>, Technologist, manifester level 3rd.

**Benefit:** Your technologically modified psicrystal is now a psi-core that can be used for a variety of new purposes and gains the robot subtype. By expending your psionic focus, you may assemble your psi-core into one of the following configurations:

*Techno Hilt:* Your psi-core bonds itself to a single weapon you wield. While bonded in this way, the psi-core cannot be targeted separately from the weapon, though if the weapon is destroyed the core reverts to an unconfigured psi-core with ½ its maximum hit points. While in this configuration the psi-core adds an additional 1d4 electricity damage to all attacks made with the bonded weapon, and when its master activates a touch power he may make a single free melee attack with the modified weapon to deliver it in place of the free touch attack normally granted by the power.

*Multi Tool:* While in this configuration the psi-core gains the constant benefit of the *Flight (Su)* ability normally gained at 9th level, regardless of the master's level, though the granted flight speed is halved until the master reaches that level. The psi-core may serve as a masterwork tool for any skill you have at least 3 ranks in and gains a ranged touch attack with a range of 10 feet that deals 1d6 electrical damage. Whenever you expend your psionic focus, you may change the type of this damage to fire, sonic, or back to electrical.

*Mainframe:* While in this configuration, your psi-core accelerates your mental processes, granting you a +2 circumstance bonus on all Intelligence based skill and ability checks. In addition, your psi-core can be used to interface with various specialized types of technological equipment and may be attached to any technological weapon or device that can be powered via a battery, allowing you to convert 5 power points into a single charge.

### Psychic Programmer [Psionic]

*Machines are no less vulnerable than minds if one knows how to properly exploit them*

**Prerequisite:** Manifester level 9th

**Benefit:** You may ignore the immunity of constructs to mind-affecting effects. This does not prevent your mind-affecting powers from being susceptible to power resistance.



### Salvage Crafter

Your greatest tools are the scraps you gather from foes

**Prerequisite:** Any item creation feat.

**Benefit:** you become adept at repurposing used or irrelevant items. In a process that takes 1 hour, you trade in an item for an amount of crafting potential based on a fraction of its crafting cost (not price). If the item is a permanent item or has had no charges or uses used up, it can be salvaged for it's full crafting cost. If the item is partially charged, it may be salvaged for a percentage of its crafting cost equal to the percentage of charges it has remaining. You can use this potential to make a new item, subtracting the potential from the cost it takes to make a new item.

For example, you could use a *wand of haste* (caster level 5th) with 25 charges in place of 2,812 gp for crafting items (50% of the wand's crafting cost of 5,625 gp) or a Gray Hologram

Generator<sup>TG</sup> with 8 charges in place of 3,000 gp for crafting items (20% of the Generator's 15,000 gp). He then follows the normal rules for crafting and item. If you pay 100% of the cost of an item in this fashion, he crafts the item at double the normal speed. In the process of cannibalizing the old items, some parts may still remain, and any leftover gp value remains as components for further crafting.

### Tear Resilience [Psionic] [Combat]

You have learned to fight around bolstering abilities that would normally staunch your strikes

**Prerequisite:** Psionic Weapon or Psionic Fist

**Benefit:** Your melee attacks ignore any temporary hit points the target may have. The target retains these temporary hit points, but damage from your attack subtracts from the creature's regular supply of hit points without acknowledging the temporary hit points.





## Technologist

You are familiar with the basic mechanics of technology.

**Benefit:** You are considered to be trained in any skill used against a technology-based subject. If the skill in question requires training to use even against non-technological subjects, you must still have ranks in that skill in order to gain the benefit of Technologist.

**Normal:** You treat all skill checks made against technology as if they were untrained skill checks. This may mean that you cannot attempt certain skill checks, even if you possess ranks in the skill in question.

## Transcendent Power [Metapsionic]

Your psionic abilities cross over into the realm of magic

**Benefit:** To use this feat, a character must expend their psionic focus. The power manifested using this feat is treated as a magic spell of no particular school for all purposes (feats, class abilities area effects, spell resistance, etc.). This does not allow metamagic feats to be applied to the power. Manifesting a Transcendent power costs 2 additional power points, and the total cost cannot exceed the character's manifester level.

## Transcendent Spell [Metamagic]

Your magical abilities replicate the strange techniques of psionics

**Benefit:** The spell cast using this feat is treated as a psionic power of no particular discipline for all purposes (feats, class abilities area effects, power resistance, etc.). This does not allow metamagic feats to be applied to the spell.

Level Increase: +2 (a Transcendent spell uses up a spell slot two levels higher than the spell's actual level.)

## Vehicle Expert

You've spent time learning the ins and outs of using and designing vehicles.

**Benefit:** You get a +2 bonus on all Knowledge (engineering) and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

# TECHNOLOGICAL PSIONIC POWERS

The following new psionic powers interface with technology and/or with sci-fi themes, tropes, and abilities in what they allow PCs to accomplish with the power of their minds.

## CRYPTIC POWERS

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### 1st-Level Cryptic Powers

**Environment Shield**-Insulate target against hostile environmental effects

**Malfunction**-Cause technological equipment to glitch

**Transfer Energy**-Move charges from one technological device to another

### 2nd-Level Cryptic Powers

**Holographic Projection**-Fabricate ectoplasmic holograms

**Psionic Recharge**-Grant charge to technological item

### 3rd-Level Cryptic Powers

**Id Autopilot**-Control a vehicle or mech through psychokinesis

**Reconfiguration**-Alter the functionalities of a mech or vehicle

**Short Circuit**-Disrupt function of technological equipment

### 5th-Level Cryptic Powers

**Coded Resurrection**-Return deceased soul to life as AI

### 6th-Level Cryptic Powers

**Data Transfer**-Move AI from one host form to another

## DREAD POWERS

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### 1st-Level Dread Powers

**Environment Shield**-Insulate target against hostile environmental effects

**Malfunction**-Cause technological equipment to glitch

**Transfer Energy**-Move charges from one technological device to another



### **2nd-Level Dread Powers**

**Holographic Projection**-Fabricate ectoplasmic holograms

**Psionic Recharge**-Grant charge to technological item

### **3rd-Level Dread Powers**

**Id Autopilot**-Control a vehicle or mech through psychokinesis

**Reconfiguration**-Alter the functionalities of a mech or vehicle

**Short Circuit**-Disrupt function of technological equipment

### **5th-Level Dread Powers**

**Coded Resurrection**-Return deceased soul to life as AI

## **GAMBLER<sup>PAO</sup> POWERS**

### **1st-Level Gambler Powers**

**Environment Shield**-Insulate target against hostile environmental effects

**Malfunction**-Cause technological equipment to glitch

**Transfer Energy**-Move charges from one technological device to another

### **2nd-Level Gambler Powers**

**Kinetic Arsenal**-Control Weapons with psychokinesis

**Psionic Recharge**-Grant charge to technological item

### **3rd-Level Gambler Powers**

**Short Circuit**-Disrupt function of technological equipment

### **6th-Level Gambler Powers**

**Shockwave**-Create massive shockwave that damages surrounding environment

## **GIFTED BLADE POWERS**

### **1st-Level Gifted Blade Powers**

**Environment Shield**-Insulate target against hostile environmental effects

**Transfer Energy**-Move charges from one technological device to another

### **3rd-Level Gifted Blade Powers**

**Short Circuit**-Disrupt function of technological equipment

## **MARKSMAN POWERS**

### **1st-Level Marksman Powers**

**Environment Shield**-Insulate target against hostile environmental effects

**Transfer Energy**-Move charges from one technological device to another

### **2nd-Level Marksman Powers**

**Kinetic Arsenal**-Control Weapons with psychokinesis

**Psionic Recharge**-Grant charge to technological item

### **4th-Level Marksman Powers**

**Atmospheric Generation**-Generate a globe of controlled atmosphere

**Gravitic Charge**-Amplify object's gravitational pull

## **PSION/WILDER POWERS**

### **1st-Level Psion/Wilder Powers**

**Environment Shield**-Insulate target against hostile environmental effects

**Malfunction**-Cause technological equipment to glitch

**Transfer Energy**-Move charges from one technological device to another

### **2nd-Level Psion/Wilder Powers**

**Kinetic Arsenal**-Control Weapons with psychokinesis

**Psionic Recharge**-Grant charge to technological item

### **3rd-Level Psion/Wilder Powers**

**Floral Alteration**-Manipulate plant growth in an area

**Id Autopilot**-Control a vehicle or mech through psychokinesis

**Reconfiguration**-Alter the functionalities of a mech or vehicle

**Short Circuit**-Disrupt function of technological equipment



### **5th-Level Psion/Wilder Powers**

**Atmospheric Generation**-Generate a globe of controlled atmosphere

**Coded Resurrection**-Return deceased soul to life as AI

### **6th-Level Psion/Wilder Powers**

**Terraforming**-Alter integrity of surrounding terrain

### **7th-Level Psion/Wilder Powers**

**Data Transfer**-Move AI from one host form to another

### **8th-Level Psion/Wilder Powers**

**Assimilate Function**-Take over functions of an AI

**Coded Incarnation**-Transform consciousness into an AI

### **9th-Level Psion/Wilder Powers**

**Interplanetary Psychoport**-Psychoport between planets

**Mechanical Rapture**-Depowers technological devices in an area

## ***PSION DISCIPLINE POWERS***

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### **KINETICIST DISCIPLINE POWERS**

**4 Hydrokinesis**-Manipulate a large quantity of water

**7 Ecological Alteration**-Shift weather in local area

**8 Shockwave**-Create massive shockwave that damages surrounding environment

### **NOMAD DISCIPLINE POWERS**

**5 Gravitic Charge**-Amplify object's gravitational pull

### **SEER DISCIPLINE POWERS**

**7 Cosmic Perspective**-Extend senses over cosmic distances

### **SHAPER DISCIPLINE POWERS**

**2 Holographic Projection**-Fabricate ectoplasmic holograms

**6 Astral Nanites**-Create a swarm of ectoplasmic nanites

## ***PSYCHIC WARRIOR POWERS***

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### **1st-Level Psychic Warrior Powers**

**Environment Shield**-Insulate target against hostile environmental effects

**Malfunction**-Cause technological equipment to glitch

**Transfer Energy**-Move charges from one technological device to another

### **2nd-Level Psychic Warrior Powers**

**Kinetic Arsenal**-Control Weapons with psychokinesis

**Psionic Recharge**-Grant charge to technological item

### **3rd-Level Psychic Warrior Powers**

**Id Autopilot**-Control a vehicle or mech through psychokinesis

**Reconfiguration**-Alter the functionalities of a mech or vehicle

**Short Circuit**-Disrupt function of technological equipment

### **6th-Level Psychic Warrior Powers**

**Mechanical Combination**-Merge multiple constructs into single form

## ***TACTICIAN POWERS***

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### **1st-Level Tactician Powers**

**Environment Shield**-Insulate target against hostile environmental effects

**Malfunction**-Cause technological equipment to glitch

**Transfer Energy**-Move charges from one technological device to another

### **2nd-Level Tactician Powers**

**Kinetic Arsenal**-Control Weapons with psychokinesis

**Psionic Recharge**-Grant charge to technological item

### **3rd-Level Tactician Powers**

**Id Autopilot**-Control a vehicle or mech through psychokinesis

**Reconfiguration**-Alter the functionalities of a mech or vehicle



**Short Circuit**-Disrupt function of technological equipment

### **5th-Level Tactician Powers**

**Coded Resurrection**-Return deceased soul to life as AI

### **7th-Level Tactician Powers**

**Mechanical Combination**-Merge multiple constructs into single form

### **8th-Level Tactician Powers**

**Assimilate Function**-Take over functions of an AI

**Coded Incarnation**-Transform consciousness into an AI

### **9th-Level Tactician Powers**

**Interplanetary Psychoport**-Psychoport between planets

## **VITALIST POWERS**

### **1st-Level Vitalist Powers**

**Environment Shield**-Insulate target against hostile environmental effects

**Transfer Energy**-Move charges from one technological device to another

### **2nd-Level Vitalist Powers**

**Psionic Recharge**-Grant charge to technological item

### **3rd-Level Vitalist Powers**

**Floral Alteration**-Manipulate plant growth in an area

**Reconfiguration**-Alter the functionalities of a mech or vehicle

### **5th-Level Vitalist Powers**

**Atmospheric Generation**-Generate a globe of controlled atmosphere

**Coded Resurrection**-Return deceased soul to life as AI

### **7th-Level Vitalist Powers**

**Data Transfer**-Move AI from one host form to another

### **8th-Level Vitalist Powers**

**Coded Incarnation**-Transform consciousness into an AI

### **9th-Level Vitalist Powers**

**Interplanetary Psychoport**-Psychoport between planets

## **VOYAGER<sup>PAV</sup> POWERS**

### **1st-Level Psychic Warrior Powers**

**Environment Shield**-Insulate target against hostile environmental effects

**Malfunction**-Cause technological equipment to glitch

**Transfer Energy**-Move charges from one technological device to another

### **2nd-Level Psychic Warrior Powers**

**Psionic Recharge**-Grant charge to technological item

### **3rd-Level Psychic Warrior Powers**

**Id Autopilot**-Control a vehicle or mech through psychokinesis

**Reconfiguration**-Alter the functionalities of a mech or vehicle

**Short Circuit**-Disrupt function of technological equipment

### **5th-Level Voyager Powers**

**Gravitic Charge**-Amplify object's gravitational pull

### **6th-Level Psychic Warrior Powers**

**Mechanical Combination**-Merge multiple constructs into single form

## **PSIONIC POWER DESCRIPTIONS**

### **ASSIMILATE FUNCTION**

**Discipline** telepathy

**Level** psion/wilder 8, tactician 8

**Display** mental

**Manifesting Time** 1 full-round action

**Range** touch

**Target** one intact or destroyed machine that contained an AI

**Duration** instantaneous

**Saving Throw** Will negates; **Power Resistance** No



## Power Points 15

The manifester's mind siphons the information from a machine, absorbing the knowledge and abilities of whatever programming existed in there. Upon completion of this power's manifestation, an AI that exists inside of the targeted machine is forced to make a will save. On a failure, the AI is destroyed and the manifester gains the use of all of the AI's Special Abilities as well as any knowledge that the AI possessed before being destroyed.

**Augment:** For every 2 additional power points you spend, the save DC of this power increases by 1.

## ASTRAL NANITES

**Discipline** metacreativity

**Level** shaper 6

**Display** visual

**Manifesting Time** 1 round

**Range** close (25 ft + 5 ft./level)

**Effect** one created swarm

**Duration** 1 round/level

**Power Points** 11

From the far reaches of the astral plane, you manifest an army of ectoplasmic nanites to serve you. These creatures function as an astral swarm<sup>UP</sup>, save that they have the robot subtype in addition to their normal abilities. Aside from the creature created, this power otherwise functions like astral construct<sup>UP</sup>.

**Augment:** This power can be augmented in the following ways:

1. By spending 2 additional power points, the manifester may create an observer robot swarm<sup>AP86</sup> in place of a astral swarm.
2. By spending 6 additional power points, the manifester may create a gray goo<sup>B5</sup> in place of an astral swarm. If the manifester also expends his psionic focus, he may create the gray goo inside of a creature within Close range, affecting them as if it was subject to the gray goo's infest ability (no save).
3. By expending psionic focus, the manifester may apply menu options to the created swarm as if it were a 6th-level astral construct.

## ATMOSPHERIC GENERATION

**Discipline** metacreativity (creation)

**Level** marksman 4, psion/wilder 5, vitalist 5

**Display** olfactory and material

**Manifesting Time** 1 round

**Range** medium (100 feet + 10 feet/level)

**Effect** atmosphere in a 20-foot spread, 20 feet high

**Duration** 1 minute/level

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

**Power Points** cryptic 9, marksman 7, psion/wilder 9

You manifest an area of regulate atmospheric conditions, controlling pressure, air composition, and other factors inside of it. The atmosphere simulates the air makeup of a location of your choice, allowing creatures which would be comfortable in the conditions you specify to effectively breathe and speak regardless of local conditions (for example, if you manifested this power in the void of space, terrestrial creatures inside the atmosphere would be capable of breathing and speaking normally if you choose to simulate an atmosphere similar to the one on their home planet or a similar planet). This atmosphere is held together by an intangible mesh of ectoplasm and psionic energy, preventing it from being dispersed.

Alternatively, this power can be used to simulate an atmosphere with more hostile effects. If the manifester so wishes, she may apply one of the following effects to the generated atmosphere. However, depending on how the manifester specifies the composition, what may be harmful to one creature may not be problematic for another, and vice versa (for example, a methane-based atmosphere may sustain creatures from such world but harm humans).

**Acidic:** The air deals 5d6 points of acid damage each round to all creatures inside (fortitude half)

**Airless:** The area is deprived of a component that certain types of creatures require in order to breathe. Those inside must hold their breath, eventually suffocating if they remain inside for too long.

**Foggy:** The atmosphere is full of fog, or otherwise makes it difficult to see through. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

**Highly Flammable:** The air inside the atmosphere has a high content of oxygen or other flammable gas. If an open flame comes inside the area, the atmosphere explodes and is destroyed, dealing 10d6 damage to all creatures inside the area (reflex half).

**High Pressure:** The air pressure is unusually high, causing all creatures inside to have their movement speed reduced to 10 feet for so long as they remain inside.

**Low Pressure:** The air is abnormally thin, resulting





in creatures struggling to fight in the comparative emptiness. Creatures take a -4 penalty to their CMD and AC.

**Toxic:** The air is hazardous to creatures inside the area. All entities inside must make a fortitude save each round or take 1d4 points of constitution damage (fortitude half). This is a poison effect, and creatures that do not need to breathe are unaffected by this damage.

**Unusual Temperature:** The atmosphere's temperature warms or cools to a comfortable 60 degrees. Alternatively, the atmosphere may increase or decrease the temperature inside of it by 30 degrees

Other physical implications may occur as a result of this power's effects, in which case they are subject to the will of the GM.

This power can be made permanent by use of an incarnate power whose manifester level is at least 13 at a cost of 12,500 gp worth of components.

**Augment:** This power can be augmented in the following ways:

1. For every 2 additional power points you spend, you may cause an additional hazardous effect within the atmosphere.
2. For every 2 additional power points you spend,

you may alter the temperature by an additional 30 degrees in either direction

3. If you spend 4 additional power points, you may choose to center the effect on a single creature. The atmosphere surrounds the creature, moving with them. The creature is allowed a fortitude save to negate this effect, in which case the atmosphere simply appears in their area.
4. If you spend 2 additional power points, you may move the area of this effect up to 20 feet in any direction as a standard action
5. For every 4 additional power points you spend, the area of this effect increases by 20 feet in all directions.
6. For every 2 power points you spend augmenting this power (including as part of other augmentations), the save DC increases by 1.

## CODED INCARNATION

**Discipline** telepathy

**Level** psion/wilder 8, tactician 8, vitalist 8

**Display material,** auditory

**Manifesting Time** 24 hours

**Range** touch

**Target** one creature

**Duration** instantaneous

**Saving Throw** see text **Power Resistance** No

**Power Points** 15

A creature's psyche, with all of the abilities and experiences that it contains, is transformed into an artificial intelligence and encoded into a storage device. Such a device, such as a compact AI core<sup>AP88</sup> or robot which your artificial intelligence will inhabit, must be present at the time of this manifestation, as must be the creature from which you are copying the information. An unwilling robot is allowed a will save to avoid being taken over by the new AI.

The AI created by this power possesses the same intelligence, wisdom, and charisma scores as the creature from which it is made, and possesses all of the base creature's skills, supernatural abilities, saves, feats, and class features (including the ability to manifest powers). The AI's CR is equal to the base creature's effective class level. The AI gains no additional skills, feats, languages, or special abilities from the Artificial Intelligence creature type. However, the AI is free-willed, and the manifester has no control over its actions. However, being a replication of the mind of another creature, the AI is normally inclined to act in the same way and possess the same alignment as the creature it was created from.



Like most AIs, those created by this power lack a physical composition, and cannot act without a host body that they can inhabit. This host must be either a computer system of some sort or a robot the AI is controlling.

Once the AI is completed, the original creature's mind ceases to function. The creature cannot be raised or resurrected so long as the AI created by this power exists.

**Augment:** This power can be augmented in the following ways:

1. If you spend 4 additional power points, you may use this power to copy an existing AI or create a copy of a creature's mind, rather than transferring it. The original AI or creature remains in its body or other storage device, with a replica being created in the storage device the manifester chooses. Using the power in this way requires 15,000 gp worth of expensive mechanical and psionic components.

### CODED RESURRECTION

**Discipline** athanatism<sup>PASP</sup>

**Level** cryptic 5, dread 5, psion/wilder 5, tactician 5, vitalist 5

**Display** mental

**Manifesting Time** 1 standard action

**Range** touch

**Target** dead creature touched

**Duration** instantaneous

**Saving Throw** see text; **Power Resistance** Yes

**Power Points** 9

A creature's not-quite-departed soul is returned to this world to be encoded upon a device. Such a device, such as a storage bay, compact AI core or robot which your artificial intelligence will inhabit, must be present at the time of this manifestation, as must be the body of creature from which you are obtaining the information. The creature becomes an AI, which possesses the same intelligence, wisdom, and charisma scores as the creature from which it is born, and possesses all of the base creature's skills, supernatural abilities, saves, feats, and class features (including the ability to manifest powers). The AI's CR is equal to the base creature's effective class level. The AI gains no additional skills, feats, languages, or special abilities from the Artificial Intelligence creature type. If the AI is being stored in a robot, the robot is allowed a will save to prevent itself from being taken over by the new AI.

### COSMIC PERSPECTIVE

**Discipline** clairsentience (scrying)

**Level** seer 7

**Display** auditory and visual

**Manifesting Time** 1 standard action

**Range** see text

**Effect** psionic sensor

**Duration** 1 hour/level

**Saving Throw** none; **Power Resistance** no

**Power Points** 13

This power functions as *clairvoyant sense*<sup>UP</sup>, save that supernaturally enhanced senses operate through the psionic sensor and the sensor is capable of moving at a speed of 60 feet per round. In addition, the sensor gains the ability to fly at phenomenal speeds, able to move between two planets within a solar system in 1d4 minutes and beyond that in 1d4 hours. The locations the sensor moves to need not be familiar ones, and this power is often used to explore uncharted territory throughout the universe.

**Augment** If you spend 4 additional power points, you may manifest powers through the Cosmic Perspective as if you were in the location.

### DATA TRANSFER

**Discipline** telepathy

**Level** cryptic 6, psion/wilder 7, vitalist 7

**Display** material, mental

**Power Points** 11 cryptic, 13 psion/wilder and vitalist

This ability functions as *true mind switch*<sup>UP</sup>, except as noted above and save that it instead transfers an AI between machines rather than a mind between creatures. As it is not a mind-affecting power, constructs are not immune to its effects.

**Augment:** This power can be augmented in the following ways:

1. By expending six additional power points, you may use this power to transfer an Artificial Intelligence to a non-robot creature. If you do, this power gains the mind-affecting descriptor and the new target acquires the aggregate template even if they otherwise could not.

### ECOLOGICAL ALTERATION

**Discipline** psychokinesis

**Level** kineticist 7

**Display** olfactory

**Manifesting Time** 10 minutes, see text



**Range** 2 miles

**Area** 2-mile-radius circle, centered on you; see text

**Duration** 4d12 hours; see text

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

**Power Points** 13

You change the weather in the local area. It takes 10 minutes to manifest this power and an additional 10 minutes for the effects to come into play. You can call forth weather appropriate to the climate and season of the area you are in. However, the manifester cannot change this weather once it has taken effect. The following effects can be manifested using this power, plus additional effects at GM discretion:

*Alter temperature:* The temperature becomes up to 60 degrees hotter or colder

*Clear sky:* This effect clears all clouds, weather effects, or other atmospheric phenomena from the area, leaving a clear sky above.

*Fog:* Thick fog obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

*Hail:* Pelting hail pours down over the area, dealing 5d6 points of bludgeoning damage each round (reflex half)

*Lightning:* Once per minute, lightning strikes somewhere in the area, dealing 10d6 points of damage (reflex half). The manifester is capable of declaring the location of a number of these strikes equal to his manifesting ability modifier.

*Rain:* Rain ranging from a light drizzle to a torrential downpour pours down from above. If the rain is significant enough, it obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.

*Snow:* Snow or Sleet pours over the area. This effect blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet or snow at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details).

*Windstorm:* The winds become powerful and violent, moving as the manifester intends. This ability can be used to create up to tornado-force

winds, blowing in whatever direction the manifester chooses. Depending on the location, this effect may whip sandstorms into being within the area.

**Augment:** This power can be augmented in the following ways:

1. For every additional power point you spend, the radius increases by one mile and the duration increases by 1d12 hours
2. For every 2 additional power points you spend, you may activate an additional effect with this power.
3. If you spend 2 additional power points, you may call weather that would be inappropriate for the season or climate. This includes manifesting weather in an area where no atmosphere would exist.

## ENVIRONMENT SHIELD

**Discipline** psychometabolism [network]

**Level** cryptic 1, dread 1, gambler 1, gifted blade 1, marksman 1, psion/wilder 1, psychic warrior 1, tactician 1, vitalist 1, voyager 1

**Display** visual

**Manifesting Time** 1 standard action

**Range** touch

**Target** creature touched

**Duration** 24 hours

**Saving Throw** Fortitude negates (harmless);

**Power Resistance** yes (harmless)

**Power Points** 1

You insulate the target against their surroundings. A creature protected by this power suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. The creature's equipment is likewise protected.

Unaugmented, this power doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

**Augment:** This power can be augmented in following ways

1. If you spend 6 additional power points, the target gains the ability to breathe freely, even underwater or in a vacuum, and becomes immune to harmful gases and vapors, including radiation, inhaled diseases and poisons and spells like cloudkill. In addition, the creature is protected from extremes of pressure. This



power does not provide the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).

2. If you spend 10 additional power points, the target gains the ability to exist comfortably at any temperature, becoming immune to heat and cold and thus becoming immune to both fire and cold damage.

## FLORAL ALTERATION

**Discipline** psychometabolism

**Level** psion/wilder 3, vitalist 3

**Display** olfactory

**Manifesting Time** 1 standard action

**Range** see text

**Area or Target** see text

**Duration** instantaneous

**Saving Throw** none; **Power Resistance** no

**Power Points** 5

Channeling psionic power through an environment, you stimulate or purge plant life in one of a variety of ways.

*Clear Growth:* This version of the spell causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third normal size, becoming untangled and less bushy. The affected vegetation is reduced in size and potency, enabling individuals to travel at normal speeds through an otherwise-overgrown area. This version of floral alteration automatically dispels any spells or effects that enhance plants, such as entangle, wall of thorns, or another floral alteration. At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle. You may also designate portions of the area that are not affected.

*Enrichment:* This effect targets plants within a range of a half-mile, raising their potential productivity over the course of the next year to one-third above normal.

*Overgrowth:* This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, and so on) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. If this spell is

cast on an area that is already affected by any spell or effect that enhances plants, such as entangle or wall of thorns, any DC involved with these spells is increased by 4. This bonus is granted for 1 day after the casting of this spell. At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle. You may designate places within the area that are not affected.

*Stunt Growth:* This version of the spell targets all normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to half normal.

**Augment:** This power can be augmented in one of the following ways

1. If you spend 6 additional power points, you may use the enrichment and overgrowth effects of this power on terrain that plant life could not normally grow on, making the area hospitable to plant life and causing the soil to become fertile in addition to causing plant growth. The terrain becomes fertile enough to grow basic crops, enough to feed 1 person/level.
2. If you spend 10 additional power points, you may use the stunt growth effect to cause an area to become barren, unable to sustain any sort of plant life and slowly killing any plant life that exists upon it.

## GRAVITIC CHARGE

**Discipline** psychoportation

**Level** marksman 4, nomad 5, voyager 5

**Display material**, olfactory

**Manifesting Time** 1 standard action

**Range** long (400 feet + 40 feet/level), see text

**Target** 1 creature or object

**Duration** 1 round/level

**Saving Throw** Fortitude negates (affects objects), see text; **Power Resistance** yes

**Power Points** marksman 7, nomad 9, voyager 9

You immensely increase the mass of an object, causing other objects to fall towards it. On a failed save, all creatures and objects within 40 feet of the target move towards the target each round as if affected by a bull rush combat maneuver in the direction of the target (CMB = 5 + your manifester level + your manifesting ability modifier). If creatures are within the area of effect of two Gravitic Charge powers, they are pulled apart by the combating forces, taking 5d6 points of damage each so long as they remain in the area (Fortitude negates).



If used in an environment of no gravity, this power can be used on an object to grant it a normal gravity field out to 40 feet. Creatures can walk along it as if it was ground acting in normal gravity, although oblong shapes in the structure may cause certain parts to be treated as difficult terrain. This power is often used upon starships to simulate baseline gravity.

**Augment:** You may augment this power in the following ways:

- For every 2 power points you spend, the gravity field's range increases by 10 feet, the save DCs increase by 1, and the CMB increases by 1
- If you spend 6 additional power points, you may grant a target a gravity field even within areas that possess gravity. Creatures within this gravity field ignore any gravity possessed by objects or entities outside the field.

## HOLOGRAPHIC PROJECTION

**Discipline** metacreativity (figment)

**Level** cryptic 2, dread 2, shaper 2

**Display** auditory, material, visual

**Manifesting Time** 1 standard action

**Range** long (400 feet + 40 feet/level)

**Area** four 10-ft. cubes + one 10-ft. cube/level (S)

**Duration** concentration

**Saving Throw** Will negates, see text; **Power Resistance** no

**Power Points** 3

You spread a wave of gaseous ectoplasm throughout an area, using it to conduct energy and thus project images and sound. You may use this ability to create any images, sounds, or thermal sensations that you wish within the area. Creatures that attempt to interact with these projections are allowed a will save to recognize that they are not real, but even upon recognizing their falsehood are not able to see through them. So long as you concentrate on this power, you may cause the figments created with this ability to move and change however you wish. These sensations cannot deal damage to creatures

**Augment:** This power can be augmented in the following ways:

1. If you spend 2 additional power points, you may choose to extend the duration of this power to concentration + 1 round/level, rather than concentration. You may program the actions of the projection however you wish, including having it respond to certain stimuli. If you spend 2 points on top of this, the duration

becomes concentration + 1 minute/level, and 2 more on top of this changes it to 1 hour/level).

2. If you spend 8 additional power points, you may choose to make the effects of this power permanent.
3. If you spend 4 additional power points, you may use this power to override the sense of all creatures in the area. All creatures inside are treated as blind and deaf while inside the area of this effect. Making a will save to recognize that this is a figment does not negate the blindness, or deafness.
4. If you spend 8 additional power points, you may use this ability to selectively override existing sensations and interpretations within the area of effect. You may cause certain objects, effects, or creatures to become invisible to while they are within the area of this power. You may also treat creatures inside the area as deafened and/or blinded so long as they stay inside the area. Making a will save to recognize that this is a figment does not negate the invisibility, blindness, or deafness.
5. If you spend 2 additional power points, you may use this ability to modify sensations of smell, taste, and touch within the area.
6. If you spend 2 additional power points, the area increases to 1 30-ft cube/level.
7. If you spend 4 additional power points, you may cause the holograms to be able to harm creatures within the area that you wish harmed, dealing 2d6 force damage +1 point of force damage per manifester level (Fortitude half).
8. For every 2 power points you spend augmenting this power (including as part of other augmentations), the save DC increases by 1.

## HYDROKINESIS

**Discipline** psychokinesis (water)

**Level** kineticist 4

**Display** olfactory and auditory

**Manifesting Time** 1 standard action

**Range** long (400 ft. + 40 ft./level)

**Area** water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

**Duration** 10 min./level (D), see text

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

**Power Points** 7

You force water into or out of an area, raising or lowering the water level. The first version of this power causes



water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

**Lower water:** This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to manifester level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the power creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the power. When cast on water elementals and other water-based creatures, this power staggers them for 1 round/level (Will negates). The power has no effect on other creatures.

**Raise water:** This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the power includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land. This power can be used to call up water that is not in its liquid state (for example, melting underground ice and bringing it to the surface, or transforming water vapor to condense).

With either version of this power, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

**Augment:** This power can be augmented in the following ways:

1. For every 4 power points you spend, the area of this power doubles in one dimension.
2. If you expend 4 additional power points, you may use this power on liquid other than water, such as oil, magma, or slag. Effects are modified to accommodate this (for example, a creature with magma for blood may be affected as a water elemental).
3. If you spend 2 additional power points, you may use the raise water effect of this power even if there is no water (or other material being used) present.
4. If you spend 8 additional power points, you may siphon water from plant life and living creatures within range of this power when using lower water. Subjects that you choose to siphon water from take 1d6 points of damage for every power point spent on this power, or 1d8 if they are water elementals or plant creatures. Creatures are allowed a fortitude save to halve this damage.

5. If you spend 8 additional power points, you may manipulate water you have raised with raise water as a standard action so long as you concentrate. The water moves up to thirty feet per round. The mass of water possesses the engulf special ability, automatically engulfing any creature or object that it moves over and that fits within its dimensions. The Reflex save DC of engulf is equal to the saving throw of this power, and engulfed creatures take 8d6 points of damage per round while engulfed.

## ID AUTOPILOT

**Discipline** psychokinesis

**Level** cryptic 3, dread 3, psion/wilder 3, psychic warrior 3, tactician 3, voyager 3

**Display** auditory

**Manifesting Time** 1 standard action

**Range** close (25 ft + 5 ft./level)

**Target** 1 vehicle or mech

**Duration** Concentration

**Power Points** 5

Extending your consciousness into a vehicle, you command the machine to move automatically without a physical driver. While you concentrate, you may allow the vehicle or mech to make a full round's worth of actions. The mech or vehicle may not make attacks or combat maneuvers but may otherwise perform any other actions that a creature would normally be capable of.

**Augment:** This power may be augmented in the following ways:

1. For every 4 additional power points you spend, you may use this power to control one additional vehicle at the same time.
2. By spending 4 additional power points, you may allow a vehicle or mech under your control to make attacks or combat maneuvers.

## INTERPLANETARY PSYCHOPORT

**Discipline** psychoportation (teleportation)

**Level** psion/wilder 9, tactician 9, vitalist 9

**Power Points** 17

This functions as *greater psychorport*<sup>UP</sup>, except there is truly no range limit and you do not need to have seen your destination, though you must have a solid grasp of which world you wish to travel to ("the third planet from the sun" is an acceptable destination, but "a habitable world near that bright star" is not). If you have a specific location on a



planet in mind, you arrive there without a chance of failure; otherwise you arrive at a location that would not immediately be life-threatening. If no such safe landing zone exists on the world, such as someone attempting to travel into the sun without the proper precautions in place, the power simply fails.

## **KINETIC ARSENAL**

**Discipline** telekinesis

**Level** marksman 2, psion/wilder 2, psychic warrior 2, tactician 2

**Display** mental

**Manifesting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Target** 1 weapon

**Duration** concentration

**Saving Throw** Reflex negates, see text; **Power Resistance** no

**Power Points** 3

On your command, a weapon rises into the air and begins to attack. This weapon may be any weapon that is lying around or that you have in your possession, and as part of manifesting this power you may move the weapon up to 30 feet. You may even use this ability on weapons held or used by other creatures, though such creatures are allowed a reflex save to prevent their weapon from being taken. The weapon targets an opponent you designate, starting with one attack or combat maneuver in the round this power is manifested and continuing each round thereafter on your turn. It uses your base attack bonus plus your manifesting modifier as its attack bonus but cannot make iterative attacks. Any bonuses you have that would apply to that particular type of weapon (such as the weapon focus and whip mastery feats or the weapon training class feature) as well as any enhancement bonus or masterwork bonus that the weapon has apply to attacks or maneuvers made with the affected weapon.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target.

**Augment:** This power can be augmented in the following ways:

1. For every 3 additional power points that you expend, this power may target an additional weapon within range. All of the weapons make attacks and may be moved using the same move action.
2. If you spend 6 additional power points, you

enable these weapons to make iterative attacks. On any round that the weapon switches targets, it gets only a single attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the weapon is a ranged weapon, switching targets still is a move action.

3. By spending 4 additional power points, you may have any affected weapons use your manifester level in place of your base attack bonus.

## **MALFUNCTION**

**Discipline** psychokinesis

**Level** cryptic 1, dread 1, psion/wilder 1, psychic warrior 1, tactician 1

**Display** mental

**Manifesting Time** 1 standard action

**Range** Medium (100 ft + 10 ft./level)

**Target** One object

**Duration** instantaneous

**Saving Throw** Fortitude negates, affects objects, see text; **Power Resistance** yes

**Power Points** 1

You disrupt the function of a technological object. On a failed save, the next time the object is used, it is treated as timeworn, and the user must roll on the appropriate glitch table to determine the functionality of the weapon. If the wielder is carrying the targeted object when this power is used, the wielder may use their own fortitude saving throw modifier in place of the weapon's saving throw modifier.

**Augment:** This power may be augmented in the following ways:

1. By spending 4 additional power points, the manifester may choose the glitch that occurs rather than having the glitch be determined by a roll.
2. By spending 6 additional power points, you may manifest this power as an immediate action rather than a standard action.
3. For every additional power point that you spend that is not part of either of the above augmentations, you may target one additional object within range to be affected by this power.
4. By spending 8 additional power points, you may cause the weapon to become permanently timeworn, causing it to glitch every time that it is used. This can be removed with a DC 30 craft (machinery) check.





## MECHANICAL COMBINATION

**Discipline** psychometabolism

**Level** psychic warrior 6, tactician 7, voyager 6

**Display** auditory, visual, mental

**Manifesting Time** 1 full round

**Range** close (25 ft + 5 ft./2 levels)

**Target** 1 construct/level

**Duration** 1 minute/level (D)

**Saving Throw** Will negates (harmless); **Power Resistance** No

**Power Points** psychic warrior 11, voyager 11, tactician 13

Calling upon all constructs from around you, you invite them to fuse together into an immense avatar of battle. This power functions as fusion, save that its effects only apply to willing constructs and as many constructs as this power targets may be fused into a single creature. The resulting construct gains an additional +2 to one of its ability scores for each creature beyond two that makes up its form (the bonus to any one ability score cannot exceed half the manifester level of this power), and is one size larger than the largest construct fused within in (this increases to two sizes larger if at least three constructs compose it, or three sizes larger if more).

If any of the constructs are piloted, the pilots all share a cockpit, working together to command the creature as a whole rather than any specific weapons it may wield from component parts.

## MECHANICAL RAPTURE

**Discipline** psychokinesis

**Level** psion/wilder 9

**Display** visual

**Manifesting Time** 1 standard action

**Range** close (25 ft. + 5 ft./2 levels)

**Area** all technological effects and technological items within a 40-ft.-radius burst, or one technological item (see text)

**Duration** 1 minute/level

**Saving Throw** Fortitude negates; **Power Resistance** No

**Power Points** 17

The ultimate weapon in the face of ever-escalating conflict is the ability to invalidate your opponent's' greatest assets. Such a power can only be described as Rapture. All technological effects and technological items within the radius of the power, except for those that you carry or touch, are raptured. Technological items must make a Fortitude save or loose all



charges, and those that do not use charges have their effects suppressed for 1 minute/level. Robots in the area must succeed on a fort save or be dazed for the duration of the power, becoming staggered if they succeed. An item in a creature's possession uses its own Fortitude save bonus or its possessor's Fortitude save bonus, whichever is higher. If an item's saving throw results in a natural 1 on the die, the item is destroyed instead of being suppressed.

You can also use this power to target a single item. The item gets a Fortitude save at a -5 penalty to avoid being permanently destroyed. Even artifacts are subject to rapture. If successful, the artifact's power unravels, and it is destroyed.

### PSIONIC RECHARGE

**Discipline** psychokinesis

**Level** cryptic 2, dread 2, gambler 2, gifted blade 2, marksman 2, psion/wilder 2, psychic warrior 2, tactician 2, vitalist 2, voyager 2

**Display** visual

**Manifesting Time** 1 standard action

**Range** touch

**Target** object touched

**Duration** instantaneous

**Saving Throw** Fortitude negates (object); **Power Resistance** no

**Power Points** 3

Transforming some of your psionic power into electrical energy, you force charges into a technological object in your possession. The object regains 3 charges, to a maximum of the max number of charges the object can normally hold. Charges in excess of this maximum are simply dissipated.

**Augment:** This power can be augmented in the following ways:

1. For every additional power point you spend, the object gains one additional charge.
2. For every 4 additional power points you spend, you may choose an additional item to be recharged by this effect.
3. If you expend your psionic focus, you may manifest this power as a swift action.

### RECONFIGURATION

**Discipline** metacreativity

**Level** cryptic 3, dread 3, psion/wilder 3, psychic warrior 3, tactician 3, vitalist 3, voyager 3

**Display** auditory, visual

**Manifesting Time** 1 standard action

**Range** medium (100 ft + 10 ft./level)

**Target** one mecha

**Duration** 1 minute/level

**Saving Throw** Fortitude negates; **Power Resistance** yes

**Power Points** 5

With a sudden surge of psionic power, you substantially alter the functionality of a mecha. The targeted mecha immediately gains or loses one mech enhancement chosen by you. If a pilot is currently inside the mech, this change cannot completely prevent the pilot from piloting the mech (such as by reducing the mech's size so that it is too small to fit the pilot).

**Augment:** This power can be augmented in the following ways:

1. For every 4 additional power points you spend, you may add or remove one additional Mech Enhancement from the target mecha.
2. For every 2 additional power points you spend, you may affect one additional mech within range. Different enhancements may be applied or removed from different mecha.
3. By spending 2 additional power points, you may use this power to add mech enhancements to a non-mech target. You may not use this power to remove enhancements from such a creature unless it is benefitting from enhancements given by another instance of this power being manifested.
4. For every 2 additional power points you spend, including those spent as part of other augments, increase the save DC by 1.

### SHOCKWAVE

**Discipline** psychokinesis

**Level** gambler 6, kineticist 8

**Display** auditory

**Manifesting Time** 1 standard action

**Range** long (400 ft. + 40 ft./level)

**Area** 80-ft.-radius spread (S)

**Duration** 1 round

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

**Power Points** gambler 11, kineticist 15

A telekinetic scream echoes throughout a massive distance, shattering any material that stands in its way. The powerful shockwave created by this power knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for



1 round, during which time creatures on the ground can't move or attack. A manifester on the ground must make a Concentration check (DC 20 + power level) or lose any power he or she tries to manifest. The shockwave affects all terrain, vegetation, structures, and creatures in the area. All creatures inside the area of effect take 10d6 points of force damage. The specific effect of a shockwave power depends on the nature of the terrain where it is cast.

**Cave, Cavern, or Tunnel:** The roof collapses, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris and rubble.

**Cliffs:** Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

**Open Ground:** Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). The fissures are 40 feet deep. At the end of the spell, all fissures grind shut. Treat all trapped creatures as if they were in the bury zone of an avalanche, trapped without air (see Environment for more details).

**Pinned Beneath Rubble:** Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

**River, Lake, or Marsh:** Fissures open under the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

**Structure:** Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes

8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

**Underwater:** The water in the area thrashes violently and erratically, dealing an additional 4d6 damage to creatures and objects inside the area and stopping them from moving while they are in the area of effect. *Slip the bonds*<sup>UP</sup> or a similar effect negates this entrapment, as can a successful DC 40 swim or profession (sailor) check.

**Augment:** This power can be augmented in the following ways:

1. If you expend psionic focus, you may exempt yourself from the effects of this power, even if you are in the area.
2. If you expend 2 additional power points, this power's duration becomes concentration. Its effects occur again each round you concentrate.

## SHORT CIRCUIT

**Discipline** psychokinesis

**Level** cryptic 3, dread 3, gambler 3, gifted blade 3, psion/wilder 3, psychic warrior 3, tactician 3, voyager 3

**Display** visual

**Manifesting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Target** one creature or technological object, or 20-foot radius burst (see text)

**Duration** instantaneous, see text

**Saving Throw** Fortitude negates; **Power Resistance** no

**Power Points** 5

A machine or component finds itself forcibly stripped of all mechanical function, unable to operate properly, if at all. If this power targets an object with charges, the object loses all of its remaining charges. If the object is powered by electrical means other than charges, its functions are suppressed for 1d4 rounds. If this power targets a creature not of the robot subtype, it affects a random charged or electrically powered item in that creature's possession. If the target is a robot, the robot is staggered for 1 round/level and cannot use any energy-based attacks for that duration.

**Augment:** This power can be augmented in the following ways:

- If you spend an additional 6 power points, the targeted short circuit can shut down one technological effect for every four manifester levels you possess.



- If you spend an additional 6 power points, you may choose to cause an area short circuit instead of a targeted short circuit. All creatures within the area must make a fortitude save or have one of their technological items depowered in the manner described above. This also applies to ongoing technological effects that exist outside the area but are operating within it.
- For every 2 additional power points you spend, including as part of augmenting this power, the DC of this power increases by 1.

## TERRAFORMING

**Discipline** psychokinesis

**Level** psion/wilder 6

**Display** visual, material

**Manifesting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Area** up to two 10-ft. cubes/level (S)

**Duration** permanent; see text

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

**Power Points** 11

Reaching through an area, you rework the earth and stone within, shaping it as you so wish. This power can be used to reshape earth, stone, clay, and other similar materials, but cannot be used on metal structures. Similarly, it does not work on creatures. This power has one a variety of effects

*Reshape material:* ground or stone within the area is reshaped or moved as the manifester wishes, warping upwards, downwards, or however else the manifester desires. This ability can be used to dig tunnels or ditches, flatten terrain, raise terrain, or otherwise manipulate the landscape within the area. If used offensively, the power deals 10d6 points of damage to targets within the area (reflex half).

*Soften material:* An area of solid ground or stone is reduced to silt, mud, sand, or another runny substance. The depth of the material created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the material sinks until hip: or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush or similar material thrown atop the material can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet. If this effect is used upon the ceiling of a cavern or tunnel, the material falls to the floor and spreads out in a pool at a depth of 5 feet, dealing 8d6 points of bludgeoning damage to anyone

caught directly beneath the targeted area, or half damage to those who succeed on Reflex saves. Castles and large stone buildings are generally immune to this effect of the power, since it can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this power.

*Solidify material:* This power permanently transforms mud, slurry, silt, or quicksand of any depth into soft stone (sandstone or a similar mineral). Any creature inside the area is allowed a Reflex save to escape before the area is hardened to stone. You may also use this effect to condense solid material, reducing the total area that they take up by half but increasing the hardness of compressed material by 2.

The effects of this power last until they are dispelled or if another effect otherwise alters them.

## TRANSFER ENERGY

**Discipline** psychokinesis

**Level** cryptic 1, dread 1, gambler 1, gifted blade 1, marksman 1, psion/wilder 1, psychic warrior 1, tactician 1, vitalist 1, voyager 1

**Display** visual

**Manifesting Time** 1 standard action

**Range** close (25 feet + 5 feet/level)

**Target** 2 technological objects within range

**Duration** instantaneous

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

**Power Points** 1

You move energy between two objects, transferring up to 5 charges between them. You may use this power on an object in the possession of an unwilling creature, but that creature is allowed a will save to negate the effects of this power

**Augment:** This power can be augmented in the following ways:

- For every additional power point you spend, you may transfer 5 additional charges between the two objects.
- For every 2 additional power points you spend, you may target one additional object with this power. If you are targeting more than 2 objects with this power, you may allocate the charges between them however you wish, such as drawing 2 charges from one and 3 charges from another to move all 5 into a third.
- If you spend 6 additional power points, you may use this power as a swift action



# VARIANT RULES

## AKASHA AS CYBERTECH

*Zigs leveled one arm at the approaching robot. Quickly redirecting power from his dermal plating to the energy cylinders that powered the potent cannon implanted in his synthetic arm, Zigs unleashed a massive blast of fiery concussive force, reducing the robotic thread to smoking shards.*

Akasha, as originally presented in ***Akashic Mysteries***, is a type of magic that acts as a natural amplifier for other types of energy, but perhaps this type of magic does not mesh with the campaign you are envisioning. Perhaps you have sufficient magic sources in your game, but (particularly if you've purchased this product) you don't have enough technological options, or you'd like a better way to play certain concepts right from first level, like a weaponized android or hard-bitten cyborg.

Changing the system of akasha to an alternative system of cybernetics or gadgetry can be as little or as much work as you want it to be. To get you started, presented below is a selection of alternative options for integrating akasha into your campaign as an alternate form of cybertech without changing any of the base mechanics. Note also that this is just a suggestion on how to change the theme, and that you can take these ideas and reinterpret them for your own campaigns, providing a multitude of variations and different themes. Perhaps multiple themes of akasha exist in your campaign, giving you a solid reference in mechanics, but providing a wide variety in how "akasha" appears in your game.

While akasha uses magical constructs called "veils" that are powered by essence, using it as cybernetic and nanotech enhancements requires a few superficial changes, as outlined below:

**Essence:** Rename essence as bioenergy, battery points, or even "juice". For a more steampunk or emerging technology campaign, you can also use kilowatts or steam points.

**Veils:** Veils can be renamed as cybernetics, cybertech, or nano-constructs. For a more steampunk or emerging technology campaign, you can also use gadgets or contraptions.

**Chakra Binds:** Rename chakra binds as upgrades or enhancements. If using nanite themes, like referring to veils as nano-constructs, innovations could also be appropriate.



**Classes:** Once you've changed the terminology for essence and veils, you'll likely find that the classes require some changes to their theme and nomenclature as well. Some suggested changes for each class are suggested here:

**Daevic:** Rename to cyborg or metahuman. Rather than a daeva granting them passions and passion skills, the cyborg or android may have loadouts or programs and .exe files. Passion veils can be implants, and blood veils and binds can be nanite injections. Resist influence is the result of a bio-electric shock system that helps avoid mental domination, rather than the influence of a symbiotic presence. Rather than gaining the outsider (native) subtype, the cyborg could gain the construct type, though retaining only the current advantages.



**Guru:** Rename to phantom or arcknight. Gentle touch becomes neural shock. Philosophies become paradigms or interfaces. Chakra disruptions become neural disruptions. Sunder veil becomes disrupt energy. Immortal essence becomes energy conversion.

**Vizier:** Rename to scientist or inventor. Eldritch insight can be renamed spectrometer or analytical implant. Mystic attunement can be renamed as field of study or scientific specialty. Crafter, ruler, and seer paths can be renamed engineer, psychologist (or psychiatrist depending on how you envision your abilities working), and sociologist. Veilshifting can be renamed as reconfigure. Chakra rebirth can be renamed to bio-overload, energize, or rapid reconfigure.

**Futuristic Veils:** In addition to the changes mentioned previously, included below are a selection of new and modified veils that better fit the technological themes suggested. While we have presented alternative names for the akashic classes, veils will still be presented in traditional format, referring to binds, essence, and the base class names (daevic, guru, and vizier) to avoid unnecessary confusion. It's important to note that the veils presented below are only a fraction of those you may want to utilize in a futuristic or high technology campaign, and you should feel free to convert any veil following the thematic suggestions presented earlier.

### HOVER BOOTS

**Descriptors:** none

**Class:** Guru, Helmsman, Vizier

**Slot:** Feet

**Saving Throw:** none

*These chrome accented boots feature micro propulsion engines that allow you to glide just above the surface of dangerous liquids.*

Equipping this veil grants the ability to walk across liquid surfaces as though they were solid ground, traversing water or other liquids as comfortably as solid ground.

**Essence:** For each point of essence invested in this ability your base speed is increased by an additional 5 feet.

**Chakra Bind (Feet):** The power of these boots now lifts you free of the ground. You travel 4 inches above any liquid or solid surface as easily as you would walk on solid ground and you leave no tracks of any kind. In addition, you can even charge across

chasms or over large gaps; any time you use the charge, withdraw, or run action in a round, you may move across open space without falling. If you end your movement while still over empty space, you immediately begin to fall as normal.

### H.U.D.

**Descriptors:** none

**Class:** Daevic, Helmsman, Vizier

**Slot:** Head

**Saving Throw:** none

*This cybernetic lens fits securely over the eye, feeding important targeting and location information directly to the wearer.*

While viewing the world through the filter of the H.U.D. (or "heads-up display"), you gain a +2 insight bonus to all Perception and Sense Motive checks.

**Essence:** For each point of essence invested in this veil, increase the bonus to Perception and Sense Motive checks by +2.

**Chakra Bind (Head): [D12, V6]** By binding this veil to your Head chakra, your senses are sharpened to a preternatural edge and you are nearly impossible to surprise. While this veil is bound you gain the Uncanny Dodge ability, as the rogue class feature. If you already have Uncanny Dodge from another source, you instead gain Improved Uncanny Dodge.

### MICRO-MISSILE GAUNTLET

**Descriptors:** Force

**Class:** Helmsman, Vizier

**Slot:** Hands

**Saving Throw:** None

*Mechanical fingertips launch forth from your cybernetic hand, peppering your foes with painful detonations.*

As a standard action, the wearer of this veil can launch a small missile that deals 1d4 points of force damage as a ranged touch attack with a maximum range of 60 feet.

**Essence:** For each point of essence invested in this ability increase the force damage dealt by 1d4.

**Chakra Bind (Hands):** Binding this veil to your Hands chakra allows you to fire an additional missile for each point of essence invested in this veil. Each missile requires its own attack roll; the missile can be aimed individually, but no more than two missiles may target any one creature.



NANITE CLOUD

**Descriptors:** none  
**Class:** Helmsman, Vizier  
**Slot:** Feet, Shoulders  
**Saving Throw:** see text

A cloud of tiny nanomachines buzzes through the air around you, making you more difficult to target. A swarm of mentally controlled nanites provide the wearer with minor concealment (10% concealment) against ranged attacks. The menacing buzz created by these nanites makes the wearer seem far more menacing, increasing the DC of any fear effects the wearer utilizes (including spells, class abilities, etc.) by +1.

**Essence:** For each point of essence invested in this ability the insight bonus to the DC of fear effects increases by +1. In addition, as essence is invested the insects become more and more solid. When 3 points of essence are invested in this veil, the wearer gains concealment (20% concealment) against both melee and ranged attacks. When 5 points of essence are invested in this ability, it grants concealment (50%) rather than partial concealment.

**Chakra Bind (Feet):** As the wearer’s control over the nanites improves, they’re able to lift themselves off the ground with the nanites, gaining a fly speed of 5 feet (clumsy). This fly speed increases by 5 feet per point of essence invested.

**Chakra Bind (Shoulders): [V10]** Any creature attempting to target the wearer of this veil with a grapple, melee touch, or natural attack must succeed on a Fortitude saving throw or be sickened for as long as they are within 10 feet of the wearer. The sickened effect continues for one round after the affected creature has left this area for each point of essence invested in this ability. Once a creature has successfully saved against this ability, it cannot be affected again for 1 hour.

PSIONICS AS  
ADVANCED  
TECHNOLOGY

*The mysterious warrior grins as you draw your weapons, his skin pulsating with a thousand tiny rivulets as it adopts a metallic-grey sheen. "The wonders of nanotechnology are limitless, truly," he mutters, "and now you will learn firsthand of how my augmentations can rival the powers of your pathetic god." Lunging forward, his force field deflects your attempts to fend him off, and you find yourself run through with the fingers that have since sharpened to a razor's edge.*

Rather than manifesting their powers from enlightened mental capabilities, psionic characters might instead harness far-flung technological facets ingrained within their bodies or surroundings. Psionics in such a world is an extension of scientific developments rather than a mental source of power, which could enable it to mesh better with settings where magic is the primary (if not only) supernatural force governing the universe. The concept of psionics being a product of advanced super-science could also justify why it is often reserved to specific factions or races rather than being universally accessible in the way magic seems to be. Functionally, techno-psionics would work in the same way that normal psionics does (with power points, focus, augmentations, and whatnot), but the system’s overall flavor and interaction with magic would be notably altered.

To alter psionics into an advanced form of technology, apply the below suggestions to several aspects of the system

Table 8: Psionic Science Equivalents

Psychometabolism	Biotechnology	The modification and augmentation of living forms
Psychokinesis	Kinetics	The passage and control of energy in one’s surroundings
Psychoportation	Quantics	The transfer of materials through time and space
Clairsentience	Hyperlogistics	The observation and projection of events based upon signals and calculations
Metacreativity	Synthetics	The alteration and repurposing of existing matter into new forms or utilities
Telepathy	Neurotechnology	The manipulation and comprehension of the mind and its processes
Athanatism	Dualistics	The analysis and modification of the conscious in relation to the body





**Powers** Psionic powers are pieces of programming, cybernetic augmentations, or perhaps just bits of advanced knowledge that a character has picked up through research or advancement. Likewise, the names of psionic disciplines are changed to reflect their artificial nature. These changes are listed below.

**Psicrystals** Rather than being generated through magic, psicrystals could be robotic assistants created to serve their masters. In this case, it is advised that the robot subtype<sup>B5</sup> be applied to psicrystals.

**Feats** All psionic characters and creatures gain technologist as a bonus feat, and the technologist feat counts as the wild talent feat for the purpose of meeting prerequisites.

**Psionic Creatures** Rather than being augmented by supernatural forces, psionic creatures are the product of

scientific experiments or perhaps deranged creations of super-science.

**Psionic Equipment:** Rather than being considered manifestations of supernatural power, psionic pieces of equipment such as power stones and psionic weapons are now considered to be technological in nature. Power stones may be re-flavored as pieces of software, power points may be electrical charges, and other pieces of equipment may vary from being gene mods to injections to mechanically augmenting exoskeletons.

*Psionics and Magic:* In most cases, this rule assumes the Non-Transparency variant rule for interaction between magic and psionics. However, it is suggested that some spells and powers pertaining to technology operate in a semi-compatible fashion as follows.

Psionic abilities (including the supernatural abilities of psionic creatures or classes) are considered to be technological in nature rather than supernatural and are not affected by effects such as dispel magic, antimagic field or other abilities that would alter or impede magic. Likewise, dispel psionics<sup>UP</sup> and null psionics field<sup>UP</sup> and other abilities that would alter or impede magic do not function upon magical or supernatural effects.

However, psionic effects would be vulnerable to effects that alter or impede advanced technology, such as rebuke technology<sup>TG</sup>, antitech field<sup>TG</sup>, and protection from technology<sup>TG</sup>. Discharge<sup>TG</sup> functions as dispel psionics<sup>UP</sup>, and likewise do magic spells affecting or detecting advanced technology alter effects created through psionic power. Abilities that affect psionic effects can likewise disrupt or alter technology in the same way. However, abilities that specifically target things such as scrying effects, teleportation effects, or mind-affecting effects function equally well against both magical and technological/psionic versions.

**Table 9: Psionic Item Creation Feats**

Psionic Item	Item Creation Feat
Dorjes	Craft Dorje
Power Stones	Craft Power Stone
Psicrowns	Craft Psicrown
Psionic Weapons and Armor	Craft Technological Arms and Armor
Universal Items	Craft Technological Item
Psionic Constructs	Craft Robot
Psionic Tattoos	Craft Cybernetics



To balance this, it is advised that the following spells be added to the power lists of various psionic classes so that they are capable of contending with magical effects. These effects use the creature's manifester level in place of their caster level.

*Detect magic* is considered a 1st-level power for all psionic classes

*Dispel magic* is a 3rd-level power on the psion/wilder and cryptic power lists and can be augmented in the same ways that *dispel psionics* can.

*Antimagic Field* is a 6th-level kineticist power

*Mage's disjunction* is a 9th-level psion/wilder power

For the purpose of knowledge checks on psionic items, creatures, and effects, use craft (mechanical) in place of spellcraft and knowledge (engineering) in place of knowledge (psionics)<sup>UP</sup> or knowledge (arcana)

For the purpose of meeting prerequisites, the Technologist feat and the psionic subtype count as each other.

If a character is of a psionic class, they do not require a lab of any sort in order to craft technological equipment. Likewise, labs may be used to emulate psionic powers for the purpose of item creation.

For the purpose of creating psionic items and constructs, use the following item creation feats in place of the normal item creation feats.

### **Craft Dorje [Psionic] [Item Creation]**

*You can create small devices that store knowledge of psionic powers.*

**Prerequisite:** Manifester level 5th

**Benefit:** You can create a dorje of any psionic power you know (barring exceptions as noted in a power's description). Crafting a dorje takes one day for each 1,000 gp in its base price. A newly created dorje has 50 charges.

### **Craft Psicrown [Psionic] [Item Creation]**

You can create psicrowns, stores of versatile and immense psionic power.

**Prerequisite:** Manifester level 11th

**Benefit:** You can create any psicrown whose

**Prerequisites:** you meet. Crafting a psicrown takes one day for each 1,000 gp in its base price.

### **Craft Power Stone [Psionic] [Item Creation]**

*You can create power stones to store psionic powers.*

**Prerequisite:** Manifester level 1st.

**Benefit:** You can create a power stone of any power that you know. Encoding a power stone takes one day for each 1,000 gp in its base price.

Other Supernatural abilities: At the discretion of the GM, other forms of supernatural ability can also be considered technological as opposed to magical. A few suggested abilities to be converted as follows:

- All (Su) class features of the Alchemist and Investigator classes, including extracts
- All items, veils, creatures, and classes having to do with Akasha
- The (Su) maneuvers of the following martial disciplines: Solar Wind, Sleeping Goddess, Shattered Mirror, Riven Hourglass, and Iron Tortoise

Characters that gain these abilities as technological effects gain the Technologist<sup>TG</sup> feat as a bonus feat.





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