



## FOUR HORSEMEN PRESENT



Beyond the thin film of reality exists the deeper unknown of the spirit world, a haunted realm that connects mortals to strange entities that live beyond the veil of death. Some cultures worship the spirits dwelling in these occult realms, some fear them—others seek to connect them, sequestering them for aid advice or guidance. The psychometrist rejects all such pursuits. Instead, he seeks occult power for its own accord, particularly focusing on those powers he can manipulate and control. His overall approach to the spiritual is decidedly agnostic, denying any dogmatic formulation of a world beyond tangible reality. Instead, he sees himself as an opportunist who uses the spirit realm as the source of his power. To the psychometrist, it makes no difference which well he draws these spirit essences from—real or imagined, he sees them as strands of power to be distilled and bottled.

While some assess his efforts to siphon the power of spirits as pure madness, none can deny that whatever force he taps, he produces very real, very potent results.

**Role:** The psychometrist is a versatile ally, but struggles for acceptance among most disciplines. Despite his eager pursuit of occult phenomenon, the psychometrist lacks formal training in traditional science, magic, or alchemy. Few learned individuals find his work credible or tolerable. Though the psychometrist displays natural charm and social grace, his fixation with spirits unnerves most civilized folk. Finally, many occultists view his attempts to force spirits into service disrespectful—or at the very least an abuse of the “gift” of spiritualism. He knows well that society holds no place for him, thus the psychometrist travels frequently seeking out new occult mysteries, spirits, and paths into the realms beyond the veil. In his travels, a psychometrist often allies with adventurers who pursue mystery and power. In adventuring groups, the psychometrist makes a great supporting character because he possesses a broad range of offensive and supporting abilities.

**Alignment:** Any.

**Hit Die:** d8.

**Starting Wealth:**  $3d6 \times 10$  gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

# HYBRID CLASS: THE PSYCHEMIST

## CLASS SKILLS

The psychemist class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana), Knowledge (history), Knowledge (nature), Knowledge (planes), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

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

## CLASS FEATURES

The following are class features of the psychemist.

**Weapon and Armor Proficiency** Psychemists are proficient with all simple weapons. They are also proficient with light and medium armor, but not with shields.

**Occult Alchemy (Su):** A psychemist uses his unique skills to capture and distil aether, raw emotion, stray spirits, and other occult phenomenon into tiny glass vessels called canopic vials. He prepares his “spells” by distilling psychic energy within these specially prepared vials, and then “casts” his spells by either by releasing the spirit essence (destroying the vial) or by consuming it and channeling it through his body. There are four types of occult alchemical items—pnumea, spectral grenades, pseudo haunts, and spectral mutagens. All of these are detailed in their own sections below.

**Pnumea (Su):** A psychemist can casts a limited number of magical effects similar to spells by storing emotional or spiritual essences in etched glass containers called canopic vials. When trapped within its tiny vial a pnumea has the appearance of a viscous, slow swirling fog or vapor. Similar to an alchemist’s extracts, pnumea behave much like spells in potion form, and their effects can be dispelled by effects like *dispel magic* using the psychemist’s level as its caster level.

A psychemist can create only a certain number of pnumea of each level per day. His base daily allotment of pnumea is given on Table 2: Pnumea per Day. In addition, he receives bonus pnumea per day if he has a high Charisma score, in the same way a wizard receives bonus spells per day.

A pnumea immediately becomes inert if it leaves the psychemist’s possession, reactivating as soon as it returns to his keeping. A pnumea, once created, remains potent for 1 day before becoming inert, so



a psychemist must re-prepare his pnumea every day. Preparing a pnumea takes 1 minute of work—most psychemists prepare many pnumea at the start of the day or just before going on an adventure, but it’s not uncommon for a psychemist to keep some (or even all) of his daily pnumea slots open so that he can prepare pnumea in the field as needed.

Although the psychemist doesn’t actually cast spells, he does have a pnumea-list that determines what pnumea he can create. A psychemist can utilize spell-trigger items if the spell appears on his pnumea list, but not spell-completion items (unless he uses Use Magic Device to do so). A pnumea is “cast” by releasing the spirit essence within, either by uncorking the vial or by shattering it (in the case of pnumea that target creatures with hostile effects). A psychemist consumes the pnumea by drinking it like a potion or inhaling like a smelling salt. Its effects exactly duplicate the spell upon which its pnumea is based. The psychemist uses his level to determine the caster level of the spell effect. Creating pnumea doesn’t require the consumption of material components, however they can only be stored in canopic vials, which the psychemist must craft in advance.

A psychemist can prepare any pnumea he knows. To learn or use a pnumea, a psychemist must have a Charisma score equal to at least 10 + the soul chemist’s level and an appropriate canopic vial in which the pnumea can be stored. The Difficulty Class for a saving throw against a psychemist’s

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**TABLE 1: PSYCHEMIST**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Occult alchemy, pnumea, spectral mutagen
2nd	+1	+0	+0	+3	Occult precognition
3rd	+2	+1	+1	+3	Psychic haunt, Throw Anything
4th	+3	+1	+1	+4	Spectral grenade
5th	+3	+1	+1	+4	3 <sup>rd</sup> spirit legend
6th	+4	+2	+2	+5	Haunt siphoner
7th	+5	+2	+2	+5	Location siphon, sling vial
8th	+6/+1	+2	+2	+6	Bonus grenade, spirit sense +2
9th	+6/+1	+3	+3	+6	Spontaneous grenade
10th	+7/+2	+3	+3	+7	4 <sup>th</sup> spirit legend, bonus grenade
11th	+8/+3	+3	+3	+7	Connection siphon
12th	+9/+4	+4	+4	+8	Bonus grenade, spirit sense +4
13th	+9/+4	+4	+4	+8	Improved sling vial, Propitiation,
14th	+10/+5	+4	+4	+9	Bonus grenade, persistent spectral mutagen
15th	+11/+6/+1	+5	+5	+9	5 <sup>th</sup> spirit legend
16th	+12/+7/+2	+5	+5	+10	Bonus grenade, spirit sense +6
17th	+12/+7/+2	+5	+5	+10	Capture the soul, greater sling vial
18th	+13/+8/+3	+6	+6	+11	Bonus grenade
19th	+14/+9/+4	+6	+6	+11	Spirit blend
20th	+15/+10/+5	+6	+6	+12	6 <sup>th</sup> spirit legend, bonus grenade, soul thief, spirit sense +8

pnumea is 10 + the pnumea level + the psychemist's Charisma modifier. A psychemist begins play with two 1st-level pnumea, one of his choice, plus a number of additional pnumea equal to his Charisma modifier. At each new psychemist level, he gains one new pnumea of any level that he can distil. A psychemist can also gain pnumea by studying spirits and crafting new canopic vials, and he may learn to craft canopic vials for any number of pnumea. Most psychemists craft spare vials in case they want to prepare a given pnumea multiple times, or intend to prepare hostile pnumea for combat. Canopic jars are treated like arrows for the purposes of construction costs and time.

**Spectral Mutagen (Su):** At 1st level, a psychemist learns how to distill the essence of astral spirits and entrap them within a canopic vial containing psychoactive reagents to create an elixir known as a spectral mutagen. Imbibing the spectral mutagen

allows him to channel the essence of a spirit legend to gain access to its powers at the cost of adopting some of the spirit's negative traits. Distilling a spectral mutagen requires 1 hour and requires a specially crafted glass vial specific to the nature of the spirit whose essence is trapped within it. Once prepared, the spectral mutagen holds its potency for 24 hours or until activated. A psychemist can only maintain one dose of spectral mutagen at a time—if he prepares a second dose, spirit essence within any previous dose dissipates into nothingness. A spectral mutagen that is not in a psychemist's possession becomes inert until the psychemist picks it up again.

As with a medium, each spirit is rooted in the six legendary spirit archetypes—Archmage, Champion, Guardian, Hierophant, Marshal, and Trickster. The psychemist begins play with the knowledge he needs to capture the essences of 2 spirit archetypes.

Each time he prepares a spectral mutagen, the psychemist chooses a spirit archetype whose essence

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**TABLE 2: PNUMEA PER DAY**

1st	2nd	3rd	4th	5th	6th
1	—	—	—	—	—
2	—	—	—	—	—
3	—	—	—	—	—
3	1	—	—	—	—
4	2	—	—	—	—
4	3	—	—	—	—
4	3	1	—	—	—
4	4	2	—	—	—
5	4	3	—	—	—
5	4	3	1	—	—
5	4	4	2	—	—
5	5	4	3	—	—
5	5	4	4	1	—
5	5	4	4	2	—
5	5	5	4	3	—
5	5	5	4	3	1
5	5	5	5	4	2
5	5	5	5	4	3
5	5	5	5	5	4
5	5	5	5	5	5

he intends to siphon into the canopic vial. Upon consuming the spectral mutagen, the archetype's essence melds into the psychemist's present conscious. He gains the spirit bonus associated with his chosen archetype and gains a +4 bonus against possession effects and a +2 bonus on saving throws against mind-affecting effects that are not related to possession. The spirit's personality also distorts the psychemist's perception of reality and rips away at his sense of self. As a result, he takes -2 penalty on initiative checks. A spectral mutagen lasts 10 minutes per level + Cha modifier.

In addition to the spirit bonus, each spirit possesses three distinct spectral powers though some of these abilities are more difficult to harness than others. As long as the spectral mutagen remains in effect, the psychemist may attempt to access the spirit's various spectral powers by making a Diplomacy check as part of the action he attempts to use. He may activate a spectral power any number of times, however, each time he activates a power

he's already used, the DC of the Diplomacy check increases by 5. If the psychemist fails, the spirit's essence immediately seizes control of his psyche. He gains the influence penalty associated with the chosen spirit for the duration of the spectral mutagen. The psychemist may continue to attempt to access the spirit's powers, but if he fails the required Diplomacy check again the influence and initiative penalty both double. If he fails more than two Diplomacy checks to barter any spirit's interest, the spirit essence temporarily abandons him. He cannot access that archetype's powers and suffers a -4 penalty to Diplomacy checks to influence other archetypes for 24 hours. A non-psychemist who drinks a spectral mutagen must make a Will save (DC 10 + 1/2 the psychemist's level + the psychemist's Charisma modifier) or become shaken for 10 minutes—a non-psychemist can never gain the benefit of a spectral mutagen. A psychemist can gain the effects of another psychemist's mutagen if he drinks it. The effects of a spectral mutagen do no function in tandem. Whenever a psychemist consumes a spectral mutagen, the effects of any previous spectral mutagen immediately end.

A psychemist can create one spectral mutagen per day. At 5th level, and again at every 5 levels thereafter, the psychemist gains the ability to create one additional spectral mutagen per day and learns to distil the essence of a new spirit archetype. In addition, at each such interval, the spirit bonus provided by any one spirit (including the archetype just selected, if so desired) increases by +2.

**Occult Precognition (Sp):** At 2<sup>nd</sup> level a psychemist increases his the ability to sense the imminent or supernatural. He gains a bonus equal to 1/2 his psychemist level on Perception checks to avoid being surprised, as well as to detect invisible or incorporeal creatures. He can also cast *detect psychic significance*<sup>OA</sup> as a spell-like ability at will. The psychemist uses his class level as his caster level for this ability.

**Throw Anything (Ex):** At 3rd level a psychemist gains Throw Anything as a bonus feat. In addition to throwing improvised weapons, this allows the psychemist to make ranged touch attacks pnumea stored in canopic vials. A canopic vial deals 1d2 points of piercing and slashing damage (the psychemist gains no bonus to damage from his Strength score) and shatters upon impact, releasing whatever spell-effect was stored within.

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**Psuedo Haunt (Su):** At 3rd level, a psychchemist can alter the spirit essence within a pnumea to create a psudeo haunt. He chooses when he prepares his pnumea whether the effect is prepared as a spell of its normal level or as a pseudo haunt, in which case the pnumea uses a slot 1 level higher than the pnumea's actual level. Similar to a psychic haunt, the psychchemist's pseudo haunt infests an area with a restless entity that reacts violently to the presence of living creatures. A psychchemist's psuedo haunt functions exactly like a psychic haunt except that since it is only composed of spirit essence and not an entire spirit, it only lasts for 24-hours, after which it dissipates completely. In addition, it lacks the ability to reform, therefore negating the pseudo haunt also destroys it.

A psychchemist activates a pseudo haunt by shattering its canopic vial. The psychic haunt occupies the space where it was released and for the next 24 hours, whenever living creatures enter into its occupied space (or within range of its effect), the essence coalesces and triggers the spell-effect.

A psychchemist's can create a pseudo haunt from any of his pnumea that can target another creature, however he can only keep one psychic haunt active at a single time.

**Spectral Grenade (Su):** At 4th level, a psychchemist learns to agitate a captured spirit's essence such that, when hurled with force, produces volatile effects upon impact. He starts with the knowledge of three spectral grenades, two from the archetypes he knows from his spectral mutagen class feature, and one chosen from the list of spectral grenade effects (see below). A psychchemist can prepare and throw a spectral grenade without imbibing a spectral mutagen or making a Diplomacy check to control a spirit archetype. The save DC of a spectral grenade's effect is equal to  $10 + 1/2$  the psychchemist's level + the psychchemist's Charisma modifier.

Preparing a spectral grenade takes 1 minute, after which the psychchemist can throw the grenade in a manner similar to an alchemist's bomb. A psychchemist can only prepare one spectral grenade at a time; if he creates a second spectral grenade before he expends the first one, the first spectral grenade breaks down to its reactive ingredients and must be prepared again before use. If he doesn't use the spectral grenade within 24 hours, the spirit essence within the canopic vial dissipates and the spectral grenade becomes inert.

## PSYCHEMIST FEATS

Occult alchemy is a diverse field of study, and hardly any two psychchemists are alike in abilities or approach to the avocation. In addition to focus on a specific spirit or spell selection, the following feats further customize an individual psychchemist.

### EXTRA SPECTRAL GRENADE

You can create and throw more spectral grenades each day.

**Prerequisite:** Spectral grenade class feature

**Benefit:** You can create two additional spectral grenades per day. You can still have only one spectral grenade prepared at a time.

**Special:** You can gain Extra Spectral Grenade multiple times. Its effects stack.

### GHOSTLY GRENADES

Your spectral grenades detonate with a pulse of negative energy.

**Prerequisite:** Spectral grenade class feature

**Benefit:** When you hit a target with a spectral grenade, the grenade deals a number of hit points of negative energy damage equal to the highest level pnumea you can prepare. Creatures adjacent to your target take half this amount of damage as splash damage. Abilities or feats that modify the base damage of thrown splash weapons (such as the Point-Blank Shot feat or the spell *weapon of awe*) also work on your spectral grenades. Additionally, any creature that takes splash damage from your spectral grenade is also subject to the grenade's primary effect.

### SPIRIT FOCUS

You have an affinity for finding or using spirits that belong to a certain archetype.

**Prerequisite:** Spectral mutagen class feature.

**Benefit:** Choose one of the six archetypes of legendary spirits. You gain a +4 bonus on Diplomacy checks to control a given spirit whenever you use your spectral mutagen ability to channel the chosen archetype. Beginning at 10th level, your spirit bonus from that archetype increases by +1.

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At 8th level and every 2 levels thereafter, the psychchemist learns how create a new spectral grenade effect. He can choose effects from the grenade effects of those associated with one of his spirit archetypes or from the list of spectral grenades. A psychchemist can use this ability once per day, plus one additional time per day for every four levels after 4th.

**Haunt Siphoner (Su):** At 6th level, a psychchemist can use his familiarity with spirits to assist him when dealing with haunts. He can always act against a haunt on the surprise round before it manifests. Furthermore, he can attempt to siphon the haunt into a canopic vial for later use. He must possess an empty canopic vial (meaning an available pnumea slot. The psychchemist can spontaneously expend a prepared pnumea in order to free up a slot, but the haunt occupies a pnumea slot with a level equal to the highest level of spell the haunt manifests. To siphon a haunt the psychchemist must succeed at a Diplomacy check (DC 20 + the haunt's CR). If he succeeds, the haunt is exorcised from its location and remains trapped in the canopic jar for the next 24 hours. During this time, the psychchemist can use the trapped haunt as one of his pseudo haunts. If the haunt is negated or after 24 hours passes, it returns to its original location.

If the psychchemist fails his Diplomacy check, the haunt violently rips into the his psyche. He suffers the haunt's full effect with no saving throw, but the haunt affects only him.

**Location Siphon (Sp):** At 7th level, a psychchemist can perform a special ritual at the site of a creature's death—or at a location that was precious to that person in life—to call forth that creature's spirit and attempt to capture it in one of his canopic vials. He must have a 3rd-level pnumea slot available in order to use this ability. He can store the spirit within the vial for a number of days equal to his psychchemist level. He can later release the spirit to ask it questions. This effect is similar to the spell *call spirit*<sup>OA</sup>, except that the duration is 1 round per psychchemist level and the spirit's wispy form only manifests once it is released from the canopic vial.

**Sling Vial (Ex):** At 7<sup>th</sup> level, the psychchemist's canopic vials deal 1d4 points of damage (for a Medium creature). A psychchemist can use a sling to hurl a canopic vial containing a haunt, pnumea, or spectral



grenade as a ranged touch attack. When using the sling to hurl a canopic vial he takes a -2 penalty and the sling's range decreases by -20 feet.

**Spontaneous Grenade (Su):** At 9th level, a psychchemist can create a spectral grenade as a move action.

**Connection Siphon (Sp):** At 11th level, a psychchemist can use his location siphon ability at any location, so long as he possesses some connection to the deceased. If another ally is more familiar with the deceased than the psychchemist, he can substitute his ally's familiarity in place of his own to determine the DC of the *call spirit* effect.

**Improved Sling Vial (Ex):** At 12<sup>th</sup> level, the psychchemist's penalty to sling attacks made to hurl his canopic vials decreases to -1 and the penalty to range decreases to -10ft. The damage dealt by a canopic vial increases by one size category (to 1d6 for Medium-sized creatures).

**Propitiation (Su):** By 12th level, a psychchemist learns secret techniques and rituals that allow him to maintain psychic control while under the effects of a spectral mutagen. Once per day, when he fails a Diplomacy check to shuck of the influence penalty of a spirit, he can choose to make a second save to attempt to rid himself of the spirit penalty. If he succeeds, the effect of the spectral mutagen terminates, but he suffers no influence penalty for his failure.

**Persistent Spectral Mutagen (Su):** At 14th level, the effects of a spectral mutagen last for 1 hour per level, or until the psychchemist imbibes a new spectral mutagen.

**Capture the Soul (Su):** At 17th level, a psychchemist can attempt to capture and preserve the soul of fallen individual for whom he has previously crafted a special canopic vial for the purpose of holding his soul. The glass crafting process requires semi-precious minerals that cost 500 gp per canopic vial. The process takes 24 hours after which the psychchemist must make a Craft (glass) check DC 10 + the target's HD. Failure results in an imperfect vial which can be used for pnumea and spectral mutagens but is insufficient for safely preserving a soul. In addition to the canopic vial, the individual must be willing to have its soul captured and the psychchemist must capture the soul at the time of death.

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Thereafter, should the individual for whom the canopic vial was created die within a line of effect and line of sight of the psychemist, he can spend an immediate action to capture the essence of that individual's soul.

Once captured, the soul remains within the canopic vial indefinitely, until the body is recovered or until a suitable host body is found for the soul to possess. Alternately, casting *gentle repose* successfully preserves a soulless corpse allowing its original owner to reoccupy it as with *raise dead*. To release the soul into a host body, the psychemist simply uncorks the canopic vial and empties the contents. If a nonpsychemist releases the captured soul, it dissipates into vapor and the soul is lost. The exception to this is if the psychemist creates his own canopic vial, any ally can release him into a suitable vessel. The psychemist holds his own spirit together until he can be released to a new body. A psychemist can only hold one prepared canopic vial for this purpose at a time.

Alternatively, the psychemist may place the individual's soul into an object to create an intelligent item or construct, or place it into a corpse to create an intelligent undead. The individual gains two permanent negative levels when it is transferred, just as if an energy-draining creature struck him in combat. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be transferred).

**Greater Sling Vial (Ex):** At 17th level, the psychemist takes no penalties when using a sling to hurl a canopic vial. The damage for a vial hurled

increases by one size category (to 1d8 for a Medium creature).

**Spirit Blend (Su):** At 19th level, the psychemist learns to distil the essences of multiple spirits into a single mutagen. When distilling a spirit blend spectral mutagen the psychemist gains the spirit bonus and spectral grenade effect from his most powerful spirit archetype, but can choose three specific powers from any of the other spirit archetypes he can siphon in addition to those from the spirit he imbibes with his mutagen.

**Soul Thief (Su):** At 20th level, a psychemist can capture part of the spirit essence of any injured living creature allowing him to steal some of that creature's powers for himself. As with *capture the soul*, the psychemist must have a special canopic vial prepared for the task in advance. The glass crafting process requires semi-precious minerals that cost 1,000 gp per canopic vial. The process takes 24 hours after which the psychemist must make a DC 30 Craft (glass) check. Failure results in an imperfect vial, which can be used for pnumea and spectral mutagens but is insufficient for capturing the spirit essence of an creature's soul. Once the soul thief canopic jar is successfully completed, the psychemist must activate it by devoting one of his 6th-level spell slots to give it psychic power.

Thereafter, the psychemist can make a touch attack to lay his hands upon an injured opponent to draw out a portion of his spirit essence. The victim must make a Will save (DC 16 + the psychemist's Charisma modifier). On a failed save, the subject loses the use of its highest level class feature, spell, or spell-like ability (determined randomly in case of a tie, unless the psychemist can choose which ability he steals). The psychemist can instead choose which ability to steal if he knows the creature's abilities (for example, having previously encountered a similar creature or with an appropriate Knowledge check). The psychemist can imbibe the captured essence as a swift action and use the stolen ability immediately. A stolen ability requires the same time and process to use as the original creature, and uses the psychemist's ability scores and caster level to determine save DCs and other effects. The psychemist can only hold one stolen soul at a time. If he does not use the ability immediately after imbibing the spirit, the stolen ability dissipates and is lost.



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## SPIRIT LEGENDS

When a psychchemist distills his spectral mutagens, he draws his spirit essence from one of the following six spirit legends. Each time he gains a new spirit he picks one from the list below.

Each spirit's description contains its spirit bonus, influence penalties, spectral powers and its spectral grenade effects. Each spectral power also lists the initial DC for the Diplomacy check the psychchemist needs to maintain control over the spirit.

## ARCHMAGE

**Spirit Bonus:** Consuming the spirit essence of the archmage gives you a +2 bonus on concentration checks, Intelligence checks, and Intelligence-based skill checks.

**Influence Penalty:** Your body responds as if you were a frail, aged scholar. You take a -2 penalty on Strength checks, Strength-based skill checks, Constitution checks, attack rolls, and non-spell damage rolls.

**Arcane Pnumea (Su, DC 20):** The archmage spirit helps you distil an additional pnumea without expending a pnumea slot, chosen when you prepare your pnumea for the day. This pnumea can be of any level pnumea you can prepare and must be cast before the spectral mutagen ends. If the pnumea's spell effect is also a spell on the alchemist formula or sorcerer spell list, the caster level and DC of the pnumea increase by 1. You cannot apply metamagic feats or effects to an arcane pnumea.

**Spectral Arcana (Su, DC 25):** Consuming the archmage's spirit allows you to prepare any sorcerer spell of any equivalent level pnumea you can distill. This spell occupies one of your daily pnumea slots, but is cast as a sorcerer spell, including material, somatic, and verbal components. You must expend a pnumea slot of the appropriate level, and you can't apply metamagic feats or effects to the spell. The spell remains prepared until cast or until the psychchemist's spectral mutagen ends.

**Spectral Archmage (Su, DC 30):** As a standard action, you can prepare a single, arcane spell from the sorcerer spell list as if you were a sorcerer with a caster level equal to your psychchemist level. This spell can be of any level a sorcerer of your class level can

cast. The spell doesn't require a spell slot to cast, and you cannot modify the spell with metamagic feats or effects. The spell remains prepared until cast or the psychchemist's spectral mutagen ends.

**Archmage's Grenade (Su):** A creature struck by your spectral grenade is cursed with vulnerability to magic. Until the beginning of your next turn, the subject takes a penalty on saving throws against spells and spell-like abilities equal to the highest level pnumea you can cast. A successful Will save negates this effect.

## CHAMPION

**Spirit Bonus:** While under the effects of the champion, you gain a +2 morale bonus on attack rolls, non-spell damage rolls, Strength checks, Strength-based skill checks, and Fortitude saves.

**Influence Penalty:** You prefer solving conflicts with physical action before resorting to diplomacy or magic. You take a -2 penalty on Bluff and Diplomacy checks, as well as Intelligence checks and Intelligence-based skill checks, and to your caster level (to a minimum of caster level 0); as usual, a reduced caster level may render you unable to cast spells. You can't benefit from effects that increase your caster level.

**Spectral Champion (Su, DC 20):** You gain a combat feat of your choice, and you can choose different feats each time you consume a spectral mutagen. You treat your base attack bonus from your psychchemist levels as fighter levels for the purposes of qualifying for the combat feat and determining its effect. You lose the use of any feats acquired through this ability each time your spectral mutagen ends.

**Sudden Attack (Su, DC 25):** Whenever you take a full-attack action, you gain one additional attack at your highest base attack bonus. This ability stacks with the extra attack from haste, but it doesn't stack with special actions that grant extra attacks, such as flurry of blows or spell combat. Sudden attack works normally with full-attack options such as two-weapon fighting.

**Fleet Charge (Su, DC 30):** You can take a swift action and a full-round action to move up to your speed and make a full attack. This special action doesn't combine with sudden attack, but works

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normally with effects such as haste and two-weapon fighting. You count as beginning the full-round action as soon as you begin your movement, even if circumstances prevent you from attacking at the end of your movement.

**Champion's Grenade (Su):** A creature damaged by a champion's grenade is cursed to receive deadly blows in combat. Weapon attacks against the damaged creature gain a bonus on damage rolls equal to the highest level of pnumea you can cast. Critical threats against a creature damaged by a champion's grenade gain this bonus on rolls to confirm critical hits. A successful Fortitude save negates this effect.

## GUARDIAN

**Spirit Bonus:** When you channel a guardian, you gain a +2 bonus to AC and on Constitution checks, Fortitude saves, and Reflex saves.

**Influence Penalty:** You are incredibly cautious and guarded in all things, and your caution sometimes gets in the way. When attacking, you always fight defensively, and when casting a spell, you always cast defensively. Because of your focus on defense, you also take a -2 penalty on damage rolls.

**Spectral Resistance (Su, 20):** For the duration of your spectral mutagen, you gain DR/— and resistance to acid, cold, electricity, fire, and sonic damage equal to the highest level pnumea you can cast (minimum +1).

**Spectral Shield (Su, DC 25):** As an immediate action you call on your guardian to cloak you with a spectral shield that distorts your form and grants you concealment until the beginning of your next turn. If an attacker misses because of this concealment, it provokes an attack of opportunity from you.

**Spectral Guardian (Su, DC 30):** As an immediate action, you can remove one harmful condition (such as exhausted, paralyzed, or shaken, but not the dead or dying conditions) from a creature within 30 feet. If you remove a condition the moment your target acquires it, the subject is treated as having never acquired the condition.

**Guardian's Grenade (Su):** A creature struck by the guardian's grenade is plagued by visions of failure in combat, in the form of missed attacks, unstable

terrain, ineffective spells, and so on. These visions are manifest by the vestigial memories of the guardian, rather than mere illusions or shadows. Creatures with the Blindfight feat or the ability to see in darkness remain subject to this miss chance, as are creatures that rely on senses other than sight to locate enemies. Guardian's grenade is a mind-affecting fear effect. Each time an affected creature makes an attack roll, the target of its attack benefits from concealment. This effect lasts for a number of rounds equal to the highest level pnumea you can prepare. A successful Fortitude save negates this effect.

## HIEROPHANT

**Spirit Bonus:** When you channel a hierophant, you gain a +2 bonus on Wisdom checks, Wisdom-based skill checks, and Will saves. A hierophant that barbers with you may not share the same religion but does share your alignment.

**Influence Penalty:** Whether the spirit hopes to offer a chance for redemption or to sacrifice foes later on a dark altar, you must strike for nonlethal damage in combat whenever possible. If you cast a spell in combat, you must target an enemy directly opposed to your own alignment, or the enemy most opposed to your alignment if the former is not available. You must either know the alignment of a viable enemy or you must take measures to determine likely alignments (such as through *detect evil* or similar spells, or with a Sense Motive check, appropriate Knowledge check). You also take a -2 penalty on all Charisma checks and Charisma-based skill checks involving creatures of a different faith or alignment other than your own, except checks to convince others to convert to your outlook.

**Spectral Channeler (Su, DC 20):** As a standard action, you can channel energy as a cleric with a class level equal to your level. Regardless of your alignment, you can choose to channel positive or negative energy each time you use this ability. If you choose positive energy, you can spontaneously change your pnumea to duplicate the effects of a *cure* spell of an equivalent level. If you chose negative energy, you can spontaneously change a pnumea to create an *inflict* spell effect of an equivalent level. The ability to spontaneously convert spells lasts for a number of rounds equal to the highest level pnumea you can prepare.

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**Spectral Intervention (Su, DC 25):** You beseech the hierophant to provide a moment of divine intervention. As a standard action you can cast a single spell from the cleric spell list. This spell can be of any level up to the highest level pnumea you can cast. Your caster level equals your psychemist level for the purposes of this spell.

**Spectral Hierophant (Su, DC 30):** As a standard action, you can prepare a single, divine spell from the cleric spell list as if you were an oracle with a caster level equal to your psychemist level. This spell can be of any level a cleric of your class level can cast. The spell doesn't require a spell slot to cast, and you cannot modify the spell with metamagic feats or effects. The spell remains prepared until cast or the psychemist's spectral mutagen ends.

**Hierophant's Grenade (Su):** A target hit by your spectral grenade cannot heal normally. Magical healing requires a caster level check with a DC equal to 10 plus your caster level or the healing has no effect on the subject. This effect lasts for a number of rounds equal to the highest level pnumea you can cast. A successful Fortitude save negates this effect.

## MARSHAL

**Spirit Bonus:** When you channel the marshal's archetype, you gain a +2 bonus on Charisma checks and Charisma-based skill checks. You and your allies' base movement speed increases by +10 ft.

**Influence Penalty:** The time you spend concentrating on your allies prevents you from attending to other important matters. You take a -2 penalty on Wisdom checks and Wisdom-based skill checks.

**Spectral Inspiration (Su, DC 20):** When you imbibe the spirit of the marshal you exhale vaporous spirits that fill those who share the air around you with confidence. All allies within 30 feet of you gain +1 morale bonus on one of the following: attack rolls, weapon damage rolls, saving throws, and skill checks. You choose which bonus to grant your allies at the time you consume the spectral mutagen, and which benefits to add each time you beseech the marshal for power.

**Spectral Strike (Su, DC 25):** Once per round you can use a swift action to allow one ally within 30

feet who can see and hear you to make a single melee or ranged attack during your turn. This attack is neither an attack of opportunity nor requires an immediate action on the part of the attacker.

**Spectral Marshal (Su, DC 30):** As an immediate action, you can choose an extraordinary, spell-like, or supernatural ability just used by one of your allies (which may include yourself). This use of that ability does not count toward the ally's daily uses of that ability.

**Marshals' Grenade (Su):** A creature struck by this grenade is weighed down by warrior spirits or ghostly chains. The subject takes a penalty to attack rolls, saving throws, and CMD equal to the highest level of pnumea you can prepare. This penalty lasts until the beginning of your next turn. A successful Will save negates this effect.

## TRICKSTER

**Spirit Bonus:** When you channel a trickster, you gain a +2 bonus to Dexterity checks, Dexterity-based skill checks, and Reflex saves.

**Influence Penalty:** The trickster spirit fills you with intrigue and paranoia. You don't count as an ally for the purpose of gaining benefits from another creature's abilities, nor do you count as a willing target for spells. Anyone attempting to target you with a touch range spell, even a beneficial spell, must succeed at a melee touch attack, though you need not attempt saving throws against harmless spells. You gain no benefit when an ally takes the aid another action.



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**Spectral Strike (Su, DC 20):** As a swift action, you embody the combat savvy of the trickster. Whenever you attack a creature the first time in combat, that creature is flat-footed until the end of your attack. When you attack an opponent that's denied its Dexterity bonus to AC, you deal +1d6 points of extra precision damage for every 3 psychemist levels, exactly as with the sneak attack class feature.

**Spectral Transfer (Su, DC 25):** As a standard action, you can make a single melee touch attack against another creature. If the attack succeeds, you steal the spell effect affecting your target with the highest caster level that has the harmless descriptor. This ability does not work on spells with a range of personal. Once you steal an effect, its duration lasts for a number of rounds equal to the highest level of pnumea you can cast.

**Spectral Trickster (Su, DC 30):** As part of the action to make a skill check, you can choose the result of your d20 roll. You cannot use this ability while making a Diplomacy check.

**Trickster's Grenade (Su):** A creature struck by the trickster's grenade suffers delusions of paranoia. It gains the trickster's influence penalty as if it had failed the Diplomacy check for your spectral mutagen. In addition, the creature counts as flanked for the purpose of any melee attack made against it. These effects last for a number of rounds equal to the highest level pnumea you can cast. A successful Will save negates both effects.



## SPECTRAL GRENADE EFFECTS

Whenever a psychemist gains knowledge of a new spectral grenade, he chooses to discover the secret of a new spectral grenade from his spectral mutagen ability, or he chooses one effect from the list below. A psychemist can only apply one spectral grenade effect each time he throws a spectral grenade.

**Astral Jettison (Su):** On a successful hit the target must succeed on a Fortitude save or its psyche is torn from its body and jettisoned into the Astral Plane for 1 round. During this time, the subject's body is left vacant, immobile, and helpless (it is still alive and conscious though, so it does not fall prone). If the target's body is destroyed before he can return to it, it doesn't die but instead its spirit remains trapped in the Astral Plane until it can find a new mortal vessel. A psychemist can only prepare one astral jettison grenade per day. A psychemist must be at least 16th level to choose this spectral grenade effect.

**Aura Beacon (Su):** When released, the spirit essence is immediately drawn to the most powerful incorporeal creature within 60 feet, merging with its aura. The target becomes visible to the psychemist, who instinctively knows its creature type and alignment. A successful Will save negates this effect.

**Broken Veil (Su):** The spectral grenade strikes an incorporeal target as if it were a force effect, rendering the creature corporeal unless it succeeds on a Will save. The creature remains corporeal for a number of rounds equal to the highest level pnumea you can cast. The grenade itself ignores all but total concealment and cover from corporeal creatures and objects.

**Cacophony of Spirits (Sp):** On a successful hit, the victim's head fills with a clattering of cacophonous voices locked into incessant argument over the various principles and theories that govern the spirit worlds. The maddening voices force the victim to make a Will save each round the effect persists to avoid gaining the confused condition, as by a *confusion* spell cast at the psychemist's caster level. The first successful save ends the effect.

**Bedevil Item (Su):** By pouring the contents of this spectral grenade over a single nonmagical object,

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you cause capricious spirits to curse the item. For a number of rounds equal to the highest level of pnumea you can cast, the item functions as if it had the broken condition for any user other than you. If the item is held, you can throw the canopic jar normally and strike the object with a successful ranged touch attack. The object gains a Will saving throw (using the base Will save of the object's holder) to negate this effect.

**Psychic Needles (Su):** Upon shattering the canopic vial, the spirit archetype's essence encircles the target's body in a swarm of tiny frozen shards. The needles immediately plunge into the victim's flesh, paralyzing the subject and dealing 1d6 point of cold damage each round. A successful Fortitude save reduces the paralysis effect, giving the subject the staggered condition instead. These effects last for a number of rounds equal to the highest level of pnumea the psychchemist can cast. A psychchemist must be at least 8th level to choose this spectral grenade effect.

**Phantasmal Horror (Sp):** When struck, the spirit archetype's essence manifests the victim's deepest nightmares, forcing him to behave as if targeted by a *phantasmal killer* spell. The save DC for the phantasmal horror is the same as the psychchemist's spectral grenade ability. A psychchemist must be at least 12th level to choose this spectral grenade effect.

**Psychic Chill (Su):** The bottled essence strikes and absorbs heat and life from the target, dealing 1d6 points of nonlethal cold damage and inflicting a number of points of Dexterity damage equal to the highest level pnumea the psychchemist can cast. A successful Fortitude save halves the nonlethal

## ETCHED VIALS

Aura: moderate conjuration; CL: 5th

Price: varies; Weight: —

+1 bonus: 3,000 gp; +2 bonus: 12,000 gp; +3 bonus: 27,000; +4 bonus: 48,000 gp; +5 bonus: 75,000 gp.

A set of these rune-carved glass vials allows for more effective use of chemical reagents in combat. A canopic vial bears an enhancement bonus to attack and damage rolls made when the vial is thrown. An alchemical weapon, bomb, spectral grenade or other weapon applies this bonus to both damage and splash damage, if any.

Etched vials must have at least a +1 enhancement bonus, but may also include magical abilities available to ranged weapons. These abilities consume the same amount of enhancement bonus as they would if applied to another magical weapon, to a maximum total bonus of +5. The creator of etched vials must also meet the prerequisites for applying a given magical weapon ability to the vials.

Etched vials are sold in lots of 50 just as other magical ammunition. Empty etched vials deal no base damage, but do deal their enhancement bonus on a successful hit, in addition to an effect contained in the vial.

**Construction Requirements:** *magic weapon*, creator must be at least three times the amulet's bonus, plus any requirement of the ranged weapon special abilities; Cost to Create: +1 bonus: 1,500 gp; +2 bonus: 6,000 gp; +3 bonus: 13,500; +4 bonus: 24,000 gp; +5 bonus: 37,500 gp.

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damage and negates the Dexterity damage. A psychemist must be at least 8th level to choose this spectral grenade effect.

**Psychic Force (Su):** The subject takes 1d4 points of force damage from the spectral grenade, plus 1d4 points of force damage for each level of pnumea the psychemist can cast. A successful Reflex save halves this damage.

**Sickening Spirit (Su):** A creature struck by a sickening spirit inhales noxious ectoplasm and immediately begins to retch. The creature gains the sickened condition for a number of rounds equal to the highest level pnumea you can prepare. A successful Fortitude save negates the effect.

**Spectral Horror (Sp):** A spirit of fear rises from the grenade in the form of menacing ghostly vapors. A target struck by the grenade gains the frightened condition for a number of rounds equal to the highest level pnumea you can cast. A successful Will save means the creature is shaken for one round instead. A psychemist must be at least 8th level to choose this spectral grenade effect.

## PSYCHEMIST PNUMEA LIST

1st-Level Psychemist Pnumea—*anticipate peril*<sup>UM</sup>, *bane*, *bless*, *bomber's eye*<sup>APG</sup>, *burst of insight*<sup>OA</sup>, *calm spirit*<sup>OA</sup>, *cause fear*, *charge object*<sup>OA</sup>, *chill touch*, *command*, *compel hostility*<sup>UC</sup>, *comprehend language*, *deathwatch*, *delusional pride*<sup>UM</sup>, *detect undead*, *doom*, *forbid action*<sup>UM</sup>, *forced quiet*<sup>UM</sup>, *heightened awareness*<sup>ACG</sup>, *hide from undead*, *identify*, *invisibility alarm*<sup>ACG</sup>, *keen senses*<sup>APG</sup>, *magic missile*, *moment of greatness*<sup>UC</sup>, *murderous command*<sup>UM</sup>, *object reading*<sup>OA</sup>, *obscuring mist*, *psychic reading*<sup>OA</sup>, *sanctify corpse*<sup>UM</sup>, *see alignment*<sup>UC</sup>, *shield*, *stabilize*, *urban grace*<sup>ARG</sup>, *wizened appearance*<sup>UI</sup>

2nd-Level Psychemist Pnumea—*acute senses*<sup>UM</sup>, *aid*, *analyze aura*<sup>OA</sup>, *bear's endurance*, *bull's strength*, *cat's grace*, *cognitive block*<sup>OA</sup>, *eagle's splendor*, *darkvision*, *defensive shock*<sup>UM</sup>, *detect thoughts*, *detect mindscape*<sup>OA</sup>, *enshroud thoughts*<sup>OA</sup>, *false life*, *fox's cunning*, *gentle repose*, *ghoul touch*,

*inflict pain*<sup>OA</sup>, *invisibility*, *lesser restoration*, *life pact*<sup>ACG</sup>, *oneiric horror*<sup>OA</sup>, *oppressive boredom*<sup>UM</sup>, *owl's wisdom*, *paranoia*<sup>OA</sup>, *perceive cues*<sup>APG</sup>, *purge spirit*<sup>OA</sup>, *riding possession*<sup>OA</sup>, *sealed life*<sup>OA</sup>, *see invisibility*, *sessile spirit*<sup>OA</sup>, *spectral hand*, *touch injection*<sup>UC</sup>, *undetected alignment*, *unnatural lust*<sup>UM</sup>

3rd-Level Psychemist Pnumea—*animate dead*, *arcane sight*, *aura alteration*<sup>OA</sup>, *aura sight*<sup>ACG</sup>, *aversion*<sup>OA</sup>, *blood biography*<sup>APG</sup>, *burst of speed*<sup>UC</sup>, *call spirit*<sup>OA</sup>, *displacement*, *distracting cacophany*<sup>UM</sup>, *ectoplasmic snare*<sup>OA</sup>, *fly*, *force punch*<sup>UM</sup>, *haste*, *heroism*, *howling agony*<sup>UM</sup>, *hypercognition*<sup>OA</sup>, *marionette possession*<sup>UM</sup>, *nondetection*, *phantom driver*<sup>UC</sup>, *phantom steed*, *rage*, *reckless infatuation*<sup>UM</sup>, *remove curse*, *retrocognition*<sup>OA</sup>, *speak with dead*, *speak with haunt*<sup>ACG</sup>, *unadulterated loathing*<sup>UM</sup>, *vampiric touch*

4th-Level Psychemist Pnumea—*arcane eye*, *bestow curse*, *condensed ether*<sup>OA</sup>, *crushing despair*, *death ward*, *dream scan*<sup>OA</sup>, *echolocation*<sup>UM</sup>, *enervation*, *entrap spirit*<sup>OA</sup>, *eyes of the void*<sup>ACG</sup>, *fear*, *greater darkvision*<sup>UM</sup>, *greater false life*<sup>UM</sup>, *greater invisibility*, *greater oneiric horror*<sup>OA</sup>, *inflict mass pain*<sup>OA</sup>, *malicious spite*<sup>UM</sup>, *miasmatic form*<sup>ARG</sup>, *mindwipe*<sup>OA</sup>, *persistent vigor*<sup>ACG</sup>, *phantasmal killer*, *psychic crush I*<sup>OA</sup>, *remove curse*, *shadow conjuration*, *spirit-bound blade*<sup>OA</sup>, *terrible remorse*<sup>UM</sup>, *thoughtsense*<sup>OA</sup>, *thaumaturgic circle*<sup>OA</sup>, *triggered suggestion*<sup>ACG</sup>, *universal (pnumea) formula*<sup>APG</sup>

5th-Level Psychemist Pnumea—*break enchantment*, *contact other plane*, *dream*, *erase impressions*<sup>OA</sup>, *ethereal envelope*<sup>OA</sup>, *etheric shards*<sup>OA</sup>, *magic jar*, *nightmare*, *possession*<sup>OA</sup>, *psychic crush II*<sup>OA</sup>, *raise dead*, *remote viewing*<sup>OA</sup>, *sending*, *shadow evocation*, *vampiric shadow shield*<sup>ACG</sup>, *voluminous vocabulary*<sup>UI</sup>, *wall of ectoplasm*<sup>OA</sup>

6th Level Psychemist Pnumea—*banshee blast*<sup>ACG</sup>, *ethereal jaunt*, *eyebite*, *finger of death*, *forcecage*, *greater shadow conjuration*, *major curse*, *mass inflict pain*<sup>OA</sup>, *phantasmal revenge*<sup>APG</sup>, *psychic crush III*<sup>OA</sup>, *shadow body*<sup>OA</sup>, *simulacrum*, *temporary resurrection*<sup>UM</sup>, *transformation*, *undeath to death*

# HYBRID CLASS: THE PSYCHEMIST

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