

## Psychic

*Within the mind of any sentient being lies power to rival that of the greatest magical artifact or holy site. By accessing these staggering vaults of mental energy, the psychics can shape the world around them, the minds of others, and pathways across the planes. They are capable of manipulating invisible force to wield a weapon at a distance as if they were right up next to their enemies, staying safe from danger while still inflicting damage both martial and magical.*

The psychic is an archetype of the astrologian class.

**Diminished Spellcasting:** A psychic gains fewer MP than normal equal to the spell level she gains. For example, a psychic of 5th level would only have 6 MP excluding extra MP from Wisdom bonus.

| Level            | Base MP | Spell Level     |
|------------------|---------|-----------------|
| 1 <sup>st</sup>  | 2       | 1 <sup>st</sup> |
| 2 <sup>nd</sup>  | 3       | 1 <sup>st</sup> |
| 3 <sup>rd</sup>  | 4       | 2 <sup>nd</sup> |
| 4 <sup>th</sup>  | 5       | 2 <sup>nd</sup> |
| 5 <sup>th</sup>  | 6       | 3 <sup>rd</sup> |
| 6 <sup>th</sup>  | 8       | 3 <sup>rd</sup> |
| 7 <sup>th</sup>  | 11      | 4 <sup>th</sup> |
| 8 <sup>th</sup>  | 15      | 4 <sup>th</sup> |
| 9 <sup>th</sup>  | 20      | 5 <sup>th</sup> |
| 10 <sup>th</sup> | 24      | 5 <sup>th</sup> |
| 11 <sup>th</sup> | 29      | 6 <sup>th</sup> |
| 12 <sup>th</sup> | 35      | 6 <sup>th</sup> |
| 13 <sup>th</sup> | 42      | 7 <sup>th</sup> |
| 14 <sup>th</sup> | 49      | 7 <sup>th</sup> |
| 15 <sup>th</sup> | 56      | 8 <sup>th</sup> |
| 16 <sup>th</sup> | 65      | 8 <sup>th</sup> |
| 17 <sup>th</sup> | 74      | 9 <sup>th</sup> |
| 18 <sup>th</sup> | 83      | 9 <sup>th</sup> |
| 19 <sup>th</sup> | 92      | 9 <sup>th</sup> |
| 20 <sup>th</sup> | 101     | 9 <sup>th</sup> |

**Martial Prowess:** A psychic's base attack bonus increases by one step (from 1/2 BAB to 3/4 BAB). Also increases psychic's hit dice from d6 to d8.

**Limit Breaks (Su):** At 1st level, the psychic receives the Limit Breaks (Foresight and Psychic Bomb).

*Foresight (Su):* This Limit Break grants the psychic a powerful sixth sense in relation to herself. The psychic receives instantaneous warnings of impending danger or harm. For a duration of 1 round + 1 round per four astrologian levels after 1st, the psychic can't be surprised or flat-footed. In addition, the limit break gives the psychic a general idea of what action the character might take to best protect herself (duck, jump right, close the eyes, and so on) and gives the psychic a +1 insight bonus to AC. This bonus improves by 1 per four astrologian levels after 1st. This insight bonus is lost whenever the psychic would lose a Dexterity bonus to AC. This limit break requires only a swift action.

*Psychic Bomb (Su):* This Limit Break allows the psychic to let off a powerful telekinetic explosion within 100 feet, in a 30-ft.-radius. Enemies within the area of effect take 2d6 points of non-elemental damage +

an additional 2d6 damage per four astrologian levels after 1st, a successful Reflex save (DC 10 + half of the astrologian's level + her Wisdom modifier) halves the damage. In addition, enemies that fail the Reflex save are also dazed for 1 round.

These abilities replace the astrologian's standard Limit Breaks.

**Additional Spells:** At 1st level, a psychic adds *grab* to her list of spells. At 9th level, she adds *telekinesis* to her list of spells. These spells are in addition to the normal spells added by simply gaining levels. In addition, these spells use the psychic's Wisdom modifier instead of Intelligence.

This ability replaces prescience.

**Phrenic Pool (Su):** At 2nd level, a psychic has a pool of supernatural mental energy that she can draw upon to manipulate psychic spells as she casts them. The maximum number of points in a psychic's phrenic pool is equal to half her astrologian level + her Wisdom modifier. The phrenic pool is replenished each morning after 8 hours of rest or meditation; these hours don't need to be consecutive.

**Phrenic Amplifications:** A psychic develops particular techniques to empower her spellcasting, called phrenic amplifications. The psychic can activate a phrenic amplification to modify either the spell's effects or the process of casting it. The spell being cast is called the linked spell. The psychic can activate only one amplification each time she casts a spell, and doing so is part of the action used to cast the spell. She can use any amplification she knows with any spell, unless the amplification's description states that it can be linked only to certain types of spells. A psychic learns one phrenic amplification at 2nd level, selected from the list below. At 4th level and every two levels thereafter, the psychic learns a new phrenic amplification. A phrenic amplification can't be selected more than once. Once a phrenic amplification has been selected, it can't be changed. Phrenic amplifications require the psychic to expend 1 or more points from her phrenic pool to function.

*Biokinetic Healing (Su):* When the psychic casts a linked spell from the healing school, she can spend 1 point from her phrenic pool to regain 2 hit points per level of the linked spell.

*Complex Countermeasure (Ex):* The psychic can spend 1 point from her phrenic pool to increase by 2 the DCs of Concentration checks or caster level checks the linked spell requires enemies to attempt. This increase also applies to checks to dispel, counterspell, or identify the linked spell. The bonus applies while the spell is cast and lasts for the spell's duration (if appropriate), to a maximum of 24 hours. The psychic can choose to spend 2 points from her phrenic pool to instead increase the linked spell's DCs by 4.

*Defensive Prognostication (Su):* When casting an enhancing spell that divines the future, the psychic sees a glimmer of her future. By spending 1 point from her phrenic pool as she casts the spell, she gains a +2 insight bonus to AC for a number of rounds equal to the linked spell's level. She can instead spend 2 points to increase the bonus to +4.

*Deflection Field (Su):* Whenever the psychic casts a linked spell that grants her a deflection bonus to AC, she can spend 2 points from her phrenic pool to automatically reflect the first ranged attack that misses her (as long as the linked spell remains active) back at the attacker. This reflected attack uses the original attack roll plus a circumstance bonus equal to the psychic's caster level.

*Dispelling Pulse (Su):* The psychic can spend 3 points from her phrenic pool to entwine dispelling magic with a targeted spell. If the target is hit by the linked spell or fails its saving throw, it's affected as though the psychic had cast a targeted *dispel* spell on it. This effect can dispel only spells of the linked spell's level or lower. If the linked spell doesn't already require an attack roll or allow a saving throw, the target can attempt a Will saving throw to avoid the dispelling effect only; the DC is calculated using the linked spell's level (and all

other bonuses that would apply if the linked spell allowed a Will save). This amplification can be linked only to a spell that targets one creature or object.

*Intense Focus (Ex):* The psychic can spend 1 point from her phrenic pool to gain a +2 bonus on any Concentration check she attempts as part of casting the linked spell. She can choose to spend 2 points from her phrenic pool to instead gain a +4 bonus.

*Mimic Metamagic (Ex):* When the psychic gains this amplification, she chooses two metamagic feats; she need not have these feats to select them. When she casts a spell, she can spend points from her phrenic pool to apply one of the chosen feats to the linked spell without increasing the spell's level or MP cost. She must spend a number of points equal to double the number of levels by which the feat normally increases a spell's level (minimum 2 points). The psychic can still apply metamagic feats she knows to the spell while using this amplification, increasing the MP cost and spell level as normal. This amplification can be applied only to a spell that the chosen metamagic feat could normally affect, and only if the spellcaster can cast spells of a high enough level that she would be able to apply the metamagic feat in question to the linked spell. A psychic can select this amplification multiple times, adding two additional options to the list of metamagic feats she can apply using this amplification each time.

*Mindshield (Su):* The psychic can spend 1 point from her phrenic pool to give one target of the linked spell a +2 morale bonus on Will saves for 1 round per astrologian level (maximum 10 rounds). The psychic can instead spend 2 points to increase the bonus to +4. If the linked spell affects more than one creature, the psychic can spend the same number of points for each additional creature she wants to affect with this amplification. She must choose to spend either 1 point for each creature or 2 points for each creature; she can't grant different bonuses to different targets.

*Overpowering Mind (Ex):* The psychic can spend 2 points from her phrenic pool to increase the Will save DC of the linked spell by 1. At 8th level, she can choose to instead spend 4 points to increase the DC by 2. At 15th level, she can choose to instead spend 6 points to increase the DC by 3. This amplification can be linked only to spells that require a Will saving throw.

*Psychofeedback (Su):* The psychic can spend 2 points from her phrenic pool to spend MP up to her spell level. Doing so grants the psychic a +1 enhancement bonus to Strength, Dexterity, or Constitution per MP spent. This bonus lasts for 1 minute per astrologian level.

*Relentless Casting (Su):* The psychic can spend 1 point from her phrenic pool to roll twice on any caster level checks to overcome spell resistance required for the linked spell and take the better result. Because she must decide to spend points from her phrenic pool when she starts casting a spell, the psychic must decide to use this ability before the GM calls for the caster level check.

*Space-Rending Spell (Su):* The psychic can warp space with her mind, teleporting herself as she casts her linked spell. She teleports herself 10 feet per point she spends from her phrenic pool (as *dimension door*). The maximum number of points she can spend in this way is equal to the linked spell's level.

*Subordinate Spell (Ex):* The psychic can divide her mind to cast a less powerful spell upon herself alongside her linked spell. The linked spell can't be lower than 5th level and can't take less than a standard action to cast. This applies to the actual casting time, so the psychic can't add a subordinate spell to a quickened spell. The subordinate spell's casting time must be 1 standard action or less, and its level can be no higher than the linked spell's level – 5. The subordinate spell must target only the psychic (even if it could normally affect other or multiple targets). The psychic must spend a number of points from her phrenic pool equal to 3 + double the subordinate spell's level. The subordinate spell acts as though it had been cast, and costs MP as usual. The effects of the two spells are separate, so each might require its own Concentration check.

*Turning Shield (Su)*: The psychic can turn her excess spell energy into a barrier that deflects weaker spells. She can spend a number of points from her phrenic pool equal to the linked spell's level to gain the benefit of *reflect* for 1 round per psychic level.

These abilities replace astrology secrets and advanced astrology secrets.

**Telekinetic Combat (Sp)**: At 6th level, a psychic learns to use her expertise at moving items from afar with a weapon to attack from a distance. When she casts *mage hand* or uses the sustained force version of *telekinesis*, she may manipulate a single light or one-handed melee weapon up to the weight limit of the spell and use it to attack enemies as if she were wielding it normally; this weapon may be magical as an exception to *mage hand's* restriction against manipulating magic items. She may maintain concentration on the spell as a free action while using it for this purpose.

She cannot attack targets outside the spell's range, and it still takes a move action to move the weapon according to the spell. If the spell ends or is dispelled and the weapon is not in her hand, it falls to the ground. If the psychic loses line of sight or line of effect to her weapon, the spell ends. She must always have a free hand to direct her telekinetic weapon and cannot use that hand for anything else. She may spend 1 point from her phrenic pool as a move action to teleport her telekinetic weapon back to her hand and end the spell. She adds her Wisdom modifier to her telekinetic combat attack rolls rather than her Strength modifier, but she does not add either her Strength or Wisdom modifier to her damage rolls. Her weapon threatens the squares within its reach normally, and the psychic can use it to flank opponents and make opportunity attacks.

The psychic uses her Wisdom modifier rather than her Strength modifier to determine her CMD against any combat maneuver check made against her telekinetic weapon, such as disarm or sunder. Disarming the telekinetic weapon causes it to either fall to the ground, forcing the psychic to spend a move action lifting it back up before attacking again, or to be snatched out of the air, ending the spell.

While using telekinetic combat, the psychic takes a -2 penalty to her Armor Class as her concentration is being taken up by manipulating her weapon.

This ability replaces essential dignity.

**Improved Telekinetic Combat (Sp)**: At 9th level, the psychic may add her Wisdom modifier as a bonus to damage rolls when using telekinetic combat, and the AC penalty decreases to -1. In addition, she may spend 1 point from her phrenic pool when activating telekinetic combat to cast the spell as a full-round action, move her weapon up to 30 feet, and make an attack with it in the same action as casting the spell. She gains a +2 bonus on this attack roll and takes a -2 penalty to her AC for 1 round as if she were charging.

This ability replaces synastry.

**Full Attack Telekinesis (Ex)**: At 13th level, a psychic is as skilled in telekinetic combat as a fighter is with melee combat. When using the combat maneuver version of *telekinesis* or wielding a weapon telekinetically, the psychic can make a full attack, potentially attacking, bull rushing, disarming, grappling, or tripping more than once per round.

This ability replaces foretell.

**Improved Violent Thrust (Ex)**: At 16th level, a psychic's violent thrust version of *telekinesis* becomes more effective. She uses her caster level in place of her base attack bonus when making the attack roll, and she uses her Wisdom modifier as a bonus on damage rolls if she hurls weapons at the target. Finally, using a violent thrust no longer ends the *telekinesis* effect, but the psychic can't make another violent thrust for 1d4 rounds.

This ability replaces time dilation.

**Fling Skyward (Ex):** Rather than hurling a creature toward another target, a 18th-level psychic can use the violent thrust version of *telekinesis* to hurl a creature straight up. A target is allowed a Will save (DC 10 + half of the astrologian's level + her Wisdom modifier) to negate the effect. The psychic can lift a creature into the air a maximum distance of 10 feet per caster level. At the beginning of the character's next action, the creature falls to the ground, taking 1d6 points of damage per 10 feet fallen. Unlike other times when a psychic uses the violent thrust version of *telekinesis*, flinging a foe skyward immediately ends the *telekinesis* effect.

This ability replaces collective unconscious.