

Table: Psychic Spells Known

Level	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Spell Casting: A psychic casts psychic spells drawn from the psychic class's spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a psychic must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a psychic's spell is equal to 10 + the spell's level + the psychic's Intelligence modifier.

A psychic can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Psychic. In addition, she receives bonus spells per day if she has a high Intelligence score.

The psychic's selection of spells is limited. A psychic begins play knowing four 0-level spells and two 1st-level spells of the psychic's choice. At each new psychic level, she learns one or more new spells, as indicated on Table: Psychic Spells Known. Unlike a wizard's spells per day, the number of spells a psychic knows isn't affected by her Intelligence score.

At 4th level and every even-numbered level thereafter (6th, 8th, and so on), a psychic can choose to learn a single new spell in place of one she already knows. In effect, the psychic loses the old spell in exchange for the new one.

The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level spell from the psychic's class list that the psychic can cast. A psychic can swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

A psychic need not prepare her spells in advance. She can cast any psychic spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

Knacks: Psychics learn a number of knacks, or 0-level spells. These spells are cast like any other spell, but they don't consume any slots and can be used again. Knacks cast using other spell slots (due to metamagic feats, for example) consume spell slots as normal.

Phrenic Pool: 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 1/2 her psychic level + her Wisdom or Charisma modifier, as determined by her psychic discipline. The phrenic pool is replenished each morning after 8 hours of rest or meditation; these hours don't need to be consecutive. The psychic might be able to recharge points in her phrenic pool in additional circumstances dictated by her psychic discipline. Points gained in excess of the pool's maximum are lost.

Phrenic Amplifications: A psychic develops particular techniques to empower her spellcasting, called phrenic amplifications. The psychic can activate a phrenic amplification only while casting a spell using psychic magic, and the amplification modifies 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 psychic 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 1st level, selected from the list below. At 3rd level and every 4 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), Complex Countermeasure (Ex), Conjured Armour (Su), Defensive Prognostication (Su), Dragon's Breath Focus (Su), Focused Force (Su), Intense Focus (Ex), Mindshield (Su), Ongoing Defense (Su)

Overpowering Mind: 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 have the mind-affecting descriptor and require a Will saving throw.

Phrenic Strike (Su), Psychofeedback (Su), Relentless Casting (Su), Telepathic Restoration (Su), Transfer Fear (Su), Undercast Surge (Su)

Will of the Dead (Su): Even undead creatures can be affected by the psychic's mind-affecting spells. The psychic can spend 2 points from her phrenic pool to overcome an undead creature's immunity to mind-affecting effects for the purposes of the linked spell. This ability functions even on mindless undead, but has no effect on creatures that aren't undead. This amplification can be linked only to spells that have the mind-affecting descriptor.

Psychic Discipline: Each psychic accesses and improves her mental powers through a particular

method, such as rigorous study or attaining a particular mental state.

This is called her psychic discipline. She gains additional spells known based on her selected discipline. The choice of discipline must be made at 1st level; once made, it can't be changed. Each psychic discipline gives the psychic a number of discipline powers (at 1st, 5th, and 13th levels), and grants her additional spells known. In addition, the discipline determines which ability score the psychic uses for her phrenic pool and phrenic amplifications abilities. The DC of a saving throw against a psychic discipline ability equals 10 + 1/2 the psychic's level + the psychic's Intelligence modifier.

At 1st level, a psychic learns an additional spell determined by her discipline. She learns another additional spell at 4th level and every 2 levels thereafter, until learning the final one at 18th level. These spells are in addition to the number of spells given. Spells learned from a discipline can't be exchanged for different spells at higher levels.

Detect Thoughts (Sp): At 2nd level, a psychic can use detect thoughts as a spell-like ability once per day. She can also expend any unused spell slot of 1st level or higher to cast detect thoughts. If she does so, she uses the level of the spell slot expended to determine the Will save DC.

Telepathic Bond (Sp): At 9th level, a psychic can use telepathic bond as a spell-like ability once per day, using her psychic level as her caster level. She can't leave herself out of a bond created in this way. She can also expend any unused spell slot of 4th level or higher to cast telepathic bond. Casting the spell using a higher-level spell slot gives no benefit on its own, but the psychic can apply metamagic feats that would increase the spell level to the appropriate level. For instance, if the psychic knows Extend Spell, she can use a 5th-level spell slot to cast extended telepathic bond as a full-round action.

Major Amplifications: At 11th level and every 4 levels thereafter, a psychic can choose one of the following major amplifications in place of a phrenic amplification.

Deflection Field (Su), Dispelling Pulse (Su), Dual Amplification (Ex), Mimic Metamagic (Ex), Space-rending Spell (Su), Subordinate Spell (Ex), Synaptic Shock (Su), Telepathic Targeting (Su), Turning Shield (Su)

Telepathy: At 17th level, the psychic can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as both speaking and listening to multiple people at the same time.

Remade Self: At 20th level, the psychic is affected by one of the following spells as a constant spell-like ability: arcane sight, fly, haste, heroism, nondetection, or tongues. This ability is chosen when the psychic reaches 20th level and can't be changed. While the psychic is under the effects of this spell-like ability, each time she casts a psychic spell, she can link one phrenic amplification or major amplification she knows that has

a point cost of 1 to that spell without spending any points from her phrenic pool. This amplification is in addition to the normal maximum of one amplification per spell.

Psychic Disciplines

Self-Perfection

You take a holistic view of psychic power, believing that you must hone both your mental and physical attributes to remain in balance. The focus you find while exercising, fasting, and otherwise tending to your body broadens your psychic powers.

Phrenic Pool Ability: Wisdom

Bonus Spells: *expeditious retreat* (1st), *bear's endurance* (4th), *haste* (6th), *freedom of movement* (8th), *echolocation* (10th), *transformation* (12th), *ethereal jaunt* (14th), *iron body* (16th), *akashic form* (18th).

Discipline powers: Your powers alter your body through your force of will.

AC Bonus (Ex): When unarmoured and unencumbered, you add your Wisdom bonus (if any) to your AC and CMD. The bonus to AC applies even against touch attacks or when you're flat-footed. You lose these bonuses when you're immobilized or helpless, when you wear any armour, when you carry a shield, or when you carry a medium or heavy load.

Physical Push (Su): By channelling your psychic energy, you can make your body capable of greater physical feats.

When you attempt a Strength-, Dexterity-, or Constitution-based ability or skill check, you can gain a bonus on the check equal to your Wisdom bonus. You can use this ability a number of times per day equal to your Wisdom modifier.

Using this ability is part of the action used to attempt the skill check (if any). If you succeed at the check you regain 1 point in your phrenic pool.

Bodily Purge (Su): You can heal your own wounds and maladies with the power of thought alone. At 5th level, you gain access to a daily pool of healing energy. This pool starts with 3 d8 dice per day, and gains one additional d8 for every 2 psychic levels you possess beyond 5th. As a standard action, you can use up any number of these dice to regain a number of hit points equal to the result of rolling that many d8s.

In addition, you can expend 2 dice from this pool to instead gain the benefit of *lesser restoration* (affecting yourself only). At 7th level, you can expend 3 dice from this pool to instead gain the benefit of *neutralize poison*, *remove disease*, or *restoration* (affecting yourself only). To use restoration to dispel a permanent negative level, you must expend 4 dice from this pool instead of 3.

Use your psychic level as your caster level for these effects.

Pure Body (Ex): At 13th level you gain immunity to diseases and poisons.

[More Disciplines, see Occult Adventures or Occult Origins]