

BAB Low

HP per Lv 5(d6)

Weapon Proficiency Any 1 group (+0 group on multiclass)

Armor Proficiency None

Saving Throw Proficiency Will

Initial Equipment Spellbook

Bonus Language Draconic

Level	Class Ability
1st	Discipline power , discipline spell , knacks , phrenic amplification , phrenic pool , psychic discipline
2nd	detect thoughts
3rd	Phrenic amplification
4th	Discipline spell
5th	Discipline power
6th	Discipline spell
7th	Phrenic amplification
8th	Discipline spell
9th	telepathic bond
10th	Discipline spell
11th	Major amplifications , phrenic amplification
12th	Discipline spell
13th	Discipline power
14th	Discipline spell
15th	Phrenic amplification
16th	Discipline spell
17th	Telepathy
18th	Discipline spell
19th	Phrenic amplification
20th	Remade self

Spells: A psychic casts psychic spells. Her casting type is Known 9th casting, and her casting ability is Intelligence.

Phrenic Pool (Su) 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.

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. For example, if the linked spell were nondetection, the DC of the caster level check for using a divination on the warded creature or item would increase. 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.

Conjured Armor (Su) By spending 1 point from her phrenic pool, the psychic grants any creature she conjures or summons with the linked spell a +2 deflection bonus to AC. This bonus lasts for 1 round per caster level or until the creature disappears, whichever comes first. This amplification can be linked only to conjuration (calling) or conjuration (summoning) spells. The bonus increases to +3 at 8th level and to +4 at 15th level.

Defensive Prognostication (Su) When casting a divination spell, the psychic sees a glimmer of her future. By spending 1 point from her phrenic pool as she casts a divination spell, she gains a +2 magical 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. This amplification can be linked only to divination spells.

Focused Force (Su) When casting a force spell, the psychic can increase the spell's damage by spending 1 point from her phrenic pool. Increase the die size for the spell's damage by one step (from 1d4 to 1d6, 1d6 to 1d8, 1d8 to 1d10, or 1d10 to 1d12). This increases the size of each die rolled, so a spell that dealt 4d6+3 points of force damage would deal 4d8+3 points of force damage instead. This amplification can be linked only to spells that deal force damage, and only if that damage includes a die value. A spell that already uses d12s for damage can't be amplified in this way.

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.

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 psychic 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.

Mindtouch (Su) The psychic can spend 1 point from her phrenic pool to probe one target's mind if that creature is affected by the linked spell. If the target of the linked spell fails its saving throw or is hit by the spell, the psychic detects its surface thoughts (as the 3rd-round effect of detect thoughts). 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 thought-detection effect only; the DC is same as linked spell. This amplification can be linked only to spells that affect a target or an area. If the linked spell can affect more than one creature, the psychic can attempt to detect more than one target's thoughts by spending 1 additional point per creature beyond the first. She must select these targets when she casts the spell and spends the points. This is a mind-affecting effect.

Ongoing Defense (Su) The psychic can increase the duration of spells that improve her psychic defenses. She can spend 1 point from her phrenic pool when she casts any intellect fortress, mental barrier, thought shield, or tower of iron will spell to extend the spell's duration by 1 round.

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. This amplification can be linked only to spells that have the mind-affecting descriptor and require a Will saving throw.

Relentless Casting (Su) The psychic can spend 1 point from her phrenic pool to gain advantage on caster level checks to overcome spell resistance required for the linked spell and take the better result. She can decide to spend points from her phrenic pool when GM calls for the caster level check.

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 (Ex or Sp) 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 3rd level and every 2 levels thereafter, until learning the final one at 17th level. These spells are in addition to the normal spell known. 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. Use spell DC to resist the effect.

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.

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.

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 3rd dispel magic 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 same as the linked spell. This amplification can be linked only to a spell that targets one creature or object.

Dual Amplification (Ex) When the psychic uses this major amplification, she chooses two other amplifications or major amplifications she knows to apply to the same linked spell. She must spend 1 point from her phrenic pool to do so, plus the full cost of the two other amplifications. She can't apply the same amplification to the linked spell more than once, even if she can use that amplification for multiple different effects.

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 casting time. 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). If the metamagic feat alters the spell's casting time in a different way than the standard rules for a spontaneous caster using a metamagic feat (as in the case of *Quicken Spell*), it changes the casting time accordingly. The psychic can still apply metamagic feats she knows to the spell while using this amplification, increasing the casting time 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. For example, an 11th-level psychic could spend 8 points to quicken a 1

st-level spell, but couldn't quicken a 2nd-level spell because she's unable to cast 6th-level spells. This ability doesn't require her to have any free spell slots in the relevant level, however, so the psychic in the example could quicken a 1st-level spell even if she had cast all her 5th-level spells for the day. 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.

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 uses up one of the psychic's spells per day of its level. The effects of the two spells are separate, so each might require its own concentration check.

Synaptic Shock (Su) The psychic manipulates an enemy's mind with brute force, causing mental harm beyond that done by her linked spell. She can spend 1 point from her phrenic pool when casting a mind-affecting linked spell which has saving throws to select one of the spell's targets. If the target fails saving throws of the linked spell, that target is confused for 1 round after the duration of the spell expires (or immediately, if the spell has an instantaneous duration). For each additional point the psychic spends from her phrenic pool, she can confuse one additional target of the linked spell. This amplification can be applied only to a mind-affecting spell that can affect a number of targets or that has an area. It has no effect on creatures that are immune to mind-affecting effects, unless the linked spell is able to affect such creatures (such as a spell that has both will of the dead and synaptic shock applied to it via dual amplification).

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 spell turning for 1 round per psychic level. The number of spell levels she can turn is equal to the level of the linked spell.

Telepathy (Su) 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. When a psychic who knows telepathy gains this ability, she can learn a different 5th-level spell in place of telepathy, losing the old spell in exchange for the new one.

Remade Self (Sp) 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.

Discipline

Psychedelia

You ingest hallucinogens to expand your mind. Experimentation and study show you which ones will have the greatest effect. Your psychedelic forays put you into a different mental space from others, and normal people don't really understand you.

Phrenic Pool Ability: Wisdom

Bonus Spells: polypurpose panacea (1st), mad hallucination (4th), synesthesia (6th), confusion (8th), mirage arcana (10th), joyful rapture (12th), waves of ecstasy (14th), euphoric tranquility (16th), astral projection (18th).

Discipline Powers: You distort your own mind and perceptions, and can impress your altered states onto others.

Drug Resistance (Ex): When you ingest drugs, you take half as much ability damage (minimum 1). You also gain a +4 bonus on saving throws to avoid becoming addicted to a drug or to overcome being addicted.

Cognatogen (Su): Once per day, you can create a cognatogen, a mutagen-like mixture that heightens one mental ability score at the expense of a physical ability score. It is swift action to imbibe the cognatogen in your hand. When you imbibe a cognatogen, you gain a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 2 minutes. In addition, while the cognatogen is in effect, you take a $\frac{1}{2}$ penalty to one of your physical ability scores. If the cognatogen enhances your Intelligence, it applies a penalty to your Strength. If it enhances your Wisdom, it applies a penalty to your Dexterity. If it enhances your Charisma, it applies a penalty to your Constitution. Otherwise, this ability works just like the alchemist's mutagen ability. When the effect of the cognatogen ends, you take 2 points of ability damage to the ability score penalized by the cognatogen.

Warped Brain (Su): At 5th level, your mind becomes difficult to comprehend. When another creature uses a mind-affecting spell or ability against you, that creature must attempt a Will save. If it fails, it becomes nauseated for 1 round. This ability triggers even if you succeed at your save (or are otherwise unaffected by the spell or ability), but doesn't apply if you're a willing subject of the spell. This is a mind-affecting effect.

Hallucinogenic Aura (Su): At 13th level, a mental field emanates from you, touching the minds of those nearby. Any creature who starts his turn in 30 feet of you must succeed at a Will save or be confused for 1d4 rounds. A creature that succeeds at its saving throw is immune to your hallucinogenic aura for 24 hours.

A creature that fails its save doesn't need to continue making saves while it's confused by this aura, and becomes immune for 24 hours once its confusion ends. This is a mind-affecting effect. The aura is active while psychic is conscious, and he can not deactivate the aura.