

Biomancer

The Biomancer does not truly understand the source of his powers, developing them as he grew and receiving no formal training in their use.

The Biomancer's power lies in altering and modifying his own body and form, and also in affecting others with his touch and ministrations. Some of the Biomancer's powers include the ability to assume the form of other creatures, recover from injury quicker, or infect others with deadly mutations.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	PPs	Powers Known												
							Meta PPs	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th		
1	+0	+2	+0	+0	Bonus Feat	1	1	2											
2	+1	+3	+0	+0	Bonus Feat	2	1	3	1										
3	+2	+3	+1	+1		4	1	3	2										
4	+3	+4	+1	+1	Bonus Feat	7	2	3	3	1									
5	+3	+4	+1	+1		11	3	3	3	2									
6	+4	+5	+2	+2		16	4	4	3	3	1								
7	+5	+5	+2	+2		22	6	4	3	3	2								
8	+6	+6	+2	+2	Bonus Feat	29	8	4	4	3	3	1							
9	+6	+6	+3	+3		37	10	4	4	3	3	2							
10	+7	+7	+3	+3		46	13	4	4	4	3	3	1						
11	+8	+7	+3	+3		56	16	5	4	4	3	3	2						
12	+9	+8	+4	+4	Bonus Feat	67	19	5	5	4	4	3	3	1					
13	+9	+8	+4	+4		79	23	5	5	4	4	3	3	2					
14	+10	+9	+4	+4		92	27	5	5	4	4	4	3	3	1				
15	+11	+9	+5	+5		106	31	5	5	5	4	4	3	3	2				
16	+12	+10	+5	+5	Bonus Feat	121	36	5	5	5	4	4	4	3	3	1			
17	+12	+10	+5	+5		137	41	5	5	5	5	4	4	3	3	2			
18	+13	+11	+6	+6		154	46	5	5	5	5	4	4	4	3	3	1		
19	+14	+11	+6	+6		172	52	5	5	5	5	5	4	4	3	3	2		
20	+15	+12	+6	+6	Bonus Feat	191	58	5	5	5	5	5	4	4	4	3	3	3	

Hit Dice: d8

Class Skills: Autohypnosis, Balance, Climb, Concentration, Disguise, Escape Artist, Hide, Intimidate, Intuit Direction, Jump, Listen, Move Silently, Spot, Stabilise Self, Swim, Tumble, Wilderness Lore

Skill Points: 2 + Int modifier

Weapons and Armour: All Simple and Martial Weapons, All Armour and Shields

Bonus Feats: The Biomancer may choose any Psionic Feat, as well as any Feat from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack) Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Great Cleave, Improved Bull Rush, Sunder), Quick-Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse and Weapon Focus.

Meta Pool: A Biomancer may use his metapool to power his Psionic Feats or to use Metapsionic powers. The Meta Pool does not count for Psionic Feats or abilities that require a Power Point Reserve.

Powers: A Biomancer gains psionic power points according to his class level as shown on the chart above. He receives bonus power points for a high Strength or Dexterity score.

Power Selections: A Biomancer may learn any power from the Psychometabolism or Psychoportation disciplines, as well as the following powers:

0th: Inking, Know Direction, My Light

1st: Biocurrent, Chameleon*, Combat Precognition, Conceal Thoughts, Expanded Vision, Know Location, Lesser Metaphysical Weapon, Mind's Eye Coordination, Steadfast Gaze

2nd: Combat Prescience, Darkvision, Invisibility, Vigilance

3rd: Danger Sense, Metaphysical Weapon, Negate Psionics, Nondetection, Schism, Ubiquitous Vision

4th: Amplified Invisibility, Fate of One, Inertial Barrier

5th: Ectoplasmic Armour, Incarnate, Power Resistance, Psychic Vampire, True Seeing

6th: Ablating, Mind Switch [Touch Only], Null Psionics Field, Shield of Prudence

7th: Power Turning, Reddopsi

8th: Foresight, Mind Blank, Mind Store

9th: Psychic Chirurgery

Teek

The Teek comes upon his hidden powers usually during his adolescent years. Teeks that develop their powers later in life usually first manifest their power in a stressful situation such as a do-or-die situation.

Teeks learn to control forces and the energy around them. They tend towards very direct and explosive powers, and have personalities to match.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	PPs	Powers Known												
							Meta PPs	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th		
1	+0	+2	+0	+2	Bonus Feat, Force Blast	2	1	3	1										
2	+1	+3	+0	+3		4	1	3	2										
3	+1	+3	+1	+3		7	2	4	3	1									
4	+2	+4	+1	+4		11	3	4	3	2									
5	+2	+4	+1	+4	Bonus Feat	17	5	5	3	3	1								
6	+3	+5	+2	+5		24	7	5	4	3	2								
7	+3	+5	+2	+5		32	10	6	4	3	3	1							
8	+4	+6	+2	+6		41	13	6	4	4	3	2							
9	+4	+6	+3	+6		52	17	7	4	4	3	3	1						
10	+5	+7	+3	+7	Bonus Feat	64	21	7	5	4	4	3	2						
11	+5	+7	+3	+7		77	26	8	5	4	4	3	3	1					
12	+6	+8	+4	+8		91	31	8	5	5	4	4	3	2					
13	+6	+8	+4	+8		107	37	9	5	5	4	4	3	3	1				
14	+7	+9	+4	+9		124	43	9	5	5	5	4	4	3	2				
15	+7	+9	+5	+9	Bonus Feat	142	50	10	5	5	5	4	4	3	3	1			
16	+8	+10	+5	+10		161	57	10	6	5	5	5	4	4	3	2			
17	+8	+10	+5	+10		182	65	11	6	5	5	5	4	4	3	3	1		
18	+9	+11	+6	+11		204	73	11	6	6	5	5	5	4	4	3	2		
19	+9	+11	+6	+11		227	82	12	6	6	5	5	5	4	4	3	3		
20	+10	+12	+6	+12	Bonus Feat	251	91	12	6	6	6	5	5	5	4	4	3		

Hit Dice: d6

Class Skills: Alchemy, Appraise, Autohypnosis, Balance, Concentration, Craft (any), Disable Device, Escape Artist, Jump, Knowledge: Arcana, Knowledge: Psionics, Open Lock, Pick Pocket, Psicraft, Remote View, Search, Stabilise Self, Use Rope

Skill Points: 4 + Int modifier

Weapons and Armour: All Simple Weapons, Light and Medium Armour

Bonus Feats: The Teek may select any of the following Feats as a Bonus Feat: any Item Creation Feat, Deep Impact, Fell Shot, Force Barrier, Great Sunder, Greater Power Penetration, Greater Psionic Focus (Metacreativity), Greater Psionic Focus (Psychokinesis), Inertial Armour, Kinetic Shell, Master Dorje, Metacreative, Power Penetration, Psionic Fist, Psionic Focus (Metacreativity), Psionic Focus (Psychokinesis), Psionic Shot, Psionic Weapon, Psychokinetic Shield, Return Shot, Stand Still, Telekinetic Wall, Unavoidable Strike.

Force Blast: A Teek can blast his foes with raw energy or concussive force. The base power has a Medium range and affects only a single target, and is affected by Power Resistance. The target is allowed a save (Fortitude versus Force, Reflex versus Energy) for half damage, the DC of this save = 10 + ½ Manifester Level + Con or Int modifier.

You may use the following modifiers on your force blast, although you may only spend power points up to your Manifester Level:

Blast of Energy: +1 power point for +1d8 Energy Damage

Blast of Force: +1 power point for +1d8 Force Damage

Blast Radius: +2 power points for a 10' Radius, +4 power points for a 20' Radius or Cone (Close range only), damage die drops to a d6

Irresistible Force: +1 power point for a +1 to the save DC

Increased Range: +1 power point for Long range

Meta Pool: A Teek may use his Meta Pool to power Psionic Feats, use Metapsionic powers or to use his Force Blast power. The Meta Pool does not count for Psionic Feats or abilities that require a Power Point Reserve.

Powers: A Teek gains psionic power points according to his class level as shown on the chart above. He receives bonus power points for a high Constitution or Intelligence score.

Power Selections: A Teek may learn any Metacreativity, Psychokinesis or Psychoportation power, as well as any from the following list:

0th: All

1st: Compression, Conceal Thoughts, Disable, Expanded Vision, Feel Light/Sound, Hammer, Hear Light, Know Location, Lesser Body Adjustment, See Sound, Steadfast Gaze, Vigor

2nd: Animal Affinity, Body Adjustment, Body Equilibrium, Clairaudience/Clairvoyance, Combat Prescience, Darkvision, Expansion, Hold Person, Painful Touch, See Invisibility

3rd: Crisis of Breath [Fort Negates], Darksense, Displacement, Duodimensional Hand/Weapon, Ectoplasmic Form, Invisibility Purge, Nondetection, Rejuvenation, Remote Viewing, Schism, Ubiquitous Vision

4th: Anchored Navigation, Dissolving Touch, Immovability

5th: Catapsi, Energy Barrier, Metaconcert, Power Resistance, Sense Psionics, True Seeing

6th: Aura Alteration, Improved Vigor

7th: Emulate Power, Energy Conversion, Sequester

8th: Foresight, Mind Blank

9th: Apopsi, Greater Emulation, Psychic Chirurgery

Telepath

Telepaths excel in matters of the mind and portents/foresight. Telepaths are usually trained by a mentor, although many discover their ability alone.

Telepaths are social chameleons, able to ensconce themselves in any community or region, so long as they do not look too different, by subtly reading the minds of the common people.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	PPs	Powers Known												
							Meta PPs	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th		
1	+0	+0	+0	+2	Bonus Feat, Mental Fortitude, Mind Combat	2	1	4	2										
2	+1	+0	+0	+3		4	2	4	3										
3	+1	+1	+1	+3		7	3	5	4	2									
4	+2	+1	+1	+4		12	5	5	4	3									
5	+2	+1	+1	+4	Bonus Feat	18	7	6	4	4	2								
6	+3	+2	+2	+5		25	10	6	5	4	3								
7	+3	+2	+2	+5		34	13	7	5	4	4	2							
8	+4	+2	+2	+6		44	17	7	5	5	4	3							
9	+4	+3	+3	+6		55	21	8	5	5	4	4	2						
10	+5	+3	+3	+7	Bonus Feat	68	26	8	6	5	5	4	3						
11	+5	+3	+3	+7	Slippery Mind	82	31	9	6	5	5	4	4	2					
12	+6	+4	+4	+8		97	37	9	6	6	5	5	4	3					
13	+6	+4	+4	+8		114	43	10	6	6	5	5	4	4	2				
14	+7	+4	+4	+9		132	50	10	6	6	6	5	5	4	3				
15	+7	+5	+5	+9	Bonus Feat	151	57	11	6	6	6	5	5	4	4	2			
16	+8	+5	+5	+10		172	65	11	7	6	6	6	5	5	4	3			
17	+8	+5	+5	+10		194	73	12	7	6	6	6	5	5	4	4	2		
18	+9	+6	+6	+11		217	82	12	7	7	6	6	6	5	5	4	3		
19	+9	+6	+6	+11		242	91	13	7	7	6	6	6	5	5	4	4		
20	+10	+6	+6	+12	Bonus Feat	268	101	13	7	7	7	6	6	6	5	5	4		

Hit Dice:

d4

Class Skills:

Animal Empathy, Autohypnosis, Bluff, Concentration, Diplomacy, Forgery, Gather Information, Handle Animal, Innuendo, Intimidate, Knowledge (any), Listen, Perform, Profession (any), Psicraft, Read Lips, Remote View, Sense Motive, Speak Language, Spot, Stabilise Self

Skill Points:

4 + Int modifier

Weapons and Armour:

All Simple Weapons, Light Armour

Bonus Feats:

The Telepath may choose his Bonus Feats from the following: any Metapsionic Feat, Body Fuel, Greater Power Penetration, Greater Psionic Focus (Clairsentience), Greater Psionic Focus (Telepathy), Inner Strength, Leadership (Level 5+), Power Penetration, Psionic Body, Psionic Focus (Clairsentience), Psionic Focus (Telepathy), Psionic Metabolism, Rapid Metabolism, Talented, Trigger Power.

Mental Fortitude:

Whenever a power, spell, spell-like or supernatural power or ability that allows a Will save for partial effects targets the Telepath, he ignores those effects if he makes his initial Will save.

Meta Pool:

A Telepath may use his Meta Pool to power Psionic Feats, use Metapsionic powers or to use his Mind Combat powers. The Meta Pool does not count for Psionic Feats or abilities that require a Power Point Reserve.

Slippery Mind:

A Telepath has the extraordinary ability to wriggle free from magical effects that attempt to control or compel her. If the Telepath is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw. If it fails as well, the spell's effects proceed normally.

Powers:

A Telepath gains psionic power points according to his class level as shown on the chart above. He receives bonus power points for a high Charisma or Wisdom score.

Power Selections:

A Telepath may learn any Clairsentience, Metacreativity, Psychoportation or Telepathy power, as well as any from the following list:

0th: All

1st: Empathic Transfer, Lesser Body Adjustment, Vigor

2nd: Animal Affinity, Body Adjustment, Sustenance, Telepathic Invisibility

3rd: Negate Psionics, Rejuvenation

4th: Improved Telepathic Invisibility, Psychofeedback

5th: Psychic Vampire

6th: Ablating, Null Psionics Field, Suspend Life

7th: Fission

8th: Matter Manipulation

9th: Affinity Field

Mind Combat:

A Telepath can attack the minds of her foes to open them to her Telepathic abilities. The base power of Mind Combat costs 1 power point, has a Close range, affects one target, is affected by Power Resistance, and allows a Will save [DC = 10 + ½ Manifester Level + Cha or Wis modifier] to negate any ill effects. If the save fails, the victim is *shaken* for 1 round and suffers a –1 penalty to saves versus your Telepathy powers for 1 minute/level.

You can increase the effectiveness of your attack by applying some of the following modifiers to the initial attack mode:

Increase Area: +4 power points for a 20' Blast or a Cone (Close range only)

Increase Attack Mode DC: +1 power point for each +1 to the DC

Increase Range: +1 power point for Medium range, +2 power points for Long range

Phobia: +2 power points to extend *shaken* condition for 1d6 rounds, +4 power points to *frighten* the target for 1d6 rounds, +6 power points to *panic* the target for 1d6 rounds

Stunning Blast: +2 power points to *daze* the target for 1d6 rounds, +4 power points to *stun* the target for 1d4 rounds

By adding the following modifiers to your attack mode you can make your Telepathic powers more effective, each of these affects remain for 1 minute/level:

Overcome Language Barrier: +1 power point to force the target to understand your words, +2 power points to communicate telepathically.

Overcome Type: +2 power points for each step from the Base Type, refer to the table below:

Type	Steps from Human
Humanoid	0
Animals, Fey, Giants	1
Beasts	2
All Others (Not including Constructs, Oozes, Plants, Undead or Vermin)	3

Size Barrier: +2 power points to increase the size limits on Telepathy powers by one size category.

You may only make a mental attack using power points up to your Manifester Level.