

# There Is No Spoon:

## Iluzry's Guide to the Pathfinder 1e Psychic



### Introduction

Heyo Internet, my name is Iluzry or Polypan if you've seen me around! I am not what one would call a veteran, I don't think, but I've been playing this game for a longer time! This guide, and the ones following it are all a part of my overall goal to give people more up to date content for pathfinder players to use, because I love the game and I want to help everyone become the ungodly kaiju monster of their DM's dreams/nightmares.

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## Rating System

All Guides use the Color Rating System and honestly? It's a good Idea.

- **Game Breaking (6/5)**: This feature or option is so powerful, so useful, so unapologetically ridiculous that it very well make snap the game in half. DM's reading this guide are welcome to ban these options, or are warned to somehow work around them. Players? Use these powers carefully.
- **☆TAKE ME NOW☆ (5.9/5)**: Everyone wants this in their build as soon as possible
- **Take Me Please! (5/5)**: Everyone wants this in their build
- **Fantastic (4/5)**: You don't need to have it but you definitely will enjoy it if you take it.
- **Fine, I Guess (3/5)**: Pretty good. They'll be helpful and have some use, but aren't likely to make things incredibly amazing.
- **Maybe Don't (2/5)**: It is useful in incredibly specific situations or just gives really small bonuses. It is technically useful but not in any way that matters.
- **Actively Bad (1/5)**: You do not want this, and it does not help you or makes you worse.
- **Unrated**: This is rare but some options are unratable. Likely a class feature that is powered on DM fiat, in which case...ask the DM, something that is campaign dependent or something that literally does nothing

## Class Overview

Little paragraph talking about the class, what makes it cool and why we are making a guide for this class specifically.

### The Chassis

- **(1/5) Hit Die - D6:** Ouchie ouch. Look as a fullcaster, you don't have to be in melee but this is still behind the cleric and in line with the sorc so this is a pain in the ass.
- **(2/5) BAB - 1/2 (Half):** Again, we are full casters. We don't really NEED much bab but it'd be nice to have some! Really it would!
- **(3.5/5) Skills - 2 + Int:** Okay so this is garbage but you are at least int based to make up for it. That said, you are a psychic caster, and thus get access to [Occult Skill Unlocks](#) (OSU) for free! These are actually really neat and give you a lot of options, so I can't really rate the skills on their own. I still think this is criminal and that your DMs should know that. 4+int for all classes!!!!
  - **Class Skills Worth Paying attention to:**
    - **Diplomacy (Cha):** If you have a charisma based discipline, great, why not be the party face.
      - [Diplomacy OSU - Hypnotism:](#) Implanting suggestions can be really neat for intrigue campaigns and helping people recall memories can be incredibly useful for information! Shame the DC is so gods damn high, but you can boost up your skills with a bit of work.
    - **Know. Arcana / Dungeoneering / Nature / Planes / Religion (Int):** Knowing things is useful and these are most of the monster skills. Also you are int based so, why not?
      - [K. Arcana OSU - Phrenology:](#) Can't really think of a time when you'd rather use this instead of just rolling knowledge. Technically it lets you identify ANY creature with a skull, but if its alive, you could probably figure it out, and if its dead, you can probably just take 20.
    - **Linguistics (Int):** Having more languages and being able to translate them can be a useful skill, and can save some spells.
      - [Linguistics OSU - Automatic Writing:](#) Augury and at 10 ranks, divination once per week! Sure that's a lot of ranks, but we are an int based caster, and that's free spells! Shame its only once per week though.
    - **Perception (Wis):** Most rolled skill in the game, and we have wisdom based disciplines as an option! Do not forget to put ranks into this.
      - [Perception OSU - Read Aura:](#) So you WILL be putting ranks into perception, but its nice to know thats its occult skill unlock is good too. I takes 10 minutes, but after that time you can see magical auras as if by detect magic, emotions, and even alignments! No save, just a skill check!!! Noticing things is useful!!!!

- **Sense Motive (Wis):** Sus out enemies early! That said...you could also just read their mind...
  - **Sense Motive OSU - Prognostication:** Ah once a day tarot reading that can be used for augury!!! Not a bad choice at all!!!
- **Spellcraft (Int):** Look youll need this for feats, abilities and to identify spells and items and you are int based. You're taking it, no question and maxing it out.
- **Non Class Skills Worth Paying Attention To:**
  - **Heal (Wis):** Actually by taking advantage of the Signature Skill Feat and Incredible Healer, you can become a powerful healing force. Moreover, you can turn this into a pretty serious healer with the Faith Discipline! Its not for everyone, but anyone who does it will be able to get a lot out of it.
    - **Heal OSU - Faith Healing:** Can help you suspend curses and effects and get extra saving throws to long lasting conditions! Not a bad pickup for free.
  - **Appraise (Int):** You can haggle slightly better and tell if its magic...not what it does just...if its magic.
    - **Appraise OSU - Psychometry:** Its so unfortunate that appraise isnt great because this skill is amazing! Being able to pick something up for a minute and then get historical information on it or its last owner can be super useful. Pick up the knife of the killer! Pick up the spellbook of the last great wizard! Gods, I might just suggest you put points into appraise just to get access to this new knowledge objects skill!!!
- **(4/5) Saves - Good Will:** So normally this is kinda meh but because of how psychic casting works we REALLY need a good will save, so if any of them is good, we want this to be it! It also helps that we can be wisdom based.
- **(3/5) Weapon And Armor Proficiencies:** Proficiency in simple weapons and NO ARMOR OR SHIELDS. JUST NONE. fuck that is such a fat L. Nothing. Nada. Zlich. What sucks is that we CAN wear armor. That said, besides our initiative, we don't really have many things we need that are affected by the armor check penalty so...maybe you can get away with it?

## Class Features

- **(5/5) ☆Psychic Spellcasting and Knacks [0-9, Spontaneous, Psychic]☆:** You are the PREMIERE psychic caster. What is psychic casting you ask? [Well all the rules can be found here](#) but its basically the same as divine and arcane spellcasting but with a few key differences. You no longer have verbal or somatic components, so you can cast in secret! I'll go more into this later. For now, just consider them sorcerers with a few weird spells and the following changes:
  - **Somatic Components → Emotion Components:** Instead of having to wave ones wand, you need to be able to invoke the appropriate emotion for your spells. This means if you are under a non-harmless emotion/fear spell, you can't cast.

- Verbal Components → **Thought Components**: Instead of needing to say the magic words, you need to clearly imagine the effect of the spell. This means that if you don't take a move action to focus, concentration check DCs go up by 10.
- **Emotionally Significant Material Components**: So you can replace any material component with an item with "Significant meaning" and equivalent cost. Doesn't necessarily need to be significant to you, but its rad!
- **☆Undercasting☆**: SO this one is actually insane. You can cast high level spells through lower level slots to get the effect of lower level spell versions. So if You have access to Ego whip III you can cast ego whip II and below! More importantly, if you get access to the higher level version, you can IMMEDIATELY swap out any lower level version that you know for a new spell, effectively expanding your spell library! As a spontaneous caster, this is a huge get!!!!
- **(?/5) Phrenic Pool (Su)**: Your psychic pool! You get ½ level + Wisdom OR Charisma points depending on your discipline (we are getting there).
- **(5/5) ☆Phrenic Amplification☆**: Spend points from your Phrenic Pool to augment your spells! Not metamagic, doesn't change the spell level and they can be used with any of your psychic spells so long as they fit the requirements. We'll go more into these later!!! Basically its our "Choose your better than feats" class feature.
- **(?/5) Psychic Discipline (Ex or Su)**: Here is our "school/domain/bloodline" feature. They are super duper rad and have lots of different options! You get powers at 1,5,13 and gets you bonus spells! Woo bonus spells that can expand your spell list!!! Obviously going into this more later, since there are a lot of options!!!
- **(4/5) Detect Thoughts (Sp)**: Can cast Detect Thoughts once per day as a Spell-like ability and can spontaneously cast it with any spell slot. So you can basically just cast this whenever. Considering it gets you lots of information, and is fun, not bad.
- **(5/5) Telepathic Bond (Sp)**: Cast Telepathic Bond once per day as a Spell-like ability and can spontaneously cast it with any spell slot. So you can basically just cast this whenever. Having mind skype up at all times is very useful and getting it effectively on your spell list for free is amazing.
- **(5/5) ☆Major Phrenic Amplifications☆**: You get access to the advanced "better than feats!" There aren't a lot of them, but there don't need to be! Take what you like!
- **(3.5/5) Telepathy (Su)**: Okay so by this level you should probably have your telepathic bond up just...all of the time? No seriously you should just constantly have it up I don't know why you wouldn't. That said, its a fun feature, its just this late in the game, you are the fucking psychic, you are linked.
- **Capstone:**
  - **(5/5) ☆Remade Self (Su)☆**: So while under the effects of this free constant SLA we are giving you, all of your baller spell augmentations that cost one point (which are a lot of them) are free and can be added on top of anything else you wanna slap onto them. Yeah thats pretty fucking good.
  - **(4/5) Deep Magics (Su)**: More spells known is good...but as a capstone we can likely do better, you probably should have picked these up with your FCB.
  - **(3/5) Phrenic Mastery (Su)**: So if you really had some amps you wanted to take that you missed, definitely worth picking up but...you could have just gotten them

as feats and the bonus points, while appreciated, are also probably just done better with remade self that lets you just cast your cheap amps for free.

- **(5/5) With This Sword (Ex):** You gain a ~~Noble Phantasm~~ minor artifact!!! This is not only powerful, but also really really cool. Love that. Even cooler because you probably have a super holy avenger/unholy avenger by now.
- **(4/5) Won't Stay Dead (Ex):** Once per week, when you should lose, you don't.
- **(5/5) ☆Perfect Body, Flawless Mind☆ (Ex):** Get 8 points that can be added to any ability score in any way. 5 to one, 3 to another, whatever. This is always helpful and people love free stats. Incredibly powerful option.
- **(5/5) The Boss (Ex):** Get super leadership! Luckily everything else is so busted at this level, so this is fine

## Roles

So the psychic is weird, like really weird. Its spellcasting is completely different, it relies on two stats which change depending on what discipline you pick and overall, it operates in its own unique fashion. That said, when it comes down to it, its a spontaneous fullcaster that focuses on mental, emotional, and cognitive altering effects. So what is it good at? A lot of things.

- **Knower of Things (Knowledge All / Spellcraft / Linguistics)**
  - As a psychic you can be INSANE at Knowing skills. You get plenty of spells that boost your skills, abilities that boost your skills, hell some of your best disciplines just make your skills better. ON TOP OF THAT you get access to occult skill unlocks which LOVE MORE SKILLS. Seriously, even with 2+int, if you work at it, you can be a real skill demon, especially in knowledge.
- **Ultimate Scout (Sense Manipulation / Time Sight / Scrying)**
  - So on top of knowing everything, you can see everywhere. Scout through animals, the future, have crazy perception, you name it! If the world has information for you, you can rip it out from the past, present and future.
- **False Face (Charm / Domination / Memory Manipulation)**
  - So why false face? Well because while we absolutely CAN put points into diplomacy and kill it like that...we can also just mind control whoever we want. We are REALLY good at taking spells that make people love us, make people hate each other and so much more. Why roll when you can make the enemy roll?
- **Debuffing (Status Ailments / Stat Penalties / Ability Lockdown)**
  - Psychics are HORRIFYING debuffers. HORRIFYING. They can stack an insane amount of murder into a spell between discipline abilities, metamagic, and psychic amps and can make them STICK, and bad too. Remember, one bad turn in pathfinder can be a TPK. These guys will make your entire lives a bad trip.
- **Support (Status Removal / Buffs/ Healing)**
  - They surprisingly make pretty good supports. Now not amazing supports, but their spell list has a lot of hidden gems that help deal with mental conditions and they can buff other party members. SO MUCH STATUS REMOVAL.

Overall they make your life easier and make your opponents life a nightmare either figuratively or literally if they get powerful enough. They are omniscient, omnipotent, and their only major weakness is that they focus on mental attacks, and again, they are squishy fullcasters.

## Ability Scores

Lucky for us, Psychics ability scores are incredibly simple to pick out. Do you know what your discipline stat is? Great! Heres how this works out.

- **Strength (Dump):** Look you are a sorcerer type, you don't want to be in melee, you have no reason to be in melee, you have no reason to boost strength, so please don't.
- **Dexterity (Tertiary):** Look I don't think you should dump it but you will really only get the benefits of initiative and AC from this. Try to make sure it isn't negative, but otherwise, don't fret too much.
- **Constitution (Tertiary):** HEY you have a D6 hit die. This means you don't have a lot of health. NOW any other day, I'd make this secondary, but we are Multi-attribute dependent as is, so...make sure it isn't negative and uh...try not to get hit.
- **Intelligence (Primary):** You are an INT caster, and your discipline abilities DC scale with int. You get more spells per day with INT. You get more skills. You will love int, pray to int and make sure that it knows how much you care about it every night and twice on sundays.
- **Wisdom (Secondary or Tertiary):** Is this your discipline stat? Great make sure you have enough to work with and keep it secondary. IS it not? Well we still want a good will save so don't dump it but it doesn't have to be super high either.
- **Charisma (Secondary or Tertiary/Dump):** Is this your discipline stat? GREAT make sure you have enough to work with. Otherwise a psychic doesn't really NEED charisma and while you can mess around with it for the sake of skills or sla's, you can feel free to dump it if you can't be bothered.

### Stat Legend

| Stat Type      | Starting Value | Description                                                                                                                                                          |
|----------------|----------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Primary Stat   | 16-18+         | Your primary stats are ones that control the majority of your class features, should be boosted first, and are required to make your class powerful.                 |
| Secondary Stat | 14-16          | Your secondary stats are ones that may impact minor class features, but aren't required for the class to function, or are just integral to the roles the class plays |
| Tertiary Stat  | 10-14          | Tertiary are not necessary for any class features, but may provide minor useful benefits                                                                             |
| Dump Stat      | 8-10           | A dump stat is one that does not benefit any of your features and provides little to no benefits to the roles the class plays.                                       |

## Races

So let's be honest here. You are a psychic spontaneous fullcaster. That is your shtick. Everything else boosts that or works around it so we want a race that boosts int, and either makes it easier for us to be a psychic caster, easier to be a spontaneous caster, or easier to be a fullcaster. Which means in a lot of ways, we will be making choices similar to the sorcerer but with a few of our own considerations in mind.

**This means Human FCB is the bar for 5/5.** If you don't have a bonus to int, and something as good as getting one extra spell known per level? Get out of here.

### (6/5) Races

- **Wyrwood [Living Machine] (+2 DEX/INT, -2 CHA):** So I'm going to skip the sarcasm here. Wyrwood is THE best wizard race. Every other race simply cannot match the level of defensive ability that you get by virtue of becoming a construct, and that alone gets rid of a vast majority of your classes' major weaknesses. Did I mention their FCB also gets them bonus feats?
  - **Perfect Stats:** Oh hey bonuses to things we care about and penalties to things we can work around
  - **Eyes:** Low Light Vision, Darkvision 60ft
  - **Bonus HP:** Did you know you get bonus HP based on the size of the construct? At level one, a small construct gets +10 hp
  - **Living Machine Construct traits:** You are a construct at level 1, which gives you **immunity to ....\*inhale\***: *all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), [bleed](#), [disease](#), death effects, [necromancy](#) effects, [paralysis](#), [poison](#), [sleep](#) effects, stunning, [nonlethal damage](#), and suffocation or starvation effects....because you don't need to eat.*
    - You see that up there? We are **100% safe** from fear and emotion effects, meaning NOTHING can stop us from providing emotion components. Removing a class's main weakness automatically shoots this up to 6/5. The rest is just a bonus. A really really powerful bonus.
  - **FCB:** You can get bonus amplifications. Amplifications are REALLY Good so this is also amazing.
- **Drow Noble (+4 DEX, +2 INT/WIS/CHA, -2 CON):** Its no wyrwood, but sans almighty protection, the drow noble can give a psychic just about anything they can ask for. Sure the con penalty might hurt, but the rest makes up for it.
  - **FCB:** You can get bonus amplifications. Amplifications are REALLY Good so this is also amazing. You can also pick up MAJOR amps which are even better!
  - **Defenses:** Alright so we have the least defensive abilities, being only immune to sleep magic and getting a +2 against enchantment.
  - **Spell Resistance [11+Lvl]:** Most monsters don't have a way to DEAL with SR. On its own, this will save you from dozens upon dozens of spells, and its tracked completely separately from your saves. SR is REALLY strong.
  - **SLAs:** Of all the entries so far, the drow noble has access to the widest array of spell-like abilities, with both constant access spells AND once a day spells that all

range in power and use. Getting access to DISPEL MAGIC From level one is monstrous.

- **Constant:** [Detect Magic](#) (0th)
- **At-Will:** [Dancing Lights](#) (0th), [Deeper Darkness](#) (3rd), [faerie fire](#) (1st), [featherfall](#) (1st), [Levitate](#) (2nd)
- **1/day:** [Divine Favor](#) (1st), [Dispel Magic](#) (3rd), [Suggestion](#) (2nd)
- **[Half Elf](#) (+2 ANY) [Dual Mind / Mismatched]:** So this starts out pretty impressive. It's relatively basic in its implementation but it doesn't really need to be super complicated. What makes it good is that it is basically a human++ for our purposes. How?
  - **Defenses:** Well we start by getting a +2 to all will saves from dual mind and then another +2 to all enchantment spells and effects from elven immunities for a totally of +4 against most emotion and fear effects. You are also immune to sleep for what thats worth.
  - **Multitalented Human FCB:** So on top of getting the human FCB you can also get an extra skill rank (as skilled) or extra health (as toughness) per level, which is...pretty good as we are lacking in both!
  - **Mismatched:** -2 to reflex saves is less than idea but getting a +4 to initiative will change a lot of fights!!! It can also make it easier to wear better armor, as you won't have to worry as much about your initiative checks in general.
  - **[Paragon Surge](#):** Hey so you don't get this automatically, but you do have access to one of the strongest spells in the game, especially for spontaneous casters. It boosts your intelligence, and dexterity, AND Gives you a free feat. You will be picking up this as a level 3 spell. You will also take [Emergency Attunement](#) and consider [Eldritch Heritage](#) (Shapechanger) to abuse it. What should you pick up?
    - **Extra Amplification:** Suddenly know new powers!
    - **Expanded Arcana:** Suddenly know new spells!
    - **Extra Phrenic Pool:** Suddenly have more points!!!
    - **Metamagic Feat X:** Suddenly have new options!
- **[Android](#) (+2 INT/DEX, -2 CHA):** Simple spread, bonus to our main stat and a penalty to charisma. Nothing crazy. So why does this fairly basic race make it into being a potential GM problem? Well...
  - **Emotionless:** Make no mistake. Despite the name, the emotionless trait does not take away an android's ability to provide emotional components. It DOES however make them entirely immune to the one thing that can stop you from doing that. That is JUST enough to push it into the 6/5 territory, as it removes a major weakness of the class flat out.
  - **Defenses:** On top of that, you get a +4 against mind-affecting effects, paralysis, poison, and stun effects.
  - **Skill Bonuses:** You get a +2 to perception and nanite surge can get you a pretty massive bonus to a roll once per day. Nothing big but it can come in clutch.

## (5/5) Races

- **[Human](#) (+2 ANY) [Bonus Feat or Awareness or Dual Talent or Focused Study]:** The human FCB is the one to beat and sets the stage for every single other race. Getting an

extra spell per level is incredibly powerful for a 0-9 spontaneous caster, and opens up tons of options, especially with the addition of undercasting. Its so good that the human doesn't really need to DO anything else. So enjoy your bonus feat, or having any two stats you want or even just having 3 skill focuses if you just REALLY love occult skill unlocks and want to make all of those crazy checks. Or a +1 to all saving throws.

- **[Half Orc](#) (+2 ANY) [Skilled / Sacred Tattoo / Pariah]:** By taking the [fate's favored](#) trait, your half orc will have a +4 to saves against emotion and fear effects on top of having access to the human FCB, and extra skill points! Actually pretty impressive all things considered.
- **[Kitsune](#) (+2 INT/DEX, -2 STR) [Keen Kitsune / Human Guise Feat]:** I love kitsune and for the low price of one feat, you can have a shapeshifting fox mf who can use the human FCB. I'd also suggest picking up realistic likeness when you can but that +1 to enchantment spells matters a lot to a master of the mind and if you don't want that, just take Superior Shifter and get a fox form for free!!
- **[Peri-Blooded Aasimar](#) (+2 INT/CHA) [Scion of Humanity / Crusading Magic]:** HEYy no penalties, perfect stats, human FCB, +2 to overcome spell resistance (WHICH MATTERS). Also you can pick up wings later. Don't forget to pick up [Heavenly Radiance](#) for access to more SLAs! We love more spells
- **[Tiefling](#) (+2 DEX/INT, -2 CHA) [Prehensile Tail / Pass For Human / Darklands Guide]:** You get great stats, a tail that can hold stuff like rods or wands, human FCB, +2 to initiative, some bonuses to skills and darkvision. It isn't much but its enough to keep it in the big leagues.
  - **Daemon Spawn (+2 DEX/INT, -2 WIS)**
- **[Lavasoul Ifrit](#) (+2 CON/INT, -2 DEX) [Wildfire Heart / Mostly Human]:** Honestly a rare breather were we get a BONUS to con, human fcb and a +4 to initiative! Honestly that on its own is enough to barely pushing over into 5/5, along with the perfect stat spread
- **[Were-batkin Skinwalker](#) (+2 INT/DEX, -2 WIS) [Human Guise Feat]:** +4 to perception (+6 at night), obscuring mist 1/day, scent, and reduced fall damage. Also pick up Bloodmarked Flight later for a free fly speed. Just enough to be in 5/5 but barely.
- **[Munavri](#) (+4 Dex, +2 CON/INT/WIS/CHA, -2 STR):** Munavri is a dumb race that gets a bonus to all stats, except strength, get's us free spell resistance that isn't bad, telepathy, and once per day can use spell trigger items for classes she shouldn't be able to so...yeah no great stuff. Unfortunately, no human FCB, but what it lacks in that it makes up in...well everything else.
- **Anyone w/ Human FCB and Int Bonus:** Legitimately anything with a human FCB and an int bonus can be 5/5 because thats all you really need.If you find a weird race that can count as a human and gets an int bonus, GREAT its perfect.

#### (4/5) Races

- Bonus to Primary and Secondary Stat (without a unique ability)
- Bonus to Primary stat and no penalty to Secondary Stat (unique ability)
- Powerful ability and bonus to Secondary Stat and Tertiary Stat

#### (3/5) Races

- Bonus to Primary Stat and no penalty to Secondary Stat

- Bonus to Tertiary Stat and Secondary Stat

#### (2/5) Races

- No penalty to Primary Stat

#### (1/5) Races

- Penalty to Primary Stat

## Phrenic Amplifications

So I love love love love this mechanic, as it basically gives the psychic 5e sorcery points and pseudo metamagic. These modify your psychic spells and can be applied to ANY spells that you can cast, though they do cost points from your fairly small Phrenic pool ( $\frac{1}{2}$  **Level + Discipline Stat**). The spell you add it to is known as a *\*linked spell\**

**Note** that you can only apply 1 amplification to any one spell at a time.

### Rating Legend

- **Cost:** How many points does the AMP cost? We don't have a lot so cheaper is better.
- **Duration:** How long does the effect last? Multiturn abilities are nice!
- **Potency:** How powerful is the bonus or effect?
- **Uniqueness:** Does this amp give us new or unique options?

### Base Amplifications

- **(1/5) Biokinetic Healing (Su) [1pt]:** Spend a point to heal 2hp per linked spell level. This heals max 18 hp with a level 9 spell. Good for saving your ass every now and then, but most times, you will have a much better option.
- **(2/5) Complex Countermeasures (Ex) [1-2pts]:** Increase CL and concentration checks required by spells by 2 or 4 depending on how many points you spend. This can be useful for spells like nondetection, but its also very niche and the bonuses aren't huge. Can be fun to combine with [Synthesia](#)
- **(3/5) Conjured Armor (Su) [1pt]:** Huh...neat! Spend a point to gives your summons deflection bonuses to AC that last rounds per CL. Is this huge? No. Do your summons need it? Not really they are probably meatshields anyhow. Will it be useful? Oh definitely but probably not as much as you'd like.
- **(4/5) Defensive Prognostication (Su) [1-2pt]:** A +4 insight bonus to AC is actually pretty good, especially if it lasts for a few rounds. Best to use early on in combats but I'm sure you can find some divination spell to cast. Stacks with most other forms of defense, and we need all the help we can get.
- **(2/5) Dragon's Breath (Su) [2pt]:** For 2 points? I'd rather just learn a new spell, thank you very much. Cool as this is, its expensive and not necessarily better in all cases.
- **(3/5) Focused Force (Su) [1pt]:** Not sure when upping the dice this way will be super important to us as a psychic but its useful.
- **(3/5) Intense Focus (Ex) [1-2pt]:** +2 or +4 to concentration checks. This can come in handy, and psychics CAN have an issue with concentration checks thanks to thought components, so every bit helps...but intuitive spell or just taking a move action will likely be better.

- **(2/5) Mind's Eye (Su) [2pt]:** If you are making ranged attack rolls, they are probably at touch ac and at that point, spending 2 points for a +4 is a bit excessive or not nearly enough.
- **(4/5) Mind Touch (Su) [+1pt]:** You thought we'd had enough mind reading? Note that if they are hit by the spell or fail their saving through, they don't get a save against this, so it basically becomes detect thoughts+. Very fun ability. You can even spend more points to mind read more creatures! Woo!
- **(3.5/5) Ongoing Defense (Su) [1pt]:** You spend a point to extend the spells by a single round. Just one. Now normally, I would rate this as absolute trash...BUTTT there are a lot of undercast spells taht only last a round and this extends that to two. So it has its uses. Just make sure you knwo what they are.
- **(5/5) ☆Overpowering Mind☆ (Ex) [2-6pt]:** Okay it only applies to mind effecting spells and it is VERY expensive. Incredibly. So should we take it? Well...yeah probably. The speed spot is spending 4 points to boost the dc by 2, because every point matters. Still...so damn costly.
- **(4/5) Perfect Body (Ex) [1pt]:** When you cast a transmutation spell, get a +2 on your next reflex or fort save. There is no limit on when this is, and its an untyped bonus. So feel free to cast two transmutation spells in the morning and give yourself a +2 to your next reflex and fort that day!
- **(1/5) Phrenic Strike (Su) [1pt]:** You can use an unarmed strike instead of a touch attack. Hmm no a touch attack is better. We aren't monks. Let's not pretend to be them.
- **(3/5) Psychic Defense (Su) [1pt]:** Get a small bonus to a social skill check? Honestly not huge but not terrible?
- **(2/5) Psychofeedback (Su) [2pt]:** Normally I rag on enhancement bonuses but as a psychic you probably aren't going to put a huge amount of points into your Dex or your Con for a while, and being able to get spell level to your con or dex for minutes per level can actually be REALLY cool. That said you have to basically burn a spell slot for it and it doesn't scale the best on its own.
- **(5/5) Relentless Casting (Su) [1pt]:** Lets you roll twice and get the better result for SR checks. Yes you want this now. Yes you love this. Yes this is amazing. For a single point? Absolutely. Just make sure you take it later on.
- **(1/5) Telepathic Restoration (Su) [1pt]:** Hahahaha yeah um no no we dont want ot be stunned or shaken or panicked. All of that is terrible for a psychic so uh no? No. No. We will not be taking this.
- **(1/5) Transfer Fear (Su) [1pt]:** If you affect someone ELSE with a fear affect then you can remove it from yourself or a telepathy buddy...thiis is too specific and we have other ways of getting rid of fear. Next!
- **(5/5) ☆Undercast Surge☆ (Su) [Xpts]:** Did I hear casting higher level spells with lower level slots??? Sure its only for undercastable spells and sure it can only be used up to the highest one you know but casting higher level spells from lower level slots means you have more high level slots for other spells. And that is very silly. Even going up one level can be INCREDIBLY potent and absolutely worth the 2 points.

- **(2/5) Whisper of Ancients (Ex) [1-2pt]:** Spend points to get a +2 or +4 on a skillcheck associated with divination spell. Can't imagine why this is incredibly useful but i guess its here.
- **(5/5) ☆Will of The Dead (Su) [2pts]:** YOU CAN AFFECT THE UNDEAD WITH MIND AFFECTING! THIS IS HUGE! The undead are a massive category of creatures that were immune to your powers and now you can circumvent that. Obviously if you don't have undead in your campaign, you can skip but most people do and thus this becomes a sort of AMP tax.

## Major Amplifications

- **(1/5) Deflection Field (Su) [2pt]:** Okay spend 2 points to reflect back a single ranged attack but with a big bonus. You don't get many of these (Especially since most games dont even GO past 10) so I really can't suggest this being the use of your points.
- **(5/5) Dispelling Pulse (Su) [3pt]:** HA okay getting to dispel someone's shit while also hitting them with something equally bad is pretty great, and they only get a save against the spell if the spell didn't have a save to begin with. With certain dispelling feats, you can really tear a person up in a single turn.
- **(5/5) ☆Dual Amplifications☆ (Ex) [1pt]:** So spend an extra point to apply TWO amplifications to one spell instead of one. I don't really have to explain why getting to do more things faster is better do I? Or how having multiple powerful effects on a single spell is amazing? No? Great! Pick it up ASAP.
- **(5/5) ☆Mimic Metamagic☆ (Ex) [Xpt]:** ITS LITERALLY FREE METAMAGIC???? Sure it costs twice the level in points but like...FREE metamagic? Are you kidding me? Just free metamagic? That's insane! No increase in spell level or casting time. This is amazing and almost a little concerning if it weren't for the fact that you probably won't be able to use this TOO often...but if you are smart, it can be often enough....
- **(4/5) Space-rending Spell (Su) [Xpt]:** Oh now we can just teleport. Its not very far but it can be used to reposition as part of casting the spell which is a neat trick!
- **(5/5) Subordinate Spell (Ex) [3+Xpt]:** You get basically a quickened spell. Its costs AT LEAST 5 points which is insane but late game you can use it to cast useful low level buffs on yourself at the same time as you do other things. Action economy is silly.
- **(3.5/5) Synaptic Shock (Su) [+1pt]:** Spend a point to force a creature to be confused after the duration of a spell or if they save for the spell, they just take the confusion anyway. It only lasts for a round, but its also only one point per target, and getting a confusion guaranteed can cause some issues. That said, which was longer...
- **(4/5) Telepathic Targeting (Su)\* [2pt]:** Can cast any mind affecting spell on creatures she is in telepathic communication with even if they are out of range. This can be INSANELY powerful on races that have inherent telepathic communication because you can just smash them with touch spells. For others, well we do have means of setting up telepathic communications but those get a save and that's less than ideal.
- **(5/5) Turning Shield (Su) [Xpts]:** Oh hey, spend points equal to your spells level to get the benefits of spell turning for rounds per level. Great way to start fights, even if its expensive.

## Psi-Tech Discoveries

So these are basically weird alternative options to psychic amplifications. You can take one instead of a phrenic amps or a feat but in most cases I can't imagine why you would. That said, might as well review them so you know whats up.

**Note:** These take advantage of the advanced technological rules in pathfinder. Just something to keep in mind.

- [Cybertech Rules](#)
- [Technological Equipment](#)

## The Discoveries

- **(3/5) Artificial Ascension:** Okay I mean if you are at level 20, why not? Why not be a robot? Being a construct is dope but like...its level 20?
- **(1/5) Disease Transference (Su):** Diseases don't really come up that often and its not really not that worth it so...ehhh?
- **(2/5) Force Field (Su):** Okay sweet! Temp HP and fast healing. Bad thing though...you can only do it once per 24 hours. DARNIT
- **(3/5) Kinetic Enhancement:** Add Int modifier to combat manuever checks AND to CMD!!! Okay! This is something we can do!!!
- **(1/5) Laser Blast (Su):** Sack a spell slot for a lazer beam. Is this cool? Yes! Is this good? Not really. Trading a 9th level slot for like 10d6 damage is absolutely not worth it especially fire damage.
- **(3/5) Mind Over Augmentation:** Oh hey you don't have to have super constitution! If your dm lets you do cybertech and this is a concern then great! But thats a lot of ifs.
- **(5/5) Psychic Battery\*\*\*\* (Su):** Sack spell slots to power tech tools. This is ACTUALLY really good...IF you are using technological devices. So just like...just make sure you are using them.
- **(1/5) Radiation Resistance:** How often are you making a fort save against radiation????????????????????????????????
- **(?/5) Techsmith:** If you are crafting cyber stuff, this is great because it helps you craft after. That said, crafting tends to happen in downtime and AGAIN IT USES CYBERTECH RULES.

## Psychic Disciplines

So these are our main bread and butter big class feature that decides WHAT TYPE of psychic you'll be playing. Each discipline is associated with a mental stat (Wisdom or Charisma) and gets you neat powers at level 1, level 5, and level 13, along with bonus spells to add to your list which we love. They aren't SUPER complicated but hey, we love more abilities.

**Note:** The DCs for your psychic abilities are still based off your intelligence!

### Rating Legend

| Spells Rating                                                                                                                         | Powers Rating                                                                                                            |
|---------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"><li>- Are they off list?</li><li>- Are they useful? Potent?</li><li>- Are they versatile?</li></ul> | <ul style="list-style-type: none"><li>- Early powers weighted heavier</li><li>- Useful?</li><li>- Interesting?</li></ul> |

## Wisdom Disciplines

### (2.5/5) Bleaching

- **Discipline Spells:** [decrepit disguise](#) (1st), [steal voice](#) (4th), [cup of dust](#) (6th), [enervation](#) (8th), [pessimism](#) (10th), [disintegrate](#) (12th), [waves of exhaustion](#) (14th), [greater spell immunity](#)\* (16th), [energy drain](#) (18th) \*Take [Emergency Attunement](#)
- **Discipline Powers:**
  - **(1st) Draining Touch:** Wisdom times per day, you can do a melee touch attack and if your target fails a fort save, they take 1d2 points of charisma damage and you get a phrenic point back. Now this would be neat except you can only target one person per day...so you can't make that damage stack. Honestly, at that point, its just a way to get your magic points back, and even then its not guaranteed.
  - **(5th) Emotionally Distant:** +4 to saves against charms, fear and emotion effects. If you didn't take one of the immune races, this is good!
  - **(13th) Drain Vibrancy:** So you kinda just DRINK everyone??? Again, you force all living creatures within 30 feet to take a single negative level (on a failed fort save)...but that...includes you? You are a creature??? So are your friends?????
- **Overview:**
  - So yeah this has okay to good spells but the abilities are just so meh for such a cool concept. Also, none of these powers are labeled???? So I don't know if they are magical or just like a thing you can do, or like a spell??? As is you can just drain touch people in an antimagic field.

#### (5/5) ☆Enlightenment☆

- **Discipline Spells:** acute senses (1st), identify (4th), clairaudience/clairvoyance (6th), ☆thoughtsense☆ (8th), atonement (10th), greater arcane sight (12th), circle of clarity (14th), protection from spells (16th), overwhelming presence (18th)
- **Discipline Powers:**
  - **(1st) Expanded Awareness (Su):** Okay so Wisdom times per day, AS A MOVE ACTION you can give yourself some weird new senses for rounds per level! On its own, this would be neat, but this skill SCALES??? At 11th level you get access to SEE IN DARKNESS and THOUGHTSENSE and at 15th level you get LIFESENSE (60ft) which is AMAZING. Scaling perception ability is fantastic.
  - **(1st) Patient Insight (Ex):** Spend 1 phrenic point to get advantage on Heal, Knowledge, Sense Motive, or Survival checks. Uh...yeah! Thats also good! Yes???
  - **(5th) Focused Trance (Ex):** Wisdom times per day, Spend 1d6 rounds thinking and get a +20 competence bonus on a single Appraise, Knowledge, or Spellcraft check. Knowing things is important, Appraise can be used for psychic skill unlocks and spellcraft is also really helpful so...Yeah this is great for the int caster. Woo!
  - **(13th) ☆Empty Mind☆ (Su):** Spend a magic point to remove one of the following: blinded, confused, ☆dazed☆, deafened, staggered, or ☆stunned☆. Am I upset paralyzed and grappled aren't here? Yes. Is that going to lower my rating? Absolutely not this is fucking fantastic.
- **Overview:** Okay so you get perception powers, skill powers, AND condition removal along with a actually pretty great list of spells focused around perception and knowing things. Oh and you also get 4 powers where other people get 3. I guess Nirvana just has a great PR team to get the first 5/5.

#### (4.5/5) Faith

- **Discipline Spells:** Bless (1st), spiritual weapon (4th), magic vestment (6th), guardian of faith (8th), commune (10th), psychic surgery (12th), greater scrying (14th), greater planar ally (16th), ☆miracle☆ (18th)
- **Discipline Powers:**
  - **(1st) Deity (Ex):** You have a god now. You have to worship that one good and stay within one alignment of that one god or you lose your powers. Neat.
  - **(1st) ☆Divine Energy☆:** A maximum of Wisdom times per day, you can convert one spell slot from each level you can cast into a matching cure spell of that level. Every time you do, you get 1 phrenic point back. So you are telling me this gives us more spells, more options, AND gives us magic points back just for USING those options? Hallelujah!!!
  - **(5th) Resilience of the Faithful (Su):** Congrats on no longer needing a cloak of resistance! Seriously this is just a free boost to saves and we love that.
  - **(13th) Prayer Aura (Su):** Okay so you get an aura of the spell prayer for rounds per level per day, which is worse for people with opposing alignments. Since

most players are good, and most enemies are level, just make sure you aren't neutral and enjoy making your enemies weep at the -2s on everything.

- **Overview:** So this discipline is...good and simple. You are the not-cleric. You get your power from raw belief in a god and whether or not that god believes in you is irrelevant. That said, it is surprisingly solid and has a good rep for a reason.

### (3.5/5) Ferocity

- **Discipline Spells:** [anticipate peril](#) (1st), [bull's strength](#) (4th), [heroism](#) (6th), ☆[freedom of movement](#)☆ (8th), [stoneskin](#) (10th), [transformation](#) (12th), [greater arcane sight](#) (14th), ☆[mind blank](#)☆ (16th), [foresight](#) (18th)
- **Discipline Powers:**
  - **(1st) Enhanced Senses (Ex):** Okay so we get scent and can spend a point to turn it into blindsense, which is great! And then it upgrades and we have BLINDSENSE (30) constantly and can upgrade it into BLINDSIGHT!!! Which is AMAZING!
  - **(1st) Survival Instinct (Ex):** Add wisdom to Con score to determine negative hit point total (which is isn't that much) and checks to stabilize or regain consciousness. Not...amazing but when they come up you'll care.
  - **(5th) Ferocity (Ex):** You get the universal monster power [Ferocity](#), and if you get to negative, you get a boost to strength and dex. This basically makes it so that if you get knocked to zero, you are only staggered and not unconscious. At 8th level, you aren't even staggered, and auto stabilize. So you basically just get an expanded health bar equal to your con score + wisdom mod.
  - **(13th) Primal Fury (Su):** You suddenly become a melee character with no spells as a free action. Which is weird but can be rad when you quicken buff yourself and then as a free action unleash a can of whoopass on someone. Sure you won't have all the feats that make martial amazing, but hey, no one will see it coming. Have a way to deal with the fatigue.
- **Overview:** Okay the last ability is bad but the first three are okay to great and the spell list is INSANE. I wish they just didn't try to make you into a martial though because newsflash! You aren't one!

### (4/5) Lore

- **Discipline Spells:** [comprehend languages](#) (1st), [hypercognition](#) (4th), [dispel magic](#) (6th), [mind probe](#) (8th), [retrocognition](#) (10th), [legend lore](#) (12th), [greater arcane sight](#) (14th), [moment of prescience](#) (16th), [divide mind](#) (18th)
- **Discipline Powers:**
  - **(1st) Illuminating Answers (Su):** Wisdom times per day, whenever you use spells that cause you to ask questions, you get a magic point back. This means you'll want to cast knowing things spells...but knowing things is useful so yeah okay.
  - **(1st) Mnemonic Cache (Su):** Memorize text or sound information perfectly. You start with 10 pages of text and 30 minutes of speech or music but that rapidly expands, and if you are in telepathic contact with someone, you can just beam it

into their head. So this is basically a roleplay skill at the end of the day, a sort of “I definitely super remembered this and can say it perfectly.” Player memory is usually the pcs memory so eh?

- **(5th) Superior Automatic Writing (Ex):** You can treat your skill ranks at level + wisdom mod for the sake of *automating writing* linguistics skill unlock, which is nice because you don't have to put any actual ranks into it. You also get access to commune as an option! Woo more skill powers, that said, still once per week.
- **(13th) Memory Palace (Su):** So you get a mage's magnificent library. There is no food in there but its still a secretive extradimensional space that lasts 2 hours per level, even if you can only visit once per day. Meaning at at level 13 when you get it, it'll already last LONGER than 24 hours. IT doesn't come with furniture but it keeps the same layout, so just buy a futon and throw it in. It also helps with knowledge checks so...soo!
- **Overview:** Do you want to know all the things? Everything? Fuck making skill checks, do you want to know the past, future and everything in between. This is the know things class and weirdly enough, is better at just straight up foresight than knowledge skills. Should be renamed “Visions” or “Prophecy” or some shit but for now, we take these.

### (1 or 3/5) **Mindtech\***

*\*So unlike other disciplines, this one is very much built to work in a specific setting. A technological one to be precise. So if you aren't using cybertech and technological equipment rules it just doesn't...function? So the following rating is based on the idea that you are using those rules. If not, soundly skip.*

- **Discipline Spells:** technomancy\* (1st), protection from technology\* (4th), irradiate (6th), malfunction\* (8th), lightning arc (10th), destroy robot\* (12th), memory of function\* (14th), prismatic wall (16th), time stop (18th)
- **Discipline Powers:**
  - **(1st) Synergized Energy (Su)\*:** So if you recharge a thing, you get a magic point back. Neat! We love getting our magic points back. That said, if you aren't using technological rules...then skipppppp.
  - **(5th) Attune Implants (Su)\*:** Implants are actually pretty dope and this increases your saves...not by much but they are nice!
  - **(13th) Dominate Technology (Sp)\*:** Fight for control over a construct. If you are fighting a lot of constructs, awesome! Otherwise horrible!
- **Overview:** Honestly? Don't read this. First of all, it doesn't automatically let you use mind effecting on constructs, so major loss. Second of all, cybertech and shit isn't very common at all. That said...if you are fighting cyber stuff its okay but still FEELS too narrow because in a cyber world you are still fighting OTHER SHIT!!!

### (3.5/5) **Psychodelia**

- **Discipline 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:**

- **(1st) Drug Resistance (Ex):** So this is only useful for drugs and even then not great! We don't want to be taking addiction penalties at all! *It's much better if it applies to your cognatogen.*
- **(1st) Cognatogen (Su):** OH hey, once per day take a penalty to strength to boost your int! Exactly what we want! Sure we take some ability damage but who cares! Ask your DM if your drug resistance applies, as that brings its rating up to a 4/5
- **(5th) Warped Brain (Su):** If someone tries to hit you with a mind affecting, they must make a will save or be nauseated and that's just funny. Even applies if you make the save or just ignore the ability. If they try, they've gotta save. That said, you have to be targeted so its use is limited.
- **(13th) Hallucinogenic Aura (Su):** Bad Truo! Okay you can make people will save or get confused within 30 feet for 1d4 rounds...BUT! IF someone makes their save, they are immune for 24 hours. If they fail, they are immune after the duration ends and you can't confuse them longer. It is mind affecting and you are immune to your own drugs. You can also brew a potion to make your party immune, which is nice! That said, it has no time limit...which might actually be a problem when you are going around doing normal shit.
- **Overview:** So this is a sorta weird one but its all about getting weird with drugs and having a wild brain and making other people's brains wild. I don't think its the best one, but the spells are solid, and the abilities are okay, so have pass the blunt and make your enemies have the worst hangover of their lives.

#### (5/5) Self Perfection

- **Discipline 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:**
  - **(1st) AC Bonus (Ex):** Get wisdom to AC when you are unarmored! Considering that you aren't proficient in armor, that's neat. You'll have to find other ways to protect yourself but...you are a caster, so you can probably manage that.
  - **(1st) Physical Push (Su):** Wisdom times per day, when you attempt a strength, dexterity, or Constitution you can gain a bonus to the check equal to your wisdom bonus, and if you succeed, you regain a magic point! *This includes initiative checks (which are dexterity ability checks).* Also take the wisdom in the flesh trait, because getting a bonus EQUAL to your wisdom mod is different than adding your wisdom mod.
  - **(5th) Bodily Purge (Su):** You get some healing, and the ability to undo conditions as restoration but as a standard action instead of as a 3 round action, using your psychic caster level. Sure you don't get many dice, but I think the condition and ability damage removal is what keeps it strong. Also its free!!!
  - **(13th) Pure Body (Ex):** Immunity to Diseases and poisons. Poisons are the only thing that keep this as a green, because there are dangerous poison spells and abilities you are now immune to, but otherwise, this is kinda nothing.

- **Overview:** Gets 4 powers, most of them are useful, and you have a way to get points back! Even if its isn't the best discipline it has very good spells, defensive options and the ability to boost initiative checks! What more could you ask for?

#### (5/5) ☆Shadow☆

- **Discipline Spells:** [blurred movement](#) (1st), [fear the sun](#) (4th), [deeper darkness](#) (6th), [shadow step](#) (8th), ☆[shadow evocation](#)☆ (10th), [shadow walk](#) (12th), [lunar veil](#) (14th), [umbral strike](#) (16th), ☆[polar midnight](#)☆ (18th)
- **Discipline Powers:**
  - **(1st) ☆Twilight Influence☆ (Su):** Okay so Wisdom times per day, you can convert spell slots into shadow spells. You can convert one spell for each spell level you can cast, and you get a magic point back for each time you do it! And it actually has some really good spells! Shoutouts to obscuring mist and shadow conjuration!!! We love getting more spells here.
    - **Darkness Domain Spells:** 1st—[obscuring mist](#), 2nd—[blindness/deafness](#) (only to cause blindness), 3rd—[deeper darkness](#), 4th—☆[shadow conjuration](#)☆, 5th—[summon monster V](#) (summons 1d3 shadows), 6th—[shadow walk](#), 7th—[power word blind](#) 8th—☆[shadow evocation \(greater\)](#)☆, 9th—☆[shades](#)☆
  - **(5th) Dark Defense (Su):** You get some deflection bonuses when you have concealment against an attack. If you have full concealment, you get more. That said, you'll usually have a deflection bonus. That said, it has no duration, so *if you find a way to stay in darkness (Like an [Umbral Arcane Mark](#)), you basically get a ring of protection!* Best to combine with a race that gets something like Shadowblending or the like to have constant shadow fuckery.
  - **(13th) Adumbration (Su):** So just so we are clear, hiding is part of moving and doesn't take a separate action. Your stealth only ends after you make an attack roll...which you as a caster don't have to do. Have fun being able to vanish into the darkness whenever, and be untouchable so long as you can stealth...and you get a untyped bonus to it. This is busted on the sorc and its busted on you.
- **Overview:** Once again, shadow is a busted concept. On its own, this is an incredibly powerful discipline, getting more spell options from the darkness domain, and getting really solid spells in mid to late game. On top of that, while its abilities aren't the strongest, you can absolutely build around them. However, by taking advantage of some form of permanent darkness (like an [Umbral Arcane Mark](#)), this entirely discipline jumps from 5/5 to potentially ☆6/5☆, so ya know, be ready for the fuckery.

#### (3/5) [Tranquility](#)

- **Discipline Spells:** [Telepathic projection](#) (1st), ☆[silence](#)☆ (4th), [mantle of calm](#) (6th), [mass daze](#) (8th), [serenity](#) (10th), [psychic surgery](#) (12th), [mind blank](#) (14th), ☆[euphoric tranquility](#)☆ (16th), [time stop](#) (18th)
- **Discipline Powers:**
  - **(1st) Mental Placidity (Su):** Wisdom times per day, As an immediate action, give yourself a +2 on will saves or a +4 specifically on enchantment saves. If you succeed on your save, you get a magic point back! We like the bonus but its a bit specific and we'd rather not have to rely on enemies for our abilities.

- **(5th) Calming Presence (Su):** You can use calm emotions as a SLA...which is apparently a supernatural ability? Ooooookay. This is slightly better for you as a psychic, since you are weak to this stuff, and this isn't casting, but its still less than ideal.
- **(13th) Purge Disquiet (Su):** AYE immunity to fear and the confused condition and can suppress it in other people for rounds per level as a standard action. This is good...but a bit late and sorta redundant with Calming Presence.
- **Overview:** I don't think its bad, but the spells are either amazing or terrible and all of the abilities are just so meh. Its not great if a single race can be superior to the entire discipline (looking at you android)

## Charisma Disciplines

### (3/5) **Abomination**

- **Discipline Spells:** ray of enfeeblement (1st), alter self (4th), excruciating deformation (6th), black tentacles (8th), explode head (10th), repulsion (12th), insanity (14th), orb of the void (16th), telekinetic storm (18th)
- **Discipline Powers:**
  - **(1st) Dark Half (Su):** When you need to go 100%. Boosts your DC a little, gives you a bonus to saves, and immunity to fear (Which is one of the things we don't like!). The bleed damage is whatever, and not being able to use other int skills is probably fine? Only issue is that you have to fight to turn back.
  - **(5th) Morphic Form (Ex):** Okay so DR/5 isn't a lot. And its random...so not like great? Yeah not great.
  - **(13th) ☆Psychic Safeguard☆ (Su):** THIS is more like it. 16+caster level is REALLY high SR, and can be a pain to beat, and even 8+CL isn't bad. Just remember that this applies to allies as well.
- **Overviews:** So if you wanna go maximal into saves, this does get you another +1, but there are also better ways to do it? Moreover, dark half's bonuses don't scale besides the bleed damage which is bad. So as much as I WANT to rate it higher, its just not very good for most of the game.

### (1/5) **Dream**

- **Discipline Spells:** sleep (1st), oneiric horror (4th), deep slumber (6th), sleepwalk (8th), nightmare (10th), cloak of dreams (12th), ethereal jaunt (14th), dream voyage (16th), microcosm (18th)
- **Discipline Powers:**
  - **(1st) Dream Leech (Su):** So you can drink peoples dreams. If they fail their will save, you get a small bonus to skill checks and get a magic point back. BUT you

can only do it charisma times per day. Only to sleeping characters. But no more than once per hour...and no more than once per creature per day.

- **(1st) Oneiromancy (Su):** Sleep manipulations! Roll Diplomacy on sleeping people 3+Charisma times per day. If you cast a magical sleep spell, you can do it mid sleep spell. That said, you can just roll diplomacy normally...
- **(5th) Mind Heist (Sp):** Okay you can read minds but only on a sleeping person.
- **(13th) Waking Dream (Sp):** So you take over a sleeping person and steel their body. They don't really get a save because...they are asleep. So thats nice...but you have to catch them asleep.
- **Overview:** This is an NPC discipline. Great in flavor, but horrible in practice because it is ENTIRELY based around people sleeping. All of your abilities require someone to ALREADY BE ASLEEP and sleep spells are notoriously bad. So while this can make for a fun villain, or weird helper, this is not a good option for players.

#### (2/5) Hag-Called

- **Discipline Spells:** ☆ill omen☆ (1st), enthrall (4th), ☆bestow curse☆ (6th), charm monster (8th), threefold aspect (10th), veil (12th), control weather (14th), trap the soul (16th), dominate monster (18th)
- **Discipline Powers:**
  - **(1st) Threefold Casting (Ex):** You get a +2 skill bonus on ritual magic (A weird subsystem based around skill checks), and you can use aid another action to boost CL for another hag, psychic, or witch. On its own? Meh. Very fun for Army Across Time Shenanigans though.
  - **(1st) Mother's Embrace (Su):** Okay if you fail a will save, you can add 1d4 to your result in exchange for 2 wisdom damage. Also if your do an act of cruelty, you get a magic point back. Both can be used Charisma times per day. I mean...easy way to get magic points back, so it gets solid, but that's it.
  - **(5th) Deceptive Shapes (Su):** You can just alter-self at will. This one is actually pretty neat. Though a hat of disguise might be better...or just being a kitsune.
  - **(13th) Curse Mastery (Sp):** You are immune to curses and increase curse DCs by 1. The second part is kinda weird because I don't know if its just saying that you can...use the amplifications at the same time? Do they have a cost reduction? If you can do them for free, this is incredibly powerful! Otherwise this is pretty meh?
- **Overview:** Weak early game abilities and a weirdly written endgame ability makes this a hard situation to rate. That said, it just doesn't have enough.

### (1/5) **Haunted**

- **Discipline Spells:** [Detect undead](#) (1st), [calm spirit](#) (4th), [halt undead](#) (6th), [speak with haunt](#) (8th), [disrupting weapon](#) (10th), [undeath to death](#) (12th), [ethereal jaunt](#) (14th), [greater possession](#) (16th), [etherealness](#) (18th)
- **Discipline Powers:**
  - **(1st) Lingering Spirits (Sp):** You get access to some cute cantrips and baby SLAs. Lovely.
  - **(5th) Spiritual Bulwark (Su):** +Charisma to saves against ghosts, haunts, spooky outsiders and being possessed! Strong bonus, very narrow group.
  - **(13th) Phantasmal Assault (Su):** Okay you can now deal psychic damage to undead but only for blasting spells. Still it was something you couldn't do before!
- **Overview:** Okay are you playing a ghostbusters campaign? Are you SPECIFICALLY fighting ghosts and haunts and going into ghost/shadow/haunt filled places. If so, then this is the discipline for you. Are you not doing that all the time? Then why are you here? NPC Discipline #2.

### (6/5) **Pageantry**

- **Discipline Spells:** [bless](#) (1st), [calm emotions](#) (4th), [☆slow☆](#) (6th), [???overwhelming presence???](#) (8th), [seeming](#) (10th), [heroes' feast](#) (12th), [mage's magnificent mansion](#) (14th), [divine vessel](#)<sup>APG</sup> (16th), [heroic invocation](#)<sup>UC</sup> (18th)
- **Discipline Powers:**
  - **(1st) Ritual Unity (Su):** You get a +2 skill bonus on ritual magic ([A weird subsystem based around skill checks](#)) and when you aid another and succeed a DC 20 check, you add a +4 instead of the normal bonus. If you do so you get one magica point back...wait there is no limit on this? So you can just aid an ally on underwater basket weaving checks and get all of your points back? Getting ALL of your psychic points back between fights is insane and welp, guess that's just broken.
  - **(1st) Power from Pageantry (Su):** Spend a magic point to make a standard action or less spell into full round action BUT you raise the spell CL and DC by 2. This stacks with overwhelming mind, so you can get REAL nasty with it.
  - **(5th) Force of Habit (Su):** You can spend one magic point to be able to maintain concentration on a spell as a swift action. That means that you can fuck around with illusions and hallucinations with ease, and still keep casting. Very helpful for a master of the mind.
  - **(13th) Unrivaled Focus (Su):** Whenever you have to roll a concentration check, spend a point to treat it as if you had rolled a 20...which will almost always be a success. You choose to use this before you roll but like...yeah that's really good. Remember thought components? This can help get around those.

- **Overview:** Truly it doesn't matter if all of the abilities aren't the most amazing in the world. You have a means to infinitely regenerate phrenic points that is REALLY EASY and you have overwhelming presence as a 4th level spell. All it needed was for the abilities to be okay...and it still got really good abilities so...yeah. It can abuse its class features more than any other discipline, and that pushes it beyond powerful into game breaking territory.

### (3.5/5) [Pain](#)

- **Discipline Spells:** [Persuasive goad](#) (1st), [pain strike](#) (4th), [vampiric touch](#) (6th), [mass pain strike](#) (8th), [synapse overload](#) (10th), [mass inflict pain](#) (12th), [waves of exhaustion](#) (14th), [horrid wilting](#) (16th), [mass suffocation](#) (18th)
- **Discipline Powers:**
  - **(1st) Painful Reminder (Su):** This is nothing damage that is really only helpful in proccing your magic point recovery system. That said, its a swift action so might as well.
  - **(1st) Power From Pain (Su):** If you can deal 5 points with painful reminder (good luck with that) you get a magic point back. You can do this Wisdom times per day. Wait...that can't be right. *\*Checks notes\** Holy fuck why is this based on wisdom??? THIS IS A CHARISMA DISCIPLINE???? AGGGHH.
  - **(5th) Live On (Sp):** Wait! This is actually a good one! Lay on hands with fey foundling is pretty strong healing and getting access to paladin mercies means we can undo a lot of real bad status effects!
  - **(13th) Agonizing Wound (Su):** Oh shit status effect riders on damage spells? First of all, nothing says you can't use this on AOES. Second of all. HOLY FUCK these are good riders. And with a good amount of uses? You can absolutely ruin some people.
- **Overview:** Okay your recovery mechanic? Gambling. It kinda sucks but we aren't here for that. We are here for lay on hands and agonizing wounds. This is an oddly late game discipline so if you are playing 1-10, its probably much worse off. This one is REALLY hard to rate because of how good its later abilities and spells are but fuck there is just so much mediocre in there.

### (4/5) [Rapport](#)

- **Discipline Spells:** [Charm person](#) (1st), [enthrall](#) (4th), [coordinated effort](#) (6th), [lesser geas](#) (8th), [telepathy](#) (10th), [battlemind link](#) (12th), [mass hold person](#) (14th), [mass charm monster](#) (16th), [overwhelming presence](#) (18th)
- **Discipline Powers:**
  - **(1st) Emotional Bond (Su):** The main benefit of this is having an alarm networking and the status boost you get at level four that gets you access to status, so you can know the EXACT conditions of your entire team at all times. Otherwise its cute, but not really effective for much.
  - **(1st) Emotional Push (Su):** Remember that you count as your own ally, and adding your charisma (which should be on the higher end) to a save can

absolutely save someone's life. And you get a magic point if it does! The only thing holding this ability back is the very limited number of uses.

- **(5th) Share Memory (Su):** You can now share memories between yourself and willing targets at will! This is a real neat ability that can get you fun clues or just be a helpful means of being able to skip the dialogue.
- **(5th) Team Player (Su):** Oh you also get bonus teamwork feats at 5 and 13! Combine with coordinated effort (or better yet shared training) for maximum effect!!!
- **(13th) Shared Skill (Ex):** Okay so every time you set up your bond, you pick an INT or CHA skill and anyone in your bond can use your bonuses instead of their own. This is also just a cute ability but can be helpful for abilities like spellcraft, or maybe if you really want the entire party to go hard into UMD
- **Overview:** Rapport is okay. Its not the most powerful but nothing about it is particularly bad and I think any psychic could have a good time with it. Just incredibly solid fluff, spells are good enough, abilities are fun enough. My only gripe is that coordinated effort should be replaced with [Shared Training](#), but you can just pick that spell up.

#### (5/5) [Rebirth](#)

- **Discipline Spells:** [burst of insight](#) (1st), [false life](#) (4th), [contact other plane](#) (6th), [ancestral memory](#) (8th), [reincarnate](#) (10th), [transformation](#) (12th), [ethereal jaunt](#) (14th), [bilocation](#) (16th), [akashic form](#) (18th)
- **Discipline Powers:**
  - **(1st) Past Life Memories (Ex):** Get Bardic knowledge! Woo knowing things is useful!
  - **(1st) ☆Mnemonic Esoterica☆ (Ex):** AHAHAHAHAHAHAHA getting one spell, at level, from any class is VERY silly. Get haste a level 2 from the summoner. Get greater angelic aspect at level 4 from the paladin. Yadda yadda. Don't be afraid to get as cheesy with this as possible, its mystic past life as a class feature.
  - **(5th) Resurgence (Su):** If you would die, you can spend 2 points to die less. If that would still kill you, then you heal everyone else. I don't think its great but hey it helps a little.
  - **(13th) Physical Regression (Sp):** Oh hey polymorph with a really long duration for 2 magic points. This is mainly good for having lots of movement forms but we don't hate it! Remember, you don't need somatic or verbal components, you can be the bear of your dreams and still cast all day long.
- **Overview:** Is Mnemonic Esoterica amazing? Yes, clearly it is. BUT its one gimmick and that doesn't automatically make this the best. But it gets up there on that merit alone and really that's very silly.

(5/5) Riventhun

- **Discipline Spells:** [heightened awareness](#) (1st), [bear's endurance](#) (4th), [aura sight](#) (6th), [persistent vigor](#) (8th), [true seeing](#) (10th), [thought shield V](#) (12th), ☆[mind blank](#)☆ (14th), [iron body](#) (16th), [akashic form](#) (18th)
- **Discipline Powers:**
  - **(1st) Agitating Cognizance (Su):** Whenever you aren't metamorphosed, you get +1 to your magic pool. That's it. Its just a little bigger. Neat huh?
  - **(1st) Metamorphosis (Su):** Okay you can slowly transform into anyone of your type or subtype, and get a small enhancement bonus to your score of choice that lasts constantly so long as you are in this form. It can either last forever, or for an hour per level if you want to be a different size/get an ability from alter self list. Meh on its own but pretty great in social settings.
  - **(5th) Spirit Channeling (Su):** HEY WANDERING SPIRITS! So most of these are bad but not all of them are and we can just pick the best ones. [Heavens](#) gets you attack roll penalties and anti invisibility, [Slums](#) gets us access to door teleportation, [Tribe](#) gets us tactician, and [Life](#) gets us access to channel energy as a cleric! Score!!!!
  - **(13th) Greater Spirit Channeling (Su):** You get the greater spirit ability. [Heavens](#) gets us see in darkness and space tricks, [Tribes](#) gets you constant telepathic bond, and [Slums](#) gets you city evasion! Not to mention we get some new abilities in the form of Woods bloody roots and
- **Overview:** Ah yes. The TRANS discipline. My people wield great power, you know? Anyway, this is a versatile discipline that is pretty fucking solid and gets you rad powers, ldk what else to tell you. Anyone would rock this.

(4/5) Sorrow

- **Discipline Spells:** [sanctuary](#) (1st), [silence](#) (4th), [nondetection](#) (6th), [crushing despair](#) (8th), ☆[mind fog](#)☆ (10th), [eyebite](#) (12th), [sequester](#) (14th), ☆[maze](#)☆ (16th), [imprisonment](#) (18th)
- **Discipline Powers:**
  - **(1st) Numb to the Pain (Ex):** Morale bonus to saves against mind affecting is really nice, especially since its constant.
  - **(1st) Despair (Su):** Immediate action penalties that get a fair amount of uses and gets you a magic point back! Make sure you pick up one fear spell and use this to make it stick will enjoying the benefits!!! No save!
  - **(5th) Wave of Gloom (Su):** So all creatures (including allies) within 30 feet have to will save or take your despair penalties to attack rolls, saves, AND skill checks for 1d4 MINUTES. Yikes. They don't stack with your normal despair debuff but it applies to everything instead of one thing, and only uses one of your uses.
  - **(13th) Fortress of Sorrow (Sp):** Lesser Create Demiplane! You make your fortress of solitude except it doesn't take forever to do but you can't take anyone else into your fortress of solitude. Unfortunately the lesser version of the spell doesn't offer too much but its not the worst thing. Superman made it work.

- **Overview:** ITS DEBUFF city and we are basically only here for despair and wave of gloom that help us bap our enemies. We get some good spells but really this is just about debuffing enemies really hard.

#### (5/5) ☆Superiority☆

- **Discipline Spells:** ☆Moment of greatness☆ (1st), deflect blame (4th), unflappable mien (6th), majestic image (8th), mage's private sanctum (10th), transformation (12th), ☆project image☆ (14th), clone (self only) (16th), overwhelming presence (18th)
- **Discipline Powers:**
  - **(1st) ☆Self-Assurance☆ (Su):** Charisma times per day. Immediate action morale bonus equal to half your psychic level to an ability check (initiative), attack rolls, saves or skill checks. This is a massive bonus, and because its a morale bonus, you can use moment of greatness to DOUBLE it to basically guarantee a success. Oh and if you succeed? You get a phrenic point back. Gold fucking standard right here.
  - **(5th) At Arm's Length (Ex):** Get reach spell and you can apply it using your phrenic pool. Now it doesnt use a higher level slot...it still does increase the casting time, so be careful with that. That said, reach spell is good and you have a lot of dangerous touch and close range spells that will appreciate this ability.
  - **(13th) ☆Magical Hoarder☆ (Su):** Hey immediate action spell steal! Which includes personal range spells? So you also get their amazing benefits? Sure you have to see and make a spellcraft check (which you should be able to pass with flying colors) but like...for a couple of points, stealing peoples buffs is hilarious. Even better, steal some of the powerful buffs from your teammates and save the spells. This is only limited by your phrenic points so...you can do some really cool stuff.
- **Overview:** Are all of the spells good? No, not at all. But all of the abilities are and you are going to enjoy every single one of them, and probably a whole lot. This is a really strong and interesting discipline and I'm so upset that its the "I'm just built different" school and ITS RIGHT!!!

#### (3/5) Symbiosis

- **Discipline Spells:** hide from animals (1st), hold animal (4th), dominate animal (6th), command plants (8th), awaken (10th), liveoak (12th), greater scrying (14th), control plants (16th), dominate monster (18th)
- **Discipline Powers:**
  - **(1st) Animal Mastery (Su):** As a standard action you can link your mind with an animal and share its senses. It gets a will save to resist but if it fails, you can use this for hours per level. Later on this evolves into being able to dominate animals. Now I am sure there are lots of instances where being able to take over animals

is super useful...because their are. Its just a lot better once you can actually control their actions. Much better as a scouting tool.

- **(1st) One with Nature (Sp, Su):** Get detect animals/plants at will. At level 7 you can speak to any animal identified. This will make it A LOT easier to find animals to take over and use for wacky hijinks.
- **(5th) Bionetwork (Su):** So basically you can see through plants. Unfortunately, this specifically excludes cities, where being able to locate someone would be very useful, which makes it more situational. And it takes 10 minutes...and you can only use it a few times per day.
- **(13th) Animate Trees (Su):** Okay this doesn't scale well and kinda requires you to have TREES but its a really funny idea that you can just become the mind druid and make the trees think. That's real scary.
- **Overview:** This discipline REALLY wants you to be in the forest. If you are doing a woodlands campaign, this will be perfect and definitely jumps to 4/5 or even 5/5 depending on how nature-y you get, but at that point, and you knew this was coming, the druid IS an option.

#### (5/5) **Warp**

- **Discipline Spells:** [entropic shield](#) (1st), [apport object](#)<sup>OA</sup> (4th), [displacement](#) (6th), [☆dimension door☆](#) (8th), [dismissal](#) (10th), [ethereal jaunt](#) (12th), [☆greater teleport☆](#) (14th), [dimensional lock](#) (16th), [interplanetary teleport](#)<sup>UM</sup> (18th)
- **Discipline Powers:**
  - **(1st) Planar Scent (Su):** Detect planar fuckery. Very limited in what it can detect and the bonus is pretty small too so...for roleplay at best TBH
  - **(1st) Rift Reach (Su):** So creating a tiny portal that you can cast spells through can be pretty fun. Get different angles. Cast through walls! Cast around corners! Reach allies that normally wouldn't be within touch range with ease! Same with enemies! You can actually get really creative with this.
  - **(5th) Turn Aside (Su):** Deflect arrows. Once per round, if you were going to hit with a ranged weapon attack, you do not. Its not an action and you can just decide it doesn't hit. Nice.
  - **(13th) ☆Sidestep☆ (Su):** Oh you get the ability from the travel domain. It was busted on the cleric and its busted on you.
- **Overview:** Okay fun teleportation abilities!!! Kinda weird but its based around teleporting stuff out of the way, into the way and yadda yadda. Even if your abilities are kinda iffy, teleportation tricks can be really fun and useful, and you get some really good spells to support those tricks.

## Psychic Spellcasting

Psychics have really weird spellcasting that has really weird rules and so I am going to have to write a guide to how to optimize it. So...look forward to that I suppose. It'll look a lot like the sorcerer guide because in practice, they work pretty similarly, and have similar interests.

### = Iluzry's Guide To Psychic Spellcasting



*"I have taken more minds than you shall ever know...and many more than you ever cared to."*  
-Talki Sha, Master of Many Masks

## Archetypes

Alright if you are reading this guide, you should know how I do things by now. I will not be reviewing every archetype, only the ones I think are worth talking about. This doesn't mean all of the rest of them are awful, just that I don't really think they are worth drawing attention to.

All Psychic Archetypes:  **Psychic**

### (5.5/5) ☆Amnesiac☆ [Retrograde Arcanum]

| What you gain                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | What you lose                                                                                                                                                                                                                                                                                                                                  |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>● ☆ <b>Spell Recollection</b> ☆: Once per hour as a swift action you can remember a spell from the psychic spell list by rolling a d100. If you get below a 35, you can't cast the spell but if you get above a 35 you can...but no matter what you get, you can cast the spell you attempted to remember as if it were a spell known the rest of the day. So...ultimately just don't do this in combat unless you have to? This gives you unparalleled spell versatility for a spontaneous caster and is honestly kinda hilarious.</li> </ul> | <ul style="list-style-type: none"> <li>● <b>Repressed Memories:</b> This is an RP problem and really doesn't matter.</li> <li>● <b>Fewers Spells Known...Sorta:</b> So first of all you get half as many only for the top two levels, and then you can basically replace them by doing a remember. Which you can try once per hour.</li> </ul> |
| <p><b>Overview:</b> So okay you sacrifice half of your spells known for your two highest spell levels of slots...for the ability to swap those spells out whenever and pick new ones every day. This stacks with basically every single other archetype and I cannot think of a reason why you shouldn't take it because it just makes you WAY more versatile with your spell list which is the main weakness of spontaneous casters? Like I cannot think of a single reason why this isn't your go to archetype.</p>                                                                 |                                                                                                                                                                                                                                                                                                                                                |

### (5/5) Esoteric Starseeker [Celestial Seer]

| What you gain                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | What you lose                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>● <b>Written In the Stars:</b> Congrats you can now swap out your discipline spells for various other spells that are also very good, every day. You also get special slots (constellation slots) to prepare them in every day. At level 11, you can choose from 2 different lists to prepare these spells making them even more versatile. The only downside is that it doesn't look like these spells get added to your spell list but for what this gives us? Yeah I</li> </ul> | <ul style="list-style-type: none"> <li>● <b>Weakened School:</b> One school of magic is now weakened and must be cast as a full round action. I would usually choose evocation because you don't have a lot of those spells and avoid divination/conjuration/enchantment/illusion because you have a lot of those.</li> <li>● <b>Discipline Spells:</b> Oh no I lose my spells for more spells. The horror!</li> <li>● <b>Losing A Phrenic Amplification:</b> Actually not that bad, we can take a feat</li> </ul> |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                 |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| don't mind.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | to replace it and we get something good instead.<br><ul style="list-style-type: none"> <li>● <b>Losing a MAJOR Amplification:</b> OW OW OW okay this one does hurt. We get precious few of these, this delays our ability to get the class feature and there isn't a feat to replace it. Ouchy ouch.</li> </ul> |
| <p><b>Overview:</b> So okay does this cause us to lose a really powerful class feature? Yes. Are we even going to notice that until level 11? Not really. And we are going to notice our new spell versatility pretty much immediately. This archetype is REALLY strong for the psychic, especially for disciplines that don't get the best spells but get really good powers.</p> <p>Oh and it stacks with ☆Amnesiac☆. Ready to be able to cast literally everything anytime forever? Me too!!!</p> |                                                                                                                                                                                                                                                                                                                 |

#### (4/5) Magaambyan Telepath [One With The Woods]

| What you gain                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | What you lose                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>● <b>Primal Spells:</b> Awesome you get to pick from the entire druid spell list and pick the best spells to be your discipline spells. Even if it isn't the strongest spell list in the game, it has a lot of options and being able to cherry pick the best ones is a godsend. WOO!</li> <li>● <b>Nature's Command:</b> You can now use your psychic magic on plants and animals. In most campaigns, I don't really consider this very useful, but it DOES let you bypass an immunity.</li> <li>● <b>Know the Land:</b> Commune with nature is a fun spell but again, if you aren't in a natural setting too often, its power gets diminished. That said, its a new power, and given the usual mediveal nature, it'll come in handy at some time.</li> <li>● <b>Wild Mind:</b> Your telepathy works on plants and animals. Neato!</li> </ul> | <ul style="list-style-type: none"> <li>● <b>Discipline Spells:</b> Oh no not losing spells in order to be able to pick the best ones! Noooo! Anything but that! /s</li> <li>● <b>Losing 1st and 11th phrenic Amp:</b> So this is a straight up loss BUUUT it doesnt say that you lose major amp just the option to pick one up at that level. Now are there other ways to get it? Very few. But its worth mentioning.</li> <li>● <b>Telepathic Bond:</b> You can just pick up the spell you know? Its on your list.</li> </ul> |
| <p><b>Overview:</b> So you are taking this archetype to replace your discipline spells with the best druid spells. Thats it. Everything else is kinda gravy but those are the best ones. NOW if you are in a very forestry, outdoorsy campaign, I can definitely see the use in this. But if thats the case...why not just play a normal druid? Food for thought.</p> <p>Ha. Thought.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |

## Multiclassing

I cannot, with all honesty, think of a single thing that would be good to multiclass with. You are already a sorcerer progression caster, which is behind prepared casters, and all of your main class features are amazing. There is NOTHING I think that is worth delaying a level of your casting, or getting more phrenic points, or delaying late game abilities or new spells. Nothing. Not one.

So just...don't.

## Variant Multiclassing

So the biggest issue with VMC is that the psychic can benefit A LOT from feats. Feats to raise DC, give you new racial abilities, more spells, more amps, more phrenic points, the list goes on and on and on. And so I have to think, is there ANYTHING that VMC can get you that I value more than 5 feats and the answer is a HARDDDD NO. Seriously the strongest of passes. I know, it surprised me too! **The only one that MIGHT be worth it is the Wizard VMC but even then....5 feats is a lot.**

## Prestige Classes

Once again psychics are weird because psychic casting is new. That means that a vast majority of the prestige classes just STRAIGHT don't work with the psychic. That said, some of our favorites do and are very worth picking up...for a little while. Remember, prestiging pushes back your other class features, so its REALLY hard to argue for more than 5 levels, and even that is pushing it.

- Stargazer 3
- Tattooed Mystic 4
- Veiled Illusionist 4 or 6

# Feats

## Class Specific Feats

- (5/5) ☆**Expanded Phrenic Pool**☆: OH hey your magic points that you never have enough of! You absolutely want to take this because its your magic points button and you love magic points. You will be taking this ASAP
- (4.5/5) **Extra Amplification**: OH hey this gets you more amps! Really this is an amazing pick up that you need if you lose any to your amazing archetypes, but otherwise you don't have to pick it up...but those amps are pretty juicy.
- (2/5) **Disciplinary Devotee**: Tiny caster level check and insight bonus is tiny and it takes up a feat that could be used to make you more scary.

## General Feats

- (5/5) ☆**Emergency Attunement**☆: Oh hey this makes your spells more versatile and uses spellcraft, a skill you should definitely have, that is int based. Wow this does everything a spontaneous caster could possibly ask for. Yes you want this obviously definitely. **Combine with paragon surge for god level shenanigans.**
- (5/5) ☆**Feign Curse**☆: So this requires you to be good at bluff (which charisma psychics should be) and in exchange you can force rerolls on A LOT of shit. Its easy to pump skills and even if you can only do it once per 24 hours, so what? Thats 3+ rolls that are now worse which is great in my book. Getting mini misfortune for a skill check is fucking amazing and everything you do is mind effecting so why the fuck not. Absolutely pick this up if you can.
- (5/5) ☆**Knowledgeable Spellcaster**☆: You are an int based spellcaster and are AMAZING at knowing things and this gives you a sizable bonus to overcoming SR (one of your big weaknesses) as a free action. You are absolutely taking this at LEAST once.
- (5/5) **Esoteric Enchantment**: Boost your DC's and give other people penalties!!! Both things we like!!!! Just make sure you have the money to enjoy it it!!!
- (5/5) **Spell Focus [Enchantment or Divination or Illusion]** / (5/5) **Greater Spell Focus**: Hey as a psychic, most of your best spells come with saves. Moreover, you can make your saved REALLY scary. Like REALLY scary. You want to make sure that your save DCs give people nightmares. Meaning that these feats? They are going to be your bread and butter. Eat well my children.
- (5/5) **Magic Trick**: So you should definitely not think of magic trick as one feat but rather a collection of feats that all augment different spells, giving you more spell options. Each spell has its own set of tricks, and so long as you meet the pre-reqs, they are all open to you, and can COMPLETELY change how you interact with said spells. While I have to rate each trick list independently, as psychic, simply taking a feat that makes one of our spells known is much more valuable and viable is incredibly useful. I'll list my favorites below, as per usual:
  - **Fireball**: You know it, you love it, its fireball. So why is this purple? Well because if you use the cluster bomb trick, you half the radius in exchange for removing the dice cap...without raising the level of the spell. That's insanely powerful and that's

just one trick. If you combine it with concentrated fire, each individual fireball goes from being 2d6 to 3d6, which is basically the same as empower, but instead it basically becomes a single target attack...which ya know, is still really ouch. If you get a [Rod of Widen Metamagic](#), this can get even more nutty. Sculpt flames also makes it so that you never have to worry about hitting your friends again. So...yeah just make sure to put points into spellcraft (which you should be doing anyway) and get [Selective Spell](#).

- **Floating Disk:** Beyond looking super cool and being integral for playing [as this guy](#), being able to have a pseudo fly just for having ranks in fly is really good, as a lot of low level problems can be solved by flying. Ask your dm if this will let you fly up walls or across ceilings, for extra radness. OH and don't forget...this lasts HOURS per level.
- **Obscuring Mist:** Great battlefield control spell gets more options. If you have the extend feat (which isnt a bad idea at all) you can make mist cling to people giving your allies total concealment. Combine this with Mist Screen and you can basically blind the entire enemy situation without much effort.
- **(5/5) Wasp Familiar:** HAHA we aren't a cleric we can take this and not give a FUCCCCCK. Familiars are amazing and you absolutely want one. Want to know why? [Read my guide.](#)
- **(4.5/5) Stylized Spontaneity:** Enjoy the benefits of the stylized spell metamagic feat with no extra time, level or anything so long as you pass this caster level check. Yeah this is good shit.
- **(4/5) Spell Penetration / (4/5) Greater Spell Penetration:** SR sucks this helps you get through SR, not much more to say. Stacks with knowledgeable spellcaster!!!
- **(4/5) Improved Initiative:** Going first means winning first.
- **(4/5) Wanderer's Fortune:** Hey being able to just NOT be grappled is great. Less necessary for us because we have mind spells and thus care less about being grappled, but still incredibly useful!

## Skill Unlock Feats

- **(5/5) ☆Signature Skill☆ (Heal/Intimidate):** Intimidate puts the fear of god into people and sets them up for your spells while heal lets you actually be a pretty competent healer without needing the spells for it!
- **(5/5) ☆Healers Hands☆:** Heal more and heal better yes you absolutely want this as soon as humanly possible as a skill healer.
- **(4/5) Incredible Healer:** Boost your heal check check and watch it soar! Not as important as
- **(4/5) Psychic Maestro:** Get access to skill unlocks more often! If you intend to play around skill unlocks, this can be a wonderful thing as they can be quite powerful.
- **(3.5/5) Psychic Virtuoso:** So normally I dog these feats but this is a +2 on ALLLLL occult skill unlocks and some of those DC's can be extremely high. Getting a +2 or +4 really does matter.
- **(5/5) ☆Empath☆:** BOOM you can read emotional auras as a full round action instead of 10 minutes (fucking HUGE) and you can do it additional times by taking some saves

damage for a minute or so, meaning that you can get 10 of these babies in the time it would normally take to get 1. Fucking. Excellent. This is your healer's Hands

## Metamagic Feats

Metamagic is basically magic that impacts other magic. This section will not only be metamagic feats themselves, but feats that impact or interact with metamagic feats. When you use a metamagic feat with a spell, it forces that spell to use a higher level spell slot. To indicate HOW MUCH HIGHER of a spell slot, I'll just have a little parenthesis i.e. **Murder Spell (+2)**.

Note: As a spontaneous caster, anything you cast with metamagic will take a full round action!!! Be careful!!!!

## Legend

- SpLvl Discounts:** Feats that lower the spell level boost for metamagic
- Rider Effects:** Metamagic feats that add additional effects to affected by a spell
- Spell Modifiers:** Change the statistics of a spell (duration/range/dice rolled/etc)
- Defense Breakers:** Bypasses the defense of a target or makes it easier for spell to stick.

### • SpLvl Discounts

- **(6/5) Sacred Geometry:** Free metamagic. FREE METAMAGIC. Combined with the right metamagic feats, this ability is downright godly, the qualifications are dirt easy and you can make every spell unstoppable. Why don't most people take it! Well all of that horrible math of course! [If only someone had made an online easily accessible and useful calculator...hint...hint!](#)
- **(5/5) Spell Perfection:** More free metamagic! Very late game, but its incredibly useful, and all that it asks from you is that you take more metamagic! Can do!!! (Also remember that it doubles ANY other feat based numerical bonuses. Caster level, DC, anything.) This is the capstone for any blaster
- **(4/5) Additional Traits (Magical Lineage, Wayang Spellhunter):** Pick spells (either any one or one that is level 3 or below) And reduce the spell level raise by one per trait! You can even use both of these traits on the same spell if you really want to push it up!!!

### • Rider Effects

- **(5/5) Authoritative Spell (+2):** Annoying mind control rider is very spooky, especially since if the spell doesn't allow a save, neither does this!!!
- **(4/5) Dazing Spell (+3):** If someone is damaged by your spell, they are dazed for a number of rounds equal to the spells original level. This automatically wins fights. Makes a great option for your sacred geometry feats.
- **(4/5) Cherry Blossom Spell (+3):** Suddenly turns spells that do a tiny bit of hard to avoid damage into terrors as they keep hitting your enemies with massive stat drain! Even if the spell has a save, even if they succeed that save, if they take damage, they are taking this effect, and this can quickly drain a being if you target the right stats.

- **Spell Modifiers**

- **(1/5 or 6/5) Ascendant Spell (+5)**: Basically turns a normal spell into a mythic spell! Mythic spells are incredibly powerful, and are worth investing in, if you can find a way around the +5 spell level boost. So basically, check out the Discounts and highly consider using it with sacred geometry.
- **(5/5) ☆Quickened Spell (+4)☆**: Your spell goes from a full round action or a standard action to a swift action, meaning you can two spells in one turn. Great for getting useful low level buffs in late game, or smacking someone with with extra problems. Action economy is king. Another GREAT use of spell level discounts.
- **(5/5) Bouncing Spell (+1)**: Sometimes people pass their saves! This makes that someone elses problem instead of you just not getting anyone. Its really funny and a great candidate for either a rod or your phrenic metamagic
- **(5/5) Encouraging Spell (+1)**: You have a hilarious number of morale bonus spells. This makes them better. No brainer really.
- **(5/5) Extend Spell (+1)**: Doubles duration of spell! Simple, safe and there are lots of buffs (and debuffs) that would absolutely benefit from this. Yes please.
- **(4/5) Reach Spell (+1-3)**: Increase the range of your spells! The more you increase the range, the higher you raise the spell level. You have touch spells that can be murderous as hell but probably won't be using this too much. IF you dont take the feat, just make sure you have a rod.

- **Defense Breakers**

- **(5/5) \*Coaxing Spell (+2)\***: Mind effecting now works on Vermin's and Ooze's. Now there is a star there. Why? Because I only think you should pick this up as a rod. You probably will only use it once or twice, but when you need it...
- **(5/5) ☆Persistent Spell (+2)☆**: Save Breaker! YOU WANT ALL OF YOUR SPELLS TO STICK. YOU WANT THIS ASAP YESTERDAY ABSOLUTELY.
- **(5/5) ☆Heightened Spell (+?)☆**: SAVE BREAKER. Raise the level of a spell to whatever you like and alter its statistics accordingly. Basically have it be treated as whatever spell level you heightened to! This can make it have higher DCs, make it harder to dispel, and so on and so forth. There are A LOT of low level spells that you have that can be devastating at higher levels.
- **(5/5) Scarring Spell (+1)**: Save breaker!!! You have a bunch of emotion and fear effects you can throw out and guess what? This makes them more dangerous as anyone who fails their save now has a -2 against your emotion and fear effects for 24 hours. Stacks with shaken..and sickened. You can get REALLY dirty with this...
- **(4/5) Piercing Spell (+1)**: SR Breaker! Treat SR as 5 lower when rolling for spell resistance! Do we hate spell resistance? Yes. Could we get this as a rod instead? Also yes. Think about getting it as a rod
- **(4/5) Studied Spell (+2)**: So this is an amazing feat but we don't have that many blasting spells so while its SUPER great, you don't NEED to have it. But if you are doing damage, you absolutely love it.

## Equipment

SO reader I am going to level with you. **I HATE EQUIPMENT SHOPPING.** I hate it, I hate it, I hate it. Least favorite part of character creation. There is too much equipment in the game, and too many ways it can be used, and it's EXHAUSTING. So I refused to tell you all of the best things. Luckily, someone else has done all the work for me. **So if you want to know what the best gear is, read [The Armamentarium](#), a guide written by Allerseelen.**

Also check out [Improving your class with items](#) and [Item Master List](#) for an even wider selection. These people have done the work, check them out.

- **THE BIG SEVEN:** Basically, the seven items the game is expecting you to get and something to hold everything else. Can be replaced by the [Automatic Bonus Progression System](#), but if not, here they are:
  - [Magic Weapon](#)
  - [Magic Armor](#)
  - [Cloak of Resistance](#)
  - Stat-boosting item (headbands for mental stats, belts for physical)
  - [Ring of Protection](#)
  - [Amulet of Natural Armor](#)
  - [Bag of Holding](#) / [Handy Haversack](#) / [Portable Hole](#)
- ☆**Mnemonic Vestment**☆ (5000gp): We like having more spells! This lets us get more spell access, even if its only for one spell!!! Its cheap at you want this soon as fuck.
- ☆**Padma Blossom**☆ (8000gp): You want this yesterday. You want this as soon as possible. Calm emotions? Ability to suppress fear and dazed???? Yeah we fucking love this thing. Get it ASAP.
- ☆**Centering Jewelry**☆ (1000gp): OH HEY center yourself as a swift action for super duper cheap! WOO! Yeah we buy this ASAP and get that move action back.
- **Verdant Salts:** Boost the DC of divination and enchantment spells! We love that! That said it can get quite expensive if you aren't careful and takes some feat investment to get the most out of it.
- **Shard of Psychic Power:** Hold these to get new spells! Yeah they get more expensive as you level up but hey, new spells are incredibly useful so you'll probably want to get a couple of them!
- **Ring of Phrenic Prowess** (20,000gp): Store phrenic points and take them out later! We love our magic points so this ain't a bad pickup.
- **Prismatic Crystal** (30gp): Brings read aura down from 10 minutes to 5 minutes and makes a little light. Kinda makes it less stealthy but that time thing might be useful! Besides its dirt cheap.
- **Hypnotism Locket** (15gp): Give you a slight boost on hypnotism checks!!!
- **Focus chew** (40gp): Make you better at concentration and a little better at int skills!