

## Where the Wilder Things Are The Pathfinder Wilder (SRD) By Nova Wurmson, Lucy Fur and Psyren

“I don't want to be at the mercy of my emotions. I want to use them, to enjoy them, and to dominate them.”  
—Oscar Wilde, *The Picture of Dorian Gray*

The Wilder was a psionic class introduced in the 3.5 *Expanded Psionics Handbook*, and updated for Pathfinder by Dreamscarred Press. For an excellent summary of what changed in the transition, we recommend Psyren's [Psionics Unleashed - How Psionics Works in Pathfinder](#). Throughout this guide, we'll be using the following rating system:

- **Amazing**: A must have for an optimized build. It's also used to denote strengths.
- **Good**: Should be heavily considered for those who can use it.
- **Average**: Not bad or good, but there may be better things (generally option works only for certain builds or there is an opportunity cost).
- **Bad**: A turkey; this is inferior and should be skipped. It's also used to denote vulnerabilities.
- **GM Notes**: Article notes and GM tricks, shows ways to counter, and what to forbid.



The Wilder occupies an interesting position: It has power point (hereafter referred to as PP) growth equal to a Psion, but a powers known progression worse than a Psychic Warrior or Tactician (one of the worst in the game). However, its Wild Surge means it gets more out of its powers than even the Psion. It's quite beefy for a full manifester, and gets some class features appropriate for the frontlines. The only role the the Wilder can unquestionably excel at is being a party face, with its Charisma focus and all social skills as class skills. Ultimately, your Wilder is going to be very good at a few things that it chooses to do, approximately a [tier 2](#): It's great at what it specializes in, and can be decent at a few more things.

Simply a wilder can specialize in a few powers, and make those powers act epic at relatively low level. Wilders key feature is **surging beyond the normal manifesting ceiling**, but have a **risk of enervation** (or a drawback) whenever doing this. The two main focuses of this guide are to show ways to increase: 1) versatility (powers known) and 2) power (average damage per round).

The wilder is great for roleplaying anything with intense emotional energy — hate, love, curiosity, ecstasy and fear, etc. For example: a tribal shaman summoning the spirits of her ancestors, a prophet filled with divine surges of power or a disturbed loner who can't control his desire for brutality. The fluff is extremely mutable — you can only be held back by your imagination.

If you are new to playing a wilder, suggest the Ghostly God-killer (page 15) to give you versatility. If you are a GM, and want some tips to fighting wilders, read the [cyan-colored](#) text near powers and **COUNTERS** at the bottom of page 24. Same section also shows how players can best fend off wilders. Also the NUCLEAR NOVA NPC (page 24) can make a great boss or party killer.

**Laconic Condensing**: Effort was put into having the most material in the least amount of pages. Thus, in parts, shorthand was used (esp. in the powers, build and NPC sections), which follows: w/=with, w/o=without, w/n=within, &=and, b/n=between, rnd=round, foe=target or subject, dmg=damage, Str/Dex/Con/Int/Wis/Cha=ability scores, and contractions saved space. If noted elsewhere, a power is italicized.

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vandalism. [Please comment at Wilder Builds and Forum.](#)

### What a Wilder Does

The Wilder is flexible, it can be built to excel at just about anything, but there are things that come more easily to it.

#### Things a Wilder can do Easily:

- **Blast**: The Wilder is arguably the best raw-damage caster/manifestor in the game. If all you want to do is make things explode, the Wilder can do it from level 1.
- **Party Face**: Being essentially SAD (single attribute dependent) on Charisma, with 4+Intelligence skills per level and Bluff, Diplomacy, Intimidate and Sense Motive as class skills, the Wilder can be your party's social butterfly.
- **Battlefield Control (Powers)**: You don't need to know every power in the game to bend the flow of combat in your party's favor. Pick up a power that targets each save (as well as powers that bypass saves) and use each accordingly.
- **Melee**: With a decent hit die and base attack bonus progression, plus class features that enhance its raw statistics, and the right powers (**inertial armor**, **claws of the beast** and **metamorphosis** (or **form astral armor**) — get all three as soon as possible) this is a good melee class. Better still with the rage surge type, which can make it more powerful than a barbarian at raw damage. Without good melee powers this is only an **average** damage dealer, about as powerful as an Inquisitor.
- **Be God**: Most wilders have a **highly limited power selection** (the primary drawback of this class). Generally, your powers need to be for things which are good all the time, not niche picks like a wizard. There are a few exceptions to this, the 1) **Student wilder type** (gets a bonus **expanded knowledge feat** at 5th level and every four thereafter; giving you more powers known from other lists); 2) the **Contemplative archetype** (gets to change his/her powers known each day), and 3) **any wilder with the psychic reformation power** (a 4th level power which lets you change your feats, powers and skills as an 10 minute action). However, the Ghostly God-killer is **AMAZING** (see below).

#### Things a Wilder can do, with Difficulty:

- **Buffing**: Though you're **quite good** at self-buffs, many of the best psionic buffs have a range of Personal. While there are ways around it (i.e. **Shared Power**), you might want to try a Tactician or a Bard if you really want to be the one amplifying your party. That said, the Leader's Surge surge type can help if you really want to fulfill this role. However, if your GM allows Euterpe's Prophetic Song, they become better than a bard at buffing (thus **blue**).
- **Heal**: You *can* pick up healing powers, but you won't be as good at it as a Cleric or Vitalist. It's not a bad trick to have in your back pocket, but you probably shouldn't build your character around it. That being said, if you already have a Vitalist in your party, you can use their Collective Healing ability to use your Personal-range healing powers to heal another member of the party.
- **Ranged**: You generally need at least 4 feats to be an effective ranged character: Point Blank Shot, Precise Shot, Rapid Shot, and Deadly Aim. With no bonus feats from your class (and no innate proficiency with a longbow), you're generally better off playing a Psychic Warrior, Marksman, Zen Archer, or any other of the many classes that can do archery well. You will need to dip into one of these to do ranged combat well. Even it does not play to your strengths.
- **Summoning**: The only reason this is not fully "good" is because you need to be at least 5th level to get **Astral Construct** with Expanded Knowledge. After that, **you're golden**.

- **Two-Weapon Fighting:** Dual wielding is almost always worse than two-handed fighting, unless you have an excellent source of bonus damage -- which you don't, as a Wilder. It's also a feat-heavy style of combat, and you don't get bonus combat feats.
- **Battlefield Control (Mundane):** The Wilder is not the best tripper/grappler/etc. in the world. You *generally* need full base attack bonus to use these combat options effectively, and they're moderately feat intensive (and helps get greater versions of feat earlier). However, pretty much every wilder will want one of the *metamorphosis* line, which has Improved Trip as an option, and your powers can give you large bonuses to CMB (cough [inevitable strike](#) cough). If you're a raging surge melee-focused wilder with some of the great rage powers for combat maneuvers (i.e. Strength Surge and Knockdown), **you're on solid ground**.

## Building a Wilder

### Vital Statistics

- **d8/Medium BAB:** Same as the Monk, Cleric, etc. It's a good chunk of health if you want to focus on manifesting and a good base for a decent melee build if you want to take it that way.
- **4+Intelligence skills per level:** You'll be able to pick up most of the skills you need, and maybe a few that you want. Again, you can pick up all four social skills (Bluff, Diplomacy, Intimidate, and Sense Motive), but there are plenty of goodies in your class skills like Use Magic Device, Perception, and Spellcraft.
- **Bad Fortitude and Reflex:** For blasting, you are less vulnerable. But if you are doing melee, this is a major disadvantage.
- **Good Will:** Will save effects often cause you to lose control of the character. Generally the best save to have bonuses in.
- **PP Progression as Psion:** You'll have great staying power, being able to throw out lots of powers over the course of a day.
- **One of the worst Powers Known progression in the game:** Ok, the Gifted Blade has less than you, but even the Marksman gets 12 powers known to your 11 powers known at level 20. Bearing in mind that you can pick up Extra Power Known and Expanded Knowledge to shore that up a bit (and even just 11 powers can contain some incredible utility), you're still going to need to pick your powers known very carefully. Still, if you take student's surge and Elan or Human, you could end up with 20 powers known at level 20 before using any of your level-up feats on it.



### Class Features

- **Simple Weapon, Light Armor and Shield Proficiency:** It's workable, but if you really want to do a melee build, you're going to need to pick up martial or exotic weapon proficiency from somewhere, such as your race or a dip. Armor also doesn't interfere with your manifesting, so if you pick up heavier armor proficiency (say, with a dip), you'll be able to use it.
- **Wild Surge:** This is your core class feature — you might even say, *this* is what makes you a Wilder. The Golden Rule of Psionics is, repeat with me here, *You can never spend more PP on a power than your manifester level*. Wild Surge lets you temporarily increase your manifester level and pays for the PP you would otherwise spend. Since the usefulness of almost every power is dependent on manifester level, this means that the few powers you pick up can function much better than your normal manifester level

would allow. Additionally, you can use Wild Surge to completely cover the cost of a manifestation, but the chance of Psychic Enervation doubles, you have to spend psionic focus, and other nasty effects can happen. Use it if you have to, but try not to be dependent on this use of Wild Surge.

- **Psychic Enervation**, Surge Bond, **Improved Surge Bond**: These will be covered in the Surge Bond section below.
- **Surge Blast**: Good force damage to get around almost all resistances and hit incorporeal creatures. This also helps by saving power points, instead of wasting them on weak enemies. The Blasting Wilder archetype buffs this considerably, if you want to base your character around this.
- **Elude Attack**: It's a dodge bonus to AC, which even stacks with other dodge bonuses. Works with all armor. The only "problem" is that you don't get uncanny dodge (or improved), so flanking or catching you flat-footed will remove this.
- **Surging Euphoria**: It's a minor bonus, but it's a good one. Melee Wilders will definitely appreciate this.
- **Perfect Surge**: As far as capstones go, this one isn't bad: A +10 bonus to manifester level alone is broken good - if it weren't for the penalties that come with it. This is kind of the definition of "nova" - enormous bonuses for serious penalties. Note that's [ability burn](#) there - it only comes back with natural healing, not through magical healing.

### Ability Scores and Races

The Wilder is one of the most SAD (Single Attribute Dependant) classes in the game - it basically only needs to have Charisma to function. Everything else is nice (or necessary, if you're going for a niche build like a ranged Wilder that has to have Dexterity), but you really only *need* Charisma to have a successful Wilder.

- Strength: For a melee or ranged Wilder with a composite bow, this is **vital**. If not, you can **dump it**.
- Dexterity: Dexterity is **always nice to have**. AC, Reflex saves (remember, yours are low), initiative (and going first generally means winning), ranged attacks (including ranged touch attacks). If you're getting heavy armor proficiency from somewhere, it becomes **less important**. Again, if you're going a very niche build like two-weapon fighting that needs Dexterity, it's **vital**. Remember that you do get a scaling dodge bonus to AC baseline when deciding how much Dexterity you need.
- Constitution: Hit points and Fortitude saves. Even with a decent hit die, **more hit points is always better** than less.
- Intelligence: You can **dump it if you want**, but if you want to be a party face, consider a little investment to get some skills - you do have a pretty great class skill list, after all.
- Wisdom: Perception checks and Will saves. The biggest other question is if you're going to take [Psionic Meditation](#), which requires a minimum of Wisdom 13. Wisdom is always nice to have, but **not vital**. Obviously, if you're going Contemplative, Wisdom and Charisma switch in importance.
- **Charisma**: This is it. **Max Charisma**. Strength is good if you're a melee focused wilder. But if you're putting more into Strength than Charisma, consider again why you're not playing a Psychic Warrior or Magus instead.

For a manifesting-focused Wilder, your stat weights will probably look something like **Cha>Dex=Con>Int>Wis>Str**. If you're really into the "party face" trope, bump Intelligence up a little. For a melee Wilder, consider a **Cha>Str>Con>Dex>Wis>Int** spread. Of course, if you've got heavy armor proficiency, knock Dex to the bottom.

As far as races go, anything that gives you a bonus to Charisma is at least **good**. Anything that doesn't grant a bonus to Charisma is almost always **unoptimal**, and anything that gives a penalty to Charisma should be **skipped immediately**. Psionic races generally get bumped up a notch because they can get PP as their



favored class bonus not that you have to have the bonus PP, but it's a good option.

**Amazing Wilder Races:** Any race which gives extra powers known is amazing. Paizo has ruled that creatures with mixed bloodlines (such as half-elves and half-orcs) can choose favored class and similar features of *either* progenitor race. Humans get the excellent "+1/4 power known" favored class bonus, which means half-elves, -orcs, -giants, maenads, and anything else with the Humanoid (human) subtype can get it.

- Elan: Great racial features. Consider taking the Smooth Talker alternate racial feature from Psionics Expanded to trade out Aberrant Nature for a party face. Its alternate favored class bonus can grant you 5 extra powers known by level 20.
- Human - They're not bad at anything, and they're certainly good Wilders. Extra powers known through their favored class bonus, bonuses to skills for a party face, or an extra feat for a melee Wilder - Humans have a lot to offer.
- Half-Giant: Probably the best melee Wilder race from a purely damage perspective. It's hard to argue with Powerful Build and a Strength bonus.
- Half-Elf: Switch out Skill Focus for Exotic or Martial Weapon Proficiency with the Ancestral Arms alternate racial feature for a melee Wilder.
- Half-Orc: They can get true ferocity through a feat, they get proficiency with a few decent melee weapons, and they have plenty of feats that require rage, making them an excellent choice for a Raging Surge Wilder.
- Maenad: A flavorful and great choice for either a melee or caster Maenad.

#### Good Wilder Races:

- Dromite: Incredible for a manifesting-focused Wilder. Bonuses to Cha and Dex with a penalty to Str? Check. Natural armor and size bonuses to AC? Check. Energy resistance? Check. Bonus PP? Check. Heck, they even throw scent on there for good measure. The bugs are definitely an excellent choice, if not one of the best choices for a Wilder.
- Suli: Bonus to Strength and Charisma, four useful resistances, a rotating +1d6 bonus to melee attacks, plus bonuses to two useful social skills? This is a great choice for the Wilder. Make sure to pick up Incremental Elemental Assault after a few levels.
- Xeph: Certainly not a bad choice by the furthest stretch of the imagination, but almost strictly inferior to the Dromite in terms of pure optimization for the Wilder.
- Gnomes: Bonuses to Cha and Con plus small size and some alternate racial features that are great for a party face.
- Halfling: Cha, Dex, small size, bonuses to saves. Definitely a solid choice for a manifesting-focused Wilder.
- Aasimar: Bonuses to Wis an Cha with no penalties, Diplomacy bonus, resistances to several common energy types. Plenty of great fluff opportunities (Righteous indignation, uncontrollable holy energy, etc.), especially for a Wilder with a Paladin dip.
- Fetchling: Nice resistances and a few useful spell-like abilities.
- Tiefling: ONLY if [alternate stat spreads](#) are available, and you can swap out the penalty to Charisma for a bonus to Charisma. If those variant racial features aren't available, tiefling is **worthless** to you. Make sure to swap out fiendish sorcery for a useful ability.
- Merfolk: Pick up the Strongtail alternate racial feature and get flight as soon as possible. In exchange, you get to enjoy a +2 to Dex, Con, Cha, immunity to trip, and a +2 natural armor bonus.
- Nagaji: Strength and Charisma in one, making for a good melee Wilder. It plays second fiddle to the Suli in a number of respects, unfortunately.

**Average Wilder Races:** (Anything else with a Charisma bonus): Catfolk, Dhampir, Drow, Changeling, Kitsune,

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- Gillman: Even with a bonus to Charisma, the penalties of needing to go back to water (or take fire vulnerability) are too much to recommend it.
- Hobgoblin: No Charisma bonus, but Con and Dex bonuses with no penalties means they can be adequate melee Wilders.
- Ifrit: Make sure to sub out fire affinity for something useful.

**Hall of Shame:** (Anything with Charisma penalty): Duerger, Forgeborn, Ophidian, Svirfneblin, etc.

### Favored Class Bonuses

The authors like to repeat what was said earlier regarding favored class bonuses: If you're planning on getting a lot of use out of your PP, pick a psionic race and put your favored class bonuses into PP. Why?

Think of it like this: Getting 1 HP per level is approximately equivalent to one feat (Toughness); getting 1 skill point a level is approximately equivalent to one feat (Open Minded); getting one PP per level is approximately equal to 5 feats (taking Psionic Talent 5 times:  $2+3+4+5+6 = 20$  PP).

Is it unbalanced? Not really - most alternate uses for favored class bonuses are more efficient than a feat (i.e., 1 extra round of rage per day is equal to  $\frac{1}{6}$  of an Extra Rage feat; over the course of 20 levels, that's 3.333 feats); it's just the most optimal way to build some extra PP onto your character.

- **Dromite:** Get PP instead (or HP, or skill points). A small bonus to specific saving throws isn't worth it.
- **Elan** and **Human:**  $\frac{1}{4}$  of a power known, for a total of 5 extra powers known over the course of your character's career - that almost increases your baseline of 11 by 50%.
- **Half-Elf, Half-Orc & Half-Giant:** Bonus talent, okay at low levels, but weak at higher levels. Instead, take human favored class bonus at later levels.
- **Maenad** - Bonus surging euphoria duration. Surging euphoria has a very short duration baseline (6 rounds at level 19), so getting this a few times (maybe +2/+3 bonus rounds) could be a good investment, especially for a melee wilder who really wants that bonus to attack and damage rolls.

### Surge Bonds

When making your choice of surge bonds, there are two main things to keep in mind: The penalty for psychic enervation and the benefits it provides. An extremely strong benefit is dangerous if the penalty for psychic enervation is extreme, but you can always just choose when to wild surge very carefully. Likewise, a poor benefit isn't always worth sucking up in exchange for a mild psychic enervation penalty. Weigh your options carefully before deciding.

For most manifesting-focused wilders, **STUDENT'S SURGE** will be top of the list, while melee-focused wilders will favor raging surge or warrior's surge, but *every surge has its strengths and weaknesses* and will shine if you utilize it properly.

**BY PUBLICATION:** Psionic Unleashed (PU), Psionics Expanded (PE), Seventh Path (7th).

- **Artificer's Surge** (PU): Psychic Enervation: Lose PP equal to your base manifester level, but the condition is **dazed**. On the plus side, **you can wild surge while manifesting a power through items**, but the chance of enervation is **30%**. This one is a bit of a rollercoaster - if you plan your build around large numbers of djores and the like, you can have some of the best flexibility of any of the surge types, but you're also risking a lot.
  - The surge bond grants you **five item creation feats** - sure, you can break WBL into shreds, but remember that it's highly dependent on group playstyle. If you GM gives you a month in game

before each adventure, you'll be doing fine, but if you're in a high-stakes game for the fate of the multiverse played over the course of a few weeks in-game (or prisoners on a slave-ship, or you wake up in a barren wasteland with nothing and no memory of how you got there, or...) or your GM doesn't understand the WBL table, and you're forever at low gold, this one can be a trap. Make sure you know your GM well before picking this surge.

- **Chaotic Surge** (PE): This one's a flustercuck and a half. You *can* end up wild surging for **well beyond your manifester level**, but you also risk the **worst psychic enervation - dazed and losing twice your manifester level in PP**.
  - Remember that randomness is bad as a PC - that random orc is meant to run in and die - if everything goes expected, he is *meant to lose* (for more on encounter design, I highly recommend [this guide](#)). A CR-equivalent encounter is meant to consumer 25% of your resources, not pose a real threat. It isn't until you reach about APL (average party level)+4 that you actually reach a decent chance of failure. That random orc is probably only going to have 2-3 chances to die (and, in fact, will almost definitely succeed), while your character is probably going to face 100+ lethal situations, and if *one* of them goes wrong, your character is dead. This is probably an overly complicated way of saying: "Given the laws of probability, your character *will eventually have to deal with the worst consequences*, given a long enough campaign." Use this surge if you like it, but remember that it's extremely dangerous.
  - The surge bond is far more tame. Endowed Mind is a decent feat for the wilder, and a bonus on mind-affecting effects is OK.
- **Efficient Surge** (PE): To a certain extent, the complete opposite of chaotic surge. **Staggered** isn't the worst, but instead of throwing out super-powered powers for your level, you reduce the amount of PP spent on a power. This is hilarious at level 1, as you can surge for a free power every round, only risking the staggered condition and paying 1 PP (the normal cost of the power), but it gets weaker from there. Enervation Fortitude is fine, and the lowered chance of enervation when wild surging to completely cover the cost of a power is cool, but the reduced cooldown is worthless. You're still looking at 6 minutes at level 20, so you're never going to be using it more than once per combat. Overall, **your staying power is going to be incredible**, but most of the time, **burst is better than consistency** in Pathfinder. However, you know your GM and playstyle best: If your groups typically have an unusually long adventuring day (or you spam your abilities full tilt constantly), this can help balance that out.
- **Free Surge** (PU): Psychic Enervation: **Dazed**. Losing actions is bad. The surge bond is fairly basic, granting you Psionic Talent (because you really need more PP), and a bonus on enchantment and telepathy effects. Overall, **very meh**; you're not getting anything exciting, and you're getting a pretty serious downside.
- **Healing Surge** (PE): Similar to leader's surge, the drawback is you and others being **sickened**, with a save for your allies. There's no action loss, so that's good, at least, plus there are ways to become immune to the sickened condition. You get a dinky heal and bonus powers known that **must be of the healing subschool**. [Tulya on the GitP forums](#) points out that it's one of the few ways to heal in an all-psionic party, and it's extremely efficient PP-wise out of combat (as long as you have a way to get it onto other people, like a vitalist dip). One way to work it: A dip in Vitalist. It's not a bad surge, but student's surge (at the very least) outclasses it unless you really need the healing and have your heart set on Wilder.



- **Leader's Surge** (PU): **Shaken** isn't the worst condition, and your allies get a save against it. If you and your party can pick up immunity to (or large bonuses against) fear effects, you can ignore that part of it completely. You grant allies an insight bonus on attack rolls, making this a **decent choice for a buffing wilder**.
- **Pain Surge** (PE): This is potentially the most unusual of the wild surges. The penalty is only **sickened**, but **you have to have taken damage recently to surge**. This means that it's generally best for a pain surge wilder to be up in his enemy's face. Precise Harm is an oddly specific feature with few *immediate* uses beyond the large bonus to Intimidate and many Heal checks, but with some unique uses. The Improved Surge Bond is likewise difficult to rate, because it includes many feats that you might not pick up baseline (or might not even be able to qualify for), but have uses. Overall, we have given the surge an **OK rating**, because it's interesting if you build around it, but it's not optimized to begin with.
- **Raging Surge** (PE): Loses hit points from psychic enervation, but **does not have any action economy penalty**. Rage is a great ability, and **large stat boosts, being able to manifest while in rage, and getting rage powers** makes this potentially *the* melee surge to beat. Unfortunately, **you must be in a rage to wild surge**; not manifest, just surge, but it's still a heavy limitation. You don't get your first rage power until level five, but after that, you can burn feats for them. Check out a Barbarian guide ([such as my own](#)) for more information about rage powers – there's a lot there, from pounce, to huge bonuses to CMB checks...overall, **a solid and adaptable surge** that almost needs its own mini-section (Hint: Remember you can still qualify for many rage feats, such as Raging Vitality – which is an absolute must – Extra Rage, and the previously mentioned Extra Rage Power). Make sure to pick up *cleanse body* or another source of fatigue removal/immunity. Plus, there's amazing fluff synergy between the guy who gets angry and breaks things with his axe, and the guy who gets angry and breaks things with his mind.
- **Student's Surge** (PU): **Dazzled** is *nothing*. Obviously, you might want to avoid this one for a melee wilder, and you should make sure a few of your powers don't require attack rolls, but dazzled is quite possibly the tamest condition you could pick up, even if the penalties stack. Plus, you get **Psicrystal Affinity plus Expanded Knowledge four times**, increasing your powers known by about a third, plus they can be from other power lists. If you're not sure which surge to pick, take Student's Surge; the benefits are high and the penalties are minimal.
- **Warping Surge** (PE): **Sickened**. Not bad. The warping surge brings a very unique buff and debuff: Allies get their caster level or manifester level boosted, while enemies have their caster level or manifester level dropped, with psychic enervation included. **This is extremely powerful**, assuming you have another caster or especially another manifester in your party, or even if you just fight spellcasters a lot - that caster level drop can **hurt**.
- **Warrior's Surge** (PU): **Staggered** is better than dazed (especially if you didn't need your move action), but hit point loss instead of PP lost is debatable, as it could prove deadly if you don't have psionic focus. Toughness is a solid feat, and Hardened Body can help with the possibility of hit point loss from psychic enervation. It's basically a very, low-manifester level Vigor. You could do better with a Vigor of your own, but this one doesn't cost an action or PP. Overall, it's just **not bad**; you're not losing much, but you're also gaining much. Don't get distracted by the word "warrior" – it's a solid choice for a manifesting-focused wilder. Similarly, a student surge wilder can take Toughness with one of his regular feats, Vigor baseline, and great combat powers with one of his bonus Expanded Knowledges; also, raging surge is generally better for raw melee. **The big benefit of this surge is that you can spam wild surge every round with little penalty** – as long as you keep a reservoir of temporary hit points.



BY PUBLICATION: Psionics Expanded (PE), Ultimate Psionics (UP), Psionics Augmented (PA), Seventh Path (7th).

- **Banshee (Maenad) (UP):** Some solid bonuses to sonic damage powers. If you're planning on playing a sonic-focused wilder, the maenad race isn't bad to begin with. The boost to DC and rider effects can make this very good, plus it does not remove surge types, thus **synergizes well with a Rage surge type**.
- **Battle Wilder (PE):** Proficiency with martial weapons is an **upgrade** for a melee wilder. Getting enhancement bonuses is **underwhelming**, but losing **2 HP/wilder level and daze** on psychic enervation? Yeah, you're better off not even surging. On the other hand, **surging assault is much better than surge blast** for a melee character. Combat Fortitude becomes **pretty amazing** at 17th level. Overall, going vanilla wilder with the raging surge type is a better option for melee wilders, in our opinion.
- **Blasting Wilder (PE):** Note that this archetype is focused on the surge blast class feature, not blasting through powers; it's actually **worse** at blasting through powers than a baseline wilder. At certain levels (i.e. first), you can do a pretty fancy amount of damage with this archetype, mainly because you can **surge blast as a free action** instead of a standard. Most of the interesting options for this archetype lie in the Modified Blast feat, which any wilder can pick up, but this archetype gets sooner. Psionic Meditation a little late with no prerequisites is interesting. Overall, you are going to have some great burst damage from free action surge blasts, and with Psionic Meditation, as long as you don't have to move, you'll potentially be doing that bonus damage *every round* (risking enervation, as always – make sure to pick a surge type with a very mild psychic enervation). That bonus damage is usually more than if you had just augmented a damage power; the downside is that you're not going to be able to augment utility powers with wild surge. This has good raw damage per round.
- **Channeler (7th):** Has an improved form of euphoria, where you can **select where the bonus goes** (attack rolls, damage rolls, saves or skills). But if you enervate the **other three are penalized** (this penalty **decreases over time**). **Enervation confuses for one round!** This is a very risky surge type. However, the calm emotion gives a **+1 bonus to attack rolls and reduces enervation risk by 5%**. You get **negative energy affinity** as a bonus feat. Greatest of all, you can either give euphoria to allies or **confuse enemies** as a rider **in addition to the normal surge power**.
- **Contemplative (UP):** Ok, so take everything we've told you so far about wilders and throw it out. The contemplative uses **Wisdom** instead of Charisma (screwing up all the race suggestions - now Forgeborn, Dwarves, and DSP Duergar are looking pretty good), **gets to pick new powers known every morning, lose wild surge (in exchange for some feats), you don't get a surge bond, but you do get a bunch of nifty abilities** like you would have gotten from a surge bond. Just in case you missed it, **you get to pick new powers known every morning**, but **you lose wild surge**. This is the reason why this might or might not be right for you. If you want **more day to day flexibility than even the Psion**, at the cost of the raw power of the Wilder, this is the right archetype for you. It's worth saying that this archetype could be considered tier 1 – it's that big a boost in flexibility.

Overcharger

Shadow Aspect

Surging Muse

Voidheart

## Powers

**A Note about Powers Known:** Throughout this guide, we've placed an extremely heavy focus on increasing your powers known, and with good reason: Every power known above the 11 you normally get can be an

incredible increase to your versatility. We want to take a moment to remind you that there is a decreasing return on investment, though.

At first level, you have 1 power known. That power represents 100% of the value of your powers. If you add another power (such as by leveling to 2), you've doubled your versatility (a 100% increase), and each power now accounts for 50% of your relative power. At third power known, you've increased your versatility by 50%, and each power now accounts for 33% of your power. At 11th power known, you've increased your versatility by 10%, and each power represents 9% of your versatility. It's still almost always an excellent idea to pick up another power (especially if it lets you deal with a situation which you would otherwise be unable to handle), even at very high levels of powers known, but if you're starting to reach 20 powers known, you might start looking for other ways to improve your character. There are only so many rounds in a day.

Another situation where increased powers known is less useful is for NPCs. An NPC enemy may only last 1 round in combat - if it only gets to manifest 1 power before dying, then the second power known was useless. We'll try to point out good NPC powers known for GMs reading this guide.

**General Guidelines:** Beyond rating every power using a color scheme, the following guidelines are good for powers known. This is especially useful when using the Expanded Knowledge feat to select powers from other classes.

- **1:** In general, powers that have augmentations are superior to powers that don't. The Endowed Mind feat can help with powers that *need* to be able to scale (but don't already baseline), but many powers are augmentable to begin with.
- **2:** Even more than a Sorcerer or Psion, your powers need to do things that you're going to need extremely frequently or powers that have lots of uses. *Dispel psionics* will probably be useful in every single campaign, quite frequently multiple times per day, and should almost definitely be one of your 3rd level powers; *baleful mind trap* pales in comparison for all-day usefulness, even if it is cool when you can get it to work. This is one of the primary reasons to invest in at least one of the *metamorphosis* line; you can do *so much* with just one power.
- **3:** Your powers need to each give you a different effect. Taking Energy Ray and Energy Bolt might be OK because one is a touch attack and one is an AoE, but you probably don't need Energy Bolt *and* Energy Burst.
- **4:** Try to mix up how your powers interact with yourself, your opponents, and your allies. Try to have an effect that goes off a touch attack, at least one power that targets each save (most creatures will have at least one low save - having a different power to throw at each makes you much harder to negate), one that buffs you, one that buffs allies, one that debuffs enemies, one that shapes the battlefield and so forth. Redundancy is no friend of a wilder. You only need a few self-buffs and blasting powers (all your powers should NOT be blasting). Make sure some of your powers give you utility options as well.
  - So, putting this together a little: Vigor is a great defensive self buff, with one of the highest HP/PP ratios in the game, but you probably don't need Vigor, Concealing Amorphia, Biofeedback, *and* Force Screen.
- **5:** For melee wilders (especially raging surge wilders), you *need* to have a swift-action power to trigger surging euphoria without risking provoking an attack of opportunity. Swift and immediate action powers are useful to all wilders.

**A Note on 7th-Path (Athanatism, [link](#)):** The 7th-Path is a discipline in psionics which is similar to necromancy. It is [published Dreamscarred](#), [but written later](#) (requires GM approval). It can be easily integrated, and adds powers even to the wilder power list. However, it is far inferior to divine for animating --

if you want an undead army, be a cleric (the [Necro-Bard](#) is a necromancy-focused cleric build). (Necromancy can be broken up into two approaches: 1) animating armies and 2) life-energy debuffs.). However, athanatism debuffs are better than necromancy! With many area effects and great buffs as well! Any 7th-path power has "7th-Path" after its name. GMs, grant players any animation (if you already allow necromancers). Indeed, GMs you may prefer players to be psionic animators because they are weaker. However, READ ALL ATHANATIC DEBUFFS! Some can be abused, and should either be toned down or forbidden.

### Power Formatting

**Formatting in order:** "(pp cost, range, duration, save, PR): A summary of what power does. If power doesn't have a Save or PR, both are omitted. If power uses an action type other than standard, it is noted at the beginning of summary. This is followed by a review of power (some have notes for GMs). This power block and description can be copied for a condensed understanding of what the power does.

**0-Level:** You don't gain any zero level for free, thus this would be instead of a 1st level power. If you are an Elan, Half-Giant, Maenad, Human, or another half race and you took the favored class bonus for a total of three 1st level powers you may want a zero level instead of a 1st. However, [if you took the Access Psionic Talent feat](#) then you would get five talents and not have to trade 1st level powers to get them.

- **Blinding Flash**(F or 1, Close, 1rnd, Fort neg (+1/2pp), Y): As a swift action, dazzle a foe. For 4pp, blind instead of dazzle.
  - Without augmenting a weak power. But if you augment it by at least 4pp, you can blind as a swift action. One of the best zero level powers out there.
- **Conceal Thoughts**(F or 1, Close, 1hr/lvl, Will neg, Y): To willing target, +10 to bluff and +4 vs. mind reading.
  - Great for characters who lie often.
- **Detect Psionics**(F or 1, 60' radius, Conc(1min/lvl)): You detect the presence of psionics.
  - Knowing the properties of a psionic item has its uses.
- **Empathy**(F or 1, 30' radius, Conc(1min/lvl)): You know the subject's surface emotions. For 2pp, duration becomes 1hr/lvl.
  - A great way to boost all your social skills at once a little. However, your Charisma should already be high (unless the contemplative archetype), thus all your social skills should already be high. This is better than *attraction* (a 1st level power) at multiple targets, because it is always on. However, *attraction* is better against a single target.
- **Far Hand**(F or 1, Close (non-psionic object ≤5lbs), Conc(≤1min): Move an object ≤15'. For every pp, +2lbs larger object.
- **Psionic Repair**(F or 1, 10' (an object 1lbs/lvl), instant, Will neg, Y): Mend an object.
  - If you have a firearm or something else that needs regular repairs, this is [great](#). Otherwise pass.
- **Unearthly Terror**(F or 1, Close, 1rnd/lvl, Will neg (+1/2pp), Y): Shakens. For 4pp, foe is frightened (or shaken if passed). For 8pp, foe is panicked (or shaken if passed).
  - A fleeing foe is not able to attack you, which reduces how many enemies you have to fight. This is a great way to reduce how many minions you have to fight through to get to a boss.

### 1st-Level

Normally you get only two first level powers. Elans, Maenads, Half-Giants, Humans, and any half race can get one more.

- **Attraction**(1, Close, 1hr/lvl, Will neg (+1/2pp), Y): Subject has an attraction you specify (with a +4 bonus

- to social skills with subject). For every 2pp, +1 to social interactions with the subject.
- Akin to the charm monster spell. Better than *empathy* against a single target. But **doesn't work during combat**.
  - **Call to Mind**(1, Self, instant): As an one minute action, gain new Knowledge check with +4 competence bonus (+1/2pp).
    - If you really need some general knowledge about a topic, this can be good. However, nearly useless in the middle of a fight as it takes a full minute before you get a payoff (or ten rounds).
  - **Catfall**(1, Self, on landing or 1rnd/lvl): As an immediate action, reduce fall damage by 50'. For every pp, reduce by +50'.
    - When you need it it can be a lifesaver. But when you don't it is mostly a wasted slot. Consider buying two tattoos for 50gp each instead.
  - **Circumstance Shield**(1, Self, 1hr/lvl (or until discharged)): +1 insight to Initiative. As an immediate action (even if flatfooted), discharge for a +1 resistance bonus to a Reflex save. For every 5pp, +1 to both.
    - Going first can mean winning. But the augment gives little for a high investment.
  - **Control Flames**(1, Medium, Conc(1min/lvl), see txt, N): Take control of nearby non-psionic open flame (to increase or decrease its power). For every 2pp, increase or decrease the fire you can control by one step.
    - If you have the psicrystal affinity feat and the *solicit psicrystal* power, your psicrystal essentially gets an animated fire it can control – which is **great**. However, **without both this uses your standard action** each round to maintain. If you have the *fiery discorporation* power, plus a psicrystal, and the *solicit psicrystal* power, this becomes **amazing**. **With all four, if you die within 30' of the fire, you have a chance of resurrecting the next day with all your stuff!**
    - With the superior (empowered firestarter) psicrystal feat, a psicrystal can also gain this power. Your psicrystal will do significantly less damage than you could. Yet it **manifests in its own action**, freeing you up to manifest much more powerful powers.
  - **Crystal Shard**(1, Close, instant): As a ranged touch attack, deal 1d6 piercing dmg (+1d6/pp).
    - Use to bypass difficult foes (because no save or power resistance). However, DR still reduces damage. This is one of the best powers for a wilder because it is so reliable.
  - **Energy Ray**(1, Close, instant, N, Y): As a ranged touch attack, deal 1d6 [energy] damage (+1d6/pp). If cold/fire, +1 dmg/die. If electricity, +3 attack against metal-armored foe. If sonic, -1 dmg/die, but ignores hardness.
    - Good for hitting enemy vulnerabilities. However, it does have power resistance, and higher level foes will have energy resistances and/or immunities.
  - **Energy Touch**(1, Touch, instant, N, Y): As a melee touch attack, 1d6 energy damage (+1d6/2pp). If cold/fire, +1 dmg/dice. If electric, +3 attack against metal-armored foe. If sonic, -1 dmg/die, but ignores hardness.
    - This does not scale as well as *energy ray*. But it **can add secondary effects based on the energy type**.
  - **Entangling Debris**(1, Long (40' radius), Conc(1min/lvl), Ref part (+1/2pp), N): Entangle all within area. For 4pp, also deal 2d6 damage each round (Ref neg).
    - Good if you have the psicrystal affinity feat and the *solicit psicrystal* power, because it can entangle a large area and deal damage. However, without the *solicit psicrystal* combo, it is using your standard action each round.
  - **Entangling Ectoplasm**(1, Close, 5rnds): As a range touch attack, entangle a medium or smaller foe



- (+1size/2pp).
- Good at debuffing casters and manifesters especially at low level.
  - **Environment Shield**(1, Touch, 24hrs): Protect from temperature (b/n -45 & 60 °C). For 6pp, also protects from vapors (can breath in water & airless environments, & immune to inhaled diseases, gases, poisons, radiation), & pressure. For 10pp, become immune to cold and fire damage.
    - Better than the *adapt body* (a 5th level), *energy adaptation* (a 4th level) and *resist toxin* (a 2nd level psion discipline power) powers combined. If fully augmented it makes you immune to cold and fire damage, and certain poisons. Plus this takes up only a 1st level slot, instead of a 4th AND 5th level slot. Finally you CAN give this to your allies because it is a touch power (something which can't be done with any of the other three).
  - **Guide the Willing, 7th Path**(1, Close (conscious, willing and living target), instant, Fort neg (+1/2pp), Y): End the life of a willing creature. Any triggering effects that would normally activate on death, don't activate; and target can't be raised by any means. Target doesn't become undead. If target is coerced or compelled, this auto-fails. For focus, only effects of your choice trigger on death. For 4pp, target can be a willing undead (releasing mind to be raised as normal). For 10pp, range changes to Touch, and target need not be conscious or willing (only living, unless also the previous option).
    - Initially, this may seem useless, however **an 8th-level wilder can use this as death touch!** Sure it may provoke (unless you do a concentration check first), but the ability to instant kill is very good.
    - **GMs**, beware that for 11pp total this allows one to kill an unwilling target outright. You may want to forbid, but not as broken as *involuntary bodily function*.
  - **Inertial Armor**(1, Self, 1hr/lvl): Tangible field of force provides you w/ +4AC (+1/2pp).
    - High duration and cheap augment make this better than any magical equipment. Plus it does not cost gp! This IS the BEST 1st level power for a wilder (better even than *crystal shard*).
  - **Involuntary Bodily Function**: You cause the target to lose control of their bodily functions.
    - **GMs**, This power **should be FORBIDDEN**. Nauseated is a very bad condition, and the ability to nauseate a creature per manifester for only 6pp total is very broken.
  - **Know Direction and Location**(1, Self, instant): You discover where you are and what direction you face.
    - Good only if you do a lot of teleporting. Otherwise pass.
  - **Mind Palace**(1, Self, instant): As an immediate action, add 1d4 to next Save, attack, ability check, skill, manifester level check, or similar check. For every 2pp, +1d4 to the above.
    - Akin to a mixture of *empty mind*, *precognition* and *defensive precognition*. Yes it is only a one time use, but it can be applied to so much and augments very well. Good for everyone.
  - **Defensive Precognition**(1, Self, 1min/lvl(D)): +1 insight to AC and Saves (+1/3pp). For 6pp, do as a swift action.
    - Great added defensive buff. Covers armor class and saves at same time.
  - **Offensive Precognition**(1, Self, 1min/lvl(D)): +1 insight to attacks (+1/3pp). For 6pp, do as a swift action.
    - Great way to improve all your attack rolls. Pairs well with power attack.
  - **Prophetic Song**(1, 60' radius, Conc(1min/lvl)): +1 insight to attack for allies w/n area. Doesn't function in *silenced* areas (as spell). For 4pp extra, also applies to skills. For 8pp extra, also applies to skills & damage. For every 2pp augmented increase insight bonus by 1. If surged duration becomes concentration plus 3 rounds.
    - This is only useful at mid to high levels, the first few augments are unimpressive. However, the augment to damage, makes this one of the best party buffs in game. Making you better than a bard. Get your schism or fissioned self, or psicrystal to maintain.

- **GMs**, allow this power. This is balanced because it requires concentration to maintain, & doesn't affect spell damage (only melee). Even if using schism or fission, it still requires a round to manifest those powers. And you need a feat to get schism or fission (or a feat to get a psicrystal).
- **Shunning of the Material, 7th Path**(1, Touch (an object  $\leq 2$  cubic feet per lvl), 1min/lvl, Will neg, Y): Make an object ethereal. Any creature within the object also becomes fully ethereal (Will neg) until they leave the object. If the object was a part of a larger structure or interacted in a significant way (such as a support beam), the structure is unchanged. For 4pp, duration becomes 1hr/lvl. For 6pp, shift up to a 3000 square feet per level area (instead of object), with a Will save as above for any inside.
  - This has a lot of utility uses, and can be a way to make a safe haven to rest in, or to banish a large group of foes.
  - **GMs**, **consider forbidding** this power. You could just give your monsters lots of ghost touch weapons, or attack with ethereal beings to counter. But incorporeal creatures won't work, and this is abusable in the wrong hands.
- **Telepathic Projection**(1, Medium, 1min/lvl, Will neg (+1/2pp), Y): Alter the subject's mood.
  - Not as good as *attraction* out of combat. But can work during combat (unlike *attraction*).
- **Temporary Blindness**(1, Close, 1rnd/lvl, Fort neg (+1/2pp), Y): Blind. Target gets a new save each round. For 4pp, one target per manifester level. For 6pp, duration becomes permanent.
  - Great way to blind a group of foes permanently. Helps allies with sneak attack, and better than most invisibility.
- **Vigor**(1, Self, 1min/lvl): Gain 5 temp HP (+5/pp).
  - Good pre-combat buff.

## 2nd-Level

A wilder only gets one – choose wisely.

- **Accelerate Body**: Target's body acts as if a day had passed to either positive or negative effects.
  - Decent to use on someone you have poisoned or infected with a long duration effect. Otherwise pass.
- **Blackest Shade, 7th Path**(3, Touch, 1min/lvl): Turn a shadow into a helpful creature (that can't attack and must remain within 50' of you). For 6pp, duration becomes 1hr/lvl.
  - Useful way to scout. However, it can't attack, has no weight (thus unlikely to set off traps), and has a short range.
- **Cleanse Body**(3, Touch, Instant, Will neg, Y): As a three-round action, heal 1d4 ability dmg & fatigue. And improve exhaustion into fatigue.
  - **Great** for a Rage Wilder, as a way to remove the fatigue after a rage. This is a decent way to heal ability damage after battle. However, it takes a three-round action and does not augment. Hence the **average** rating. This is more useful if the party is lacking a healer. However, *[feast of the dead](#)* is far better and does this and more.
- **Cloud Mind**(3, Close, 1min/lvl, Will neg (+1/2pp), Y): Become invisible to target (until you attack). For every 2pp, add a target. For 6pp, becomes an immediate action. For 8pp, effects one target per manifester level.
  - The way to become invisible for a wilder.
- **Clutching the Shroud, 7th Path**(3, Self, 1min/lvl(D)): You are treated as undead for effects. For 2pp, +2 vs. disease, poison, mind effects, sleep and stunning.
  - Has a short duration and there isn't a way to increase the bonus. Can be helpful if you need to act undead.

- **Concussion Blast**(3, Medium (a creature or object), instant, N, Y): 1d6 force damage. For every 2pp, +1d6 damage. For every 2pp, add a target within 15' of first target.
  - Poor damage progression, but better if dealing with incorporeal foes or needing to bypass defenses. If you spend half augments increasing the number of targets and other on increasing damage, this scales a little better.
- **Control**(3, Close(1 target+1/2pp), instant/1rnd, Fort/Will neg, N): Control target's body (kinetic=Fort, mental=Will); select one command: 1) move up to speed (which provokes), 2) single physical attack, 3) prohibit movement or 4) prohibit attacks with one weapon or natural attack.
  - This is an overpowered power because you can chose to make it a kinetic or mental control situationally. Additionally, it is like a lesser control body and on the normal wilder power list (no feat required).
  - **GMs**, allow this power. It has a single round duration and very limited command list. Further, you cannot augment it to last longer. Some GMs may want to force players to choose only kinetic OR metal permanently.
- **Control Sound**(3, Medium, 1min/lvl(con)): Can substitute any sound you have heard for the target sound. Requires a Bluff check for specific sounds w/ a +5 circumstance bonus. Can also muffle or magnify sound to give a +4 circumstance bonus on Stealth & audio-based Perception.
  - With some creativity this can be an amazing power.
- **Dead Hand, 7th Path**(3, Self, 1min/lvl(D) Will neg, Y): One of your hands becomes ethereal. For 3pp, apply to another hand (which can be own or a willing target's). For 3pp if applied to an ethereal being, they gain a material hand.
  - Good if dealing with lots of incorporeal beings.
- **Specified Energy Adaptation**(3, Self, 10min/lvl): Energy resistance 10 w/ one type. For 4pp, do as an immediate action. Energy resistance increases with level (instead of power points).
  - Do a psycraft check before being hit by an energy attack, then immediate action this power.
- **Energy Push**(3, Medium, instant, Fort OR Ref ½ (+1/2pp), Y): 2d6 [energy] damage. If cold, it is a Fortitude save and +1 damage per dice. All others use a Reflex save. If fire, +1 damage per dice. If electric, +2 to DC and vs. PR. If sonic, -1 damage per dice. Then push back 5' (+5' per 5 damage; Strength neg) the target (that is no more than one size larger than you). If movement is blocked, +2d6 damage (no save). This movement doesn't provoke. For every 2pp, +1d6 damage to both energy and blocked movement damage.
  - It does significantly less damage in open spaces or against massive targets than *energy ray*. However, its range is far better, and the ability to push back a foe is great battlefield control.
- **Epidermal Fissure**(3, Close, 1rnd/lvl, Fort neg (+1/2pp), Y): +4 enhancement to Strength and Intimidate checks, but causing target to take 2 bleed damage per round. For 3pp, the Strength and intimidate bonuses increase by 2. For every 2pp, the bleed damage increases by 2. For every 2pp, -2 to natural armor (to minimum of 0).
  - This oddly can be both a buff and debuff. Augment it to increase Strength even more for an ally to boost them (yet they will still bleed a little). Or augment it to cause even more bleeding for an enemy (yet the enemy will still be stronger). Because you always do a little of both, this is rated lower.
- **Heartbinding, 7th Path**(3, Close (living), 1hr/lvl(D), Will neg, Y): As an 1 minute action, grant +1 deflection to AC and +1 resistance to Saves. While power is active, you or target can choose to gain any moral bonuses granted by the other. Additionally, if either is subject to an emotional effect with a Save, you or the target can roll for both of you. For 6pp, with a touch, at any point in duration, as a standard

- action, can end power. This heals target 3d8 HP (+1 per manifester level; max 25). If this is done within 1 round of death, and would bring them to enough HP to be alive, target returns to life. But you take damage equal to the amount healed.
- Not a bad contingency for a group's front-line fighter, especially as it can return them to life. Yet, it only works once, only for one ally, and wilders are not great healers in general. **Better if you want to focus on healing.**
  - **Id Insinuation**(3, Close, Concentration + 1rnd, Will neg (+1/2pp), Y): Confuse. For every 2pp, add a target within 15'.
    - A great way to reduce the number of foes you need to fight. However, it does require concentration to maintain. Yet you can combine with *solicit psicrystal* to have your psicrystal concentrate for you.
  - **InFLICT Pain**(3, Close, 1rnd/lvl, Will part (+1/2pp), Y): -4 to ability checks, attacks and skills (if passed, -2 instead). For every 2pp, add a target within 15'.
    - Great way to weaken a boss as it works even if the target passes its save. Yet no way to increase the penalty (only number of targets).
  - **Mental Disruption**(3, 10' radius, instant, Will neg, Y): Daze for 1 round. For every 2pp, radius increases by 5'. For every 2pp, +1 DC (not automatic). For every 4pp, daze for an additional round.
    - A lesser version of psionic blast, which has a higher chance of hitting allies. It has a higher chance of provoking due to the closer range, unless augmented higher.
  - **Mental Mist**(3, Medium (20' radius), 1min/lvl, Will neg, Y): Make subjects think they are surrounded in mist, as if all vision is obscured >5' (including darkvision), those ≤5' have concealment (20% chance to be missed), and all >5' have total concealment (50% miss) and the attacker can't use sight to locate.
    - Augments: For 4pp, those affected take a -2 to attacks and melee damage, plus they move at half speed and can't take 5' steps. For 4pp, all take 1d6 damage each turn (incl. the round you initially manifest this). For 6pp, all take 1d4 Wisdom damage each round (Fort half). For focus, exclude yourself from all above effects.
    - **Mostly better** than *id insinuation* and *mental disruption*, due to 1) longer range and area, 2) no concentration needed, 3) having more and better augment options (including the ability to **deal Wisdom damage!**). However, it **doesn't have a way to increase the DC** (difficulty class) of the save.
  - **Mental Regression**(**unrated**): With augments, can permanently make a foe very dumb.
    - **GMs**, this **should be forbidden!** It can make a player or boss unplayable.
  - **Mental Semblance**(3, Self, 10min/lvl, Will neg (+1/2pp), N): As a full-round action, +30 Bluff and Disguise to act like a previously touched creature. This is a mind-effect (won't work against mindless and like). Duplicated creature must have the same type, be within one size larger or smaller, and have the same number of limbs (unless limb was missing on original). This is only a visual and auditory illusion. Any who perceive through the act (with perception or sense motive), can attempt a Will save to see your true form. This does not end the power, only its affect on that creature.
    - For every 2pp, +2 to Bluff and Disguise.
    - Much better than *conceal thoughts* and *everyman* combined, if you like acting like another. However, it provides no other special abilities beyond two high bonuses.
  - **Minor Metamorphosis**(3, Self, 1min/lvl): You can change your physical form to a minor degree.
    - This is on the wilder power list thus does not require a feat and can be gained at low level. Very good! Still replace it with regular metamorphosis as soon as possible.
  - **Mindscape Generation**: Create a mindscape and draw a creature into a psychic duel.



- THE dreamscape power, which many other powers interact with. If you love dreamscapes, this is a must have. Otherwise pass. If you only want to dabble in dreams, the 5th level *dream message* or *induce nightmare* power may be better.
- **Overpowering Guilt**(3, Close, 1rnd/lvl, Will part, N): -1 to all 1d20 roll (even if passed). And stagger (Will neg). For every 2pp, an added -1 to 1d20 rolls. For 2pp, one target per level. For 2pp, range changes to medium.
  - A great debuff. Sadly it does not have an augment which increases DC.
  - **GMs**, consider forbidding. Not completely broken, but can greatly weaken a host of monsters with augment.
- **Psionic Howl**(3, 30' radius, instant, Fort ½, N): 3d4 sonic damage (bypassing hardness); then deafen for 1rnd/lvl (Fort neg). The deafening is a mind effect. For every pp, +1d4 damage; for every +2d4 damage, +1DC. For 4pp, exclude allies and selected objects. If wild surged, range and radius doubles.
  - One of the better 2nd level powers, especially due to the ally excluding and surge augments.
- **Psionic Lock**: Secure a door, chest, or portal.
  - Useful to lock things if you are the GM. Not very useful for a player, unless they are trying to protect their stuff from bandits every night. Even then better to just have a watch.
- **Psionic Recharge**(3, Touch, instant): Technological object gains 3 charges (+1/pp). For 4pp, recharge another item. For focus, manifest as a **swift action**.
  - **Great** in a campaign with technology. Useless otherwise.
- **Recall Agony**(3, Medium, instant, Will ½ (+1/2pp), Y): 2d6 damage. For every pp, +1d6 damage.
  - Significantly less damage than *mind thrust*, however it **still does damage on a passed save**. Far too often a foe will pass the *mind thrust* save and take no damage. However, there are other 2nd level powers which do more damage than this (like *energy push*, *psionic howl* and *swarm of crystals*).
- **Shape the Shade, 7th Path**(3, Touch, 1hr/lvl(D)): Alter the appearance of a willing incorporeal creature. This can make them appear living or dead, and corporeal or incorporeal (or even skinny, fat, or a different sex). This gives a +10 to disguise. For 5pp, subject gains two **evolution points**. For 2pp, can target a living creature, but MUST make it appear undead. For 4pp, target can appear like a different creature type.
  - **If you can become incorporeal, this becomes amazing!** As adding evolutions (like a boost to Charisma), while incorporeal increases so many other things. **If no positive interaction with ghosts, skip.**
- **Share Pain**(3, see text, 1hr/lvl): Manifest this power on two willing touched subjects (can be self), which must be within Close range for duration. One subject takes half damage from all HP damage, & the other subject takes the remainder. Only works on HP damage (not Con dmg).
  - Put this on a psicrystal, or make an unwilling victim willing (with a compulsion) then put it on victim, to make yourself a tank.
- **Swarm of Crystals**(3, 15' cone, instant): 3d4 slashing damage (+1d4/pp). Auto-hit, can't crit.
  - Good because no save or power resistance, and can hit an area (thus good against invisible creatures or things you normally cannot target. The bad is you may hit allies, it has a very short range and only d4s.
- **Sympathetic Drain**(3, Close, instant, Will part, Y): Sacrifice your own HP, foe takes equal damage, & is sickened for 3rnds (Will neg, only the sickened condition). **If wild surging, foe loses 2HP for every one you sacrifice!**
  - **GMs**, this **should be forbidden**. The ability to deal damage without an attack roll or save to

protect you from the damage is broken. It seems like it was written as a player power where harming yourself a little had drawbacks. But if this was put on a hoard of zombies which did not care if they died it becomes **one of the most broken powers on this page and should be removed from the game**. This power is anti-climactic for players.

- **Tormenting the Living, 7th Path**(3, Touch (living), 1hr/lvl, Will neg, Y): -2 to AC (armor class) vs. attacks of opportunity (AoO) AND Reflex saves. As a swift action, for focus, at any point in duration, shaken for a number of rounds equal to Charisma modifier. For 4pp, incorporeal creatures, get a +2 to attacks, damage and save DCs, against the target. For 2pp, duration changes to 1day/lvl. For 4pp, duration changes to 1 week / lvl.
  - If you can be a ghost, *shape the shade* is far better. If another player can be a ghost, *shape the shade* is better. If another player is a Dread, then this is **great**.
- **Twitch**(3, Close (living), instant, Fort OR Will part (+1/2pp), N): Force target to one of the following: 1) drop item in one hand, 2) take a 5' step in any direction, or 3) fall prone. This is either a Psychometabolism effect with a Fortitude save, or a Telepathy (mind-affecting) effect with a Will save (chosen by manifester). If target passes, -1 to next 1d20 roll. For every 2pp, add a target. For 2pp, range becomes Medium.
  - Decent debuff, yet *control*, *epidermal fissure*, *inflict pain*, *mental mist* and *overpowering guilt* are far better.

### 3rd-Level

Normally you get only one. Elans, Maenads, Half-Giants, Humans, and any half race can get one more.

- **Banshee's Hearing, 7th Path**(5, Self, 10min/lvl(D)): Gain blindsight 60' for creatures with a heartbeat. For 2pp, increase range by 10'. For 4pp, duration becomes 1hr/lvl.
  - Great power to have to counter invisible and stealthy foes, and when in darkness or your vision is otherwise obstructed. The augment which increases duration allows you to manifest this hours before battle.
- **Body Adjustment**(5, Self, instant): As a full-round action, heal 1d12 HP (+1d12/2pp).
  - This requires a full round action, and is a very low amount. However, with augment it gets significantly better, and it is the only power on your lists which heals your HP. If you are the party healer, this is okay, otherwise skip.
- **Body Purification**(5, Self, instant): As a full-round action, heal 2 ability damage (+1/pp).
  - This does not heal fatigue or exhaustion, like *cleanse body*. However, it uses a full-round action (instead of a three round action, like *cleanse body*), and can be augmented to heal significantly more damage (unlike *cleanse body*). Consider if you are the healer in the group.
- **Caustic Transfusion**(5, Medium, Conc+1rnd, Fort part (+1/2pp), Y): Target's blood becomes more acidic, dealing them 2d6 acid damage each round (Fort ½), and fatigue for duration (Fort neg). If the target is suffering bleed damage, at the start of its turn, adjacent creatures suffer the acid damage as well (Ref neg). For every 2pp, +1d6 damage. For 4pp, foe also becomes nauseated for first round.
  - It does require concentration and is mostly a single target (most foes are not already bleeding). Yet, nauseate is a great condition to apply to a foe. If you have a psicrystal, use the *solicit psicrystal* power, to have your psicrystal maintain concentration (freeing you to do other things).
- **Concussive Onslaught**(5, Long (30' radius burst), 1rnd/lvl, Fort ½, Y): All creatures within take 3d6 force damage each round. For every 2pp, +1 damage and +1DC. For 4pp, for duration, as a standard action, can redirect the area (within the initial power's range).
  - It may not do much damage, but it is an area effect AND force damage. Force damage bypasses

most immunities and resistances, and can even deal normal damage against incorporeal creatures! The augment to redirect it is worth it to chase a group of foes.

- **Dismiss Ectoplasm**(5, Medium, instant, Will neg, N): Dissipates ectoplasmic targets and effects (like an *astral construct*, *ectoplasmic cocoon* or *wall of ectoplasm*). A creature under the effect of ectoplasmic form has a 50% chance of being destroyed out right, and a 50% chance of being teleported to a random place in the Astral plane. Other ongoing effects (like ectoplasmic creation or ectoplasmic cocoon), are dismissed with a manifester check (1d20 + ML, max bonus +10) vs. DC11 + (the power's manifester level).
  - Great anti-Shaper power, and against a pesky *astral construct* that often has high HP. If you don't deal with foes that use metacreativity often, this is less useful.
- **Dispel Psionics**(5, Med, instant/1d4 rnds): Dispers psionic powers & effects on 1 target/object, or a 20' burst.
  - Do not underestimate this power. It is good against other spellcasters/manifesters, debuffs and lingering effects. GMs this should be one of the best powers for you to counteract parties that buff a lot.
- **Disruption**(5, Close, 1rnd/lvl, see txt, N): Target needs a Concentration check to manifest powers, psi-like abilities and use psionic items, or cast spells, spell-like abilities and use magic items. The Concentration DC is as the power DC (DC13 + (primary mental ability modifier)). Target takes a penalty to the check equal to ½ its manifester or caster level. For every 2pp, add a target. For 2pp, range becomes medium. For 3pp, target adds a penalty to Concentration checks equal to your primary mental ability modifier to the normal penalty.
  - **Great** anti-manifester and anti-caster power, essentially shutting them down some times. Average if you don't deal with either often.
- **Ectoplasmic Carpet**(5, Close, 1min/lvl, see txt, Y): Create a temporary flying carpet (which is a 5' square) that has various utility uses. These uses include: Flying, Restrain (a foe), Shield and Tripping – which CAN'T change after making.
  - A high volume of uses, and an augment can give you flight for hours per level!
- **Empathic Understanding**(5, 30' radius (self), 10min/lvl(D), Will neg, Y): All creatures within 30 feet understand each other's language and intentions. This does reveal general emotions, but not thoughts or secrets. Any can do a Will save to negate the understanding of his or her words or intentions. For every 2pp, +10' radius and +1DC. For 6pp, CAN detect if any are lying.
  - **Great** if you are the face of the group because with augment it tells you who is lying for a large radius and long time. **Poor** option if you hate politics and just want to kill.
- **Energy Bolt**(5, 120' line, instant, Fort OR Ref ½, Y): 5d6 [energy] damage to all in line. If cold, it is a Fortitude save and +1 damage per dice. All others use a Reflex save. If fire, +1 damage per dice. If electric, +2 to DC and vs. PR. If sonic, -1 damage per dice. For every pp, +1d6 damage; for every +2d6 damage, +1DC.
  - If you can move yourself (esp. By teleport) to be in line with a column of foes and/or have the empower power feat, this becomes good. Otherwise, it is hard to hit more than a few foes with it. **Energy push** is generally better.
- **Energy Burst**(5, 40' burst, instant, Fort OR Ref ½, Y): 5d6 [energy] damage to all within. If cold, it is a Fortitude save and +1 damage per dice. All others use a Reflex save. If fire, +1 damage per dice. If electric, +2 to DC and vs. PR. If sonic, -1 damage per dice. For every pp, +1d6 damage; for every +2d6 damage, +1DC.
  - **Very bad** for most, because you will more often hit allies as well. If you have the selective power

feat and an easy way to regain focus, this becomes good.

- **Energy Rings**(5, Close (≤medium foe), 1rnd/lvl(D), Fort OR Ref ½ (+1/2pp), Y): Create a cylindrical energy prison that discourages movement. While inside the prisoner can still attack, move within and manifest without taking damage. But to escape they need a Strength check (DC equal to power), which does 5d6 [energy] damage to the prisoner (ending the power). If the prisoner fails the Strength check it still takes the damage. If cold, it is a Fortitude save and +1 damage per dice. All others use a Reflex save. If fire, +1 damage per dice. If electric, +2 to DC and vs. PR. If sonic, -1 damage per dice. For every pp, +1d6 damage. For every 2pp, increase the size limit by one.
  - If you like imprisoning foes often, this is the way to do it. But they can still manifest while within.
  - **GMs**, it does not say if a foe can teleport out of the cage. Suggest allowing it, because the powers *ectoplasmic cocoon*, *crystalline bonds* and *wall of ectoplasm* all allow you to escape by teleportation and can also be used to imprison a creature. And it would be good to clarify this for players.
- **Feast of the Dead, 7th-Path**(5, Close(self+1 target/lvl), 12hrs): As a 70 minute action, grant: 1d8 temp HP +1/2lvls, & +2 moral against curses, sickness & nausea. For 6pp extra AND focus: +1 moral to attack, save bonus becomes +4, dispel ability score harming magic, cure 1d4 temp ability damage to one score, cure fatigue (& turn exhausted to fatigue) & remove curses. Requires a manifester check for each curse (against curse DC; success=removal).
  - Psionic Heroes' Feast, 3 levels lower, AND CURES CURSES! This is an amazing power, especially for a wilder who can have it fully augmented at low level.
- **Fettering the Shade, 7th-Path**(5, Touch, 10min/lvl(D), N, Y): An item gains the ghost touch property. For 1pp, if the object is a weapon, it gains a +1 weapon special ability, or a +1 bonus to a type of combat maneuver. For 2pp, if the object is armor or a shield, it gains a +1 armor or shield special ability.
  - This helps with situational weapon bonuses, (like frost), able to target vulnerabilities.
  - **GMs**, allow this power. It only gives a +1 special ability -- it can't augment for higher special abilities.
- **Floral Alteration**(5, see txt, instant): Can either: reduce plants(move faster through), enrich plants(higher crop yields), overgrow plants(move slower through) or stunt plants(reducing crop yields). For 6pp, it can be used in areas where plant life normally doesn't grow. For 10pp, make an area barren to all plant life, slowly killing any on it.
  - Great way to terraform or slow a group of enemies. However, you will also slow down allies with it (unless they can teleport, fly or have the [slip the bonds](#) power, or like).
- **Fracture Pattern**(5, Medium, 1rnd/lvl, Fort neg (+1/2pp), Y): Make target creature or object vulnerable (taking 50% extra damage) to either: bludgeoning, cold, fire, electricity, piercing, slashing or sonic damage for duration. For every 2pp, target also takes 1d6 damage per round. For every 4pp, add a target. If wild surged, the damage from the first augment is the same type as foe is now vulnerable to.
  - **One of the best powers for a wilder**. Can increase most any power's damage to a few targets for duration of battle from all sources (not just you).
- **Guarded Sleep**(5, Touch (a sleeping creature), see txt): While asleep, subject becomes immune to all mind effects. You can't manifest guarded sleep on yourself, unless you can manifest while unconscious. If subject sleep at least 8 hours, on waking, it gains boosted mental capacity based on its abilities:
  - if it is a manifester, it gains 1 temporary power point per manifester level it has; if it is a spontaneous caster, it gains a bonus spell slot of its highest level; if it is a prepared caster, it can prepare spells in half the normal time;



- This is a good way to protect against nightmares and GMs in general. The ability to boost other players' power points the next day is nice. Still, likely not worth a 3rd level power slot, get this as a power stone.
- **Id Autopilot**(5, Close (a mech or vehicle), Concentration): Control a vehicle or mech through psychokinesis. This allows a full-round of actions for the mech or vehicle, but it can't attack or make combat maneuvers. For every 4pp, add a vehicle. For 4pp, one mech or vehicle under your control can attack and make maneuvers.
  - **Great** if in a high-tech campaign with lots of mechs and/or vehicles. Useless otherwise.
- **Living Haunter, 7th Path**(5, Close (100 square feet per lvl(S)), 1rnd/lvl(D), see txt, see txt): Temporarily haunt an area. Your mind leaves your body, while your body falls prone (your mind counts as unconscious but immune to mind effects, while your body is considered helpless). As a standard action, for duration, can cycle between: animating objects, making hallucinations and altering a creature's movement.
  - Animate gives **telekinesis**, **hallucination** is a good area effect, and the **movement manifests haste** on allies or slow on enemies! **Four spells in one power!** Only weakness is that **your body is vulnerable while you haunt**.
- **Malefic Metamorphosis**(5, Touch, permanent, Fort neg (+1/2pp), Y): Distort a creature's body with hindering transformations. This can't be dispelled, instead ability healing removes. For 2pp, range becomes Close; for every 2pp on top of this, add a target. For every 4pp, add an effect (effects generally stack with themselves).
  - Great debuff because it can hit multiple creatures and its penalties can be very bad. However, it is easy to remove with a cleanse *body* or *feast of the dead*. Yet most ways to remove it take a lot of time.
- **Mindhunter**(5, same plane, instant): As an 8 hour action, while you sleep, find the general location of a creature. If the target is immune to mind effects, it is immune to this (but otherwise gets no save). Must be able to form a mental picture of the subject (via a picture, description, or like), but need not know the subject's name. You wake with 5 less pp.
  - Decent way to find a foe that is hard to find, as there isn't a save to resist. And generally better as a power stone.
- **Mindscape Transcendence**(5, see txt, instant, see txt, see txt): If used on self inside a mindscape, you exit the mindscape (no save). If used on someone else while you are outside a mindscape within Close range, enter the mindscape (Will and PR neg, for creature whose mindscape you are entering). This can be used to exit a binary mindscape, but not enter one.
  - If you take the **mindscape generation** power, or deal with mindscapes often, this can be essential. But most don't deal with mindscapes often, making this less useful.
- **Moan of the Sorrowful Dead, 7th Path**(5, Medium (10' radius), 1rnd/lvl, Will part (+1/2pp), Y): Frighten all living creatures within (if passed, shaken for 1 round). For 4pp, panic instead of frighten. For 4pp, passed effect changes to shaken for 2 rounds. For every 4pp, +5' radius.
  - Decent debuff, but **unearthly terror** does about the same thing and at a much lower level.
- **Obsession**(5, Close, 1hr/lvl, Will neg, Y): Compel a target towards a certain action (with penalties if they don't do it). For 4pp, duration becomes 1day/lvl. For 4pp, the penalties become much more severe.
  - Very similar to mind-control in you can force a creature to do a task or find what they obsess over. And it is on your standard list. **Great** if you love to play mind games. Sadly none of the augments increase its DC.
- **Occultation**(5, Self, 1hr/lvl(D)): Distort how others recall knowledge of you and your kind. Any

knowledge checks to find about your abilities or weaknesses have a -4 penalty. This doesn't affect research from books or like, only memories. Those that fail this Knowledge check get false information instead of no information on a failed check. For every pp, -2 to penalty. For 2pp, you decide what the misinformation is.

- Fool a group of enemies into thinking energy types you are resistant to, you are actually vulnerable to! Great way to confound foes, and hide your true weaknesses. And a wilder only gets one to two 3rd-lvl powers.
- **GMs**, this power is a little better for you, as a way to confuse players into attacking in the wrong way.
- **Phantasmagoria**: Cause the appearance of horrific transformations within the affected area.
- **Psionic Blast, Quas'thelin's**: Stun creatures in 30-ft. cone for 1 round.
- **Sanguine Displacement**: Teleport a creature's blood away from its body, dealing 1d4 Constitution damage and possibly granting you temporary hit points.
- **Short Circuit**: Disrupt function of technological equipment.
- **Solicit Psicrystal**: Your psicrystal takes over your concentration power.
- **Spasm**: Cause the target to spasm uncontrollably, taking damage and making movement difficult.
- **Spiritual Resting Place**: Travel to the ethereal plane and gain temporary solace.
- **Tactical Suppression**: Prevent the target from using a specific feat, power, or skill.
- **Telekinetic Force**: Move or hurl an object with the force of your mind.
- **Time Hop**: Subject hops forward in time 1 round/level.
- **Tormenting the Dead**: Lash and torment incorporeal creatures.
- **Touchsight**: Your telekinetic field tells you where everything is
- **Volatile Rejection**: Force out the entity possessing a creature.
- **Guarded Sleep**(5, see txt, see txt): Protect a sleeping creature, and give it 1 temp power point per manifester level it has.
  - Good power for a psion, but there are better 3rd level powers -- as you only get one 3rd level power.
- **Psionic Blast**(5, 30' cone, 1rnd(+1rnd/2pp), Will neg, Y): Stun creatures.
  - Great way to disable and disarm a group of enemies.
- **Sanguine Displacement**(5, Close (1 foe), instant, Fort half (+2/4pp), Y): 1d4 Constitution dmg (+1d4/4pp).
  - Save for half, targets Constitution and deals more damage the higher the target's HD -- Yes, Yes and YES!!!
- **Solicit Psicrystal**(5, Close, 1rnd/lvl(D, +1rnd/pp)): As a swift action, psicrystal maintains concentration power (uses master's skill bonus). Can only move while concentrating. New duration of power is as above (not original).
  - Good if you have a psicrystal and many concentration powers, worthless without. There are better wilder powers.
  - **GMs**, allow this power. This only works with a short list of powers. However, never allow with energy current.
- **Spiritual Resting Place, 7th-Path**(5, Touch(self+1 willing target/lvl), 2hrs/lvl(D)): Temporary ethereal sanctuary.
  - It is on the psion power list (thus no feat needed). This is a great way to protect party while sleeping. Also good when mixed with Psychic Reformation, or amazing if mixed with Gift of the Corpse & Fold Space (it protects your body). The final augment is amazing at reducing creatures

on a battlefield (though **expensive**).

- **GMs**, this power should be mostly allowed. At low augment, it just protects party at night (when you rarely attack them anyway). However, NEVER ALLOW the Gift of the Corpse Fold Space combo! NEVER! It makes them nearly indestructible. Also, some GMs should forbid the final augment (shifting unwilling targets). This can get annoying fast, and with no save to resist it is abusable.
- **Telekinetic Force**(5, Medium, 1rnd/lvl(con)/instant, Will neg/N, Y): As a **ranged attack**, hurl one object or creature per level (250lbs max), up to 10'/level. Damage 1d6/25lbs for hard objects (hitting creatures), OR 1d6/10' for creatures (hitting objects).
  - Toss some weapons on the ground as a move action, then cast this power to attack with all weapons. Better still, solicit to your psicrystal. This also has many utility options.
- **Time Hop**(5, Close, 1rnd/lvl, Will neg, Y): Object or creature moves forward in time.
  - This has some situational utility options, but there are better powers for a wilder.
- **Touchsight**(5, Self(60'), 1min/lvl(D)): Ignore invisibility, darkness & concealment (if line of effect). You can detect & pinpoint all creatures w/n range (w/o needing Perception checks). For every 2pp extra, increase range by 10'.
  - Good against invisibility, but short duration.

#### 4th-Level

- **Augured Answer**(7, Self, Instant): As a 10 minute action, psionic divination.
  - Be like a seer, but is on normal wilder power list (thus does not require a feat to get).
- **Fold Space**(7, Long(self+object/target), instant): Teleports, but can't act after. For 6pp extra, done as a move action.
  - Psionic dimension door, always good.
- **Intellect Fortress**(7, 20' radius (centered on self), 1rnd(+1/pp)): As an immediate action, encase yourself & allies in a shimmering fortress of telekinetic force. All damage from powers & psi-like abilities taken by subjects inside the area of the intellect fortress, including ability damage is halved. This lowering takes place prior to the effects of other powers or abilities that lessen damage, such as damage reduction & evasion.
  - This is a great anti-GM power, halves damage to self and allies for short duration. Only works against powers with power resistance. Make sure to augment duration by three or four rounds, it will be worth it.
  - **GMs**, you may want to limit this power to a swift or standard action (instead of immediate) **AND** increase base duration to 3 rounds (instead of one). Attack players with a power without power resistance to get around it. One of the authors, had a GM complain for hours about how much he hated when this power was used against him (by the author). Having all his monsters spells be half as effective saved the party's life and allowed the players to win the campaign. The immediate action type is especially powerful. It still is an expensive option to use.
- **Mindwipe**(7, Close (1 foe), instant, Fort neg, Y): Bestow negative levels.
  - If you are using many save or sucks on a powerful creature, this is a good way to weaken it overall. This stacks with other negative levels (including itself), and can be used to kill an enemy.
- **Psychic Reformation**(7, Close, instant): As a 10 minute action, reset powers/spells of targets choice.
  - One of the BEST powers for a wilder. It gives you an ability to reset powers known at a relatively low level.
  - **GMs**, allow the power, but be evil and attack players shortly after they use it. At low levels, this

power makes players very weak for a short time.

- **Sensory Cascade**(7, Medium(all w/n 15' radius), 1rnd/lvl, Will neg, Y): Blinds targets (including those w/ blindsight, tremorsense, etc.). Any creature that failed its save rolls a 1d4 each round (1-3= blinded, 4= see normally for that round only). Any creature that failed save, sees normally whenever it receives damage (for that round only).
  - Good save or suck power, augmenting can make it permanent.
- **Wall of Ectoplasm**(7, Close, 1min/lvl): You create a protective barrier.
  - Highly shapeable and moderate duration. But does not deal damage.

### 5th-Level

- **Adapt Body**: Your body automatically adapts to hostile environments.
  - Good if you plan on using planar travel often, or going to hostile environments. However, if environmental factors are rare in your game skip it.
- **Pierce the Veils**: See all things as they really are.
  - Seeing invisible creatures is always a plus, and you only get one 5th level power.
- **Planar Travel**(9, Touch, Instant): Transport up to 8 willing creatures, which arrive 5d% miles (-1d%/2pp) from intended destination.
  - A get out of jail free card, which can be used to teleport on your current plane (by traveling to another plane then traveling back to your home one). The ability to wild surge this makes it like Greater Psychoport three levels early.
- **Power Resistance**(9, Touch, 1min/lvl): Grant PR (power resistance) equal to 12 + level.
  - Good buff against spells and powers, plus you can use it on allies as well.

### 6th-Level

- **Disintegration**(11, Medium (1 foe), instant, Fort part (+1/2pp), Y): 22d6 dmg(+2d6/1pp). Or 5d6 if save passed.
  - The damage per power point ratio is ridiculous, this is better than a min-maxed energy missile on a failed save. Only flaw is it does very little damage on a passed save.
- **Sustained Flight**(11, Self, 1hr/lvl): Gain a fly speed 40' with good maneuverability.
  - Good lasting fly power.
- **Temporal Acceleration**(11, Self, 1rnd (in apparent time)): As a swift action, your time frame accelerates.
  - Give yourself all the time you need to buff, or set yourself up to go nova. Awesome power.
  - **GMs**, FORBID THIS POWER !. The buffing potential of this power is superb and abusable. Best to limit it to once per encounter, or better still forbid it from your games!
- **Trigger Power**(11, Self, 1day/lvl(D)): As a 10 minute action, sets condition for another power.
  - Psionic contingency, always good.

### 7th-Level

- **7th-Level: Personal Barred Mind**(13, Self, 1day): Become immune to clairvoyance and gain a bonus to mental effects.
  - Great way to protect yourself against scrying and mind effects.
- **Bend Reality**: Psionic limited wish.
  - Psionic limited wish is always good.
- **Energy Conversion**(13, Self, 10min/lvl, N, Y): 30 energy resistance to all types. Store energy used to attack you, to attack with, in a later round.



- This is a very good power; able to retaliate against attackers in later rounds. Technically, your allies or natural energy can also be used to charge your up. Only flaw is that this is such a high level.

### 8th-Level

- **8th-Level: Greater Psychoport**
  - Greater Teleport on the normal wilder list (thus no feat needed), without a range limit!
- **Recall Death:** Subject dies or takes 5d6 damage.
  - Good save or suck, especially because it deals damage even on a passed save. However, it is a mind effect, which many things will be immune to mind effects at this point.

### 9th-Level

- **9th-Level: Reality Revision:** Psionic Wish.
  - Psionic wish!

### Weak Powers

As a wilder you have a small number of powers known, thus each power must count for more. The below powers are either weak or super situational that you will not use them often. Rare situations where a **bad** power might be **average** will be noted. Use psionic tattoos or power stones to add situational powers to your character.

- **0 Level:** bioluminescence, create sound, crystal light, detect askasha, distract, ectoplasmic trinket, energy splash, float, lesser fortify, missive, my light, sense poison, telekinetic punch, telepathic lash, vim;
- **1st Level:** acceleration, animus overload, astral traveler, autorecall, bolt, broker, control light, deceleration, demoralize, detect compulsion, disable, dissipating touch, déjà vu, ecto protection, ectoplasmic sheen, empty mind (*defensive precognition* is better), energy dagger, essence defilement, essence infusion, false veil, find the host, force screen (*defensive precognition* is better), fortify (*defensive precognition* is better), foxhole, hammer, hide psicrystal, inevitable strike (*offensive precognition* is better), judge (*empathy* is better), locate secret doors, malfunction, mark of the shroud, matter agitation (light a torch then use *control flames* instead), memories of flesh, mind thrust (a passed save negates all damage, *recall agony* is better), mindscape lens, morbid fascination, offensive prescience, reject essence, restore essence, sense link, shroudsight, skate, slumber, steal language (doesn't stop a foe from attacking you), sunder investment, synesthete, transfer animus, transfer energy (*psionic recharge* is better), veil magnification, veil restoration, ward the mind (*defensive precognition* is better);
- **2nd-Level:** apathetic aura (too small a radius, and DC doesn't scale), arcanix spellsieve, bastion, bestow power, biofeedback, bloodfountain (*epidermal fissure* is better), body equilibrium, body slam, breach (*dispel psionics* is better), breath of thanatos, concealing amorphia (too many can see through this and it is only 20%), defy gravity, detect hostile intent, dirt nap, ectoplasmic charged armor, ectoplasmic obelisk, ego whip, elfsight, empathic condition relief, empowering arcanix aura, energy stun (*energy push* is better), essence theft, everyman (*mental semblance* is better), feat leech, kinetic arsenal, lifeless tongues, memory revelation, mass missive, natural linguist (*empathic understanding* is better), psychic bodyguard, pummelling barrage, selective hearing, steal animus, suppress instinct, suppress veil, suspend psionics, sustenance, thought shield;
- **3rd-Level:** baleful mind trap, biokinetic endurance, captivity bond, caustic retribution, danger sense

(*circumstance shield* is better), **endorphin surge** (you can't manifest when in a rage, unless a rage wilder which gets rage for free), **energy retort**, **energy wall** (*energy rings* is better), **essential block**, **eradicate invisibility** (*banshee's hearing* and *touchsight* are better), **follow the strands**, **heightened vision** (*banshee's hearing* and *touchsight* are better), **lift** (*telekinetic force* is better), **mental barrier** (duration too short), **mind over the immaterial** (only effects incorporeal), **reconfiguration**, **release death's hold**, **respite of sanity**, **shade venom** (poisons generally are weak), **forced share pain**, **sharpened edge**, **ubiquitous vision**;

- 4th-Level: Aura Sight, Correspond, Detect Remote Viewing, Moment of Terror, Personality Parasite, Power Leech, Trace Psychoport;
- 5th-Level: Catapsi, Dream Message, Induce Nightmare, Leech Field, Shatter Mind Blank, Tower of Iron Will, Upheaval;
- 6th-Level: Aura Alteration, Co-opt Concentration, Remote View Trap, Suspend Life;
- 7th-Level: Divert Teleport, Ensnare, Ultrablast;
- 8th-Level: Barred Mind, Matter Manipulation;
- 9th-Level: Apopsi, Timeless Body.

### Great Powers from Other Lists

Remember max level is one level lower than your max wilder power.

- **1st-Level: Astral Construct**(1, Close, 1rnd/lvl(D)): As a full-round action, create an **astral construct**.
  - A very powerful creation power which augments very well. This is better than most summoning.
- **Claws of the Beast**(1, Self, 1hr/lvl(D)): As a swift action, your hands become deadly claws.
  - Stacks with anything which increases your size (i.e., metamorphosis). Thus great for a melee wilder.
- **Metaphysical Claw / Weapon**(1, weapon, 1min/lvl(D)): +1 bonus (+1/4pp) to a weapon. If ≥4pp extra, becomes 1hr/lvl.
  - This is a great lasting buff that helps both hit chance and damage, and versus DR and incorporeal.
- **Seance, 7th-Path**: Contact a dead creature to ask questions.
  - A low level divination. Okay if you know the right soul, but with the long manifesting time and limited augmentation potential, this is less than average. Wilders should not be specializing in this.
- **2nd-Level: Empathic Transfer**(3, Touch, instant): Heal 2d10 (+2d10/pp), but get inflicted with half that amount.
  - This is a **good** touch heal (really the only good one to help party (body adjustment with share power feat is **very bad**)). But the empathic transfer drawback **sucks**. Best to do vigor or metamorphosis first round of combat, then use this power for any healing. With either combo this is a good healing option.
- **Energy Missile**(3, Medium, instant, Ref/Fort half, Y): Deal 3d6 [energy] damage (+1d6/pp). This can hit up to 5 foes, but foes must be w/n 15' of each other (each foe can only be hit once).
  - Yes this can do the most damage, but it has a save, power resistance, and do not expect to hit 5 creatures most of the time. One major benefit is that you can avoid allies (unlike area effects).
  - **GMs**, allow this power. It is fine as is, just split up your monsters to avoid damage.
- **Hustle**(3, Self, instant): As a swift action, gain an extra move action.
  - Take a move action as a swift action. Especially fancy for melee wilders (move and full attack? Heck yes!), but everyone can use this. Also good if you have the Psionic Meditation feat to regain

focus (i.e., blast with maximized power, hustle as a swift, regain focus, then take a move; or move first).

- **3rd-Level: Energy Cone:** Deal 5d6 energy damage in 60-ft. cone.
- Form Astral Suit
- **Hostile Empathic Transfer**(5, Touch/Area, instant, Will half, Y): As a **touch attack**, transfer 50 damage (or less, if you choose) from yourself to the touched creature. Immediately regain HP equal to the amount of damage transferred. For 6pp extra, this affects all creatures w/n 20' radius centered on you (all damaged by the same amount).
  - This is a very **good** healing power. Plus it can damage an enemy (or enemies) at the same time!
  - **GMs**, allow this power. Note that it requires a player to be down the same amount, and is a mind effect. Additionally, the area augment will generally hit other players as well (hurting the party overall).
- **Greater Concealing Amorpha**(5, Self, 1rnd/lvl(D)): Psionic *displacement*, 50% miss chance.
  - One of the best defenses in the game.
- **Metamorphosis**(5, Self, 1min/lvl): Change your physical form.
  - Good utility power, gives almost too many powers for one power. **Major Metamorphosis** is even better.
  - **GMs**, you should consider limiting metamorphosis (best way would be to cap investment to normal manifester level, unsurged -- this would keep it balanced). Major Metamorphosis could be similarly balanced.
- **Physical Acceleration**(5, Self, 1rnd/lvl): Psionic haste.
  - It's psionic *haste*, but unfortunately, affects only the manifester. Still, if you don't have a wizard in the party spamming this on you, a melee wilder needs it. This can be augmented to buff as a swift action.
- **4th-Level: Battle Transformation**(7, Self, 1rnd/lvl): Gain a +2 luck bonus (+1/3pp) on attack & weapon damage rolls, Strength checks & Strength-based skill checks. Also gain 1 temp HP/manifester level. Gain one extra attack during a full-attack action at full BAB.
  - One of the best buffs for melee in game. With the network descriptor can also buff allies.
- **Gift of the Corpse, 7th-Path**(7, Self, 1hr/lvl(D)): Become like an undead ghost.
  - Become a flying incorporeal creature w/ a natural attack that does Str damage, AND can share w/ party -- YES!
  - **GMs**, never allow this power. It is more abusable than major metamorphosis when combined with other powers.
- **Schism**(7, Self, 1rnd/lvl(D)): Split your mind into two parts. Your second mind can manifest powers on your turn as if 6 ML lower than you. Any round your second mind manifests a power, your own ML is reduced by two.
  - Manifesting a second power per round (even at manifester level -6) is really good.
  - **GMs**, this power should be allowed. Schism has a lot of drawbacks and a short duration. With the reduction in your own manifester level when using schism, plus that it is six levels lower than you, plus it can only do mental actions (mostly just manifest powers), plus it generally does not have access to focus -- schism is balanced.
- **5th-Level: Energy Current**(9, Long, 1rnd/lvl(con), Ref/Fort half, Y): Deal 9d6 [energy] damage (+1d6/pp) each round to up to two foes for as long as you concentrate. Foes must be w/n 15' of each other (each foe can only be hit once).
  - Much better than an energy missile, solicit your psicrystal to do this and every round and it can

do mountains of damage to two targets. Plus if it kills something with this power, it can re-target to a new set of enemies. The high level and empowering potential of this can make the saves to resist epic, but still vulnerable to power resistance.

- **GMs**, don't allow the above combo. However, this should be permitted alone due to concentration requirement.
- **Hail of Crystals**: Good area effect power that bypasses PR. However, low damage and DR blocks.
- **Metaconcert**: Mental concert of two or more increases the total power of the participants.
  - With the ability to surge, can greatly improve a group's power. However, if no other psionic characters, this is useless.
- **6th-Level: Null Psionics Field**: Create a field where psionic power does not function.
- **7th-Level: Fate of One**(13, Self, instant): As an immediate action, reroll any roll you just failed.
  - Gain a reroll when you need it most. The best of the "get out of death free" powers.
  - **GMs**, allow this power, it is super expensive and can only be used once. You can always hit them again the same round (w/ something else). Remember, players can only do one immediate action per round.
- **Fission**(13, Self, 1rnd/lvl(D)): Duplicate your body and mind. Your second self is 2 manifester levels lower, has same HP as you (at current level), and all your feats and mundane equipment. Split your power points equally with second self. When this power expires, is dismissed, or the second self is killed HP and PP totals are averaged to get new total.
  - You become two people! Much better than schism (and schism was good)! Have your second self do all the buffs or attack with you in combat. Better still have both of you blast from different angles. Your second self is weaker and **it is very bad if it dies**. However, if you die, your second self becomes you (**making you nearly immortal**).
  - **GMs**, forbid this power! It is highly abusable. It is lacking almost all the drawbacks of schism. It is almost like the leadership feat in a power (indeed it is in many ways better than leadership). If you allow this power, target the weaker self!
- **8th-Level: Fusion**(15, Touch, 1min/lvl(D)): As a full-round action, combine your abilities and form with another.
  - Using Metamorphosis, sharing it with your psicrystal, and then fusing your metamorphosed forms can render you immune to a wide array of damaging effects.
- **Inurement, 7th-Path**(15, Self, 1day/lvl): As a 5 minute action, auto-resurrect into a ghost with negative levels for duration.
  - **GMs**, forbid this power. This is far too powerful, this makes players nearly immoral.

## Feats

### Psionic Feats

- **Expanded Knowledge / Extra Power Known**: See below.
- **Psionic Body**: For every psionic feat (including psionic body), gain 2 HP. If you take many psionic feats (and/or have many psionic bonus feats), this will give more bonus HP than toughness. At later levels you may be using metapsionic feats which expend focus. Psionic body is a prerequisite for the Deep Focus feat, which is one of the ways to get another focus.
  - **Deep Focus**: Gain another focus. Other requirements: Autohypnosis 4 ranks. Helpful if using metapsionic feats often, and for certain powers. If you had psicrystal containment, you don't get a third focus.



- **Psicrystal Affinity**: Gain a psicrystal which can scout for you. If you take the **informant psicrystal archetype** your psicrystal can be really good at knowledge skills (and fill gaps in your own intelligence based skills in particular). The psicrystal is needed to use the solicit psicrystal power to concentrate on certain powers for you. This psicrystal gives you a personality bonus. This is also required for any future psicrystal feats (see below psicrystal feat section).
- **Access Psionic Talent**: If you really want five zero level powers, this is the way to get them. Not bad for a single feat.
- **Advanced Constructs**: Your *astral construct* gains new menu options. **Great** if you have a construct. Useless otherwise. The utility option is especially good as it lets you create constructs hours before battle.
- **Aligned Attack**: Make your attacks have an alignment for bypassing Damage Reduction. **Great** in a campaign with heavy emphasis on alignments. Useless otherwise.
- **Biokinetic Feedback**: Lose hit points instead of power points from psychic enervation. You have plenty of pp.
- **Body Fuel**: Take ability burn to all physical abilities to gain power points. You have plenty of pp.
- **Boost Construct**: Your *astral construct* adds a menu option. **Great** if you have a construct. Useless otherwise.
- **Channel Rage**: Use round of rage to power a wild surge only power instead of focus. Only useable if a rage wilder, and even then not worth a feat.
- **Combat Manifestation**: Great for any wilder. Mandatory if a wilder plans to be in melee often.
- [Countersurge](#)
- [Critical Refocus](#)
- [Dispelling Static](#)
- [Divert Perception](#)
- **Dream Sovereign**: Gain additional augments for *dream message* and *induce nightmare*. Other requirements: able to manifest with *dream message* or *induce nightmare*. **Amazing** way to channel other powers at creatures across a plane without the limitations of doing it through a *remote viewing* (you can channel at normal cost!).
- **Elemental Blast**: Surge blast deals elemental damage. No augment options.
- **Enervation Fortitude**: Cut your Wilder levels in half for the purposes of psychic enervation. You don't have to pick it up immediately, but you should pick this up at some point.
- **Extended Blast**: Increases your blast range to 60ft. Generally not worth it...unless you have the blasting wilder archetype, in which case, it's **fairly useful**.
- 
- **Favored Energy**: One of the best feats for a blaster because it does not expend focus and automatically stacks with augments. Gives +1 more damage per die. Cold or fire are generally best options for high DPR, as they normally get +1 per die as is. However, few creatures are immune or resistant to sonic. Thus sonic favored energy is THE BEST at higher levels, because higher chance it will bypass resistances and immunities.
- [Ghost Attack](#):
- [Improved Psi-Like Ability](#):
- [Inspired Gift](#):
- **Metapsionic Mastery**: Spend power points instead of focus to add metapsionic feats to one power. Hell yes! With the right power, you no longer need psionic meditation, deep focus, etc. you can just spam that power.

- **Modified Blast**: It lets you do some nifty things with your surge blast, but it's generally not worth it unless you're taking the blasting wilder archetype..in which case, **it's really good**, but you get it for free from the archetype.
- **Negative Energy Affinity**:
- **Overchannel**: Take damage to increase your manifester level. Worthless to a wilder (you wild surge instead), unless you are a contemplative wilder (but contemplative get it for free).
  - **Talented**: Take no damage from overchanneling powers 3rd-lvl and lower. Good way to remove damage when overchanneling. Useless unless you are contemplative.
- **Piercing Surge**:
- **Power Penetration**:
- **Power Perfection**:
- **Power Specialization**:
- **Psionic Awakening**: Gain *inertial armor*, *mindlink* or *vigor* as a psi-like ability. *Inertial armor* is **very good**.
  - **Improved Psionic Awakening**: Gain *body purification*, *minor metamorphosis* or *time hop* as a psi-like ability. Other requirements: character level 7th. Minor metamorphosis and time hop are **decent**, the other is **bad**.
    - **Greater Psionic Awakening**: Gain *fold space*, *pierce the veils* or *slip the bonds* as a psi-like ability. Other requirements: character level 13th. All three are pretty good.
- **Psionic Fist / Psionic Shot / Psionic Weapon**: Either 1) natural and unarmed attacks, 2) ranged weapons, or 3) melee weapons deal: A) a little extra damage when focused, or B) a lot of extra damage for focus. Other requirements: Psionic Fist and Psionic Weapon require Str13, while Psionic Shot requires the Point Blank Shot feat. Most your damage is from powers, not weapons. These and related feats are better on a martial character that burns focus all the time.
  - **Greater Psionic Fist / Greater Psionic Shot / Greater Psionic Weapon**: Even more damage. Requires BAB+6.
  - **Unavoidable Strike / Fell Shot / Deep Impact**: For focus, resolve attack as a touch attack. Requires BAB+6.
- **Psionic Meditation**: Except for surge blast (which is generally suboptimal), you don't really have a class feature that requires psionic focus to use effectively. However, metapsionic feats are more than enough to consider picking this up.
  - **Biokinetic Adept**: Gain temporary hit points when psionically focused. Psionic meditation is a prerequisite.
    - **Biokinetic Rhythms**: Expend psionic focus to gain fast healing. Biokinetic adept is a prerequisite.
    - **Biokinetic Shielding**: Psionic focus grants natural armor. Biokinetic adept is a prerequisite.
    - **Biokinetic Surge**: Invoke wild surge to heal physical ability damage. Biokinetic adept is a prerequisite.
    - **Metapsionic Knife**: Deliver powers through mind blade. Other requirements: ability to generate a mind blade (if you can manifest **call weaponry**, likely with the expanded knowledge feat, then you meet the prerequisites). If you are channeling the right powers through the weapon this can be **great**, still it **requires at least two feats to get there**.
    - **Persistent Focus**: Always treated as maintaining psionic focus for a single ability. Other requirements: Autohypnosis 4 ranks. Very useful on a Psychic Warrior, not very useful for

you.

- **Psychic Celerity**: For focus, move as a swift action. Other requirements: Speed of Thoughts feat.

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- **Psionic Talent**: Not worth a selected feat. Psionic races and the soulknife class get this for free.
- **Ready Response**: Expend psionic focus to act during surprise round. Ready Response takes going first to another level.
- **Resist the Lure**:
  - **Deny the Lure**:
- **Surge Blade**
- **Surging Aura**: It's a fancy little buff for your allies.
- **Up the Walls**

### Expanded Knowledge

**Expanded Knowledge** is quite possibly the best feat in the game for the wilder. Take that huge PP pool and great manifester level boost and apply it to almost any power in the game. Using this feat wisely (and quite possibly repeatedly) can get you any of an enormous amount of powerful options. Make sure to look over the psion discipline lists (especially for manifesting-focused wilders) and the psychic warrior list (for melee wilders).

You can't take Expanded Knowledge until level 3, but you can't actually benefit from it until level 4, and you don't actually gain a feat until level 5. This process repeats itself at every even level: You can manifest 3rd level powers at level 6, but you'll gain your next feat at 7; you can manifest 4th level powers at level 8, but you'll gain your next feat at 9, etc. This information is summarized in the table below.

Table also includes favored class bonuses from being either an Elan, Human or Humanoid (human). See above Power Breakdown for "Useful Powers From Other Lists" for good powers to select.

Wilder Level (Feat Level)	Base Wilder Known Powers (max lvl)	Feat Known Powers (max lvl)	Favored Class Bonus (max lvl)	Max Known With All Bonuses
4 (5)	3 (2nd)	1 (1st)	1 (1st)	5
6 (7)	4 (3rd)	2 (2nd)		7
8 (9)	5 (4th)	3 (3rd)	2 (3rd)	10
10 (11)	6 (5th)	4 (4th)		12
12 (13)	7 (6th)	5 (5th)	3 (5th)	15
14 (15)	8 (7th)	6 (6th)		17
16 (17)	9 (8th)	7 (7th)	4 (7th)	20
18 (19)	10 (9th)	8 (8th)		22
20	11 (9th)	—	5 (8th)	24

## Psicrystal Feats

All have the Psicrystal Affinity feat as a prerequisite.

- **Cerebric Guardian**: Your psicrystal becomes a spiritual being. **This is a way to gain an astral construct.**
- **Flexible Personality**: Change your psicrystal personality once per day. Not worth a feat.
- **Improved Psicrystal**: Hot garbage. Take superior psicrystal or most any other psicrystal feat instead.
- **Psicrystal Containment**: Psicrystal gains a focus of its own which you can use. Helpful if using metapsionic feats often, and for certain powers. If you had deep focus, you don't get a third focus.
  - **Psicrystal Reservoir**: Your psicrystal can refocus itself. A great way to spam focus.
- **Psi-Core Upgrade**: Convert your psicrystal into a device with a variety of functions. Other requirements: Technologist & manifester level 3rd. Alone can add 1d4 damage with a weapon.
  - **Mech Piloting**: Gain a mech. Other requirements: Psi-Core Upgrade & Technologist feats, & a manifester level 5th. Mechs are amazing.
- **Psicrystal Ball**: Divine future d20 rolls using your psicrystal. Other requirements: character level 3rd. Great way to give foes bad rolls or yourself good ones.
- **Psicrystal Body**: Your psicrystal has the same HPs as you, plus 2 per psionic feat you possess. Excessive.
- **Spirited Psicrystal**: Your psicrystal reforms immediately when you return to life, and you gain bonuses vs death effects. Other requirements: manifester level 5th. Near useless, take only as a prerequisite.
  - **Bound Spirit**: The spirit within your psicrystal grants you many powers. Other requirements: manifester level 10th. Some good options including invisibility.
    - **Bound Self**: Prevent death by binding your soul to your psicrystal. Other requirements: manifester level 15th. Great way to survive death.
- **Superior Psicrystal**: Gain a special psicrystal which is ONE of the below:
  - **Attuned Psicrystal**: Absorbs enervation a few times per day. Not worth a feat.
  - **Cognizance Psicrystal**: Psicrystal acts like a cognizance crystal, giving more power points. You have plenty, not worth a feat.
  - **Crystallized Creature**: Psicrystal becomes akin to an animal companion. As written, there are few rules on how this exactly works, thus rating varies. Depending on what kind of creature the psicrystal becomes this could be from **amazing** to **bad**.
  - **Empowered Psicrystal**: Psicrystal becomes a minor manifester. This is really good.
    - **Greater Empowerment**: Psicrystal improves its manifester level. Feat gives only a **minor boost**.
  - **Implanted Psicrystal**: Gives an initiative bonus. But **lose the psicrystal's ability to separate** from master.
  - **Psicrystal Weapon**: Psicrystal becomes a weapon. This can be very good especially for a melee character.
    - **Psicrystal Strike Focus**: Focus your weapon when you defeat an enemy. Other requirements: Psicrystal Containment & Superior Psicrystal (psicrystal weapon variant) feats, & manifester level 3rd. Too many requirements for little payout.
    - **Retain Charge**: Expending focus for Psionic Weapon grants the extra damage to all Cleave attacks. Other requirements: Str13, & Cleave, Power Attack & Psionic Weapon feats. Not worth that many feats.
- **Uncarnate Psicrystal**: Can make your psicrystal incorporeal. Requires a level in the [Psion Uncarnate](#) prestige class. A psicrystal is rarely targeted, and already has good defenses (maybe needed when





fighting a god).

### Metapsionic Feats

- [Admixed Power](#): Combine energy types in powers.
- [Boiling Power](#): Creatures damaged by your powers with the steam descriptor take extra damage and become dazzled.
- [Bulwark Power](#): Delay when a personal power takes effect.
- [Burning Power](#): Acid and fire powers deal additional damage.
- [Burrowing Power](#): Bypass barrier with power.
- [Chain Power](#): Choose additional targets with power.
- [Cleaving Power](#): Your power jumps from a downed target to another one.
- [Composite Power](#): Use multiple elements in a psionic power.
- [Concussive Power](#): Disorient creatures with sonic powers.
- [Contagious Power](#): Your harmful power spreads to any creature that tries to remove it.
- [Echoing Power](#): Good as a contingency power if you run low on power points or have a buff dispelled.
- [Empower Power](#) -- One of the best feats for a wilder. It even works for things like Claws of the Beast!
- [Endowed Mind](#): This feat allows you to augment powers that normally wouldn't be augmentable - good for the wilder, who has a built-in way to augment powers beyond the normal limits. Obviously, don't pick this up if you're not seeing any powers that can't be augmented already.
- [Hustle Power](#): In many ways better than quicken power, as less power points spent on a metapsionic feat means you can augment earlier and more often. If you pick up the hustle power power (not the feat) you can manifest three powers in a round!
- [Maximize Power](#) -- Reduces how often you roll dice. Replace empower power with this at mid levels. It does less damage overall than empower power, but rolling over a dozen dice can get annoying fast.
- [Quicken Power](#) -- This allows you to manifest a buff power to make you euphoric before charging into combat. However, only take at mid to late level (not good at low level).
- [Shared Power](#) -- With the amount of powerful personal buffs, plus that this does not cost more focus this can be a handy power. If you are the party's healer this can become amazing. This is also amazing when mixed with metamorphosis or inertial armor to give entire party buffs.
- [Split Psionic Ray](#): A great way to make *crystal shard* and *energy ray* better at higher levels. Both are 1st level powers, yet neither have a save, which make them good especially against high level beings. This feat is better than the chain power feat or *energy missile* power, because you can target the same creature with both rays. It also does not halve damage like chain power.
- [Twin Power](#) -- If you want to break the action economy, Hustle Power, Quicken Power, Schism or Fission are better ways to do this. The 6 power point cost is what keeps this an average option.

### Other Feats

Check out the massive feat guide called [The Big Fat Feat Compendium](#) (WIP).

- [Improved Initiative](#): Improved Initiative is never a bad feat. Going first=Winning.
- [Power Attack](#) -- Are you doing a melee damage build? TAKE THIS FEAT. Especially if two-handed weapon build.
- [Toughness/Open Minded](#) -- +1 hit point per level or plus 1 skill point per level. Psionic Body is MUCH better.
- [Wildblood Mage](#): If multiclassing in sorcerer, this is a must, allows you to surge sorcerer spells and add sorcerer auras to powers. The [draconic](#) and [orc](#) bloodlines are especially [great](#) (you can even take the

Crossblooded archetype for both), as they stack with each other and the favored energy feat. If not multiclassing in sorcerer, this is worthless.

## Other

### Equipment

- **Djores and power stones** - It's extremely important to remember these are an option, especially for a class as limited in versatility as the wilder (and with such a good Charisma score, with points open for Use Magic Device). Obviously, unless you picked up the artificer's surge, stick to powers that don't allow saves or scale heavily with manifester level, like buffs and utility powers. The importance of single use items should not be understated.
- **Circlet of Sheltered Mind**: A circlet that reduces psychic enervation by 5%? Heck, yes! Costs 7500gp.
- **Mind Stone**: Gain knowledge of a single power. Ways to add known powers are generally good, but don't buy above 3rd-lvl). Cost: 2000gp (1st-lvl), 8000gp (2nd-lvl), 18,000 (3rd-lvl).
  - **Green and White Ioun Stone**: Add a known power of any level. It is published as having no level limit, but otherwise acts like a mind stone. Thus buy mind stones for low level powers, then use this for something higher.
- **Surge Crystal**: Crystal gives a -2 drain to Constitution, but increases wild surge bonus by its enhancement. The penalty to Constitution sucks, but you're increasing your wild surge bonus, which is worth even the high price and the lowered hit points for most wilders. For 15,000gp (+1), 30,000gp (+2), or 60,000gp (+3).
- **Bracers of Martial Surging**: An enhanced weapon that stores the previous wild surge(s) as enhancement bonuses. As a free action, use these charges to temporarily improve the weapon. Good if you have a weapon to give you weapon abilities to bypass DR or target an enemy's vulnerabilities. Costs 5000gp.
- **Setting Stone of Invigoration**: Gives +1 ML, but requires a psycrystal (thus a feat) and a **psycrystal staff**. You can hold off until later unless you just want to blast. Costs 10,080gp, staff costs 2000gp.
- **Torc of Power Preservation**: In effect it increases ML by one by reducing all costs by one. It also reduces costs for low level powers, so you can save for nova. GET IT EARLY! Costs 36,000gp.

### Build Options

Generally, a pure wilder build is best for manifester-focused wilders. However, melee-focused wilders benefit more from a level dips (due to the delay in ML and wild surge progression). The **Psionic Knack** trait can make multi-classing worth it.

**BASE CLASSES**: Base classes can be a great dip because they usually have good features first level. Melee wilders often multiclass for the martial or exotic weapon access. Manifester wilders should strongly consider one level of sorcerer.

- **Paladin** (1 to 3 level dips): This is one of the best dips for a melee wilders. At 1st level, this gives martial weapon proficiency, heavy armor proficiency and Charisma to attack rolls 1/day against an evil creature. At 2nd, it gives a minor swift action heal and **Divine Grace** (add Charisma to saves). At 3rd, it gives **immunity to fear for wild surges that cause them to become shaken**.
- **Sorcerer** (1 level dip): This is one of the best dips for blasting wilders. At 1st level, select a bloodline. You NEED the **Wildblood Mage** feat to make the dip worth it. The best bloodlines for a wilder are Orc and Dragon (Orc > Dragon). Strongly suggest crossblooded both (granting +3 damage per die if fire or cold). Remember because of feat, you can surge sorcerer spells (much like powers); increasing your

- caster level for range, etc. If crossblooded, empower power is better than maximize power for DPR.
- **Warlord** (1 level dip): Another incredible dip for the melee wilder. At 1st level, it gives a bonus feat, per combat abilities (maneuvers), constant abilities (stances) and abilities that scale with Charisma (gambits). Check out the Path of War [here](#).

**PRESTIGE CLASSES:** Few prestige classes advance a wilder's wild surge, thus they are generally suboptimal to advance in for more than just a dip. However, Ultimate Psionics made it so that prestige classes levels that grant additional PP per day *also increase effective wilder level for wild surge* (p. 348 in Ultimate Psionics).

- **Adaptive Warrior:** Decent, but benefits more from an Int focus, making the Psion generally better.
- **Body Snatcher:** You'll have to burn an Expanded Knowledge on *brain lock*. It's a very one-trick pony prestige class, but if it's the trick you want, it can work. However, if you want to [mind switch](#) through a [remote viewing](#) the wilder is the way to do it. As manifesting through a scry doubles the cost. If you have a psicrystal, get a setting stone of invigoration, and have a surge crystal, you can control an enemy from far away at a pre-epic level (13-16, depending on how good a surge crystal you have).
- **Cerebremancer:** It works for a wilder/sorcerer meld, but not as well as Wizard/Psion, especially because of the delayed maximum power/spell level progression for both.
- **Dark Tempest:** A great build for a contemplative wilder/soulknife. You only need one level of wilder to get the ball rolling.
- **Elocater:** Weak even with the capstone. You'll get great mobility, but it burns a feat on Spring Attack and reduces ML.
- **Metamind:** It works better for the Psion (who has more powers to sequester). Wilders already have PP efficiency with wild surges. The efficient surge type is generally superior to this prestige class.
- **Metamorph:** A solid choice for a melee wilder. You need to pick up *metamorphosis* with Expanded Arcana, but it's a great power to have. It's kind of a one-trick pony, but that trick is turning into things with lots and lots of choices. Your higher BAB and HD means you'll be tougher than a psion, but you'll get into the prestige class slower.
- **Phrenic Slayer:** This has full BAB and almost full manifesting, even if the class features aren't completely amazing. **Good** for a melee wilder.
- **Psicrystal Imprinter:** Great for the manifesting-focused wilder -- especially the ability to store powers in your psicrystal.
- **Psion Uncarnate:** It's got some nifty abilities, but it's not for everyone - especially the manifester level losses.
- **Psychic Fist:** Monk/Wilder is a completely legal entry, as is Ninja/Wilder and Stalker/Wilder, but the class heavily favors Wisdom, so go contemplative if you're considering it.
- **Sighted Seeker:** An interesting prestige class, but generally bad for a wilder.
- **Surge Adept** (click link): One of the best prestige classes, because you can reduce enervation risk and share your surge capacity with other psionic players.
- **Telekinetic Weaponmaster:** Full BAB,  $\frac{4}{5}$  manifesting. Pick up *far hand* as a talent to qualify while losing very little. You can go all five levels with it, or just take 1 level for reach.
- **Thrallherd:** You'll have to pick up *mind link* or *mind control* with Expanded Knowledge, or dip for a collective (probably Vitalist with contemplative wilder and the Expansive Collective feat). 8/10 manifesting, so that's nice. It's not the right choice for everyone, but it can work with the right campaign.

## Ghostly God-killer

Instead of showing progression every level, showed it in four level increments. The [Pathfinder Bestiary with Statistics](#) was used for enemy stats. At first this is a below-average wilder (until 10th level), because it focuses on being a well rounded character (incl. buffing allies), than a high DPR. From 1st to 9th levels, *fire ray* is your most reliable damage option. Use *psionic howl* to damage a group of foes, but be careful not to hit allies! Use *prophetic song*, then *solicit psicrystal* to buff yourself and your allies. Your psicrystal can also manifest *fire ray* (at a lower level without wild surge; still it adds damage).

At 10th level, use *psychic reformation* to change some feats and powers for progression and crafting. You replace *fire ray* with *crystal shard* as your most reliable damage option, because it has no Save or power resistance to resist, and is a touch attack. To hit a crowd of foes and/or a distant foe, use *energy missile*. Replaced the *prophetic song*–*solicit psicrystal* combo with the *battlesense*–share power–*form astral armor* combo, plus *feast of the dead*, as buffs to aid self and allies.

At 10th level, use *deadly fear* (average DPR ~80 vs. 2 foes, each) and/or *cold missile* (average DPR ~52 vs. 5 foes, each) to kill a group of a boss's minions. And a *crystal shard* is the best way to kill a boss (average DPR ~105 vs. average 24th level foe).

Prior to 13th level, it has very few Athanatism powers (psionic necromancy), *blackest shade* and *feast of the dead* being the only exceptions. At 13th level, it gains *ex nihilo* (allowing it to become ghost-like).

At 14th level, it becomes a true god-killer. Reforming to gain *shape the shade* (boosts its ghost-like form and makes it appear living), *fettering the shade* (allow it to use its equipment even when a ghost), and *quicken rejuvenation* (allows it to return even after death with all gear). All boost your ghost-like form, which mostly makes you harder to kill. At 14th-lvl, add *soul stealing* (touch power with an average DPR of ~164 vs. average 14<sup>th</sup> level monster), if it kills, turns the defeated foe into a ghost ally. Additionally, craft even better equipment.

At 14th level, *deadly fear* (average DPR ~153 vs. 4 foes, each) and/or *breath of the black dragon* (average DPR ~106 to all in a 80' cone) can be used to kill a group of the god's minions. And *crystal shard* is the best way to kill a god (average DPR ~105 vs. average 24th level foe).

At 17th level, you gain *ecological alteration*, which lets you create deadly weather effects. At 18th level, you do a final *psychic reformation*, then use *reality revision* to boost your Charisma even higher.

At 20th level, use *breath of the black dragon* (average DPR ~147 to all in a 100' cone) and/or *ecological alteration* (to make a hail-light-nado; with high irregular DPR) to clear away minions (and even damage a god). Then *crystal shard* against the god (average DPR ~147 vs. average 30th level foe).

**PROGRESSION: Base:** Elan Student Wilder. Point Buy(25): Str11/Dex14/Con14/Int12/Wis14/Cha15; +2Cha (race). Smooth Talker racial. Favored Class Bonus: power known. Start with Lamellar leather armor, cestus, morningstar, cold weather outfit, & 27gp. Feats: psionic talent(race), psicrystal affinity(nimble informant; class), & psionic body(1st). Power: energy ray.

- **6th:** New Feats: favored energy(fire), expanded knowledge(natural healing), superior psicrystal(empowered firestarter).
  - Powers: energy ray, inertial armor, natural healing, prophetic song, psionic howl & solicit psicrystal.
  - Gear: Buy: ioun stone(pink & green sphere(8k, 0; +2Cha), ioun torches\_x2(150); total 0lbs), darkwood shield(257, 5), handy haversack(2k, 5). After market: ~5520gp.
- **10th:** REFORMATION ONE: Take expanded knowledge(psychic reformation) as a feat, then reform feats and powers to the below:
  - Feats: free(psionic talent, psicrystal affinity(nimble informant), EK(natural healing,



- battlesense)), psionic body, non-psi(shared power, craft wondrous item) & EK(energy missile, form astral armor).
  - Powers: crystal shard, inertial armor, natural healing, temporary blindness, blackest shade, energy missile, battlesense, dispel psionics, feast of the dead, form astral armor, psychic reformation & planar travel.
  - Gear: Sell: Lamellar leather armor(+30), darkwood shield(+128.5) & morningstar(+4). Buy: +1 psychokinetic greater-warblade-staff(28k, 5).
    - Craft the following (using *psychic reformation* to temporarily gain any powers): +2 surge crystal(15k, 0.5), circlet of sheltered mind(3750, 2) & ioun stone(western star(2k, 0).
    - Wealth after market and crafting: ~2932.5gp.
  - REFORMATION TWO: When done crafting, replace craft wondrous item & psychic reformation; with psionic meditation & deadly fear.
- **14th:** REFORMATION THREE: Take psychic reformation as your 14th-lvl power, then reform to the below:
  - Feats: free(psionic talent, psicrystal affinity(nimble informant), EK(natural healing, battlesense, ex nihilo)), psionic body, non-psi(shared power), psicrystal containment+reservoir, EK(form astral armor), non-psi(craft wondrous item) & EK(quicken rejuvenation).
  - Powers: crystal shard, inertial armor, natural healing(feat), temporary blindness, shape the shade, battlesense(feat), feast of the dead, fettering the shade, form astral armor(feat), quicken rejuvenation(feat), psychic reformation, dream message, ex nihilo(feat), planar travel, breath of the black dragon & bend reality.
  - Gear: Sell: +2 surge crystal(+15k). Buy: tattoos(dead hand\_x10(6k, 0; w/ +3 augment)).
    - Craft the following (using *psychic reformation* to temporarily gain any powers): flawed onyx rhomboids\_x2(16k; +4Con), incandescent blue sphere(4k; +2Wis) & flawed amber spindles\_x3(9k; +3Saves), cracked dusty rose prism(250), orange prism(15k; +1ML); total 0lbs), +3 surge crystal(30k, 0.5) & torc of power preservation(18k, 2).
    - Wealth after market and crafting: ~42,682gp.
  - REFORMATION FOUR: When done crafting, replace craft wondrous item, psychic reformation & bend reality; with non-psi(empower power), deadly fear & soul stealing.
- **18th:** REFORMATION FIVE: Take psychic reformation as your 18th-lvl power, then reform to the below:
  - Feats: free(psionic talent, psicrystal affinity(nimble informant), EK(natural healing, battlesense, ex nihilo, ecological alteration)), psionic body, non-psi(shared power), psicrystal containment+reservoir, EK(form astral armor), non-psi(empower power), EK(quicken rejuvenation), non-psi(dream sovereign) & EK(cleanse spirit).
  - Powers: crystal shard, inertial armor, natural healing(feat), temporary blindness, shape the shade, battlesense(feat), dispel psionics, fettering the shade, form astral armor(feat), quicken rejuvenation(feat), trace psychoport, dream message, ex nihilo(feat), planar travel, breath of the black dragon, cleanse spirit(feat), ecological alteration(feat), divert teleport, soul stealing, barred mind & reality revision.
  - Ability boost: reality revision\_x4(100k; +4 inherent Cha).
- **20th:** New Feat: psionic meditation.
  - New Powers: retarget power & unravel psionics.

## Counters and Forbidden Content

Much of this guide is about how best to optimize an already powerful class. However, there are ways around everything within this guide. If you are a GM, and a player is a wilder (or visa versa, your GM is playing a wilder) the below COUNTERS can help you. If you are a GM, there is also a FORBIDDEN section of things which should either be given house rules to weaken or be forbidden from your games.

COUNTERS & FORBIDDEN: This is mostly for GMs, but players can use it too. However, some of the later counters work only if a GM.

- **Energy Resistance/Immunity, Damage Reduction, Fast Healing, or like:** Energy resistance or immunity is an easy counter to minimize damage. If a player wants to blast all your monsters with 1705.4 cold damage, stock your dungeons with monsters immune to cold damage. Or use specified energy adaption (or energy adaption) as an immediate action to reduce damage. If the wilder is using crystal based attacks or weapons, damage reduction, fast healing or regeneration will help.
- **Evasion, Mettle, Stalwart, or like:** Most wilders are powerhouses do to a save or suck, save for half, or like. Thus if you can turn that into save for no damage, it will negate the power of most wilders.
- **Dispel Psionics/Null Psionics:** First round cast to remove long lasting or battle buffs. This is a great way to weaken certain builds. At higher levels, use null psionics (or anti-magic) fields.
- **Intellect Fortress:** This is your best friend against blasters. Make sure to augment to last a few rounds for efficiency.
- **Power/Spell Resistance:** Will block the more powerful powers from working. This is a very good buff.
- **High Touch Armor Class:** Because blasting DPR is generally better than melee DPR for a wilder, stock your dungeons with monsters with high touch AC. If the range touch attack misses you get zero damage!
- **Split up your monsters:** NEVER BE IN A GROUP! **NEVER BE IN A GROUP!!!** Energy missile only has god-like damage potential if your monsters are in a crowd. Split them up!
- **Save or Suck Fortitude or Reflex:** Both saves are generally low for a wilder, thus it may be best to use a save or suck which targets one instead of trying to kill with damage.
- **Time the rolling:** This only works if you are a GM. Force a player to complete all their actions, including rolling for damage within 15 seconds in real time. This will force the player to prioritize and greatly reduce damage potential.
- **Read the Surge Type:** This only works if you are a GM. Every surge type has a weakness: exploit it!
- **Many small battles waste power points:** This only works if you are a GM. Trick your players into thinking they are fighting a boss in the next room. Let them buff. Then have only minions in the room. Let them burn power points.
- **Anarchic Initiate Class:** GMs DO NOT allow this class, for it is too powerful for a pathfinder wilder. If a player wants to have chaos in their wilder's power there is a Chaotic Surge type which is **average** in power and has a **serious weakness to enervation**.

## To Do List

**In any order:** 1. POWERS, 2. Augmented material, 3. Wilder-specific traits, 4. Kill Kai! 5. FEATS. 6. Builds.

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**Authors:** The original author was Nova Wurmson who created the article and did the bulk of the work on it. Psyren added some good advice on wilders and alternate ways of doing them on the Giants in the Playground form. Psyren also made a guide on pathfinder changes to psionics. Lucy Fur added info on powers, feats and created the Ghostly God-killer and Nuclear Nova NPC. Then condensed and cleaned up wording. Many others contributed ideas on wilders in the aforementioned form. We would like to thank all for helping in building this article.

THE MOST POWERFUL BUILD IN PATHFINDER — use with caution! It does more than just blasting, with melee, utility and defensive options. Build acts in many ways like an epic level character at just 13th level (with a conservative blasting DPR of 791.3), and acts like a 31st level at 20th (with a blasting DPR of 1705.4)!