
The Psychon

A front-line fighter with support summons



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Designed for

DUNGEONS & DRAGONS

A human street rat stumbles through the darkened sewers of Waterdeep, rushing toward the cries of her fellow beggars. In the wan glow of a guttering torch she sees the distorted form of an otyugh menacing her friends. Her primal scream echoes down the corridors as she throws herself between friend and foe. Her Animus, leonine and limned in crimson glow, bursts forth to flank the foul creature.

Weaving through the litter of dead covering the battle field, a lone elf, battered and bloodied, sword point dragging in the mud, heaves himself toward a small knot of defenders standing against the oncoming orc horde. He takes a moment to settle himself, then cries havoc and flings himself into the fray — by his side, a shining beacon of hope, a silver-blue silhouette in elven form.

A disheveled halfling, fear and resolution battling for space on her small face, peeks around the corner of a dilapidated church as she readies a stone in her sling. Ahead of her, an angelic figure, her golden twin, strides into a cluster of skeletons and zombies shambling from the cemetery. The halfling takes advantage of the distraction to conjure up an ally in the form of a hippogriff. Swooping in from on high, it scatters the unsightly undead as her angelic twin lays into the undead menace.

Regardless of their origin or mission, psychons all share the ability to physically manifest a representation of their rage, fear, and pain. This Animus fights along side them and aids their allies in battle.

TRANSCENDENT SUFFERERS

Born from a crucible of pain, forged in the fires of countless battles, honed through endless hours of meditation and training, psychons arise in the war-torn fringes of society to lead their people to victory through gall, cunning, and the stacking of odds. A psychon possesses

such special insight into their own psyche, that they can fashion a bond with and draw forth a physical manifestation of their rage and malice to aid them in battle. They form deep bonds with the people they swear to protect and live to serve.

TACTICAL WRANGLERS

Psychons are deadly tactical combatants, skilled at aiding their battlemates on the field, and summoning creatures to flank, harry, and demoralize their enemies. They can be a galvanizing force through the use of their Animus and Battle Trance to give aid to their allies.

CREATING A PSYCHON

When creating a psychon, it is important to consider what trials and travails you survived to get where you are. What tragedy did you fight against? What conflict did you resolve? Who was your mentor that coached you in the ways of separating your negative feelings and focusing them into an avatar of war? Where did you get your fighting equipment? Was it standard issue in your ranks, or a special ancestral gift, passed down by the tribal elders?

Although the features of your Militant Paradigm don't become available until you choose one at 3rd level, it is important to review the possible Ways to guide you in your character choices. Are you close to nature, or do you feel more of an affinity for the fundamental elements? Do you follow a holy cause, or are you simply motivated by a vast empathy for the suffering of others?

What set you on the path of adventure? Did you succeed at your previous task and suddenly find yourself bereft of purpose? Or perhaps you utterly failed and seek redemption in the greater world? Is anyone waiting for you at home, or are you an outcast, reviled and feared by those you once protected?

Quick Build

You can make a psychon quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to focus on brute force or finesse weapons. Make Constitution your second-highest, and Wisdom your third. Second, choose the Outlander or Soldier background.

CLASS FEATURES

Hit Points

Hit Dice: 1d10 per psychon level

Hit Points at 1st Level: 10 plus your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per psychon level after the first.

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: none

Saving Throws: Strength, Constitution

Skills: choose two from Animal Handling, Athletics, Insight, Nature, Perception, Religion, Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a chain shirt or, (b) studded leather armor
- (a) a martial weapon and a shield, or (b) two martial weapons
- (a) a shortbow and 20 arrows, or (b) a light crossbow and 20 bolts
- An explorer's pack and a simple mêlée weapon

Educe Animus

Over long years of battle, hardship, and meditation, you have learned to call forth from your psyche the essence of your rage, aggression, and pain — a monster from the id. This Animus fights alongside you, made manifest through an act of sheer will, and not a little magic.

Beginning at 1st level, you can use an action to educe your Animus in any space you can see within 60 feet. As long as it is within 200 feet of you, it remains corporeal until you dismiss it, or it is reduced to zero hit points. You may use this ability once and you regain any expended uses when you take a short or long rest.

Formed from your own soulstuff, the Animus shares a telepathic link with you and can be thus commanded. While it does not speak, the Animus can understand all languages you can understand.

The Animus can not be removed with *dispel magic* but it disincorporates if *banishment* or a similar spell moves it to a plane other than the one you are on. Should you enter an anti-magic field, the Animus is suppressed and winks out of existence, returning when you leave the field. If you are killed, your Animus immediately disincorporates, but it is not affected by sleep or unconsciousness.

An Animus is always educed at full hit points. Animuses do not heal normally and are not affected by *cure* spells.

In combat, your Animus instinctively harries your enemies and aids your allies, placing itself strategically to ravage foes. It shares your initiative count, but takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Help action, unless you use your action or a bonus action on your turn to command it to take another action, which can be one in its stat block or some other action. Should you become incapacitated, the Animus is freed from this restriction and may take any action on its own.

Further information is given below in the section titled “The Animus” on page 7.

Battle Trance

In battle, you fight with cold fury and steely resolve. Beginning at 2nd level, when not wearing heavy armor, you may use your bonus action to enter a Battle Trance that provides a benefit to you, or your Animus.

While trancing, you gain the following benefits:

Buttress — your Animus may perform the Help action as a bonus action on its turn.

Endure — you have Advantage on Constitution checks and Constitution saving throws.

Resist — you have a +2 bonus to AC

Your Battle Trance lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven’t attacked a hostile creature since your last turn. You can also end your Trance on your turn as a bonus action.

Once you have tranced the number of times listed for your psychon level in the Battle Trances column of the psychon table, you must finish a long rest before you can trance again.

As you increase in psychon levels, the benefits you gain from Battle Trance increase. At levels 6, 9, 12, and 15 choose one of the following effects to add to your Battle Trance benefits:

Blaze — your Animus’ faint aura blazes forth in galvanic glory. All allies who can see it are so inspired that they gain a +2 bonus on all damage rolls.

Defy — your Animus gains Resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.

Harry — your Animus may use any space within its reach to determine flanking.

Invade — your Animus is belligerent and bullish. It has advantage when taking the Overrun, Shove, or Shove Aside action on any creature its size category or smaller.

Sustain — as a bonus action, when you dismiss a conjured creature, you may absorb its remaining hit points, killing the creature, and healing yourself. You may not use this method of healing to increase your hit points beyond maximum.

Vex — your weapon attacks score a critical hit on a 19 or 20.

Wound — your attacks are tactically chosen to do more damage. You add 1d8 to all critical damage rolls.

Whenever you gain a new Trance benefit, you may choose to also swap out one other previously held benefit for a currently unused benefit.

Conjure Monstrous Ally

Drawn by your bestial nature, ferocious and terrifying monstrosities ally with you to take down your foes. Starting at 3rd level, you can use your action to conjure forth a cockatrice to aid you and your allies in battle. This ability is the equivalent of casting a spell and requires vocal and somatic components. You may use this ability twice and regain any expended uses after a long rest.

The summoned creature appears in an unoccupied space that you can see within 60 feet. It remains with you for as long as you maintain concentration, for up to one minute. If the creature drops to 0 hit points, it dies and its corpse remains on the battlefield. If the creature is still alive when the spell ends, or you voluntarily dismiss it, it disappears, returning whence it came.

The summoned creature is friendly to you and your companions. Roll initiative for the summoned creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don’t issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the creature

Table: Psychon			
Level	Proficiency Bonus	Features	Battle Trances
1st	+2	Educe Animus	—
2nd	+2	Battle Trance	2
3rd	+2	Conjure Monstrous Ally, Militant Paradigm	2
4th	+2	Ability Score Improvement (1), Fighting Style (1)	3
5th	+3	Favored Terrain (1)	3
6th	+3	Battle Trance Improvement (1)	3
7th	+3	Conjure Monstrous Ally Improvement (1), Extra Attack (1)	4
8th	+3	Ability Score Improvement (2), Militant Paradigm Feature (1)	4
9th	+4	Battle Trance Improvement (2)	4
10th	+4	Favored Terrain (2)	5
11th	+4	Conjure Monstrous Ally Improvement (2)	5
12th	+4	Ability Score Improvement (3), Battle Trance Improvement (3)	5
13th	+5	Fighting Style (2), Militant Paradigm Feature (2)	5
14th	+5	Extra Attack (2)	5
15th	+5	Battle Trance Improvement (4), Conjure Monstrous Ally Improvement (3)	6
16th	+5	Ability Score Improvement (4)	6
17th	+6	Favored Terrain (3)	6
18th	+6	Militant Paradigm Feature (3)	6
19th	+6	Ability Score Improvement (5), Conjure Monstrous Ally Improvement (4)	6
20th	+6	Animus Merge	Unlimited

doesn't disappear. Instead, you lose control of the creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled creature can't be dismissed by you, and it disappears 1 minute after you summoned it, if still alive.

As your psychon level increases, you are able to call on the aid of more powerful creatures. At 7th level you may conjure a hippogriff instead of a cockatrice. At 11th level, you can also choose to conjure a carrion crawler. At 15th level, add owlbear to your repertoire. Finally, at 19th level, you may choose to conjure a bulette, or one of the other listed creatures.

The DM has the creatures' statistics.

Militant Paradigm

As each psychon travels the path to their Awakening, the first educement of their Animus, they find themselves falling into one of several Ways, a Militant Paradigm that guides the way they do battle. A psychon's Militant Paradigm is often only subtly expressed in their daily existence, while their Animus veritably shouts their Way to the heavens. Other times, the exact opposite is true. The balance struck is a matter between the psychon and their Animus. A psychon's Way influences the Animus' morphology as well as ability and skill bonuses. See "The Animus" on page 7, for more details.

When you reach 3rd level, you commit yourself

to one of the Militant Paradigms: The Way of the Totem, The Way of the Wilderness, The Way of the Mind, The Way of the Soul, The Way of the Light, The Way of the Dark, or the Way of the Elements. Each Way is fully described at the end of the class description. Your Militant Paradigm grants you features at 3rd level and again at 8th, 13th, and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Fighting Style

At 4th level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Dueling

When you are wielding a *mêlée* weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a *mêlée* weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Group Tactics

When you are adjacent to at least one ally, you may use a bonus action to take the Dodge, Disengage, Help, or Ready actions on your turn.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Favored Terrain

You are particularly familiar with one type of natural environment and how to use it to your tactical advantage. At 5th level, choose one type of favored terrain: arctic, caverns, coast, desert, forest, grassland, mountain, swamp, Underdark, underwater, or urban. When fighting in that terrain, you have advantage on initiative rolls. You choose additional favored terrain types at 10th and 17th level.

Extra Attack

Beginning at 7th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 14th level in this class.

Animus Merge

At 20th level you can use a bonus action to join with your Animus. You step into the space of your Animus and merge with it, as it expands slightly to form a second skin around you. At the same time, your Animus becomes semi-transparent, and its usual faint aura blazes forth.

The hit points of this merged form, the Synthete, are the sum of your individual hit points. These hit points are shared and any remaining are split evenly between you and your Animus when the effect ends. Each of the Synthete's ability scores is equal to the sum of your and your Animus' ability scores minus ten. For example, if your Strength is 15 and the Animus' Strength is 15, the Synthete's Strength is 20. The armor class of the Synthete is the sum of your armor class and your Animus' armor class, minus ten, plus the new combined Dexterity

modifier. The Synthete retains access to your and your Animus' feats or special abilities, as well as weapon, armor, and skill proficiencies, and it uses your proficiency bonus. The Synthete may use either your weapons or Animus Strike to attack, as appropriate.

You may remain merged with your Animus for up to twenty minutes and you may use a bonus action to end the effect early. When the merger ends, your Animus immediately disincorporates and you become fatigued for one hour per five minutes spent in the merger, rounded up.

THE ANIMUS

The Animus takes a form shaped by your subconscious and is a reflection of your inner being. Its appearance is soft and dreamlike, as though it is not fully there, but it can affect the material world as well as any natural creature. Regardless of the archetypal morphology

imposed by your Militant Paradigm, it always evinces clear ties to your racial morphology and personal features. Anyone seeing the Animus and you together can not fail to notice the twin-like appearance, despite its outré nature. Each Animus is limned with a thin, faint, magical conjuration aura of a color attuned to your Militant Paradigm.

An Animus is always of medium size category but is otherwise shaped almost identically to you, down to a crude approximation of your garments and gear. These accoutrements are only cosmetic, however. Its statistics are determined by its current Hit Dice and any special qualities it develops.

MILITANT PARADIGMS

Each psychon follows a particular Way, considered at character creation and ratified at 3rd level, that gives them certain benefits. Detailed

ANIMUS

Medium monstrosity, shares your alignment

Armor Class 13 (natural armor) — at 8 Hit Dice natural armor increases to 13; at 15 Hit Dice it increases to 14.

Hit Points 7 (1d8+3) — the Animus starts with one Hit Die at your first psychon level, and gains one Hit Die each time you gain a level in psychon.

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	17 (+3)	5 (-3)	10 (0)	12 (+1)

Saving Throws Str +4, Con +5, Wis +2

Skills Athletics +4, Intimidation +3, Perception +2

Senses passive Perception 12

Languages The Animus can understand any language you can understand but does not speak.

Proficiency Bonus 2 — at 8 Hit Dice proficiency bonus increases to 3; at 15 Hit Dice it increases to 4.

Link. You and your Animus share a mental link that allows for communication across any distance (as long as you are on the same plane). This communication is a free

action, allowing the you to give orders to your Animus at any time.

Transmutation Resistance. Because the Animus is a construct of your living will, it is resistant to all transmutation spells. To affect the Animus, a caster must make an ability check using their spellcasting ability against a DC of 11 plus the Animus' Wisdom Save bonus.

Adaptive Attacks. The Animus appears to attack with the weapon you most commonly use, but regardless of the weapon type, this attack is a bludgeoning Mêlée Weapon Attack. Certain Militant Paradigms can modify the slam attack. Beginning at 5 Hit Dice, Animus Strike is a magical weapon attack. At 8 Hit Dice, the Animus' base attack damage increases to 2d6; at 15 Hit Dice, it increases to 2d8.

Actions

Multiattack. The Animus makes one Animus Strike. Starting at 6 Hit Dice, an Animus makes two animus strikes; at 11 Hit Dice, it makes three animus strikes; and at 16 Hit Dice, it makes four Animus Strikes

Animus Strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) bludgeoning damage.

below are the seven Ways, from most common to least common.

The Way of the Totem:

Aura: Deep Red

The most common of the psychon Ways is the Way of the Totem. A psychon of the Totem Way is closely aligned with the beasts of the land. They feel a close affinity with all apex predators and the aggressive and territorial creatures lower on the food chain, but each psychon has a particular species they most closely relate with (chosen at 3rd level). This totem animal strongly affects the appearance of their Animus. Animuses of bird totems might sport copious plumage and have hands with talons; Animuses of mammalian totems might be covered with fur and sport wicked claws; while Animuses of reptilian totems might be scaly with wicked fangs.

Benefits: While most Animuses use a semblance of their psychon's favorite weapon in their Animus Strike, a Totem Animus is so deeply bestial that it simply attacks with tooth and claw. Beginning at your 3rd psychon level, your Animus' slam attack is replaced with either a slashing claw attack or a piercing bite attack (your choice). In addition, your Totem Animus has advantage on Athletics checks made to climb and climbing does not cost it extra movement. Beginning at your 8th psychon level, Animus Strike becomes more savage. On a critical hit, roll the damage dice thrice, instead of the usual twice. At 13th level, you can cast *animal friendship* once as a 5th level spell with Wisdom as your spellcasting ability. You regain the ability after a long rest. An Animus of the Totem Way gains +2 to its natural armor at your 8th and 13th psychon levels, and +4 at your 18th.

The Way of the Wilderness:

Aura: Forest Green

As with the Totem psychon, a psychon who follows the Way of the Wilderness is closely attuned to nature. But the Wilderness psychon

is not just focused on the beasts of the land. Rather, they feel an affinity with the land itself. The plants, the animals, the very soil of the forest — the Wilderness psychon is sibling to it all. Wilderness psychons tend to be loners, tending to their charges from afar.

The Wilderness Animus is one of the most equanimous of the many Ways, but it is still ferocious when cornered or when its psychon, or those its psychon considers family, are threatened. An Animus of the Way of the Wilderness tends to have foliage in lieu of hair or fur, and any simulations of its psychon's clothing and gear have a distinctly earthen appearance or motif.

Benefits: Beginning at 3rd level you and your Animus have advantage on survival checks and your Animus becomes proficient in Survival. You also gain the *druidcraft* cantrip with Wisdom as your spellcasting ability. At 8th level, you and your Animus have resistance to poison damage and you are immune to disease. Beginning at 13th level, when your Animus deals a critical hit, the damage can only be healed by a long or short rest, and not by regeneration, magic, or other means. An Animus of the Wilderness Way gains +2 to its natural armor at your 8th and 13th psychon levels, and +4 at your 18th.

The Way of the Mind:

Aura: Silvery Blue

The ascetic psychons of the Way of the Mind are focused on strategy, tactics, and all ways in which the mind can be applied to the winning of conflicts. Arguably the calmest of the psychons, due to their practice of frequent meditation, they are equally the most ruthless.

The Animus of the Mind's Way reflects the more cerebral aspects of its paradigm in the abstract nature of its form. A Mind Animus is often only the most rudimentary of humanoid forms that can be said to represent its psychon's race. Faceless, sexless, genderless, and unclothed, no effort is wasted on appearance and only the bare minimum needed to function

is apparent. It is not unusual for a Mind Animus' weapon form to be a seamless extension of its arm.

Benefits: When a Mind Animus makes an Animus Strike, one damage die deals psychic damage, while the other deals normal bludgeoning damage. Beginning at 3rd level, you gain advantage on all Investigation checks. At 8th level, your Animus gains +4 to its Intelligence and you gain advantage on all Intelligence saving throws. At 13th level, your Animus may use a bonus action to attempt to Disarm an opponent and has advantage on the roll. At 18th level, when a creature misses your Animus with a *mêlée* attack, it can use its reaction to immediately make a *mêlée* weapon attack against that creature.

The Way of the Soul:

Aura: Golden Yellow

A psychon of the Way of the Soul is deeply attuned to their emotions and has great empathy for others. Of all the psychons, the Soul psychon has the deepest and most accurate self knowledge. These psychons tend to be the most jovial and serene, the most aware and accepting of their place in the multiverse. Though one might expect a heightened empathy to be a detriment to a warrior, to the Soul psychon it is a dear boon that allows them to better understand how to hurt and demoralize their opponents. Psychons who follow the Way of the Soul are often seen as cruel and merciless by their enemies, though kind and compassionate by their loved ones.

Whereas most Animuses have an almost dreamlike appearance, the Animus of the Soul Way has a hyper-real appearance. Every detail of its countenance is finely crafted and seems to exist on a higher resolution than reality. Of all the various Ways, the Soul Animus has a form that is most representative of its psychon's inner self. Often forgoing almost all semblance of its psychon's racial and personal morphology, the Soul Animus is a pure expression of the psy-

chon's being, whether they like it or not. While the Mind Animus is usually an abstract representation of the psychon's racial morphology, the Soul Animus goes in the opposite direction and is the most accurate abstract representation of the *idea* of the psychon.

Benefits: The Animus Strike of a Soul Animus deals piercing damage and is treated as silver for purposes of bypassing damage resistance and immunity. At 3rd level, you and your Animus gain advantage on Insight checks. At 8th level, your Animus deals a critical hit on a roll of 18–20 and you have advantage on saving throws to resist charm effects. At 13th level, your Animus can cast *bane* once as a 5th level spell and uses Constitution as its spellcasting ability. It regains this ability when it is next educated. At 18th level, the Soul Animus can cause its aura to flare brilliantly for a few moments. All allies who can see it gain advantage on attack rolls and saving throws. The effect persists for up to three rounds, as long as the Animus maintains concentration. It can use this ability once and regains the ability each time it is educated.

The Way of the Elements:

Aura: Violet with sparkles of red, green, blue, and indigo

Some psychons harbor a great affinity for the fundamental elements of fire, earth, water, and air. They will favor one of the four more than the others, of course, and it will color their nature — the irascible heat of the Fire psychon; the sanguine serenity of the Air psychon; the implacable solidity of the Earth psychon; or the relentless persistence of the Water psychon. Each is tempered by a smattering of the other three elements.

An Elemental psychon chooses one of the four elements as their focus element at 3rd level. Their Animus' appearance will be most heavily affected by this focus, though aspects of each element will exist somewhere in its form. A Fire Animus may have literally flaming red hair and

a fiery sword, while its clothing flows about it in almost liquid fashion, sporting a matelassé of cloud-shrouded mountains.

Benefits: For an Elemental Animus, its Animus Strike deals partial elemental damage. Of its two damage dice, one deals normal physical damage while the other deals energy damage associated with its focus element — fire [fire], water [cold], air [electricity], or earth [acid]. At 3rd level, you and your Animus gain proficiency in a new skill determined by your focus element and have advantage on checks of that skill — Intimidate for Fire; Athletics for Water; Acrobatics for Air; or Medicine for Earth. At 8th level your Animus gains an extra 2d4 of energy damage when rolling for damage from a critical hit. At 13th level you may imbue your own weapon attacks with energy from your focus element, dealing an extra 1d6 energy damage per successful hit. Finally, at 18th level your Animus can use a bonus action to emit a 15 foot radius aura of fire, cold, electricity, or acid (as appropriate to your focus element) that deals 2d8 energy damage to any creature or object that starts its turn within the aura. The aura persists for up to 3 rounds, as long as the Animus maintains concentration. The ability can be used once, and the Animus regains the ability when next educated.

The Way of the Light:

Aura: Bright White [good]

While the general psychon can be of any alignment, the psychons of the Way of the Light must be of one of the three good alignments, though they need not follow any particular deity. Most similar to the paladin in comparison to other classes, each Light psychon is deeply committed to some righteous cause, and they only differ in the means they take to support those causes. Light psychons run the full gamut of personalities and, along with the Dark psychons, are perhaps the most diverse of the psychons.

The Animus of the Way of the Light appears as

a stylized angelic version of its psychon. It has a powerful good aura which is detectable by the *detect evil and good* spell. The Animus of Light has a particularly bright aura and sheds light like a torch. This ability has an effective spell level equal to half the Animus' Hit Dice, for the purposes of dispelling or suppressing darkness spells. The Animus can willingly suppress this ability once per hour, but only for a number of minutes at a time equal to the Animus' Hit Dice.

Benefits: The Animus Strike of a Light Animus deals radiant damage. You and your Animus gain advantage on all Perception checks. At 8th level you gain the *light* cantrip with Wisdom as your spellcasting ability. At 13th level you gain truesight out to 60 feet, and you can cast *daylight* once, regaining the ability after a short or long rest. Finally, beginning at 18th level, you can cast *sunburst* once, and regain the ability after a long rest.

Losing your Way

As a psychon of the Way of the Light, should you suffer an alignment change away from good, willfully perform an evil act, or fail to fully support your chosen cause (as judged by the DM), you lose all benefits gained from following the Way and your Animus becomes a sad caricature of its former self. You may not progress further in levels as a psychon until you return to your chosen path, reclaim your good alignment, and spend time in atonement (as judged by the DM). Like your compatriot, the paladin, while you may adventure with good or neutral characters, you avoid working with evil characters or with anyone who consistently offends your moral code.

At the DM's discretion, a fallen Light psychon who spends a level or two pursuing evil goals and evil acts may begin to progress along the Way of the Dark.

The Way of the Dark:

Aura: Flat Black [evil]

A psychon who follows the Way of the Dark must be of evil alignment. Like their obverse, the Light psychon, a Dark psychon need follow no particular deity, but must fight for some cause they deem worthy — typically a selfish one. Psychons of the Way of the Dark exhibit all manner of personalities and, along with the Light psychons, are the most diverse of the various Ways.

An Animus of the Way of the Dark presents a stylized demonic representation of its psychon. It emits an aura of evil which is detectable by the *detect evil and good* spell. It creates a region of dim lighting in a 15 foot radius around itself which has an effective spell level equal to half the Animus' Hit Dice. When this effect overlaps a light spell of its effective spell level or lower, both are temporarily suppressed allowing ambient lighting conditions to prevail. This ability can be suppressed once per hour, but only for a number of minutes at a time equal to the Animus' Hit Dice.

Benefits: The Animus Strike of a Dark Animus deals necrotic damage. You and your Animus gain proficiency in Stealth and have advantage on all stealth checks. In addition, you both gain darkvision out to 60 feet. At 8th level you can cast *darkness* three times, with Wisdom as your spellcasting ability. You and your Animus can see through your own *darkness*. You regain any spent uses after a short or long rest. At 13th level and beyond, you can pass between shadows once, as per the Shadow Step ability of the monk's Way of Shadow. You regain the ability after a short or long rest. Finally, beginning at 18th level, you can cast *hallow* once, and regain the ability after a long rest.

Losing your Way

As a psychon of the Way of the Dark, should you suffer an alignment change away from evil, willfully and altruistically perform a good act, or fail to fully

support your chosen cause (as judged by the DM), you lose all benefits gained from following the Way and your Animus becomes a sad caricature of its former self. You may not progress further in levels as a psychon until you return to your chosen path, reclaim your evil alignment, and spend time in atonement (as judged by the DM). While you may behave charitably, even pursuing goals that might benefit a larger group, you ultimately serve only yourself. While you readily adventure with evil or neutral characters, you avoid working with good characters or with anyone who consistently attempts to do good deeds and behave altruistically.

At the DM's discretion, a fallen Dark psychon who spends a level or two pursuing good goals and good acts may begin to progress along the Way of the Light.

The Psychon

A front-line fighter with support summons



Designed for

PATHFINDER

Born from a crucible of pain, forged in the fires of countless battles, honed through endless hours of meditation and training, psychons arise in the war-torn fringes of society to lead their people to victory through cunning, strategy, and the stacking of odds. A psychon possesses such special insight into their own psyche, that they can fashion a bond with and draw forth a physical manifestation of their rage and malice to aid them in battle. They form deep bonds with the people they swear to protect and live to serve.

Role: Psychons are deadly tactical combatants, skilled at aiding their battlemates on the field, and summoning creatures to flank, harry, and demoralize their enemies. They can be a galvanizing force through the use of their Battle Trance to increase their allies' battle prowess.

Alignment: Any

Hit Die: d10

CLASS SKILLS

The psychon's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge [geography] (Int), Knowledge (religion) (Int), Knowledge [nature] (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier

CLASS FEATURES

All of the following are class features of the Psychon.

Weapon and Armor Proficiency: Psychons are proficient with all simple and martial weapons, with light and medium armor, and with all shields but tower shields.

Educe Animus (Su): Over long years of battle, hardship, and meditation, the psychon has learned to call forth from their psyche the essence of their rage, aggression, and pain —

a monster from the id. This Animus fights alongside them, made manifest through an act of sheer will, and not a little magic.

Beginning at 1st level, the psychon can use a standard action to educe their Animus and it remains corporeal until dismissed by the psychon or is reduced to zero hit points. In any 24-hour period, the Animus may be corporeal for up to three minutes per psychon level.

The psychon may draw forth their Animus into any available space within close range, and it acts immediately upon manifesting. The Animus instinctively attacks the psychon's enemies and aids their allies, placing itself strategically to harry foes. Formed from the psychon's soul-stuff, the Animus shares a telepathic link with its creator and can be thus commanded. While it does not speak, the Animus can understand all languages its psychon can understand.

The Animus can not be removed with spells such as *banishment* or *dismissal*, as it is native to the plane it is educed upon, but it can be disincorporated with *dispel magic*, or *greater dispel magic* targeted upon it, with a DC of 16 plus the psychon's caster level. Should the psychon enter an anti-magic field, the Animus is suppressed and winks out of existence, until they leave the field. If the psychon is killed, their Animus immediately disincorporates, but it is not affected by sleep or unconsciousness.

An Animus is always educed at full hit points. Animuses do not heal normally, though they may be affected by *cure* spells. When forcibly disincorporated by a spell or anti-magic field, or by reaching zero hit points, an Animus may not be educed again for a full minute per Hit Die. A dismissed Animus may be educed again after one round per Hit Die.

Further information is given below in the section titled "The Animus" on page 18.

Militant Paradigm (Ex): As each psychon travels the path to their Awakening, the first

Table: Psychon					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Educe Animus, Militant Paradigm, Battle Trance
2nd	+2	+3	+0	+3	<i>Summon bestial ally I</i>
3rd	+3	+3	+1	+3	Armor Training 1, Augment Summoning
4th	+4	+4	+1	+4	<i>Summon bestial ally II</i>
5th	+5	+4	+1	+4	Weapon Training 1
6th	+6/+1	+5	+2	+5	<i>Summon bestial ally III</i>
7th	+7/+2	+5	+2	+5	Favored Terrain 1
8th	+8/+3	+6	+2	+6	<i>Summon bestial ally IV</i>
9th	+9/+4	+6	+3	+6	Armor Training 2
10th	+10/+5	+7	+3	+7	<i>Summon bestial ally V</i>
11th	+11/+6/+1	+7	+3	+7	Weapon Training 2
12th	+12/+7/+2	+8	+4	+8	<i>Summon bestial ally VI</i>
13th	+13/+8/+3	+8	+4	+8	Favored Terrain 2
14th	+14/+9/+4	+9	+4	+9	<i>Summon bestial ally VII</i>
15th	+15/+10/+5	+9	+5	+9	Armor Training 3
16th	+16/+11/+6	+10	+5	+10	<i>Summon bestial ally VIII</i>
17th	+17/+12/+7	+10	+5	+10	Weapon Training 3
18th	+18/+13/+8	+11	+6	+11	<i>Summon bestial ally IX</i>
19th	+19/+14/+9	+11	+6	+11	Favored Terrain 3
20th	+20/+15/+10	+12	+6	+12	Animus Merge

educement of their Animus, they find themselves falling into one of several Ways, a militant paradigm that guides the way they do battle. A psychon's Militant Paradigm is often only subtly expressed in their daily existence, while their Animus veritably shouts their Way to the heavens. Other times, the exact opposite is true. The balance struck is a matter between the psychon and their Animus. A psychon's Way influences the Animus' morphology as well as ability and skill bonuses. See "The Animus" on page 18, for more details.

Battle Trance (Ex): Beginning at 1st level a psychon may take a move action to enter a Battle Trance that provides a benefit to their allies or Animus. A psychon can trance for a number of rounds per day equal to 4 plus their Wisdom modifier. At each level after 1st, they

can trance for 2 additional rounds. Temporary increases to Wisdom, such as those gained from spells like *owl's wisdom*, do not increase the total number of rounds that a psychon can trance per day. The total number of rounds of Battle Trance per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in a Battle Trance a psychon gains a –2 circumstance penalty to their attacks, but also gains one of the benefits below, chosen at the time of activation. The benefit lasts for the duration of the Battle Trance plus one round. As a psychon gains in power, they may apply more than one benefit while in Battle Trance. At 5th, 10th, 15th, and 20th levels, the psychon gains the ability to add one more benefit to the Trance, to a maximum of five benefits at level 20.

A psychon can end their Battle Trance as a free action and afterwards is mentally fatigued, taking a -4 circumstance penalty to Intelligence and Wisdom, for a number of rounds equal to 2 times the number of rounds spent in the trance. A psychon cannot enter a new trance while mentally fatigued or staggered but can otherwise trance multiple times during a single encounter or combat. If a psychon falls unconscious, their trance immediately ends, which may place them in peril of death.

Trance Benefits:

Buttress — All allies within 15' of a psychon's Animus gain a +2 insight bonus to attacks and armor class.

Defy — The psychon's Animus gains untyped damage reduction (/–) equal to their psychon level divided by five, rounded up. For example, at 7th level, the Animus would gain DR 2/–.

Endure — The duration of any of the psychon's summoned creatures is doubled. This includes creatures already summoned as well as creatures summoned during the Battle Trance. Summon durations may extend past the ending of the Battle Trance.

Harry — The psychon's Animus is treated as occupying any space within its reach for purposes of determining flanking bonuses.

Invade — The psychon's Animus is belligerent and bullish. It can make a Bull Rush or Overrun attempt without provoking an attack of opportunity and gains a +2 circumstance bonus on its combat maneuver roll.

Resist — The psychon gains a +2 morale bonus to Constitution and Armor Class

Sustain — When the psychon dismisses a summoned creature, they may absorb any remaining hit points, thus healing themselves. The psychon may not use this method of healing to increase their hit points beyond maximum.

Vex — Allies flanking an opponent with the psychon's Animus gain +2 to their flanking bonus.

Summon Bestial Ally (Sp): Starting at 2nd level, a psychon can cast *summon bestial ally I* as a spell-like ability a number of times per day equal to 2 plus their Wisdom modifier. At 4th level, and every 2 levels thereafter, the psychon gains a new spell-like ability — *summon bestial ally II*, *summon bestial ally III*, and so on, up to *summon bestial ally IX* at 18th level — each of which can be used a number of times per day equal to 2 plus their Wisdom modifier. In addition to *summon bestial ally*, the *summon monster* and *summon nature's ally* spell series are considered part of the psychon's spell list for the purposes of spell trigger and spell completion items. Finally, a psychon can expend uses of this ability to fulfill the construction requirements of any magic item they create, so long as they can use this ability to cast the required spell.

Armor Training (Ex): Starting at 3rd level, a psychon learns to be more maneuverable while wearing armor. Whenever they are wearing armor, they reduce the armor check penalty by 1 (to a minimum of 0) and increase the maximum Dexterity bonus allowed by their armor by 1. At 9th level, the armor check penalty is reduced by 2 and the maximum Dexterity bonus is increased by 2. At 15th level, the armor check penalty is reduced by 3 and the maximum Dexterity bonus is increased by 3.

Augment Summoning (Ex): At 3rd level, a psychon gains augment summoning as a bonus feat.

Weapon Training (Ex): Starting at 5th level, a psychon can select one group of weapons, as noted below. Whenever they attack with a weapon from this group, they gain a +1 bonus on attack and damage rolls. A psychon also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the psychon's Combat Maneuver Defense when defending against

disarm and sunder attempts made against weapons from this group.

At levels 11 and 17, the psychon becomes further trained in another group of weapons. They gain a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a psychon reaches 11th level, they receive a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

Weapon groups are defined as follows (GMs may add other weapons to these groups, or add entirely new groups):

Axes: battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, light pick, orc double axe, and throwing axe.

Blades, Heavy: bastard sword, elven curve blade, falchion, greatsword, longsword, scimitar, scythe, and two-bladed sword.

Blades, Light: dagger, kama, kukri, rapier, shortsword, sickle, and starknife.

Bows: composite longbow, composite shortbow, longbow, and shortbow.

Close: dagger, gauntlet, heavy shield, light shield, punching dagger, sap, spiked armor, spiked gauntlet, spiked shield, and unarmed strike.

Crossbows: hand crossbow, heavy crossbow, heavy repeating crossbow, and light repeating crossbow.

Double: dire flail, dwarven urgrosh, gnome hooked hammer, orc double axe, quarterstaff, and two-bladed sword.

Firearms: all one-handed, two-handed, and siege firearms.

Flails: dire flail, flail, heavy flail, morningstar, nunchaku, spiked chain, and whip.

Hammers: club, greatclub, heavy mace, light hammer, light mace, and warhammer.

Monk: kama, nunchaku, quarterstaff, sai, shuriken, siangham, and unarmed strike.

Natural: unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing.

Polearms: glaive, guisarme, halberd, and ranseur.

Spears: boar spear, javelin, lance, longspear, shortspear, spear, and trident.

Thrown: atlatl, blowgun, bolas, club, dagger, dart, halfling sling staff, javelin, light hammer, net, shortspear, shuriken, sling, spear, starknife, throwing axe, and trident.

Favored Terrain (Ex): At 7th level, a psychon may select a type of terrain from Table: Ranger Favored Terrains. The psychon gains a +4 bonus on initiative checks when they are in this terrain.

At 13th and 19th levels the psychon may select an additional favored terrain. In addition, at each of these levels, the initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +4.

If a specific terrain falls into more than one category of favored terrain, the psychon's bonuses do not stack; they simply use whichever bonus is higher.

Animus Merge (Su): At 20th level, the psychon gains the ability to join with their Animus, creating a Synthete. Once per day, as a move action, the psychon steps into the space of their Animus and merges with it, rising to float in a position near the Animus' center of mass. At the same time, the Animus becomes semi-transparent, and its usual faint aura blazes forth.

The ability scores of this Synthete are the sum

of the psychon's and Animus' individual scores. The Synthete's hit points are given by the sum of the psychon's and Animus' base hit points, without Constitution modifiers, plus twenty times the modifier for the combined Constitution score. These hit points are shared, and any remaining are split between the psychon and Animus when the effect ends. The Synthete uses the Animus' base attack bonus and damage but retains the benefit of both the psychon's and Animus' feats and special abilities. The Synthete also retains the weapon and armor proficiencies of the psychon, and if a suitably sized weapon or shield is available, it can be used by the Synthete, but it may not wear armor. The Synthete's armor class is calculated from the Animus' natural armor plus the new combined Dexterity modifier.

The psychon and Animus may remain merged for up to twenty minutes. After the merge ends, the Animus dematerializes and the psychon is fatigued for one hour for every five minutes spent in the merge, rounded up.

THE ANIMUS

The Animus takes a form shaped by the psychon's subconscious and is a reflection of their inner being. Its appearance is soft and dream-like, as though it is not fully there, but it can affect the material world as well as any natural creature. Regardless of the archetypal morphology imposed by the psychon's Way, it always evinces clear ties to the psychon's racial morphology and personal features. Anyone seeing the Animus and psychon together can not fail to notice the twin-like appearance, despite its outré nature. Each Animus is limned with a thin, faint magical conjuration aura of a color attuned to its Way.

An Animus is the same size category as its psychon. Indeed, it begins play at exactly the same dimensions as its psychon and shaped almost identically, down to a crude approximation of the psychon's garments and gear. These accoutrements are only cosmetic, however. Its

statistics are determined by its current Hit Dice and any feats or special qualities it develops. As it gains in Hit Dice, it begins to grow, eventually increasing its size category twice by the time it reaches its maximum Hit Dice.

Statistics

Alignment: The Animus is of the same alignment as its psychon.

Languages: The Animus can understand any language its psychon can understand but is too bestial to speak.

Abilities: The Animus starts with the following array of abilities which may increase as it gains Hit Dice: **Str 13, Dex 13, Con 13, Int 5, Wis 10, Cha 12.**

Skills: The Animus begins with 4 skill ranks, plus any bonus from Intelligence. Each time it gains a Hit Die, it receives another 4 ranks plus any Intelligence bonus. Skills can be chosen from those listed below and any provided by the psychon's Way.

ANIMUS SKILLS: The following skills are class skills for an Animus: Intimidate (Cha), Perception (Wis), Sense Motive (Wis), and Swim (Str). Note that Animuses with a fly speed receive Fly (Dex) as a free class skill, even if they do not gain a fly speed until a later level.

Feats: Every odd Hit Die after the first, an Animus gains a new feat. Animuses can select any feat that they qualify for, but they must possess the appropriate appendages to use some feats. An Animus counts as a monster and a fighter for the purposes of determining feat eligibility, and it may select Animus Strike as a focus weapon. An Animus' feats are set once chosen.

The Animus' Hit Dice — and thus its saving throws, skills, feats, and abilities — are tied to the psychon's class level and increase as the psychon gains levels as shown in the Table: Animus Base Statistics.

Table: Animus Base Statistics

Psychon Level	HD	BAB	Fort Save	Ref Save	Will Save	Armor Bonus	Base Dmg	Special
1st	1	+1	+2	+0	+2	+2	2d4	Animus Strike, Link, Transmutation resistance
2nd	2	+2	+3	+0	+3	+2	2d4	Ability score increase
3rd	3	+3	+3	+1	+3	+2	2d4	—
4th	3	+3	+3	+1	+3	+4	2d4	—
5th	4	+4	+4	+1	+4	+4	2d4	Ability score increase
6th	5	+5	+4	+1	+4	+4	2d6	—
7th	6	+6/+1	+5	+2	+5	+6	2d6	Ability score increase
8th	6	+6/+1	+5	+2	+5	+6	2d6	—
9th	7	+7/+2	+5	+2	+5	+6	2d6	—
10th	8	+8/+3	+6	+2	+6	+8	2d6	Ability score increase, Size increase
11th	9	+9/+4	+6	+3	+6	+8	2d8	—
12th	9	+9/+4	+6	+3	+6	+8	2d8	—
13th	10	+10/+5	+7	+3	+7	+10	2d8	Ability score increase
14th	11	+11/+6/+1	+7	+3	+7	+10	2d8	—
15th	12	+12/+7/+2	+8	+4	+8	+10	2d8	Ability score increase
16th	12	+12/+7/+2	+8	+4	+8	+12	2d10	—
17th	13	+13/+8/+3	+8	+4	+8	+12	2d10	—
18th	14	+14/+9/+4	+9	+4	+9	+12	2d10	Ability score increase
19th	15	+15/+10/+5	+9	+5	+9	+14	2d10	—
20th	15	+15/+10/+5	+9	+5	+9	+14	2d10	Size increase

Psychon Level: This is the character's level in the psychon class.

HD: This is the total number of 10-sided (d10) Hit Dice the Animus possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the Animus's base attack bonus. An Animus's base attack bonus is equal to its Hit Dice. Since Animuses are only bestial representations of their psychon, not true beasts, they have only the number of attacks given by their Hit Dice, even those whose Way provides natural weapons.

Saves: These are the Animus's base saving throw bonuses.

Armor Bonus: The number noted here is the Animus's base natural armor bonus. This number may be modified by the psychon's Way and some options available in growth. An Animus can not wear armor or magic items of any kind, as these interfere with the psychon's connection to the Animus.

Base Damage: This is the Animus' base damage per successful attack. This number is modified by the Animus' Strength modifier and any applicable feats or qualities.

Special: This includes a number of abilities gained by all Animuses as they increase in power. Each of these bonuses is described below.

Animus Strike (Ex): The Animus appears to attack with the weapon its psychon most commonly uses, but regardless of the weapon type, this attack is treated as a slam attack that deals double damage (×2) on a critical hit. The Animus starts at 1 Hit Die with one slam attack and gains more attacks as its Hit Dice increase. Certain psychon Ways can modify the slam attack. Animus Strike counts as a magic weapon for the purpose of overcoming damage reduction. At 15 Hit Dice, its Animus Strike is treated as adamantine.

Link (Ex): A psychon and his Animus share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the psychon to give orders to their Animus at any time.

Transmutation Resistance (Ex): Because the Animus is a construct of a psychon's living will, it is resistant to all transmutation spells. To affect the Animus, a caster must make a caster level check (1d20 + caster level) against a DC of 11 plus the Animus' Will Save bonus.

Ability Score Increase (Ex): The Animus adds +1 permanently to one of its ability scores at each even Hit Die.

Size Increase (Ex): The Animus' size category increases by one. Apply appropriate bonuses and penalties for the new size as per the monster advancement rules.

MILITANT PARADIGMS

Each psychon follows a particular Militant Paradigm, chosen at character creation, that gives them certain benefits. Detailed below are the seven Ways, from most common to least common.

The Way of the Totem:

Aura: Deep Red

The most common of the psychon Ways is the Way of the Totem. A psychon of the Totem Way is closely aligned with the beasts of the land. They feel a close affinity with all apex predators and the aggressive and territorial creatures lower on the food chain, but each psychon has a particular animal they most closely relate with (chosen at 1st level). This totem animal strongly affects the appearance of their Animus. Animuses of bird totems might sport copious plumage and have hands with talons; Animuses of mammalian totems might be covered with fur and sport wicked claws; while Animuses of reptilian totems might be scaly with wicked fangs.

Benefits: While most Animuses use a semblance of their psychon's favorite weapon in their Animus Strike, a Totem Animus is so deeply bestial that it simply attacks with tooth and claw. A Totem Animus' slam attack is replaced with either a slashing claw attack or a piercing bite attack, chosen at 1st level. Either attack deals three times (×3) damage on a critical hit. An Animus of the Totem Way gains +2 to its natural armor at 5, 10, and 15 Hit Dice. An Animus of the Way of the Totem gains Climb (Str) as a class skill, and both the Animus and its psychon gain a +2 modifier to climb checks.

The Way of the Wilderness:

Aura: Forest Green

As with the Totem psychon, a psychon who follows the Way of the Wilderness is closely attuned to nature. But the Wilderness psychon is not just focused on the beasts of the land. Rather, they feel an affinity with the land itself. The plants, the animals, the very soil of the forest — the Wilderness psychon is sibling to it all. Wilderness psychons tend to be loners, tending to their charges from afar.

The Wilderness Animus is one of the most equanimous of the many Ways, but it is still fe-

rocious when cornered or when its psychon, or those its psychon considers family, are threatened. An Animus of the Way of the Wilderness tends to have foliage in lieu of hair or fur, and any simulations of its psychon's clothing and gear have a distinctly earthen appearance or motif.

Benefits: An Animus of the Wilderness Way gains +2 to its natural armor at 5, 10, and 15 Hit Dice. A Wilderness Animus gains Survival (Wis) as a class skill, and both the Animus and its psychon gain a +4 modifier to survival checks.

The Way of the Mind:

Aura: Silvery Blue

The ascetic psychons of the Way of the Mind are focused on strategy, tactics, and all ways in which the mind can be applied to the winning of conflicts. Arguably the calmest of the psychons, due to their practice of frequent meditation, they are equally the most ruthless.

The animus of the Mind's Way reflects the more cerebral aspects of its Way in the abstract nature of its form. A Mind Animus is often only the most rudimentary of humanoid forms that can be said to represent its psychon's race. Faceless, sexless, genderless, and unclothed, no effort is wasted on appearance and only the bare minimum needed to function is apparent. It is not unusual for a Mind Animus' weapon form to be a seamless extension of its arm.

Benefits: The Animus Strike of an Animus of the Way of the Mind gains the merciful descriptor. A Mind Animus gains +2 to its Intelligence, and both the Animus and its psychon gain a +2 modifier to all Knowledge checks.

The Way of the Soul:

Aura: Golden Yellow

A psychon of the Way of the Soul is deeply attuned to their emotions and has great empathy for others. Of all the psychon, the Soul psychon has the deepest and most accurate self knowledge. These psychons tend to be the

most jovial and serene, the most aware and accepting of their place in the multiverse. Though one might expect a heightened empathy to be a detriment to a warrior, to the Soul psychon it is a dear boon that allows them to better understand how to hurt and demoralize their opponents. Psychons who follow the Way of the Soul are often seen as cruel and merciless by their enemies, though kind and compassionate by their loved ones.

Whereas most Animuses have an almost dreamlike appearance, the Animus of the Soul Way has a hyper-real appearance. Every detail of its countenance is finely crafted and seems to exist on a higher resolution than reality. Of all the various Ways, the Soul Animus has a form that is most representative of its psychon's inner self. Often forgoing almost all semblance of its psychon's racial and personal morphology, the Soul Animus is a pure expression of the psychon's being, whether they like it or not. While the Mind Animus is usually an abstract representation of the psychon's racial morphology, the Soul Animus goes in the opposite direction and is the most accurate abstract representation of the *idea* of the psychon.

Benefits: The Animus Strike of a Soul Animus deals piercing damage and threatens a critical hit on a roll of 18–20. At 5 Hit Dice, the attack of an Animus of the Soul is treated as silver for purposes of bypassing damage reduction. A psychon who follows the Way of the Soul and their Animus both gain a +4 modifier on all sense motive checks.

The Way of the Elements:

Aura: Violet with sparkles of red, green, blue, and indigo

Some psychons harbor a great affinity for the fundamental elements of fire, earth, water, and air. They will favor one of the four more than the others, of course, and it will color their nature — the irascible heat of the Fire psychon; the sanguine serenity of the Air psychon; the implacable solidity of the Earth psychon; or the

relentless persistence of the Water psychon. Each is tempered by a smattering of the other three elements.

An Elemental psychon chooses one of the four elements as their focus element at first level. Their Animus' appearance will be most heavily affected by this focus, though aspects of each element will exist somewhere in its form. A Fire Animus may have literally flaming red hair and a fiery sword, while its clothing flows about it in almost liquid fashion, sporting a matelassé of cloud-shrouded mountains.

Benefits: For an Elemental Animus, its slam attack deals partial elemental damage. Of its two damage dice, one deals normal physical damage while the other deals energy damage associated with its focus element — fire [fire], water [cold], air [electricity], or earth [acid]. Psychons and Animuses of the Elemental Way gain a +2 modifier to a skill that depends upon their focus element — intimidate for Fire; swim for Water; escape artist for Air; or heal for Earth.

The Way of the Light:

Aura: Bright White [good]

While the general psychon can be of any alignment, the psychons of the Way of the Light must be of one of the three good alignments, though they need not follow any particular deity. Most similar to the paladin in comparison to other classes, each Light psychon is deeply committed to some righteous cause, and they only differ in the means they take to support those causes. Light psychons run the full gamut of personalities and, along with the Dark psychons, are perhaps the most diverse of the psychons.

The Animus of the Way of the Light appears as a stylized angelic version of its psychon. It has a powerful good aura which follows the rules for an unaligned creature (see the *detect evil* spell description). The Animus of Light has a particularly bright aura and sheds light like a torch. This ability has an effective spell level equal to

the Animus' Hit Dice, for the purposes of dispelling or suppressing darkness spells. This ability can be suppressed once per hour, but only for a number of minutes at a time equal to the Animus' Hit Dice.

Benefits: The slam attack of a Light Animus gains the good descriptor. Psychons and Animuses of the Way of the Light gain a +2 modifier to all perception checks. In addition, a Light Psychon gains *light* as a spell-like ability that can be used once per day. At 6th level and beyond, they can use *daylight* as a spell-like ability once per day. Finally, beginning at 16th level, they can cast *sunburst* as a spell-like ability once per day.

Losing their Way

Should a psychon of the Way of the Light suffer an alignment change away from good, willfully perform an evil act, or fail to fully support their chosen cause (as judged by the GM), they lose all benefits gained from following the Way and their Animus becomes a sad caricature of its former self. The psychon may not progress further in levels as a psychon until they return to their chosen path, reclaim their good alignment, and spend time in *atonement* (see the *atonement* spell description). Like their compatriot, the paladin, while a Light psychon may adventure with good or neutral characters, they avoid working with evil characters or with anyone who consistently offends their moral code.

At the GM's discretion, a fallen Light psychon who spends a level or two pursuing evil goals and evil acts may begin to progress along the Way of the Dark.

The Way of the Dark:

Aura: Flat Black [evil]

A psychon who follows the Way of the Dark must be of evil alignment. Like their obverse, the Light psychon, a Dark psychon need follow no particular deity, but must fight for some

cause they deem worthy — typically a selfish one. Psychons of the Way of the Dark exhibit all manner of personalities and, along with the Light psychons, are the most diverse of the various Ways.

An Animus of the Way of the Dark presents a stylized demonic representation of its psychon. It emits an aura of evil as an unaligned creature (see the *detect evil* spell description), and sheds darkness as per the *darkness* spell, with an effective spell level equal to its Hit Dice.

Benefits: The slam attack of a Dark Animus gains the evil descriptor. Psychons of the Way of the Dark gain Stealth (Dex) as a class skill, and both the psychon and their Animus gain a +2 modifier to all stealth checks. In addition, at 4th level a Dark Psychon gains *darkness* as a spell-like ability that can be used once per day. At 7th level and beyond, they can use *deeper darkness* as a spell-like ability once per day. Finally, beginning at 16th level, they can cast *shadow walk* as a spell-like ability once per day.

Losing their Way

Should a psychon of the Way of the Dark suffer an alignment change away from evil, willfully and altruistically perform a good act, or fail to fully support their chosen cause (as judged by the GM), they lose all benefits gained from following the Way and their Animus becomes a sad caricature of its former self. The psychon may not progress further in levels as a psychon until they return to their chosen path, reclaim their evil alignment, and spend time in *atonement* (see the *atonement* spell description). While they may behave charitably, even pursuing goals that might benefit a larger group, the psychon of the Dark ultimately serves only themselves. Like their compatriot, the antipaladin, while a Dark psychon may adventure with evil or neutral characters, they avoid working with good characters or with anyone who consistently attempts to do

good deeds and behave altruistically.

At the GM's discretion, a Dark psychon who spends a level or two pursuing good goals and good acts may begin to progress along the Way of the Light.

NEW SPELL SEQUENCE — SUMMON BESTIAL ALLY

Summon Bestial Ally I

School: conjuration (summoning)

Level: cleric/oracle 1, druid 1, ranger 1, shaman 1, sorcerer/wizard 1, summoner/unchained summoner 1

CASTING

Casting Time: 1 round

Components: V, S, F/DF (an animal tooth and a tuft of fur)

EFFECT

Range: close (25 ft. + 5 ft./2 levels)

Effect: one summoned creature

Duration: 1 round/level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell summons to your side a natural creature or swarm of creatures considered by most humanoids to be particularly aggressive, ferocious, or terrifying. The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

Creatures cannot be summoned into an environment that cannot support them.

The spell conjures one of the creatures from the 1st Level list on Table: Summon Bestial Ally.

You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

Generally when you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. However, no creatures summoned with this spell have alignment or elemental subtypes and their alignment does not change to match yours. This spell's type matches your alignment.

Summon Bestial Ally II

School: conjuration (summoning)

Level: cleric/oracle 2, druid 2, ranger 2, shaman 2, sorcerer/wizard 2, summoner/unchained summoner 2

This spell functions like *summon bestial ally I*, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

Summon Bestial Ally III

School: conjuration (summoning)

Level: cleric/oracle 3, druid 3, ranger 3, shaman 3, sorcerer/wizard 3, summoner/unchained summoner 3

This spell functions like *summon bestial ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

Summon Bestial Ally IV

School: conjuration (summoning)

Level: cleric/oracle 4, druid 4, ranger 4, shaman 4, sorcerer/wizard 4, summoner/unchained summoner 4

This spell functions like *summon bestial ally I*, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Bestial Ally V

School: conjuration (summoning)

Level: cleric/oracle 5, druid 5, shaman 5, sorcerer/wizard 5, summoner/unchained summoner 5

This spell functions like *summon bestial ally I*, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Bestial Ally VI

School: conjuration (summoning)

Level: cleric/oracle 6, druid 6, shaman 6, sorcerer/wizard 6, summoner/unchained summoner 6

This spell functions like *summon bestial ally I*, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Bestial Ally VII

School: conjuration (summoning)

Level: cleric/oracle 7, druid 7, shaman 7, sorcerer/wizard 7, summoner/unchained summoner 7

This spell functions like *summon bestial ally I*, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Bestial Ally VIII

School: conjuration (summoning)

Level: cleric/oracle 8, druid 8, shaman 8, sorcerer/wizard 8, summoner/unchained summoner 8

This spell functions like *summon bestial ally I*, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same

kind, or 1d4+1 lower-level creatures of the same kind.

Summon Bestial Ally IX

School: conjuration (summoning)

Level: cleric/oracle 9, druid 9, shaman 9, sorcerer/wizard 9, summoner/unchained summoner 9

This spell functions like *summon bestial ally I*, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Table: Summon Bestial Ally	
1 st Level	
Baboon ²	Stingray ²
Badger ²	Stirge ¹
Dolphin ¹	Thylacine ³
Eagle ¹	Viper ¹
Goat ³	Weasel ¹
2 nd Level	
Cave scorpion ²	Gryph ²
Compsognathus ²	Manta ray ²
Gar ²	Spider swarm ¹
Giant spider ¹	Venomous snake ¹
Giant weasel ⁴	Wolf ¹
3 rd Level	
Bat swarm ¹	Dire bat ¹
Blue shark ¹	Gorilla ¹
Constrictor snake ¹	Rat swarm ¹
Crocodile ¹	Velociraptor ⁴
Dire badger ²	Worg ¹
4 th Level	
Deinonychus ¹	Grizzly bear ¹
Dire wolverine ¹	Harpy ¹
Freshwater merrow ²	Owlbear ¹
Giant black widow spider ²	Pteranodon ¹
Great white shark ⁴	Venomous snake swarm ³

5 th Level	
Ankylosaurus ¹	Kaprosuchus ⁵
Army ant swarm ¹	Lunarma ⁴
Giant gar ²	Manticore ¹
Giant moray eel ¹	Winter wolf ¹
Girallon ¹	Woolly rhinoceros ¹
6 th Level	
Allosaurus ²	Giant tarantula ²
Behir ¹	Gorgon ¹
Chimera ¹	Hive mind rat swarm ⁶
Elasmosaurus ¹	Megaprimatus ⁵
Emperor walrus ⁴	Stymphalides ³
7 th Level	
Ahool ⁵	Rukh ⁴
Dire shark ¹	Therizinosaurus ⁵
Giant anaconda ²	Tick swarm ²
Gug ²	Tyrannosaurus ¹
Peluda ⁴	Water orm ²
8 th Level	
Amarok ⁵	Rat plague swarm ⁵
Catoblepas ²	Sapphire jellyfish ³
Goliath spider ⁴	Sea serpent ¹
Purple worm ¹	Spinosaurus ³
9 th Level	
Akhlut ³	Gigantosaurus ⁶
Cetus ⁵	Great white whale ²
Crag linnorm ¹	Titanboa ⁶
Froghemoth ¹	Vemerak ²
¹ Bestiary; ² Bestiary 2; ³ Bestiary 3; ⁴ Bestiary 4; ⁵ Bestiary 5; ⁶ Bestiary 6	

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