

BATTLE MIND

Requirements

To qualify to become a Battle Mind, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skill: Jump 6 ranks.

Feat: Psychic Talent

Class Information

The following information pertains to the Battle Mind advanced class.

Hit Die

The Battle Mind gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Battle Mind gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Battle Mind's class skills are as follows.

Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (visual arts) (Int), Drive (Dex), Jump (Str), Knowledge (current events, streetwise) (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Swim (Str). Additionally, all psychic talents are class skills. See **Chapter Two** of the *Psychics' Handbook* for more information on psychic talents.

Skill Points at Each Level: 3 per level for standard skills. The Battle Mind also gains 4 per level to spend exclusively on Psychic Talents. Skill points from the character's intelligence modifier can be spent on either normal or psychic talents.

Table: The Battle Mind

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	Psionic skills	+1	+0
2nd	+1	+3	+0	+0	Psychic Weapon, imprint tattoo	+2	+0
3rd	+2	+3	+1	+1	Bonus feat	+2	+0
4th	+3	+4	+1	+1	Telekinetic Shield	+3	+0
5th	+3	+4	+1	+1	Combat manifestation	+4	+1
6th	+4	+5	+2	+2	Bonus feat	+4	+1
7th	+5	+5	+2	+2	Improved Psychic Weapon	+5	+1
8th	+6	+6	+2	+2	Improved Telekinetic Shield	+6	+1
9th	+6	+6	+3	+3	Bonus feat	+6	+2
10th	+7	+7	+3	+3	Ultimate Psychic Weapon	+7	+2

Class Features

All of the following features pertain to the Battle Mind advanced class.

Psionic Skills

A Battle Mind has access to the following psionic skills. These skills are considered class skills for the Battle Mind, and she can use her skill points to buy ranks in them, just like other skills in the game.

Autohypnosis (Wis): Trained only. You have trained your mind to resist certain injuries and threats while also gaining a few select benefits.

Check: The DC and effect depend on the task you attempt.

Task	DC
Resist fear	15
Memorize	15
Tolerate poison	Poison's DC
Willpower	20

Resist Fear: In response to a fear effect, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the fear effect.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows you to memorize up to 250 words or the equivalent of what could be comfortably contained on an 8 1/2-by-11-inch sheet of paper. You always retain this information; however, you can only recall it with a successful Autohypnosis check.

Tolerate Poison: In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.

Willpower: If reduced to 0 hit points (disabled), you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—you can choose not to perform the strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage, as normal.

Try Again?: For resist fear and memorize, you can make a check once per round. You can't try again to tolerate poison. You can't try again in the same round for willpower.

Special: You can take 10 on Autohypnosis checks, but you can't take 20.

Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

Concentration (Con): The normal Concentration skill expands to include psionic applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including manifesting a power or concentrating on an active power, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power is lost. If you were concentrating on an active power, the power ends. The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are manifesting a power, you add the level of the power to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a power, the power is lost.

Special: By making a check (DC 15 + power level), you can use Concentration to manifest a power defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the action without incurring any attacks of opportunity.

BONUS FEATS

At 3rd, 6th, and 9th level, the Battle Mind gets a bonus feat. The bonus feat must be selected from the following list, and the Battle Mind must meet all the prerequisites of the feat to select it.

Archaic Weapons Proficiency, Athletic, Blind-Fight, Cleave, Combat Martial Arts, Combat Reflexes, Exotic Melee Weapon Proficiency, Focused, Improved Combat Martial Arts, Power Attack, Weapon Finesse, Weapon Focus.

Note that the Battle Mind advanced class does not get the Psychic Ability feat for free; instead it is a prerequisite for acquiring the class.

Psychic Weapon

At 2nd level, a Battle Mind gains the Psychic Weapon feat for free and may manifest it for one round/level/day without paying a strain cost. The rounds do not have to be spent consecutively, they can be split amongst several uses per day. At 3rd level, her psi-blade gains a +1 enhancement bonus. At 5th level the enhancement bonus improves to +2. At 7th level, it improves to +3, and at 9th level it improves to +4. Unlike the feat, a Battle Mind's psychic weapon can affect nonintelligent creatures and objects.

Imprint Tattoo

Starting at 2nd level, a Battle Mind can create create tattoos on his body or someone else's that can be used to invoke psychic talents. A tattoo is a single-use item that duplicates the effect of a particular power, the talent check for manifesting it is made when it is created, a second check is not necessary when activating the tattoo. Imprinting a tattoo takes one day. The purchase DC for the raw materials to imprint a tattoo is Talent Check result + 5.

The Battle Mind must also spend experience points to imprint a tattoo. The XP cost is equal to the Talent check of the Result x the purchase DC of the raw materials.

Finally, the Battle Mind makes a Craft (visual arts) check. The DC for the check is 10 + Talent check result. If the check fails, the raw materials are used up but the XP are not spent. The Battle Mind can try imprinting the tattoo again as soon as he purchases more raw materials.

Telekinetic Shield

At 4th level, a Battle Mind gains the Telekinetic Shield feat for free. The Battle Mind may manifest it for one round/level/day without paying a strain cost. The rounds do not have to be spent consecutively, they can be split amongst several uses per day.

Combat Manifestation

At 5th level, a Battle Mind becomes adept at manifesting psychic talents in combat. She gets a +4 bonus on Concentration checks to manifest a power while on the defensive.

Improved Psi-Blade

At 7th level, a Battle Mind's psi-blade increases in damage capability. Increase all dice of damage inflicted by a die step (1d4>1d6>1d8>2d6>2d8>3d6).

Improved Telekinetic Shield

At 8th level, when a Battle Mind's manifests a psychic shield he gets an additional +2 deflection bonus to his telekinetic shield.

Ultimate Psi-Blade

At 10th level, a Battle Mind's psi-blade increases further in damage capability. Increase all dice of damage inflicted by two die steps.

CONTRACTOR

By: JackMage666 on the GTP boards (originally called the Pact Binder)

The Contractor serves the same role as a Binder does, only in modern times. They are not nearly as potent or physically powerful as the Binders of the old days, but can still accomplish far more than most people. However, even more so than the olden days, they are persecuted and hated by anyone who knows their trade. Feared by most and hated by all, the path of a Contractor is lonely, but powerful.

Prerequisites

Skills: Knowledge (arcane lore) 6 Ranks, Knowledge (history) 6 ranks, Knowledge (theology and philosophy) 6 ranks

HD: d6

Action Points: 6 + one half character level

Skill points at 1st level: 3 + Int

Class Skills: Bluff (Cha), Concentrate (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcane lore), Knowledge (history), Knowledge (theology and philosophy), Profession (Wis), Research (Int), Sense Motive (Wis)

The Contractor

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Max Vestige Level	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Soul binding (1 vestige)	1st	+1	+0
2nd	+1	+0	+0	+3	Pact augmentation (1 ability), suppress sign	1st	+1	+0
3rd	+1	+1	+1	+3	Bonus feat	2nd	+2	+0
4th	+2	+1	+1	+4	Expel vestige	2nd	+2	+0
5th	+2	+1	+1	+4	Pact augmentation (2 abilities)	3rd	+3	+1
6th	+3	+2	+2	+5	Bonus feat, soul guardian (immune to fear)	3rd	+3	+1
7th	+3	+2	+2	+5	Ignore special requirements	4th	+4	+1
8th	+4	+2	+2	+6	Soul binding (2 vestiges)	4th	+4	+1
9th	+4	+3	+3	+6	Bonus feat, soul guardian (slippery mind)	5th	+5	+2
10th	+5	+3	+3	+7	Pact augmentation (3 abilities)	5th	+5	+2

NOTE: All abilities function identical to the ToM Binder, with the following exceptions. Knowledge (arcane lore) is to be used as the prerequisite for feats with Knowledge (arcana) in the title. Feats can be found in either the d20 Modern Core Rulebook or the Tome of Magic.

Bonus feat: At 3rd, 6th, and 9th level, the Contractor selects a bonus feat from the following list. He must meet all prerequisites for the feat.

Archaic Weapon Proficiency, Brawl, Dodge, Educated, Frightful Presence, Improved Brawl, Low Profile, Mobility, Personal Firearms Proficiency, or any feat on pg. 72 of the Tome of Magic.

Expel vestige: At 4th level, the Contractor gains Expel Vestige as a bonus feat. If he already has this feat, he may select any other from the above bonus feat list.

Ignore special requirements: At 7th level, a Contractor gains Ignore Special Requirements as a bonus feat. If he already has this feat, he may select any other feat from the above bonus feat list.

The Setup

Use the exact same rules in Tome of Magic. Vestiges go unchanged, as they are old, ancient creatures who you're summoning into your body. Some things may seem strange, but you're summoning ancient creatures into your body for power, doing things much like Faust to achieve power. They're just as hated as they used to be, and the low Reputation represents their attempt at a low profile. I haven't read through the Vestiges recently to see if any tweaks should be made (Knowledge skills changing, some other things changed for d20 Modern). Overall, I think it's a likely type of magic found in a Modern campaign, since it's feared and hated, and resembles actually ceremonial magics of older times (whether or not they actually worked is up to debate, of course.) Historically, it works better for a Modern campaign, I think.

Ahazu – 3rd level vestige, Binding DC 20, Special Requirement: Must be drawn at the bottom of a *Well of Darkness*. Wells of Darkness can only be found on certain layers of the Abyss, so as James said: *Ignore Special Requirement* is pretty much a must.

Granted Abilities: *Ahazu's Abduction*, Shunts a creature into a space between reality for 1 round, if the creature succeeds his will save he is immune to this effect for 24 hours, can be used every round.; *Ahazu's Touch*, casts *Unholy Blight* as the spell, your binder level = your caster level with a successful touch attack, this is your 1/5 round ability; You gain *Blindsight* of 5 ft/EBL; *Void Mind*, as a standard action you become immune to all Spell-like, Supernatural, or Spells that are *Mind Effecting*, or effects the soul (such as soul jar and possession). If you die while in this state you can not be resurrected by means of *raise dead* or *reincarnate*.

DRAGON VEIN WARRIOR

By ZebulonCrispi on the GTP boards.

The fastest path into this advanced class is from the Strong, Fast, or Tough hero basic classes, though other paths are possible.

To qualify to become a Dragon Vein, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Feats: Archaic Weapon Proficiency or Combat Martial Arts, Weapon Focus with an archaic weapon or Weapon Focus (Unarmed Strike).

Class Information

Hit Die: d10

Action Points: 6 + half of character level, rounded down

Class Skills: Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Knowledge (Demons), Listen (Wis), Profession (Wis), Spot (Wis), Swim (Str), Tumble (Dex)

Skill Points at Each Level: 3 + Intelligence Modifier

Level	BAB	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+2	+0	Weapon Specialization, Maneuvers	+1	+0
2nd	+2	+0	+3	+0	Smite Demon 1/encounter, Dragon Veins	+2	+0
3rd	+3	+1	+3	+1	Bonus Feat, Acrobatics	+2	+1
4th	+4	+1	+4	+1	Magic Weapon	+3	+1
5th	+5	+1	+4	+1	Quick Weapon Draw, Dragon Vein Suppression	+4	+1
6th	+6	+2	+5	+2	Bonus Feat, Acrobatics	+4	+2
7th	+7	+2	+5	+2	Magic Weapon, Smite Demon 2/encounter	+5	+2
8th	+8	+2	+6	+2	Increased Weapon Critical	+6	+2
9th	+9	+3	+6	+3	Bonus Feat, Acrobatics	+6	+3
10th	+10	+3	+7	+3	Dragon Vein Mastery	+7	+3

Class Features**Maneuvers**

You begin your career as a Dragon Vein Warrior with knowledge of three martial maneuvers. Pick any three disciplines upon gaining your first Dragon Vein level, these are the only disciplines available to you during your career.

Class Level	Maneuvers Known	Maneuvers Readied	Stances Known	Max Level
1st	3	3	1	1st
2nd	4	4	1	1st
3rd	5	4	1	2nd
4th	5	4	2	2nd
5th	5	5	2	3rd
6th	6	5	2	3rd
7th	7	5	3	3rd
8th	7	6	3	4th
9th	8	6	3	4th
10th	9	6	4	5th

The Dragon Vein can only have a certain number of maneuvers readied at a time. You ready maneuvers by exercising or meditating for 5 minutes. During a battle, you can replenish all readied maneuvers as a swift action, which must be immediately followed in the same round with a melee attack or using a standard action to do nothing else in the round (such as executing a quick, harmless flourish with your weapon).

For more about Maneuvers, consult the Book of Nine Swords.

Weapon Specialization

At 1st level, the Dragon Vein gains the Weapon Specialization feat. You gain a +2 bonus on all damage rolls with a chosen archaic weapon. The Dragon Vein must have weapon focus in that weapon in order to gain Weapon Specialization. Unarmed Strike may be taken in the place of an archaic weapon, but only if you have taken the Combat Martial Arts feat.

Smite Demon

Starting at 2nd level, once per encounter, you can add your Charisma modifier to her attack bonus and your class level to your damage for a single attack against any Demon type monster. At 7th level, this increases to twice per encounter.

Bonus Feat

At 3rd, 6th, and 9th levels, the Dragon Vein Warrior gains a bonus feat.

The bonus feat must be selected from the following list, and the Dragon Vein Warrior must meet all the prerequisites of the feat to select it.

Acrobatic, Advanced Combat Martial Arts, Archaic Weapons Proficiency, Blade Meditation, Blindfight, Combat Reflexes, Combat Throw, Great Fortitude, Elusive Target, Exotic Melee Weapon Proficiency, Improved Combat Throw, Improved Combat Martial Arts, Improved Initiative, Iron Heart, Iron Will, Run, Stone Bloodied, Unbalance Opponent, Unnerving Calm, White Raven Defense.

Acrobatics

At 3rd, 6th, and 9th levels, the Dragon Vein Warrior gains a +10 bonus to Jump, Balance, and Tumble checks. These bonuses stack.

Magic Weapon

At 4th level, if you wield a weapon for which you have the Weapon Specialization feat, you can treat the weapon as having an enhancement bonus equal to half your class level, rounded down. At 7th level, you can also pick either Holy, Unholy, Axiomatic, or Anarchic, and treat your weapon as having this quality as well.

Quick Weapon Draw

At 4th level, you gain the ability to draw your weapon as a free action. This applies only to the weapons for which you have Weapon Specialization.

Increased Weapon Critical

You increase your threat range by one when using an archaic weapon with which you have Weapon Specialization, or Unarmed

Strike if you have Weapon Specialization with it. A weapon that would threaten a critical on 20 would now do so on a 19 or 20, and one which threatens on a 19 or 20 would now do so on an 18 to 20. This ability works with other abilities that increase threat ranges.

Dragon Veins

In times of great peril, the true power of the Dragon Veins surfaces, giving its bearer great power for a short time. Starting at 2nd level, any time the Dragon Vein Warrior's HP total drops to 1/10th of their maximum HP (rounded up) or less, the Dragon Veins activate, consuming an Action Point. While active, the Dragon Vein Warrior's Strength, Dexterity, and Charisma scores increase by one half the their class level, rounded down, for the remainder of the encounter. If the character has no action points remaining, the Dragon Veins do not activate. At the end of the encounter, the Veins deactivate, and the character is fatigued until they get 8 hours of rest.

Dragon Vein Suppression

At 5th level, the Dragon Vein Warrior learns to control the power of the Dragon Veins. In any situation where the Veins would automatically activate, they can attempt a Will Save (DC 15) to suppress the ability. If they succeed, the Veins don't activate, no Action Point is lost, and they do not become Fatigued after the encounter.

Dragon Vein Mastery

At 10th level, the Dragon Vein Warrior has complete control over their power. The Veins no longer activate when they reach low HP; instead, the character may spend an Action Point at any time to activate the Dragon Veins for the remainder of the encounter. After the encounter, they do not become fatigued.

MYSTIC WARRIOR

The fastest path into this advanced class is from the Strong, Fast, or Tough hero basic classes, though other paths are possible.

To qualify to become a mystic warrior, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Feats: Archaic Weapon Proficiency or Combat Martial Arts, Dodge and Blind-fight.

Class Information

Hit Die: d10

Action Points: 6 + half of character level, rounded down

Class Skills: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (current events, history, natural science) (Int), Jump (Str), Listen (Wis), Martial Lore (Int), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Treat Injury (Int), Tumble (Dex)

Skill Points at Each Level: 7 + Intelligence Modifier

Level	BAB	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Discipline Focus (Weapon Focus), Maneuvers	+1	+0
2nd	+1	+0	+3	+0	Discipline Focus (Insightful Strike)	+2	+0
3rd	+2	+1	+3	+1	Bonus Feat, Perfect Form	+2	+1
4th	+3	+1	+4	+1	Discipline Focus (Defensive Stance)	+3	+1
5th	+3	+1	+4	+1	Discipline Focus (Insightful Strike)	+4	+1
6th	+4	+2	+5	+2	Bonus Feat, Counter Stance	+4	+2
7th	+5	+2	+5	+2	Discipline Focus (Defensive Stance)	+5	+2
8th	+6	+2	+6	+2	Dual Boost 3/day	+6	+2
9th	+6	+3	+6	+3	Bonus Feat, Mastery of Disciplines	+6	+3
10th	+7	+3	+7	+3	Stance Mastery	+7	+3

Class Features

Maneuvers

You begin your career as a Mystic Warrior with knowledge of three martial maneuvers. Pick any four disciplines upon gaining your first Mystic level, you gain an additional one at 2nd level and every three levels after that.

Class Level	Maneuvers Known	Maneuvers Readied	Stances Known	Disp. Avail.	Max Level
1st	6	3	1	4	1st
2nd	7	4	1	5	2nd
3rd	8	5	2	5	2nd
4th	9	6	2	6	3rd
5th	10	7	3	6	3rd
6th	11	8	3	7	4th
7th	12	9	4	7	4th
8th	13	10	4	8	5th
9th	14	11	5	8	5th
10th	15	12	5	9	6th

The Mystic Warrior can only have a certain number of maneuvers readied at a time. You ready maneuvers by exercising or meditating for 5 minutes. During a battle, you can replenish all readied maneuvers as a swift action, which much be immediately followed in the

same round with a melee attack or using a standard action to do nothing else in the round (such as executing a quick, harmless flourish with your weapon).

For more about Maneuvers, consult the Book of Nine Swords.

Discipline Focus

The mystic warrior can focus his training to take advantage of each discipline's fighting style. Each time he gains the discipline focus ability, select one of the disciplines he knows to which the focus applies. He can select a different discipline each time he gains discipline focus, but he must know at least one martial maneuver from the selected discipline. Even if he selects a different discipline at higher levels, his discipline choice from earlier abilities does not change. You gain a +2 bonus on Martial Lore checks made regarding a maneuver in a discipline in which you have discipline focus.

This focus manifests in the following ways.

Weapon Focus: At 1st level, the Mystic Warrior gain the benefit of the Weapon Focus feat for weapons associated with the chosen discipline.

Insightful Strike: At 2nd level, the Mystic Warrior can add his Wisdom modifier as a bonus on damage rolls whenever he executes a strike from the chosen discipline. At 5th level, he can choose a second discipline to which this ability applies.

Defensive Stance: At 4th level, the Mystic Warrior gains a +2 bonus on saving throws whenever he adopts a stance from his chosen discipline. At 7th level, he can choose a second discipline to which this ability applies.

Bonus Feat

At 3rd, 6th, and 9th levels, the Mystic Warrior gains a bonus feat.

The bonus feat must be selected from the following list, and the Mystic Warrior must meet all the prerequisites of the feat to select it. Acrobatic, Advanced Combat Martial Arts, Archaic Weapons Proficiency, Blade Meditation, Blindfight, Combat Reflexes, Combat Throw, Great Fortitude, Elusive Target, Exotic Melee Weapon Proficiency, Improved Combat Throw, Improved Combat Martial Arts, Improved Initiative, Iron Heart, Iron Will, Run, Stone Bloodied, Unbalance Opponent, Unnerving Calm, White Raven Defense.

Perfect Form

Beginning at 3rd level, the save DC (if any) of any maneuver you initiate increases by 1.

Counter Stance

From 6th level on, whenever the Mystic Warrior initiates a counter maneuver, he can change his stance as part of the counter's action, even if it isn't his turn.

Dual Boost

At 8th level, the Mystic Warrior can use two boost maneuvers simultaneously. Whenever he initiates a boost maneuver, he can also initiate any other boost maneuver that he knows as a free action. Both boosts initiated are expended normally. He can use this ability three times per day.

Mastery of Disciplines

At 9th level, the Mystic Warrior gains a +2 on attack rolls made when initiating any strike maneuver, and the strike deals extra damage equal to the number of disciplines he readied maneuvers from the beginning of the day. For example, if he readies maneuvers from six different disciplines, he gains a +6 bonus on damage rolls when he initiates strikes.

Stance Mastery

At 10th level, the Mystic Warrior can have two stances active simultaneously. When the Mystic Warrior uses a free action to initiate or change his stance, he can initiate or change one or both stances.

OCCULTIST

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

To qualify to become an Occultist, a character must fulfill the following criteria.

Skills: Decipher Script 6 ranks, Knowledge (arcane lore) 6 ranks, Research 6 ranks.

Feats: Educated, Studious.

Class Information

The following information pertains to the Occultist advanced class.

Hit Die

The Occultist gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Occultist gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Occultist's class skills are as follows.

Craft (visual arts, writing) (Int), Decipher Script (Int), Drive (Dex), Escape Artist (Dex), Forgery (Int), Investigate (Int), Knowledge (arcane lore, history, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sleight of Hand (Dex), Speak Language (none), Use Magic Device (Cha).

Skill Points at Each Level: 5 + Int modifier.

Table: The Occultist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Arcane skills, spell resistance	+0	+0
2nd	+1	+0	+0	+2	Arcane research (scrolls)	+1	+0
3rd	+1	+1	+1	+2	Bonus feat	+1	+1
4th	+2	+1	+1	+2	Shadow contact	+1	+1
5th	+2	+1	+1	+3	Bind Shadow creature	+2	+1
6th	+3	+2	+2	+3	Bonus feat	+2	+2
7th	+3	+2	+2	+4	Arcane research (items)	+2	+2
8th	+4	+2	+2	+4	Bind Shadow creature	+3	+2
9th	+4	+3	+3	+4	Bonus feat	+3	+3
10th	+5	+3	+3	+5	Banish	+3	+3

Class Features

The following features pertain to the Occultist advanced class.

Arcane Skills

An Occultist has access to the following arcane skills. These skills are considered class skills for the Occultist, and she can use her skill points to buy ranks in them, just like other skills in the game.

Concentration (Con): The normal Concentration skill expands to include arcane applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including casting a spell or concentrating on an active spell, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends.

The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are casting a spell, you add the level of the spell to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a spell, the spell is lost.

Special: By making a check (DC 15 + spell level), you can use Concentration to cast a spell defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the casting without incurring any attacks of opportunity.

Use Magic Device (Cha): Trained only. Use this skill to activate magic devices, including scrolls and wands, that you could not otherwise activate.

Check: You can use this skill to read a spell from a scroll or spellbook or activate a magic item. This skill lets you use a magic item as if you had the spell ability or class features of another class or a different allegiance.

When you're attempting to activate a magic item using this skill, you do so as an attack action. However, the checks you make to determine whether you are successful at activating the item take no time by themselves and are included in the activate magic item attack action.

You make Use Magic Device checks each time you activate a device such as a scroll or a wand. If you are using the check to emulate some quality in an ongoing manner, you need to make the checks once per hour.

Task	DC
Activate blindly	25
Decipher a written spell	25 + spell level
Emulate class feature	20
Emulate ability score	See text
Emulate allegiance	30
Use a scroll	20 + caster level
Use a wand	20

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. You can activate such items as if you were using the activation word, thought, or action even if you're not, and even if you don't know it. You do have to use something equivalent. You have to speak, wave the item around, or otherwise attempt to get it to activate. You get a +2 bonus on the check if you've activated the item at least once in the past.

If you fail the check by 10 or more, you suffer a mishap. A mishap means that magical energy is released, but it doesn't do what you wanted it to. The GM determines the result of a mishap. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy deals 2d6 points of damage to you. This mishap is in addition to the chance for a mishap normally associated with casting a spell from a scroll when the spell's caster level is higher than your level in this class.

Decipher a Written Spell: This works like the same use of the Spellcraft skill (see the Mage Advanced Class), except that the DC is 5 points higher. Deciphering a written spell takes 1 minute of concentration.

Emulate Class Feature: Sometimes you need a class feature to activate a magic item. Your effective level in the emulated class equals your check result minus 20.

This skill use doesn't allow you to use the class feature of another class. It just lets you activate items as if you had the class feature. If the class whose feature you are emulating has an allegiance requirement, you must meet it. This may require a separate check to emulate allegiance (see below).

Emulate Ability Score: To cast a spell from a scroll, you need a high ability score in the appropriate ability (Intelligence for arcane spells, Wisdom for divine spells). Your effective ability score (appropriate to the class you're emulating when you try to cast a spell from a scroll) equals your check result minus 15. If you already have a high enough score in the ability, you don't need to make this check.

Emulate Allegiance: Some magic items have positive or negative effects based on your allegiance. You can use these items as if you were of an allegiance of your choice. You can only emulate one allegiance at a time.

Use a Scroll: Normally, to cast a spell from a scroll, you must belong to a class that has access to the arcane or divine spell inscribed therein. This use of the skill allows you to use a scroll as if you were of the appropriate spellcasting class. The DC equals 20 + the caster level of the spell you are trying to cast from the scroll. To cast a spell from a scroll, you must first decipher it.

In addition, casting a spell from a scroll requires a minimum score of 10 + the spell's level in the appropriate ability. If you don't have a sufficiently high score, you must emulate the ability score with a separate check (see above).

Use a Wand: Normally, to use a wand you must belong to a class that has access to the arcane or divine spell ensorcelled therein. This use of the skill allows you to use a wand as if you were of the appropriate spellcasting class.

Try Again?: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail the check, then you can't try to activate that item again for 24 hours.

Special: You can't take 10 or take 20 with this skill. Magic is too unpredictable to make the use of this skill reliable.

Spell Resistance

An Occultist has spell resistance equal to 5 + her Occultist level. It never interferes with her own spells, and she can voluntarily lower her spell resistance at any time.

Arcane Research (Scrolls)

Starting at 2nd level, an Occultist can research spells and scribe scrolls. Indeed, the only way for an Occultist to cast an arcane spell is by using a scroll. The method and process is unique to the Occultist, and it differs from the Mage's scribe scroll ability. There is no purchase DC or XP cost for the scrolls the Occultist gains with each new level attained in this class.

When the Occultist attains 2nd level, and upon attaining each new level thereafter, she uncovers spell scrolls through arcane research and study. The GM randomly selects the spells contained on the scrolls, though the Occultist can make a Research check to select a certain number of her own spells. The table below shows how many scrolls of each spell level the Occultist receives upon gaining a new level, and how many of these can be researched at each level. A failed Research check indicates that the Occultist instead discovers all random spells.

Level	1	2	3	4	Research
2nd	3	—	—	—	1 (DC 20)
3rd	4	—	—	—	2 (DC 23)
4th	5	2	—	—	3 (DC 25)
5th	5	3	—	—	4 (DC 28)
6th	5	4	—	—	5 (DC 30)
7th	6	5	2	—	6 (DC 33)
8th	6	5	3	—	7 (DC 35)
9th	6	5	4	—	8 (DC 38)
10th	7	6	5	2	9 (DC 40)

So, at 2nd level, the Occultist gains three 1st-level arcane spell scrolls. One of these spells can be selected by the Occultist if she makes a successful Research check (DC 20); the other two spells are selected randomly. These are all the spell scrolls the Occultist has until she attains 3rd level. Once a spell is used, it disappears from the scroll that contained it. The Occultist may find other scrolls in the course of her adventures.

The Occultist uses the Use Magic Device arcane skill to cast a spell from a scroll (see above).

Bonus Feats

At 3rd, 6th, and 9th level, the Occultist gets a bonus feat. The bonus feat must be selected from the following list, and the Occultist must meet all the prerequisites of the feat to select it.

Alertness, Archaic Weapons Proficiency, Attentive, Confident, Defensive Martial Arts, Focused, Frightful Presence, Iron Will, Personal Firearms Proficiency, Point Blank Shot.

Shadow Contact

At 4th level, an Occultist gains a denizen of Shadow as a contact. The Shadow creature can have HD equal to one-half the Occultist's class level or less. This Shadow creature may or may not be overtly hostile toward humans, but it tolerates the Occultist. The Shadow creature will provide information or other minor assistance as though its attitude toward the Occultist were friendly. It might still omit important details, depending on its relationship with the Occultist. The Shadow creature doesn't accompany the Occultist on adventures, and it may not always be available when the Occultist wants it. In most cases, the Shadow contact can be called upon once per week, and the creature requires some form of compensation for each favor. Compensation can be a favor in return or something appropriate to the creature in question.

If the Shadow creature dies, a new creature replaces it when the Occultist attains her next level in this class.

Bind Shadow Creature

At 5th level, an Occultist can select a type of Shadow creature (any creature type other than animal or vermin) and bind one such creature into service. A Shadow creature of the appropriate type and Hit Dice (GM's choice) appears at the Occultist's side in 1d6+1 days. Thereafter, it serves the Occultist, with an outward attitude of helpful (though it might inwardly hate the Occultist who has trapped it into service). It obeys the Occultist, providing protection, fighting at her side, and performing other services. It always seeks to obey the letter of the Occultist's command, and can sometimes use this behavior to harm the Occultist or otherwise hinder as much as it helps.

At 5th level, the Occultist can bind a Shadow creature with 2 HD or less.

At 8th level, the Occultist can bind a Shadow creature with 4 HD or less.

Arcane Research (Items)

Starting at 7th level, an Occultist can perform research to find magic items. The method and process is unique to the Occultist. There is no purchase DC or XP cost for the magic items the Occultist gains with each new level attained in this class.

When the Occultist attains 7th level, and upon attaining each new level thereafter, she uncovers one magic item through arcane research and study. The GM randomly selects the item, though the Occultist can make a Research check (DC 25) to specify the type of item gained.

The item must be a wondrous item, a wand, a magic weapon, or a set of magic armor. The Occultist uses the Use Magic Device arcane skill to use a magic item (see above).

Banish

At 10th level, an Occultist comes into her full power. By spending 1 action point and an attack action, the Occultist can utter a word of power that forces a denizen of Shadow to return to the Shadow dimension. The Shadow creature gets a Will save (DC 10 + Occultist's level + Occultist's Cha modifier), adding a bonus equal to its HD to the save. If the save succeeds, the Shadow creature doesn't disappear but is instead stunned for 1d4+1 rounds.

PSYCHIC

The psychic develops and masters innate powers of the mind.

REQUIREMENTS

To qualify to become a psychic, a character must fulfill the following requirements.

Skills: Concentration 6 ranks.

Feats: Psychic Ability.

CLASS INFORMATION

The following information pertains to the Psychic class.

HIT DIE: The Psychic gains 1d6 Hit Points per level. The character's Constitution modifier applies.

ACTION POINTS: The Psychic gains a number of action points equal to 7 + one-half his character level, rounded down, every time he attains a new level in this class.

TABLE 1-8: THE PSYCHIC

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Psychic Skills	+1	+0
2nd	+1	+0	+0	+3	Bonus Psychic Feat, Trigger Talent	+1	+0
3rd	+2	+1	+1	+3	Bonus Feat	+2	+0
4th	+3	+1	+1	+4	Bonus Psychic Feat, Power Crystal	+2	+0
5th	+3	+1	+1	+4	Bonus Psychic Feat, Trigger Talent	+3	+1
6th	+4	+2	+2	+5	Bonus Feat	+3	+1
7th	+5	+2	+2	+5	Bonus Psychic Feat, Combat Manifestation	+4	+1
8th	+6	+2	+2	+6	Bonus Psychic Feat, Trigger Talent	+4	+1
9th	+6	+3	+3	+6	Bonus Feat	+5	+2
10th	+7	+3	+3	+7	Bonus Psychic Feat, Maximize Talent	+5	+2

CLASS SKILLS: The psychic's class skills are as follows: Bluff (Cha), Concentration (Con), Craft (all skills, taken individually) (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Psycraft (Int), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), and Spot (Wis). Additionally, all psychic talents are class skills. See **Chapter Two** for more information on psychic talents.

Skill Points at Each Level: 5 per level for standard skills. The psychic also gains 8 per level to spend exclusively on Psychic Talents. Skill points from the character's intelligence modifier can be spent on either normal or psychic talents.

PSYCHIC SKILLS

A Psychic has access to the following extra use of Concentration and gains access to the Autohypnosis skill.

Autohypnosis (Wis): Trained only. You have trained your mind to resist certain injuries and threats while also gaining a few select benefits.

Check: The DC and effect depend on the task you attempt.

Task	DC
Resist fear	15
Memorize	15
Tolerate poison	Poison's DC
Willpower	20

Resist Fear: In response to a fear effect, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the fear effect.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows you to memorize up to 250 words or the equivalent of what could be comfortably contained on an 8 1/2-by-11-inch sheet of paper. You always retain this information; however, you can only recall it with a successful Autohypnosis check.

Tolerate Poison: In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.

Willpower: If reduced to 0 hit points (disabled), you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—you can choose not to perform the strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage, as normal.

Try Again?: For resist fear and memorize, you can make a check once per round. You can't try again to tolerate poison. You can't try again in the same round for willpower.

Special: You can take 10 on Autohypnosis checks, but you can't take 20.

Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

Concentration (Con): The normal Concentration skill expands to include psychic applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including manifesting a power or concentrating on an active power, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power is lost. If you were concentrating on an active power, the power ends. The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are manifesting a power, you add the level of the power to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a power, the power is lost.

Special: By making a check (DC 20), you can use Concentration to manifest a power defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the action without incurring any attacks of opportunity.

BONUS PSYCHIC FEATS

At 2nd level, 4th, 5th, 7th, 8th, and 10th level, the Psychic gains a bonus feat, which must be a psychic, psychic talent, or metapsychic feat. These are in addition to the Psychic's normal feats based on character level. See **Chapter Three** of the *Psychic's Handbook* for details on these feats.

Note that the psychic advanced class does not get the Psychic Ability feat for free; instead it is a prerequisite for acquiring the class.

Trigger Power

At 2nd, 5th, and 8th level, the Psychic chooses one psionic power that he can attempt to manifest for no power point cost.

At each of these levels, you select one talent you can use. From that point on, you can attempt to trigger that power without costing strain. If you beat the DC by 10 the talent manifests with no cost in Strain. If you succeed normally but fail to reach the increased DC, you pay the power point cost and the talent manifests with the appropriate Strain cost.

Bonus Feats

At 3rd, 6th, and 9th level, the Psychic gets a bonus feat. The bonus feat must be selected from the following list, and the Psychic must meet all of the prerequisites for the feat to select it:

Alertness, Animal Affinity, Archaic Weapons Proficiency, Athletic, Attentive, Blind-Fight, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Confident, Creative, Deceptive, Double Tap, Educated, Exotic Melee Weapons Proficiency, Focused, Frightful Presence, Improved Combat Martial Arts, Iron Will, Point Blank Shot, Power Attack, Precise Shot, Renown, Shot on the Run, Skip Shot, Stealthy, Studious, Weapon Finesse, Weapon Focus, as well as any metapsionic feats.

Power Crystal

At 4th level, the Psychic can store excess power points in a power crystal specially attuned to him. Encoding the crystal takes 24 hours and requires a gem with a purchase DC of 20. When complete, the power crystal is a psychically charged crystalline stone no more than an inch in diameter. A Psychic can possess no more than one power crystal at a time.

A power crystal is imbued with 5 strain when it is created. The Psychic can call upon these power points at any time and use them just as he would his natural power points. Once the crystal is depleted, the Telepath must refill it by taking 5 strain in damage. A power crystal can be recharged after a Psychic has rested and has healed.

Combat Manifestation

At 7th level, a Psychic becomes adept at manifesting psionic powers in combat. He gets a +4 bonus on Concentration checks to manifest a power while on the defensive.

Maximize Power

At 10th level, a Psychic learns to manifest psionic powers to maximum effect. All variable, numeric effects of a maximized power automatically achieve their maximum values. A maximized power deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Powers without random variables are not affected.

A maximized power costs a double the normal Strain or 1 if the power normally costs 0 Strain.

WARLOCK

from the DandDwiki

Background

With blood coursing with Shadow, a warlock is the result of his ancestors dealings with demons a long time ago. Born with eldritch power, a warlock can invoke powerful magic just with an effort of will. Select this advanced class if you want your character to have permanent spell-casting ability, with a certain combat prowess as well.

This is a conversion of the Warlock class found in the *Complete Arcane* supplement to D&D. For optimum use, it requires a copy of that supplement.

Requirements

To qualify to become a Warlock, a character must fulfill the following criteria.

- **Skills:** Knowledge (arcane lore) 6 ranks, Knowledge (theology and philosophy) 6 ranks
- **Special:** The feat Shadow Heritage or member of a Shadow Race

Class Information

The following information pertains to the Warlock advanced class.

Hit Die: Warlocks gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points: Warlocks gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they attain a level in this class.

Class Skills : The Warlock's class skills are as follows. Bluff (Cha), Concentration (Con), Craft (electronic, mechanical) (Int), Disguise (Cha), Intimidate (Cha), Knowledge (arcane lore, current events, streetwise, theology and philosophy) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Int).

Skill Points at Each Level: 3 + Int modifier (2 if nonhuman)

Level	BAB	Fort	Ref	Will	Class Features	Def	Rep	Invocations known
1st	+0	+0	+0	+2	Invocation (least)	+1	+0	1 (1st)
2nd	+1	+0	+0	+3	Eldritch Blast 2d6	+1	+0	2 (1st)
3rd	+2	+1	+1	+3	Bonus feat	+2	+0	2
4th	+3	+1	+1	+4	Deceive Item	+2	+0	3 (2nd)
5th	+3	+1	+1	+4	Invocations (lesser)	+3	+1	3
6th	+4	+2	+2	+5	Bonus feat	+3	+1	4 (3rd)
7th	+5	+2	+2	+5	Eldritch Blast 2d10	+4	+1	4
8th	+6	+2	+2	+6	Fiendish Resilience	+4	+1	5 (4th)
9th	+6	+3	+3	+6	Bonus feat	+5	+2	5
10th	+7	+3	+3	+7	Invocations (greater)	+5	+2	6 (5th)

Class Features

The following features pertain to the Warlock advanced class.

Invocations

A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications: A warlock's invocations are spell-like abilities; using an invocation is therefore an attack action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation specifically states otherwise. A warlock's caster level with his invocations is equal to his class level. The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Invocations cannot benefit from Metamagic feats, since they aren't spells. However, they can benefit from feats that deal with Spell-Like Abilities. There are three grades of invocations. In order of their relative power, they are least, lesser, and greater. A warlock begins with knowledge of one invocation which must be of the lowest grade (least). At any level a warlock learns another grade of invocations, he may trade one previously known invocation for another of the same or lower grade. Invocations are subject to arcane spell failure caused by armors, unlike other spell-like abilities. This applies to all kinds except for light armors, since the somatic components required for invocations are relatively simple. And all invocations have a somatic component.

Eldritch Blast

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* is the equivalent of a first level spell. Only *eldritch essence invocations* or *blast shape invocations* can be used to alter the level of the *eldritch blast*. And *eldritch blast* is subject to spell resistance, although feats that improve caster level checks to overcome spell resistance also apply to *eldritch blasts*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast*, since it is a spell-like ability, and not a spell. Like invocations, *eldritch blast* suffers from the arcane spell failure chance caused by armors. However they, like invocations, ignore the chance of failure from light armors. *Eldritch blasts* require a somatic component. At 2nd level, an *eldritch blast* deals 2d6 damage. At 7th, the damage increases to 2d10. An *eldritch blast* is an invocation. As such, it counts as a spell-like ability that can be used at will.

Bonus Feats

At 3rd, 6th, and 9th level, the Warlock gets a bonus feat. The bonus feat must be selected from the following list, and the Warlock must meet all prerequisites for the feat to select it.

Archaic Weapons Proficiency, Armor Proficiency (light), Deceptive, Frightful Presence, Greater Spell Penetration, Iron Will, Low Profile, Point Blank Shot, Precise Shot, Spell Penetration, Weapon Focus.

Deceive Item

At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Fiendish Resilience

Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, a warlock can enter a state that lasts for two minutes (20 rounds). While in this state, the warlock gains Fast Healing 2.

INVOCATIONS

Least

Frightful Blast (2): Will save or shaken. (eldritch essence)

Sickening Blast (2): Fortitude save or sickened. (eldritch essence)

Eldritch Spear (2): Eldritch Blast range increases to 250 ft. (blast shape)

Hideous Blow (1): Melee attack channels eldritch blast. (blast shape)
Baleful Utterance (2): Speak word of the Dark Speech and shatter objects as the *shatter* spell.
Beguiling Influence (2): Gain bonus on Bluff, Diplomacy, and Intimidate checks.
Dark One's Own Luck (2): Gain a luck bonus on one type of saving throw.
Darkness (2): Use *darkness* as the spell.
Devil's Sight (2): See normally in darkness and magical darkness.
Leaps and Bounds (2): Gain bonus on Balance, Jump and Tumble checks.
Miasmic Cloud (1): Create a cloud of mist that grants concealment and fatigues those who enter.
See the Unseen (2): Gain *see invisibility* as the spell and darkvision.
Spiderwalk (2): Gain *spider climb* as the spell and you are immune to webs.

Lesser

Beshadowed Blast (4): Fortitude save or blind for 1 round. (eldritch essence)
Brimstone Blast (3): Fire damage, reflex save or catch on fire. (eldritch essence)
Hellrime Blast (4): Cold damage, Fortitude save or -2 penalty to Dexterity. (eldritch essence)
Eldritch Chain (4): Blast jumps from initial target to secondary targets. (blast shape)
Curse of Despair (4): Curse one creature as the *bestow curse* spell, or hinder their attacks.
The Dead Walk (4): Create undead as the *animate dead* spell.
Fell Flight (3): Gain a fly speed with good maneuverability.
Hungry Darkness (3): Create shadows filled with a swarm of bats.
Voidsense (4): Gain blindsense 30 ft.
Voracious Dispelling (4): Use *dispel magic* as the spell, causing damage to creatures whose effects are dispelled.
Walk Unseen (2): Use *invisibility* (self only) as the spell.

Greater

Bewitching Blast (4): Will save or *confused* for one round. (eldritch essence)
Eldritch Cone (5): Blast takes shape of a cone. (blast shape)
Enervating Shadow (5): Gain total concealment in dark areas and impose a Strength penalty on adjacent living creatures.
Warlock's Call (5): Use *sending* as the spell, but risk damage from the recipient.

Dark

Word of Changing (5): Use *baleful polymorph* as the spell, but the effect could become permanent (invocation)