

The Thoughtsinger

By Keith Baker

In a psionic society, a bard is not bound by the limits of sound. Thoughts and feelings are her instruments, and a gifted empath can create a symphony of memory and emotion unlike anything that can be heard with the ear. These thoughtsingers fill the same role that the bard does in a traditional fantasy setting; they are storytellers and satirists, keepers of knowledge and sources of inspiration. Generally speaking, her abilities are similar to those of the bard. But because she relies on psionic power instead of music and magic, there are some key differences, which are outlined below.

Hit Die: d6

Class Skills

The thoughtsinger's class skills (and the key ability for each skill) are Appraise (Int), Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Psicraft (Int), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Swim (Str), Tumble (Dex), and Use Psionic Device (Cha).

Skill Points at Each Level: 6+ Int modifier (or four times this quantity as a beginning character).

Class Features

All the following are features of the thoughtsinger.

Weapon and Armor Proficiency: Thoughtsingers are proficient with all simple and martial weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Thoughtsingers are proficient with light armor and with shields (except tower shields).

Bardic Knowledge: See page 28 of the *Player's Handbook*.

Thoughtsong (Su): Once per day per class level, a thoughtsinger can project a symphony of emotions into the minds of those around her. This is similar in nature to *mass miserie*, and the thoughtsinger can choose to exclude people from the effect. The duration lasts as long as the thoughtsinger continues to "sing." Just as a bard can weave supernatural effects into his music, a thoughtsinger can channel psionic powers into her song. Each thoughtsong ability requires a minimum thoughtsinger level and a minimum number of ranks in Perform (thoughtsong); if the character does not possess requisite ranks in Perform, she will not gain the associated thoughtsong ability until these ranks are acquired.

Starting a thoughtsong effect is a standard action. Some thoughtsong abilities require concentration, which means that the thoughtsinger must take a standard action each round to maintain the ability. Even when performing a thoughtsong effect that does not require concentration, a thoughtsinger cannot cast spells or manifest powers, or activate items requiring a command thought or power completion. Thoughtsong effects do not use sound and are not language-dependent abilities; they are unaffected by *silence* or *countersong*, and the thoughtsinger suffers no failure chance when deafened.

Thoughtsong affects a 45' radius around the thoughtsinger. The 'singer can increase the radius of a thoughtsong effect by investing psionic power points when she activates the ability; each power point she invests when she begins to perform increases the range by 5 feet.

Fascinate (Ps): See page 29 of the *Player's Handbook*. The targets do not need to hear the thoughtsinger, but must be able to see her. *Fascinate* is a telepathy (charm), mind-affecting ability.

Inspire Courage (Su): See page 29 of the *Player's Handbook*. The targets do not need to hear the thoughtsinger, as long as they are within the area of effect.

Suggestion (Su): See page 29 of the *Player's Handbook*. The targets do not need to hear the thoughtsinger, as long as they are within the area of effect.

Inspire Heroics (Su): See page 29 of the *Player's Handbook*. The target does not need to hear the thoughtsinger, as long as he is within the area of effect.

Emotional Shield (Su): By projecting a wall of sheltering emotions, a thoughtsinger can disrupt the effects of mind-affecting powers. Establishing the shield is an immediate action that uses one of the character's daily uses of thoughtsong. Each round that she maintains the shield, the thoughtsinger should make a Perform (thoughtsong) check. All characters within a 15-ft radius receive power resistance equal to her Perform check for purposes of resisting mind-affecting powers. The thoughtsinger can maintain the shield for up to 1 round/class level. If the thoughtsinger takes any other action while maintaining the shield, she suffers a -5 circumstance penalty to her Perform check for that round.

Purifying Thought (Ps): A thoughtsinger of 12th level or higher with 15 or more ranks in Perform (thoughtsong) can create a web of thought and motion that produces an effect equivalent to the *aura alteration* power. Using this ability requires 1 minute of uninterrupted concentration, and one of the character's daily uses of thoughtsong. It functions on a single target within 30 ft. If a thoughtsinger has more than 15 ranks of Perform, she adds those extra ranks to augment the effect, as if she were spending additional power points.

Power Points/Day: While the bulk of a thoughtsinger's telepathic talents are focused on her empathic broadcasts, she can develop other psionic powers. A thoughtsinger's ability to manifest powers is limited by the power points she has available. Her base daily allotment of power points is shown on Table 1.2. In addition, she receives bonus power points per day if she has a high Charisma score, as listed in the *Expanded Psionic Handbook*. Her race may also provide bonus power points per day, as may certain feats and items. A 1st-level thoughtsinger gains no power points for her class level, but she gains bonus power points (if she is entitled to any), and can manifest the single power she knows with those power points.

Powers Known: A thoughtsinger begins play knowing one thoughtsinger power of your choice. Each time she achieves a new level, she unlocks the knowledge of a new power. Choose the powers known from the thoughtsinger power list. A thoughtsinger can manifest any power that has a power point cost equal to or lower than her manifester level.

The total number of powers a thoughtsinger can manifest in a day is limited only by her daily power points.

A thoughtsinger simply knows her powers; they are ingrained in her mind. She does not need to prepare them, though she must get a good night's sleep each day to regain all her spent power points.

The Difficulty Class for saving throws against thoughtsinger powers is 10 + the power's level + the thoughtsinger's Charisma modifier.

Maximum Power Level Known: A thoughtsinger begins play with the ability to learn 1st-level powers. As she attains higher levels, she may gain the ability to master more complex powers.

To learn or manifest a power, a thoughtsinger must have a Charisma score of at least 10 + the power's level.

1.1 THE THOUGHTSINGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Bardic knowledge, <i>fascinate</i> , inspire courage +1, thoughtsong
2nd	+1	+0	+3	+3	
3rd	+2	+1	+3	+3	Inspire competence
4th	+3	+1	+4	+4	
5th	+3	+1	+4	+4	
6th	+4	+2	+5	+5	<i>Suggestion</i>
7th	+5	+2	+5	+5	
8th	+6/+1	+2	+6	+6	Inspire courage +2
9th	+6/+1	+3	+6	+6	Emotional shield
10th	+7/+2	+3	+7	+7	
11th	+8/+3	+3	+7	+7	

12th	+9/+4	+4	+8	+8	<i>Purifying thought</i>
13th	+9/+4	+4	+8	+8	
14th	+10/+5	+4	+9	+9	
15th	+11/+6/+1	+5	+9	+9	Inspire heroics
16th	+12/+7/+2	+5	+10	+10	
17th	+12/+7/+2	+5	+10	+10	
18th	+13/+8/+3	+6	+11	+11	<i>Mass suggestion</i>
19th	+14/+9/+4	+6	+12	+12	
20th	+15/+10/+5	+6	+12	+12	Inspire courage +4

1.2 THOUGHTSINGER PSIONIC PROGRESSION

Level	Power Points/Day	Powers Known	Maximum Power Level Known
1st	0*	1	1st
2nd	1	2	1st
3rd	3	3	1st
4th	5	4	2nd
5th	7	5	2nd
6th	11	6	2nd
7th	15	7	3rd
8th	19	8	3rd
9th	23	9	3rd
10th	27	10	4th
11th	35	11	4th
12th	43	12	4th
13th	51	13	5th
14th	59	14	5th
15th	67	15	5th
16th	79	16	6th
17th	91	17	6th
18th	103	18	6th
19th	115	19	6th
20th	127	20	6th

Thoughtsinger Powers

1st-Level Thoughtsinger Powers

Astral Traveler: Enable yourself or another to join an *astral caravan*-enabled trip .

Attraction[^]: Subject has an attraction you specify.

Call to Mind: Gain additional Knowledge check with +4 competence bonus.

Charm, Psionic[^]: Makes one person your friend.

Conceal Thoughts: You conceal your motives.

Create Sound: Create the sound you desire

Deja Vu[^]: Your target repeats his last action.

Demoralize[^]: Enemies become shaken.

Detect Psionics: You detect the presence of psionics.

Disable[^]: Subjects incorrectly believe they are disabled.

Distract: Target gets -4 bonus on Listen, Search, Sense Motive, and Spot checks.

Empathy[^]: You know the subject's surface emotions.

Identify, Psionic: Learn the properties of a psionic item.

Know Direction and Location: You discover where you are and what direction you face.

Mindlink[^]: You forge a limited mental bond with another creature.

Object Reading[^]: Learn details about an object's previous owner

Precognition: Gain +2 insight bonus to one roll.

Sense Link[^]: You sense what the subject senses (since sense).

Synesthete: You receive one kind of sense when another sense is stimulated.

Telepathic Projection: Alter subject's mood.

2nd-Level Thoughtsinger Powers

Aversion[^]: Subject has an aversion you specify.

Animal Affinity[^]: Gain +4 enhancement to one ability.

Body Adjustment[^]: You heal 1d12 damage.

Cloud Mind: You erase knowledge of your presence from target's mind.

Control Sound: Create very specific sounds.

Detect Hostile Intent: Enable yourself or another to join an *astral caravan*-enabled trip.

Feat Leech[^]: Borrow another's psionic or metapsionic feats.

Missive, Mass[^]: You send a one-way telepathic message to an area.

Sensitivity to Psychic Impressions: You can find out about an area's past.

Suggestion, Psionic: Compels subject to follow stated course of action. .

Tongues, Psionic: You can communicate with intelligent creatures.

3rd-Level Thoughtsinger Powers

Aura Sight[^]: Reveal creatures, objects, powers, or spells of selected alignment axis.

Concealing Amorphia, Greater[^]: Quasi-real membrane grants you total concealment.

Correspond: Hold a mental conversation with another creature at any distance.

Dispel Psionics[^]: Cancels psionic powers and effects.

Escape Detection: You become difficult to detect with clairsentience powers.

False Sensory Input[^]: Subject sees what isn't there. .

Time Hop[^]: Subject hops forward in time 1 round/level.

4th-Level Thoughtsinger Powers

Dimension Door, Psionic: Teleports you short distance.

Divination, Psionic: Provides useful advice for specific proposed action.

Dominate, Psionic[^]: Control target telepathically.

Freedom of Movement, Psionic[^]: You cannot be held or otherwise rendered immobile.

Mindlink, Thieving[^]: Borrow knowledge of a subject's powers. .

Modify Memory, Psionic: Changes 5 minutes of subject's memories.

Steadfast Perception[^]: Gain immunity to illusory effects, +6 bonus on Search and Spot checks.

5th-Level Thoughtsinger Powers

Co-opt Concentration: Take control of foe's concentration power.

Cloud Minds, Mass[^]: Erase knowledge of your presence from the minds of one creature/level.

Mind Probe: You discover the subject's secret thoughts.

True Seeing, Psionic[^]: See all things as they really are.

6th-Level Thoughtsinger Powers

Hypercognition: You can deduce almost anything.

Mind Blank, Personal[^]: You are immune to scrying and mental effects.

Moment of Prescience, Psionic[^]: You gain insight bonus on single attack roll, check, or save.

Phase Door, Psionic[^]: Invisible passage through wood or stone.