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THE QUINTESSENTIAL PSYCHIC WARRIOR

Collector Series
Book Nine

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of the Dungeons and Dragons®
Player's Handbook, Third Edition,
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The Quintessential Psychic Warrior

Sam Witt

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INTRODUCTION

When mind and steel are joined to a common purpose, the psychic warrior is the result. Combining mental techniques with combat skills, the psychic warrior is a competent fighter with a plethora of dazzling abilities hidden up his sleeve. Want to run up a wall and strike at an opponent from overhead? How about suddenly gaining an extra action while in combat? Or merge a weapon with your body so it is never out of reach? All of these, and more, lie within the grasp of the psychic warrior. *The Quintessential Psychic Warrior* is a sourcebook that greatly expands this class, adding new and exciting abilities while also opening up new avenues for character development and opportunities for role-playing.

Training both mind and body for combat readiness gives the psychic warrior an interesting position in a campaign. Capable of stunning acts of violence, he also possesses the mental discipline and an unexpected arsenal of skills to do more than just lay waste to his foes. When a self-sufficient, cunning warrior is called for, the psychic warrior is a natural choice for the job. The unique mingling of psychic power and martial capabilities afford psychic warriors a range of options unavailable to most other characters predisposed toward physical activities, making them an excellent choice for players who desire a character with a wide variety of techniques and tactics ready for use at any time. Though not the match of the fighter in a straight-up fight and inferior to the psion in a pure duel of minds, it is the combination of these two types of activity which provides the psychic warrior with his versatility, power, and lethal fighting style.

THE COLLECTOR'S SERIES

The Collector's Series is a range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a player's options for their character within the d20 games system. Slotting seamlessly into any fantasy-based campaign, each will give a comprehensive guide to one class or race within the game, allowing both players and Games Masters the chance to present old character types in a completely new way without overpowering or unbalancing the game as a whole. The Collector's Series will not necessarily allow a player to create a better character, but they will be able to do a lot more than ever thought possible before.

THE QUINTESSENTIAL PSYCHIC WARRIOR

Psychic warrior characters of any experience level can benefit from the material in this sourcebook. All characters can use the character concepts, whether starting fresh and incorporating the benefits and disadvantages from the get-go or using them to add depth to a character's history. New feats and psionic powers of all levels can be found within these pages too, giving the players of psychic warriors new options for mechanical advancement and customization of their characters. Further exploration of the psychic skills can be found herein, offering an alternative look at some of the skills as well as options for unconventional ways psychic warriors can use standard skills. Of course, new weapons, armour, and other pieces of equipment are added to the arsenal of the psychic warrior, offering even more options for customization and fine-tuning of an individual psychic's style.

Weapon meditations make their first appearance in this sourcebook, giving psychic warriors even more options for specialization of their many abilities. These meditations represent the different ways in which psychic warriors train their minds and bodies to work in harmony and how these differences are exemplified by the use of particular weapons. The psychic warrior armed with a double-bladed sword is quite different, both in temperament and training, to one who wields a dagger and the weapon manifestations provide the mechanics for making such differentiations between the characters.

A number of new prestige classes are detailed herein, each an example of the different ways in which psychic warriors can pursue advanced training. Many of these tie into weapon manifestations, opening the way for martial schools of training which can be easily customised for any campaign. Others, however, focus on different aspects of the psychic mind, from the arcane-hating spellkiller to the combination of addiction and hunger which drive the psychic predator.

Also in this new sourcebook you'll find information on the deadly psychic battle-trance that transforms a psychic warrior into a murderous void of thought and action. The dread secrets of psionic cannibalism are uncovered for the first time as well, revealing the strange and sordid world of those psychic warriors who hunt other psionic creatures, even other psychic warriors, to enhance their own power. Related to the

strange rites of the psychic cannibal, methods of body alteration used to 'open the chakras' for greater psionic awareness are presented for those psychic warriors brave enough to make use of these strange techniques.

Capping things off is a discussion of the creation, running and upkeep of the training halls in which psychic warriors receive their instruction. Beyond a simple discussion of the walls and defences of these psychic fortresses, you'll find additional information about the ways in which the psychic warriors are trained and the cultures which give rise to these enclaves of psionic combatants. Bringing the book full circle, the discussion of monasteries of the mind offers advice and insight into the childhoods and pasts of the psychic warrior.

Armed with the material found in this book, a psychic warrior will have plenty of options available to him, from his days as a 1st level neophyte through his ascension as a powerful master of the mind at 20th level and beyond.



Ardelin bowed his head and focused his energies inward, igniting the power of his chakras and allowing the heat to expand outward from his belly to his limbs. Tingling spots of heat rose to the surface of his skin and, to his attuned senses, glowed with turbulent streams of power. Unsatisfied with the extent of his meditations, Ardelin cleared his mind and exhaled all conscious thought through a long, slow stream of his own breath. So prepared, he let his fingers wander over the crude stitching covering the flesh on the outside of his bicep. With dexterity honed by dozens of previous efforts, Ardelin undid the laces of his flesh with a few sharp jerks on the treated catgut winding through the wound.

The suddenly-exposed chakra burst to life as the sensations of the world crowded in upon its glistening surface. Ardelin gasped as the power flooded into him and the pain became a dim memory, a thing of little consequence compared to what he had gained. Unaware of the thick ribbon of blood winding down his arm to splash onto the cold stone of his cell, Ardelin rose and banged his fist upon the iron door. 'It is time.' His voice echoed in the hollows of his skull, bursting behind his eyes in a kaleidoscope of unnatural colours and complex patterns. The blast of light from the opened door overwhelmed his mind, but he did not need to see. Delicate hands circled his wrists and the soothing whispers of the maidens flowed through him like a cooling wind.

The stone of the cellblock gave way to the roar of the crowd and the burning sand of the arena floor. The moon sailed high overhead, her face a shining silver coin weeping tears of light over the duellists. With a smile, Ardelin raised his face to taste the falling moonlight. The flesh of his arm opened with a hissing sigh and the bone shifted and reformed into the hooked length of the falchion to which he was bonded.

Returning his gaze to the scene before him, Ardelin sniffed the air. Another of his kind was coming, a duellist who used his mind as well as his body. With a grin, Ardelin nodded his approval and brandished his metamorphosed arm. The crowd roared its approval and the seasoned gladiator raised his remaining hand high over-head, urging them on. Their adulation washed over the arena, a seething tide of heat and lust and hate. Ardelin tasted it through the open chakra of his arm and felt the hunger rise hard and fast through the centre of his being.

Across the arena, a great set of double doors creaked open and Ardelin's challenger made his way between them. Unarmed and unarmoured, the gladiator was small and unimposing. But he struck without hesitation and drove his attack toward Ardelin with all the force his mind could muster. Moving reflexively, Ardelin struck the mental barb down with a well-timed slash of his weapon arm and began moving toward the little man. 'A psion.' His trot became a run then as the hunger twisted like jagged hooks in his gut. 'And just in time. I'm soooooo hungry.'

CHARACTER CONCEPTS

The psychic warrior is a hybrid creature, combining skill at arms and a physical adroitness with intense powers of concentration and the skill necessary to tap into the psionic powers within. As he grows in power and experience, the psychic warrior may become something strange, something alien and disturbing, but he can never truly shake off the shackles of his past. Perhaps more than any other type of character, the psychic warrior is tied to the moment of his conception, that spark of creation which defines him as surely as any other action he consciously takes. These moments of creation, the instants of the psychic warrior's development are tools to define the history and nature of the psychic warrior.

Character Concepts are a core idea for the Quintessential series of sourcebooks from Mongoose Publishing and provide a range of templates for each character class that will allow a player to quickly and easily provide a ready background for every new character he generates. As well as providing both a

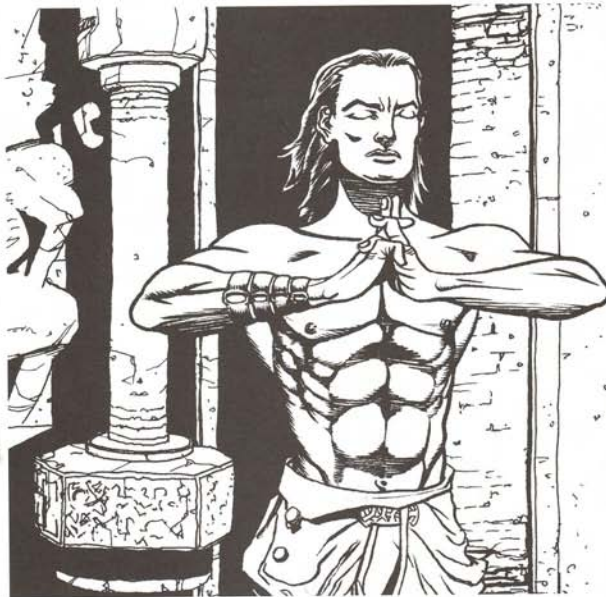
small bonus and penalty to his character's capabilities, each Character Concept gives a ready base for role-playing, thus greatly shortening the time taken during character creation, as well as granting that oft-needed inspiration so important for a player to feel 'at home' with his new character.

Any one Character Concept may be applied to a character as it is being created. The listed bonuses and penalties are applied, any role-playing description modified and adjusted to take into account the template and then the character is ready to play! From this point forth, both the player and the Games Master should be aware of the Character Concept chosen and take steps to ensure the character is played accordingly. It must be stressed; Character Concepts are a role-playing tool, not simply a method to gain lots of new abilities!

ASCETIC

Born into a culture which venerates self-discipline and self-control over all other virtues, you were trained to stifle your impulses and restrain yourself at a very early age. Privation and austerity became your two constant companions and you learned quickly to survive on much less than others would find

acceptable. Rough, cloth tunics were your only clothes and your food was little more than simple bread, raw vegetables, and the occasional hunk of meat torn from a roasting haunch over an open fire. Though your childhood could not be considered loving, by any stretch, it did afford you the opportunity to expand your mind and unleash those capabilities others can only dream about. Your first psionic manifestations were disruptive, but the severe control you learned to maintain over your thoughts and actions allowed you to eventually master them. When you felt your control over your powers was strong enough, you ventured out into the world – not to escape your home, but to expand your experiences and incorporate them into your burgeoning powers.



Adventuring: Ascetics crave new experiences and the chance to learn more of their world. Though they are completely self-contained entities, rarely even bothering to converse with others unless it is absolutely necessary, the ascetic knows he can only grow by testing himself and can only accomplish this through exposure to the greater world around him. Most find the ascetic to be a bit of an odd duck, what with his reluctance to speak and his seeming inability to take pleasure from anything in life. Still, he provides an important balance to adventuring parties and his skills are certainly powerful enough to make him welcome amongst most groups of treasure hunters and explorers.

Role-playing: It is rare for the ascetic to voice an opinion, positive or negative, about anything, even those things which directly affect his well-being. Though the ascetic may, and often does, make comments about the inherent nature of things ('This rain is much harder than it was yesterday.' 'These vegetables are less fresh than those in Carakis.') they have little use for 'good' or 'bad' connotations. Most ascetics seek adventure as a way to test themselves and have little interest in the final outcome of their actions – for the ascetic it is all about pushing one's powers of concentration and expanding one's skills, not about some fight over good or evil. If some good does come of his actions, the ascetic may be pleased about it, but rarely goes out of his way to do either good or evil. The ascetic's speech is as sparse and plain as his own needs and it is very rare for an ascetic to string more than a sentence or two together to express himself unless it is absolutely necessary.

Bonuses: The ascetic is not distracted by the world around him. Pain and privation have been part of his life for so long it is unusual for him to even notice them. The ascetic is granted a +1 natural bonus to any and all Concentration checks.

Penalties: The ascetic can only eat fresh food and drink fresh water. Though he can ingest magically-created food for periods of up to five days, he cannot eat trail rations, iron rations, or other preserved foods. If forced to eat magically-created food for more than five days, the ascetic loses 1d4 hit points each day as his

body begins to consume itself in its hunger for fresh food. These hit points return once the ascetic has had the opportunity to consume fresh food for a period of three days, at which point his 'clock' for the eating of magical food and water begins again.

CRIB ADDICT

Those with psychic powers are known to experiment with altered states of consciousness, ingesting chemicals, herbs and other substances as they strive to find new and different ways to view the world. Though such consumption does tend to open up new avenues of thought and new philosophical approaches to life, it can also lead to all manner of withdrawal symptoms and other unpleasant side effects. Perhaps most disturbing of these is their effect on the next generation – though the children of these addicts are almost always psychic to some degree, they also crawl from the womb addicted to one or more harmful substances. You are one of these unfortunates, a child raised on a combination of mother's milk and psychoactive substances, your blood suffused with drugs you've ingested, and those your parents took before your birth.



CHARACTER CONCEPTS

Adventuring: There is a strong need for you to consume one sort of chemical, herb, or other psychoactive substance. These things cost a considerable amount of money and adventuring seems like as easy a way to score big as any. With your special abilities you rarely have trouble finding a group of adventurers to tag along with, even if you do have to hide your dependencies in order to gain their trust. Your skill in rooting through the seedier side of a city, gained while learning how to find the substances you need, gives you an advantage in urban adventures, allowing you to work closely with rogues and bards when needed. Given your need to deal with unsavoury individuals of all stripes during your quest to temporarily quench your addiction, there is a more than good chance you've had to go adventuring just to escape angry dealers or the local law.

Bonuses: You are streetwise and your tolerance for toxins is higher than normal. If you have no ranks in the Gather Information skill, you are treated as if you had two ranks for all check related to this skill. If you do have any ranks in this skill, you gain a +2 competence bonus to any Gather Information skill checks you need to make. Due to the large number of toxins you've ingested, both before and after your

birth, you receive a +1 natural bonus to any saving throws to resist poisons of any kind. Sadly, this bonus does not extend to rolls to avoid addiction.

Penalties: You're hooked on one or more of the psychoactive substances detailed in Chapter 6: Tools of the Trade. You may select any single substance which costs 50 gp or more per dose or any two substances which cost 10 gp or less per dose. Note that you are fully addicted to these drugs and are considered saturated by them. Though you gain no further benefits from the chemicals in question, you must still consume them at least once per week in order to avoid withdrawal symptoms or other side effects. See Chapter 6: Tools of the Trade, for more information on psychoactive substances and their effects.

DEVIL CHILD

Few villagers are prepared to deal with a child who suddenly begins manifesting all manner of strange powers. In your case, your parents were especially ignorant and fearful of your abilities and you found yourself turned out to brave the world alone. Clearly you could not seek comfort or aid within the village of your birth and so you began making your way down the road in search of more understanding folk. You may have spent a significant portion of time wandering in the wilderness or found your way to a city early on and spent your time skulking in the back alleys. Whatever the case, you learned to survive and to avoid the notice of those you wished to avoid. Unfortunately, you shielded your senses from the pain and suffering you were forced to witness so well you created a block within your mind and are now barred from using certain psychic powers.

Adventuring: You probably started your adventuring career at an early age, hooking up with another group of wanderers to see the world. With your early childhood so filled with strange journeys and horrifying encounters, you are willing to undertake even foolhardy adventures simply because you see the world as such a stark set of challenges that adding one more to the list is of no consequence. Though other adventurers might find your lack of concern heartening, long-time companions may come to realise that you have very shaky judgment when it comes to choosing how to overcome or avoid challenges.



Isris ground her palms into her eye sockets, pushing against her eyeballs until tears welled and washed away some of the grit crusted inside the lids. When she opened them again, sparks danced in to colour her vision with sickly streaks of unfading yellow light. Sunlight weighed oppressively on Isris, forcing her to stumble back, deeper into the alley where its offensive rays did not scratch and claw at her weeping eyes.

She needed to get out, find someone to sell her some crystalline serum before she started getting even shakier than she already was. Afraid to look in her coin purse, she jiggled it with one hand and winced at its slight weight. 'Not enough.' She muttered and picked nervously at her lip with ragged, filth-clotted fingernails. 'Not enough.'

It was early, though, and she could probably earn enough coin to get the serum. She'd done it in days past, though it was getting harder and harder to go through the motions without the serum. Her fingers weren't as nimble as they once were and her once-attractive features were inexorably sliding into a starker, almost reptilian cast. A few more weeks, at most, and Isris was certain she'd find herself doing things she didn't want to do with people she couldn't bear to envision.

A sigh caught in her throat like a jagged hook and the tears welled up again, unbidden. She smeared the drops away from her eyelashes and shook with frustration when she saw the greasy streaks they left on her fingers. She'd fought barbarians on the southern border, killed serpents as long as city blocks, and slipped unseen through the temples of ancient gods – and yet here she sat, twitching and half-blind like some degenerate beggar. Something had to change, she had to get help, get her head straightened out...

But first, first she needed her serum. Just this one last time, just a little more to help take the edge off.

Role-playing: Though you are bound to be initially distrustful of anyone you travel with, those who earn your trust quickly become a surrogate family. You form bonds slowly, but with an unnerving strength and are often unable to see things clearly once you do give your trust to another. In some ways you are utterly cynical, unable to believe anything good about anyone, but in others you are horribly gullible, willing to support the actions of your fellows just to belong. You may grow into a powerful, insightful psychic warrior, but there are scars from your past which will never heal. Your background also makes you somewhat blunt and crude in your manner of speaking and it might be best if you avoid speaking or bargaining with the more genteel members of society.

Bonuses: Your unique experiences provide you with additional class skills, which apply to any class you take throughout your career. Your new class skills depend on whether you grew up in the wilderness or the city, as shown below.

† If you grew up in the wild, your additional class skills are: Animal Empathy, Handle Animal, Knowledge (nature) and wilderness lore. You must take at least one rank in each of these skills at the time your character is created.

† If you raised yourself in the city, your additional class skills are: Bluff, Hide and Sense Motive. You must take at least one rank in each of these skills at the time your character is created.

Penalties: The difficult time you had as a child and the horrid treatment you received at the hands of your own family have crippled portions of your mind, especially those areas tied to increasing your awareness of the world around you. The psychic scars which formed around these areas prevent you from making use of any psychic powers based on the Wisdom attribute. At your GMs discretion, you may overcome this difficulty through the use of psychic surgery or the use of a *wish* spell, but lesser methods should not be available for defeating this serious problem.

ESCAPED THRALL

Like other creatures, those with psionic powers can be exceptionally cruel in their pursuit of personal enlightenment. Unlike most other creatures, however, the psionically endowed are able to deliver very personal, very intimate tortures into the very minds of their victims. You were the subject of such torture, kidnapped and spirited away to live amongst mind flayers or other villainous psionics, your very existence a mind-wracking lesson in suffering and horror. Despite all this, you persevered and, when your own psionic potential ignited within your skull like a solar flare, you were able to escape. Since then, you've clawed your way out of a psychic nightmare and are now able to function on a somewhat normal level.

Adventuring: The weak are preyed upon by the strong and you've had quite enough of being weak. Adventuring gives you a chance to improve your





skills, to grow stronger so that you never again need to fear others. The adventuring life also gives you the opportunity to wander far and wide, putting as much distance as possible between yourself and those who used you as a psychic plaything. Adventurers always have room for someone with a tolerance for pain and your psionic powers give you the kind of edge that is well-received by professional treasure hunters and monster slayers. Still, every step you take below the surface of the earth reminds you of the horrors which may be out there, waiting for you to fall back into their clutches.

Roleplaying: You have more than your share of scars and are unwilling to talk about it in any but the vaguest of terms. After surviving torture at the hands of one sort of psychic fiend or another, you are very wary of everyone around you, knowing full well how easy it would be for any of them to turn on you, to reveal a monstrous face hidden below their smiles and friendly gestures. Even when you spend a great deal of time with the same people, you rarely express any true feelings and trust them only as far as you absolutely must. Given the opportunity, you double-check anything one of your companions does and are unwilling to place yourself at their mercy if you can avoid it. You save a special, glowing ember of hatred in your heart for those psychic creatures that ripped away your mind and left you screaming in the darkness. When facing such creatures, you find yourself either so overwhelmed with hatred your mind flares with a life of its own or so crippled by fear you have difficulty defending yourself. How you will react varies from encounter to encounter, creating a whole new kind of fear for you to face.

Bonuses: You must decide which psionic race captured and tortured you during your formative years. This may be any race you and your GM agree upon, but the race as a whole must be able to use psionics. When facing this race, you must make a Will save (DC 20) – if successful, your opponents all suffer a –2 circumstance modifier to their Will save to resist your psionic attacks. If you fail, however, you suffer the penalty below.

Penalty: When you fail your Will save (as noted above) you suffer a –2 circumstance modifier to all Will saves to resist psionic attacks launched by members of the race which captured and imprisoned you.

EXPERIMENT

Not every child is born out of love or accident – a few are bred for a very specific purpose. You are one of these, a child infused with all manner of strange essences *in utero* by a father or mother well-versed in the arcane arts. Though you are certainly aware of this parent, there is likely another parent of alien heritage of which you are not aware. While you may not have been the sought-after result of the experiment leading to your birth, you were certainly different from the average child. With impressive psychic powers apparent even in your early days, you were regarded as something of a success by your mortal parent who helped you expand your abilities as you aged. Though the relationship of your family was likely unconventional, you at least benefited from this early training and have a very good chance of becoming a potent psychic warrior.

Adventuring: Every child must eventually leave home and you are no different. Though the parent who oversaw your creation may be loath to release you into the world, he or she certainly understands the need for the psychic to expand his experiences in order to grow more powerful. Your parent used his association with adventurers and explorers to introduce you into the culture of vagrant warriors, rogues and wizards, easing you into a lifestyle others find difficult. Your pragmatism and psionic prowess allowed you to quickly enter this strange world and you will likely be welcomed into any adventuring company you choose to work with.

Roleplaying: As a child borne of experimentation, you were treated a bit differently than others. Most of the early childhood games you remember were actually tools meant to expand the reach of your mind and the few friends you had were conjured by your parent. The family pet was a familiar, in all likelihood, and you may have been served by homunculi and golems. So, while you are quite comfortable with strange and magical moments in the world, you view them as simply mundane extensions of your home life and are unaware of any greater significance. To you, the entire world is magical and it is only those places which seem utterly mundane which are exotic and strange.

Bonuses: Your mind was greatly expanded by the games your parent played with you, allowing you to store far more power than the average psychic warrior. You receive an extra power point each day per level. Thus, at first level, you have one more power point available for use each day and at 20th level, you have an additional 20 power points.

Penalties: The same exercises used to expand your mind also corroded your ability to psionically defend yourself. When engaged in psychic combat, you suffer a -1 natural penalty to all Will saves. This penalty only applies to saves made to defend yourself against psionic attacks and standard Will saves are unaffected.

FAILED PSION

You tried to follow the path of the psion, but you just couldn't quite get it. Though you applied yourself and followed the meditation exercises with brutal diligence, you were never able to make the leap and fully embrace your psionic potential. Frustrated and shamed, you left the psionic enclave and pursued the path of the psychic warrior with the same fervent devotion. Fortunately, you had much greater success



in your new path and are confident your abilities will take you far.

Adventuring: You might never experience the mental freedom of the psion, but you can at least emulate a portion of it by honing your skills. Looting the treasure from monsters and enemies is another way for you to increase your power, and adventuring seems to

CHARACTER CONCEPTS

be the only good chance you'll get to do any of that. You are quite welcome with most adventuring groups because of your dedication and willingness to dive into difficult situations. Though you look wistfully back upon those days of quiet meditation, you can't help but admit your current life is more exciting than sitting on a mountaintop staring at your navel.

Roleplaying: Others might not be aware of what you *tried* to be, but you are painfully aware of your shortcomings each and every day. When you use the single power you managed to retain from your original training, it is a bittersweet moment as you display your unusual skill while knowing you will never master the other abilities now forever denied to you. While showing off your skills, you feel at the top of your game but the quiet downtimes bring you bitter memories and doubts about your abilities and future. Though you appear confident, there is always the nagging knowledge that you failed once and can certainly fail again if you don't watch yourself.

Bonuses: You may exchange one of the 1st level psychic warrior powers for a 1st level power from the psion list. This is a one-time exchange based on your previous training as a psion and is permanent.

Penalties: You may never multiclass as a psion, of any type. In addition, you have one fewer psychic power at first level than you would normally have available. Stunted by your earlier training, you are unable to shunt aside all of the psion ways of doing things, which limits you to a certain degree in your future endeavours.

MINDSHARD

Some psychic are born, others are created. You inherited your powers when a psychic shard imbedded itself in your psyche during your childhood. Though your imaginary friends became much more forceful in their play with you and the small voices in your head grew more insistent and persuasive, you really had no way of knowing you were different from your peers.

When you began to really hear the voices, however, to really understand that one of them spoke louder than the others, the doors to psionic powers were opened. You were taught to control your body and your mind, quickly growing to understand you were, indeed, quite different from your peers. Though you managed to keep your psychic advisor secret all these years, its voice sometimes frightens and disturbs you, making you wonder what it is, exactly, you have gotten yourself into.

Adventuring: Your shard has a purpose for you, though you might not understand exactly what that purpose is. In order to achieve its goals, the shard goads you into accepting adventuring opportunities and you must accept or suffer a potentially crippling withdrawal of some or all of your psychic powers. With the odd knowledge provided by the shard, however, you rarely have a difficult time convincing adventuring companies to accept your services and you find yourself enjoying the wild lifestyle and interesting experiences. More disturbing to you is the sense that all of your adventures are not your own, but the strange desires of a creature who has driven your every move since you were a child.



Roleplaying: You are not easily distracted, but you must spend some time each day in deep communication with the entity living within your mind. The shard rarely has any onerous demands, though it does provide the occasional clear directive to seek out a certain item or location. This leads to moments where you seem to drift off, gazing into the distance and ignoring all but the most dangerous stimuli as you listen to your long-time companion. You are also prone to fits of gluttony, during which you sate your every appetite with such vigour you are sometimes left insensate for a few days. When given the opportunity, you are more than willing to expand your horizons in strange and unpredictable ways.

Bonuses: Put simply, you have knowledge which you should not possess. Your mindshard is able to feed you bits and pieces of history at the whim of your Games Master, providing you with hints, clues, tips and leads which provide new adventures. These bits of information come at unexpected times and may not always be welcome, but they always lead to something interesting.

Penalties: Your mindshard is a strange creature which has its own needs and desires. Once per month, it will make such desires known to you and provide the information you need to fulfil those desires. Often, this is something as simple as a good mug of ale or a particular type of meal, but it can be more difficult, such as demanding a journey to a specific location. The mindshard does have a very long memory and apparently limitless lifespan, providing it with a great deal of patience so it tends to make its demands in such a way as to incorporate your own current plans as much as possible. On the other hand, if you refuse to follow the demands of your mindshard, you immediately suffer a loss of 15% of your current psionic power points, which are only restored after you begin fulfilling your mindshard's demands.

Note that this is a roleplaying-intensive character concept which involves close cooperation between GM and player to prevent unexpected difficulties for all involved. By working out, beforehand, the general nature of your mindshard, you and the GM can come to an agreement about how the mindshard affects the game, using it as a useful hook for future adventures rather than a painful goad for pointless tasks.



NATURAL BORN KILLER

Your people suffered greatly at the hands of some enemy. For generations, they were preyed upon until at last they could take it no more. You were to be the tool of their vengeance, a child created for no other reason than to free them from the predations of their enemy. The ancient rites and strange alchemical formulae used by your parents worked and you were the result. Though you were trained by others, most of your ability is natural, inborn and honed over years of experimentation and self-exploration. After all this time, you are finally ready to take the fight to your enemies and free your people.



Adventuring: You are driven by the need to destroy those you were created to fight. Though the enemy may be well-known, you are not yet their match and must expand your capabilities in order to battle them and bring peace and rest to your people. Others may find your zeal a bit off-putting, especially when it places them in danger, but your desire to better yourself and gather power is a sure draw to those who find the adventuring lifestyle to their liking. You may not be the best leader, letting your hunger for revenge occlude the need for careful planning and caution, but you are a steadfast and loyal companion. When the need for killing begins, you are ready and your skills more than make up for your occasional lack of common sense.

Roleplaying: You know what you need to do and you spend hours of each day planning on how to achieve your goals. When offered a choice between striking out at the enemies you know and pursuing some other, more sensible alternative, you most always opt for the sudden attack. You are also very much living in the

moment and make choices which are best for immediate action, often without much concern for what happens in the future. If confronted with one of the enemies of your people, you must lash out unless you can be convinced of another plan which will allow you to create more trouble for your foes at a later date. You are a powder keg of emotions and violent impulses and your companions must be constantly wary of this to protect you from your darker side.

Bonuses: You are a masterful fighter blessed with physical prowess gained through the sacrifices and arcane rites practiced by your parents. You receive a +1 natural bonus to the first attack you make in any round of combat; this bonus increases to +2 if you are facing the enemies of your people. When this character is created, the player must work with the GM to define the enemy of his people. In most cases, the enemy is fairly widespread and may encompass a large portion of a given race. The enemy should be of a type that can be encountered with some regularity (at least once every second or third adventure) throughout

Chran slammed his hands together, then pulled them apart to reveal the twin blades hanging loosely from his fingers. The weapons glittered with psionic energy, keening quietly as he whirled them around in wide arcs. His first attacker leapt away from him, stumbling and falling over his companions as he tried to make his way to the door. The other two, their eyes wide with fear and mouths gabbling out protestations of innocence, did their best to back away slowly, manoeuvring blindly around their fallen friend.

'We didn't mean nothin', mister. We was just havin' some fun.' The first one raised his hands and smiled feebly, trying desperately to defuse the situation, turn it away from the destruction he could see coming. 'Just funnin', ya know?'

Chran growled wordlessly and flicked his left hand out in front of him, carving it through the air in a backhanded stroke. The speaker stumbled to one knee, clutching his face and ululating wildly. His tongue flopped loosely above his throat, exposed now that his lower jaw had been sent flying away from the rest of his skull. The psychic warrior ended the fool's life with a kick that shattered vertebrae in the man's neck and crushed his oesophagus.

The other two screamed wildly and clung to each other like children, horror drawing their faces back and pinning their features into rictus masks. Grunting savagely, Chran killed them both with his mind alone, shattering their bodies with bolts of psychic energy. He twirled his weapons once around his fists and they disappeared with a sound like breaking glass. The psychic warrior stalked back to his bar stool and sat down next to his companions.

'Was that really necessary, Chran?' Teriliss frowned uncertainly.

'Yeah. They spilled my beer. Idiots.'

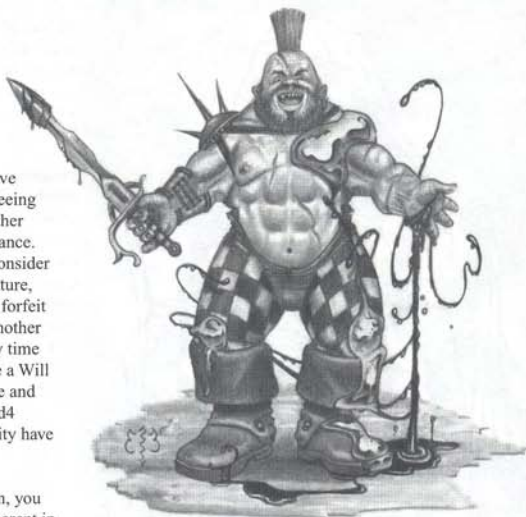
the killer's career. Organizations make excellent enemies in this case, allowing for a wide range of enemies with which the GM can challenge the character.

Penalties: You are prone to fits of violence at the worst times.

When confronted with an enemy of your people, you must make a Will save (DC 15) or immediately attack the target, regardless of the current circumstances. Though you have far-reaching plans for the future and freeing your people, you are unable to make other plans more than a few moments in advance.

When you must make a plan or must consider the consequences of an action in the future, you must make a Will save (DC 15) or forfeit your decision-making capabilities to another member of your party. In addition, any time you suffer any damage, you must make a Will save (DC 20) to avoid flying into a rage and attacking all enemies around you for 1d4 rounds or until all threats in your vicinity have been removed.

When the enemy of your people is slain, you lose both the bonuses and penalties inherent in this profession. The energies invested in you are freed when the task set for you at birth is completed and you are released from a life of violence and bloodlust.



SEEKER

You hail from a culture which is in its waning days. Though blessed with tremendous psionic powers, your people are suffering from infertility, interminable wars, or other circumstances which continually deplete their numbers and leave them weaker with each passing generation. To combat the general decline of their civilization, this culture chooses one of its number every decade and sends him forth in search of something, anything, to help them in their time of need. Whether searching for a magical cure to the small number of births, a weapon to defeat long-standing enemies, or something else, you are tasked with rejuvenating your people and returning them to a golden age. How well you do in this regard is up to you, but the fate of thousands rests squarely on your shoulders.

Adventuring: You pursue any legend, scrap of myth, or strange treasure map you come across in the hope that it can be used to return your people to their former glory. In your travels, other adventurers are sure to be of use to you, if only as cannon fodder while you search for the key to your people's success. Given your willingness to embark on hare-brained escapades at the drop of a hat, you are quite welcome amongst

other adventurers who share similar tastes and a general desire to seek out havoc. While others may grow weary of your constant searching for some nebulous magic item which may or may not exist, few are willing to turn away someone with your skill at arms and other, stranger abilities.

Roleplaying: Your people are dying and every day you spend away from them increases the pain and suffering they must endure. With this knowledge pressing on you, you are willing to forego sleep, food, and other necessities in your quest for something to save your family and loved ones. What this something is you aren't quite sure, but you're willing to dig through any ancient books, mouldering old scrolls, or tear the secrets from the strange creatures you encounter to find out. Your single-minded determination is impressive, but it can also be overbearing at times, especially given your general uncertainty about what it is you are looking for. You know you have to save your people, you just aren't sure *how*.

Benefits: You were trained from an early age to learn and understand from what you find in books, scrolls, and other sources of information. Because your people never knew what might prove the cure to their current ills, you were taught to pick up clues from any available font of information. You may treat all knowledge skills as class skills, regardless of your current class. You are also able to push on with up to two hours less rest than normally needed by a member of your race and need only one good meal each day in order to survive.

Penalties: When not directly pursuing a quest which may result in the improvement of your people's lot, you are easily distracted and unable to concentrate to the fullest of your ability. At such times, you suffer a -1 penalty to all Concentration checks and receive one-half your normal number of psionic power points each day, though you may never receive fewer than 2 points each day.



SYBARITE

Psonics relies on your experiences in the world as much as mental discipline and you believe in indulging yourself in as many experiences as possible. Where others may deprive themselves of sensual pleasures or subsist only on a diet of weeds and water, you believe in eating rich foods, sampling strange diversions, and otherwise immersing yourself in a sea of sensations which others might find extreme, even depraved. You, on the other hand, find the entire experience enlightening and can only pity those who believe power only comes from depriving yourself. You are living proof that a debauched lifestyle is as much a key to enlightenment as any cell in a musty old monastery, after all.

Adventuring: Your lifestyle can be very expensive – wine and whores do cost money and the many illicit narcotics you find yourself indulging in can lead to a very nasty tab with the local suppliers. Adventuring provides a very handy way to quickly replenish your dwindling supplies of gold and it has the added bonus of expanding the depth and breadth of your own experiences. Adventuring companies might find you eccentric, but your ability to find the best party in a given city and to turn even the simplest stop over in a small village into a satisfying experience makes you a welcome travelling companion. Given that you are also something of a psionic powerhouse, most adventurers can overlook your more extreme habits as long as you hold up your end of things.

Roleplaying: Pleasure is your mainstay. Anything that gets in the way of your good time is an obstacle to be removed as soon as possible. When you aren't able to indulge yourself, however, you find yourself becoming increasingly irritable and your psionic powers become much less reliable. Whenever you have the chance, you dive deep into sensual pleasures and gorge yourself on food, wine, and other intoxicants. This leaves you virtually insensate for 1d4 days, at the end of which time you are restored and your powers are at their strongest. The longer you go without indulging, however, the weaker you become until you cannot draw upon your powers at all.

Benefits: After an exploration into pleasure, you are fully primed and ready for any adventure. Your psionic powers cost 1 power point less to manifest (though there is a

minimum cost of 1) for the first day after your bacchanalia. This bonus persists for two days, after which it dissipates entirely. You also are considered to have 10 ranks in the Gather Information skill for the purposes of locating illicit drugs, finding houses of ill repute, or uncovering the best parties in a given city. If you have any ranks in the Gather Information skill, you receive a +5 competence bonus to your checks for the above reasons.

Penalties: If you go more than five days without a full on bout of pleasurable experimentation, you begin suffering a loss of psionic power. On the sixth day after such an experience, you suffer the loss of 1 psionic power point per level. This loss increases by 1 point every day after the sixth and, after you lose more than one-half of your former total power points, you are unable to use any psychic powers at all until you indulge yourself as noted above.



THE PRESTIGE PSYCHIC WARRIOR

Within the pages of this book, you'll find a great many new options for the psychic warrior. Whether pursuing a particular weapon meditation or simply mastering the arts of psychic cannibalism or ritual mutilation, there are a plethora of new avenues of progression open to the psychic warrior as he moves through the levels from 1st to 20th.

Still, there are those who wish to deviate from the norm, to engage in a particularly demanding course of study in order to achieve a greater state of enlightenment, more specialised combat techniques,



or other esoteric special abilities. The prestige classes presented in this chapter provide new opportunities for psychic warriors of all levels, from the neophyte in search of meaning to the master who hunts others of his kind. Though each of these prestige classes is designed primarily with the psychic warrior in mind, any character with psionic powers may pursue them if he can meet the prerequisites.

By taking one or more of these prestige classes, the psychic warrior will be able to expand his abilities or focus his concentration more completely on specific aspects of his power.

DOUBLE-WEAPON FIGHTER

The exotic purity of the double-weapon is mastered by very few. The extreme difficulty in learning how best to use this weapon, how to strike with both heads while still defending one's self is an accomplishment which eludes all but the most dedicated. Those who pursue this prestige class dedicate themselves to one of the double-weapons, training in its esoteric techniques and attempting to master the intricacies of its defensive postures.

Though psychic warriors often learn to use more than one weapon, becoming a double-weapon fighter requires a great deal of concentration and a dedication to a particular weapon. In most cases, this dedication is achieved through the pursuit of a weapon meditation, where the single-minded adherence to a specific style of fighting can be made to pay off.

Hit Die: d10.

Requirements

To qualify to become a double-weapon fighter, a character must fulfil all the following criteria.

Base Attack Bonus: +3 or higher.

Base Power Points/Day: 8.

Feats: Ambidexterity, Exotic Weapon Proficiency (any double-weapon), Two Weapon Fighting, and Weapon Focus (any double-weapon).

Class Skills

The double-weapon fighter's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Stabilize Self (Str), Swim (Str), Tumble (Dex), and Use Psionic Device (Cha). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All the following are class features of the double-weapon fighter prestige class.

Weapon and Armour Proficiency: The double-weapon fighter gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Bonus Feats: At various levels throughout his training, the double-weapon fighter receives a bonus feat, which may be selected from the following list: Blind Fight, Combat Reflexes, Dodge, (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical, Improved Initiative, Improved Two-Weapon Fighting, and Weapon Focus. These feats are acquired in addition to any other feats normally available.

The Double-weapon Fighter

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Charge Breaker
2	+2	+3	+0	+0	Spinning Trip
3	+3	+3	+1	+1	Bonus Feat
4	+4	+4	+1	+1	Second Strike
5	+5	+4	+1	+1	Bonus Feat
6	+6	+5	+2	+2	Whirled Deflection
7	+7	+5	+2	+2	Increasing Fury
8	+8	+6	+2	+2	Revolving Shield
9	+9	+6	+3	+3	Psychic Sheath
10	+10	+7	+3	+3	One-Handed Assault

Class Level	Power Points/Day	Powers Discovered			
		0	1	2	3
1	+3	—	—	—	—
2	+5	—	—	—	—
3	+5	—	—	—	—
4	+5	1	—	—	—
5	+7	2	—	—	—
6	+7	2	1	—	—
7	+7	2	2	—	—
8	+9	2	2	1	—
9	+9	2	2	2	—
10	+9	2	2	2	1

Charge Breaker: You are able to set your double-weapon against a charge, regardless of whether or not this would normally be allowed for a weapon of this type. In addition, if you injure the charging character, you are able to immediately make a normal attack at your Base Attack Bonus (plus any applicable modifiers) against the charging character. By expending 1 psionic power point at the time the second attack is made, you may treat that attack as if it has been set against the charge as well.

Spinning Trip: If you successfully injure a single target with two or more attacks in a single round, you may immediately make a trip attempt (without provoking an attack of opportunity) at your Base Attack Bonus -5. Note that this attack does not use one of your normal attacks for the round and must be made against the foe you injured. Expending 2 psionic power points at the time this trip attack is executed allows you to make the trip attempt at your Base Attack Bonus -2, rather than -5.

Second Strike: Whenever you successfully injure a target with the first head of your double-weapon, you receive a +2 competence bonus to your second attack with that weapon, provided you strike with the second head. By expending 3 psionic power points at the time you make the second attack, you may increase this bonus to +4.

Whirled Deflection: You receive a +2 deflection bonus to your Armour Class as long as you are wielding a double-weapon. By expending 4 psionic power points, you may increase the deflection bonus to +4 and you receive cover from the rapid spinning of your weapon.

Increasing Fury: You may only use this ability in conjunction with a full attack action when all of your attacks for the round are made against the same foe. You must declare the use of this ability at the beginning of your actions. Whenever one of your attacks injures the targeted foe, the threat range of your weapon increases by 1 for the next attack. For each additional attack which injures the targeted foe, the threat range for



THE PRESTIGE PSYCHIC WARRIOR

the next attack increases by 1, cumulatively. For example, if you have 3 attacks in a round and the first attack hits the target, the critical threat range of your weapon for the next attack is increased by 1. If your second attack also injures the target, then the critical threat range of the weapon is increased by 2 for the next attack only.

Note that the increased critical threat ranges do not carry over into the following round, even if this ability is used in consecutive rounds. At the beginning of each round, regardless of the results of previous rounds, the critical threat range of your weapon returns to normal.

By expending 5 psionic power points at the beginning of your attack sequence, you receive an extra attack at your Base Attack Bonus and with the current modified critical threat range of your weapon. Note that this attack may only be made if all of your prior attacks for the current round hit the target.

Revolving Shield: For a cost of a mere 10 psionic power points, you are able to revolve your double-weapon around your body in such a way as to form a shield against incoming attacks. You may only use this ability in conjunction with the total defence action and gain a +10 dodge bonus while the power is active rather than the normal +4. This power remains active for a number of minutes equal to your level for the initial cost, though it only provides its bonus during those rounds in which you use the total defence action.

Psychic Sheath: You are able to create a small pocket plane containing only your weapon. This allows you to remove your weapon from the plane or place it into the plane as a move-equivalent action, just as if you were placing them in a regular sheath. Note that feats such as Quick Draw and psionic powers which allow the double-weapon fighter to draw one or more weapons as a free action do work in conjunction with this ability. Maintaining this ability requires the expenditure of 5 psionic power points at the beginning of each day. Failure to maintain this ability results in the weapon dropping out of the pocket plane until it is created anew. Initial creation of the pocket plane requires 20 psionic power points.

One-Handed Assault: You are able to use your double-weapon in one hand without penalty during each round in which you pay 7 psionic power points. All attacks made with the weapon are treated just as if you were still wielding it with two hands, however,

with every even attack being made as an off-hand attack and suffering all normal penalties as such.

FINESSE FIGHTER

Some psychic warriors view combat as a necessary evil, their mastery of weapons as an expedient way to deal with mundane threats while they pursue other interests. Others, however, focus on their weapon skills, perfecting them and honing them to a razor's edge. Amongst this second category, the finesse fighters stand out as diligent perfectionists, artists with their weapons of choice. Specialising in implements of warfare smaller than most serious fighters consider, the finesse fighter must use his agility and masterful technique to inflict damage rather than the brute-force methods favoured by others. Coupled with their



unique psionic talents, these fighters use speed and accuracy to drive their attacks home with surprisingly deadly results.

To the finesse fighter, each battle is a puzzle to be worked through and each opponent nothing more than an obstacle to be taken apart or circumvented. Their use of flashy displays and dizzying movements lead many to regard finesse fighters as tricksters and disregard their techniques as gimmicks or mental tricks. Whatever the individual view on the subject, there is no use in trying to deny the ultimate effectiveness of the finesse fighter's discipline.

Hit Die: d8.

Requirements

To qualify to become a finesse fighter, a character must fulfil all the following criteria.

Base Attack Bonus: +3 or higher.

Base Power Points/Day: 8.

Skills: Tumbling 5 ranks.

Feats: Ambidexterity, Two Weapon Fighting, Weapon Finesse, and Weapon Focus (any small or tiny weapon).

Class Skills

The finesse fighter's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Jump (Str), Sense Motive (Wis), Swim (Str), Tumble (Dex), and Use Psionic Device (Cha). See *Core Rulebook 1* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the finesse fighter prestige class.

Weapon and Armour Proficiency: The finesse fighter gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Psychic Tumble: By sacrificing one or more of your attacks for the round and tumbling, you are more easily able to avoid attacks of opportunity during a given round. At the beginning of the round, you must state how many of your attacks you will be foregoing in your attempt to avoid attacks. The total attack

bonus for these attacks becomes a competence bonus which is added to any Tumbling checks you make during the round, provided those checks are made to avoid attacks of opportunity caused by tumbling through areas.

Alternatively, this ability allows you to expend a number of psionic power points equal to your Base Attack Bonus to receive a competence bonus equal to your Base Attack Bonus without sacrificing any attacks for the round. This alternative may only be used once per hour.

Improved Leaping Blade: Your use of the leaping blade power does not count against the limit of only one quickened psionic power in a round.

Improved Psychic Dervish: You manifest the psychic dervish power at a cost of only 3 psionic power points, rather than the normal 5 psionic power points.

Rollover Attack: You receive a bonus attack immediately after you successfully move as a result of the Rollover psionic power in response to a melee attack. This attack is made at your normal Base Attack Bonus and you may only gain one such attack each round, regardless of how many movements you make as a result of the Rollover Attack. You must use this attack against the creature which initiated the rollover movement, by attacking you.

Improved Wound Sliver: Your wound slivers cause an additional 1 hit point of damage to their targets for every 2 levels of the finesse fighter prestige class you possess.

Deft Assault: If your opponent is wielding a weapon larger than your own, you receive a circumstance bonus equal to the difference in the number of size levels. This bonus applies to all attack rolls made against the target. Using this ability requires a reserve of 20 psionic power points.

Lightning Speed: When you must roll initiative, you receive a +2 psionic bonus if you spend 2 psionic power points.

Psychic Opportunity: In addition to normal circumstances during which an attack of opportunity is available, you are also able to make an attack of opportunity whenever a target makes a melee attack with you as the target and misses. You must already be within range of the target in order to use this ability and you may not exceed your normal number of attacks of opportunity when using this ability.



THE PRESTIGE PSYCHIC WARRIOR

The Finesse Fighter

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Psychic Tumble
2	+2	+3	+0	+0	Improved Leaping Blade
3	+3	+3	+1	+1	Improved Psychic Dervish
4	+4	+4	+1	+1	Rollover Attack
5	+5	+4	+1	+1	Improved Wound Sliver
6	+6	+5	+2	+2	Deft Assault
7	+7	+5	+2	+2	Lightning Speed
8	+8	+6	+2	+2	Psychic Opportunity
9	+9	+6	+3	+3	Psychic Sneak Attack
10	+10	+7	+3	+3	Weak Spot

Class Level	Power Points/Day	Powers Discovered			
		0	1	2	3
1	+3	—	—	—	—
2	+5	—	—	—	—
3	+5	—	—	—	—
4	+5	1	—	—	—
5	+7	2	—	—	—
6	+7	2	1	—	—
7	+7	2	2	—	—
8	+9	2	2	1	—
9	+9	2	2	2	—
10	+9	2	2	2	1

Psychic Sneak Attack: When using the hybrid psychic combat system found in chapter 4: Tricks of the Trade, you cause an additional 1 point of ability damage on any successful psychic attack made against targets who are flat-footed.

Weak Spot: You are able to find the weak spots in an opponent and capitalise upon them. When you score a critical hit, you inflict an additional 1d6 hit points of damage, as long as you have at least 15 psionic power points in reserve. Note that you may increase this damage to 2d6 hit points by expending 10 psionic power points.

MIND SNIPER

Whether hiding in the shadows and waiting for just the right moment or raining a screaming flurry of arrows down on his foes, the Mind Sniper is a master of ranged combat. Preferring mobility and ranged combat over the toe-to-toe battling favoured by many psychic warriors, the mind sniper has a reputation as a sneak and a foe who prefers an ambush to straight-up combat. Though the psychic warrior clearly is both of those things, he is also able to hold his own in

relatively confined quarters, using his psionic powers to strengthen his defences and allow him to use his bow where other archers would be helpless.

Above all else, the mind sniper is an archer, willing to use his bow to take down any foe who crosses his path.

Hit Die: d8.

Requirements

To qualify to become a mind sniper, a character must fulfil all the following criteria.

Base Attack Bonus: +3 or higher.

Base Power Points/Day: 8.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (any bow, other than a crossbow).

Class Skills

The mind sniper's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Spot (Wis), Stabilize Self (Str), Swim (Str), Tumble (Dex), and Use Psionic Device (Cha). See *Core Rulebook 1* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the mind sniper prestige class.

Weapon and Armour Proficiency: The mind sniper gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Multiple Bolt: When you use the *bolt* power, you may pay 2 psionic power points to create 5 bolts at a single time, each of which has a duration of 1 minute/level of this prestige class.

Enhanced Bow Defence: When manifesting *veander's defence*, you receive a +1 deflection bonus to your Armour Class.

Enhanced Bolt: When you use the *bolt* power, you may expend an additional 3 psionic power points to add a +1 enhancement bonus to the psionically created item. You may add up to +5 to a single bolt in this way, as a free action, provided you can pay the psionic power point cost. You may only add this bonus to bolts you create psionically and only at the time they are created.

Dire Coverage: When manifesting the Dread Coverage psionic power, you are entitled to one extra attack each round. If you choose to make this attack, however, you must expend 2 psionic power points.

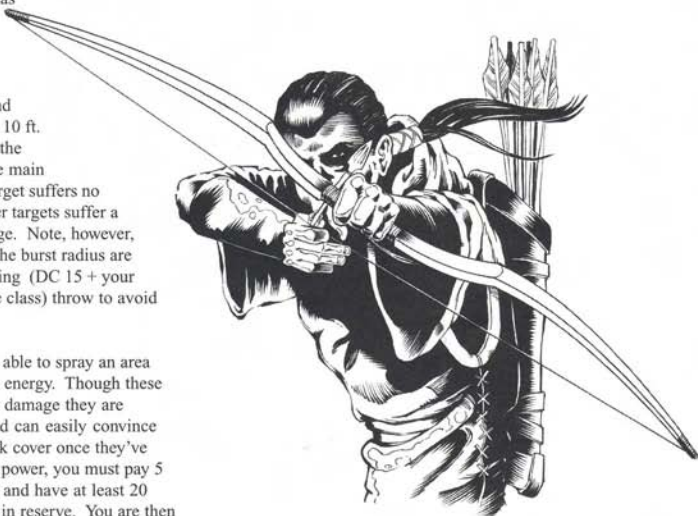
Bolt Burst: When you fire a psionically-created missile, you may (at a cost of 10 psionic power points) cause it to burst into slivers of psychic energy to affect more than a single target. You must declare the use of this power before the attack is resolved and select a single target as the centre of the burst's area of effect. The attack against this target is resolved normally and all creatures within a 10 ft. burst radius suffer * the damage caused to the main target. If the main target suffers no damage, then all other targets suffer a single point of damage. Note, however, that the creatures in the burst radius are allowed a Reflex saving (DC 15 + your levels of this prestige class) throw to avoid the damage entirely.

Cover Fire: You are able to spray an area with darts of psychic energy. Though these cause relatively little damage they are incredibly painful and can easily convince most creatures to seek cover once they've been hit. To use this power, you must pay 5 psionic power points and have at least 20 psionic power points in reserve. You are then allowed to make a single attack at your Base

The Mind Sniper

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Multiple Bolt
2	+2	+3	+0	+0	Enhanced Bow Defence
3	+3	+3	+1	+1	Enhanced Bolt
4	+4	+4	+1	+1	Dire Coverage
5	+5	+4	+1	+1	Bolt Burst
6	+6	+5	+2	+2	Cover Fire
7	+7	+5	+2	+2	Refractive Gaze
8	+8	+6	+2	+2	Devastating Shot
9	+9	+6	+3	+3	Blast Bolts
10	+10	+7	+3	+3	Possible Bolt

Class Level	Power Points/Day	Powers Discovered			
		0	1	2	3
1	+3	—	—	—	—
2	+5	—	—	—	—
3	+5	—	—	—	—
4	+5	1	—	—	—
5	+7	2	—	—	—
6	+7	2	1	—	—
7	+7	2	2	—	—
8	+9	2	2	1	—
9	+9	2	2	2	—
10	+9	2	2	2	1



THE PRESTIGE PSYCHIC WARRIOR

Attack Bonus against all targets within a 50 ft. cone ahead of you. Any targets struck by one of these bolts must immediately make a Will save (DC 15 + your levels of this prestige class) or do their best to seek cover. Targets who run for cover must make a Will save (DC 20 + your levels of this prestige class) to emerge from cover as long as you are present.

Refractive Gaze: You receive a +4 circumstance bonus to all saving throws made to resist gaze attacks of any kind, allowing you to safely fire at creatures which are normally dangerous to look at. Note that you cannot make out details while this benefit is active, only general shapes and colours. Using this ability requires a psionic reserve point total of at least 15.

Devastating Shot: You are able to perform a particularly damaging shot against any target which a rogue would be able to sneak attack from your position, provided that target is no closer than 10 feet from you. This attack requires the use of the full attack option, but consumes all of your attack actions for the round. You are treated as if you were a rogue of a level equal to the total of your psychic warrior levels and the levels you possess from this prestige class when determining the amount of damage caused by this attack.

Blast Bolts: You may charge any bolt which you create psionically with psychokinetic energy at the time it is created. For every 10 psionic power points you spend in addition to the manifestation cost of the *bolt* psychic power, you may add 1d6 hit points of damage to any successful attack made with this arrow. You may spend up to 4 times your level in psionic power points when using this ability. The charge remains in effect until the bolt is fired or until its duration expires.

Possible Bolt: This ability may only be used in conjunction with a bolt you psychically create using the Bolt psionic power. When used, this ability extends the reality of the bolt into several neighbouring planes and allows it to affect immaterial, astral, or ethereal creatures targeted by you.

POWER FIGHTER

Foregoing subtlety and stealth for raw destruction, the power fighter trains to cause the most pain with each of his attacks. Though he is unable to attack as often or as

with much accuracy as other fighters, the ability to inflict grievous wounds when he does attack makes him a useful member of a battle group or adventuring party. When armed with a suitably large weapon, the power fighter is able to hack even the largest of foes down to size with a few well-timed strokes and his ability to decimate lesser-prepared foes is truly legendary.

The price the power fighter pays is one of control. He must constantly weigh the benefits of his powers, choosing to use them only when they are at their most advantageous, as most of the advantages of this prestige class rely on the fuel provided by very large psionic reserves. Though a power fighter may gain a momentary advantage by using one of his flashier psionic powers, doing so may prevent him from using the features of this prestige class until he replenishes his reserves.

Hit Die: d10.



Requirements

To qualify to become a power fighter, a character must fulfill all the following criteria.

Base Attack Bonus: +3 or higher.

Base Power Points/Day: 8.

Feats: Power Attack, Cleave, Sunder, Weapon Focus (any large weapon).

Class Skills

The power fighter's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Wis), Jump (Str), Stabilize Self (Str), Swim (Str), and Use Psionic Device (Cha). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the berserker prestige class.

Weapon and Armour Proficiency: The power fighter gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Bonus Feats: At various levels throughout his training, the power fighter receives a bonus feat, which may be selected from the following list:

Ambidexterity, Blind Fight, Combat Reflexes, Dodge, (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical, Improved Initiative, Two-Weapon Fighting (Improved Two-Weapon Fighting), and Weapon Focus. These feats are acquired in addition to any other feats normally available.

Enhanced Leverage: This feature allows you to increase the benefit you receive from the *leverage shift* psionic power while also increasing the penalty. When this feature is gained, each use of *leverage shift* provides you with a +2 natural bonus to your attack and damage rolls and a -2 penalty to all Reflex Saves and Dexterity-based skill checks.

Psychic Cleave: Your psionic powers allow you to more effectively combat multiple targets. You may use the Cleave feat whenever you score a critical hit, in addition to any time you drop a creature. You may use

the attack provided by the Cleave feat to attack the same creature again, if you so choose. Note that if you possess the Great Cleave feat, you may only attack a single target once each round with an attack provided by your expanded use of the Cleave feat. You must have at least 20 psionic power points in reserve to make use of this feature.

Psychic Sunder: You must have the Sunder feat to use this feature. When attempting to strike an opponent's weapon, your weapon is treated as if it were one size category larger than it actually is and you receive a +2 competence bonus to the opposed attack roll. In addition to this, your weapon is treated as if it had a +2 enhancement bonus if it does not have a higher enhancement bonus. Using this feature requires at least 20 psionic power points in reserve. This feature can be used in conjunction with the Great Sunder psionic feat.

Enhanced Psionic Weapon: When using the psionic weapon feat, you may expend an additional number of psionic power points equal to your current Strength ability modifier. For each psionic power point spent in this way, your Dexterity modifier is decreased by 1 for the remainder of the current round, but your weapon causes an additional +1d4 hit points of damage on a successful attack. Using this feature requires at least 30 psionic power points in reserve.

Rooted Strength: You may increase your strength even further than is normally possible when using the Strength Focus psionic power. You may reduce your movement rate up to -10 feet, rather than stopping at 0 feet.

Mind Rupture: You may channel your entire reserve of psionic power points into a single destructive touch attack. This expends all of your current psionic power points and causes 1d6 hit points of damage for every 10 psionic power points thus expended. If this attack misses the target, the psionic power is not channelled into that attack but instead flares outwards in a 10 ft. radius from your current location, causing one-half damage to all creatures, including yourself, in the area of effect. All targets so affected may make a Reflex save (DC 10 + your current number of psychic warrior levels + your current number of levels of this prestige class) for half damage.

Blood Armour: You are able to form your blood into armour plates to provide protection against physical attacks. The strength of this armour is based upon your current levels in this prestige class and your current psionic power points in reserve. You receive a



+1 deflection bonus to your Armour Class for each level you possess of this prestige class. In addition you also receive Damage Resistance as shown on the table below.

Manifesting this ability requires at least 20 psionic power points held in reserve. In addition, you must spend one round spilling your own blood (or suffered the loss of at least 20 hit points during the current or previous round) – this requires a full-round action, even if you suffered such an injury, and causes 20 hit points of damage if you did not suffer such an injury. During this time, your blood flows around your body, forming the necessary plates to protect you. This deflection bonus does stack with other bonuses to your Armour Class but the Damage Resistance does not stack with existing damage resistance abilities or effects you currently possess.

Psionic Power	
Points in Reserve	Damage Resistance
30	1/-
40	2/-
50	3/-
60	4/-
70+	5/-

PSYCHIC PREDATOR

You are the worst nightmare of other psionic creatures. You are able to easily sense the use of psionic power and, more importantly, you are able to gain power by killing and consuming those who wield such abilities. For whatever reason, your body has a greater than normal capacity for containing psionic energy, but you are unable to produce enough power of your own to fill the capacity. Only by cannibalising others can you ever hope to fulfil your potential.

Naturally, this is extremely unpopular with others of your kind. Though some may sympathise with your plight, none can ever feel truly comfortable in your presence. Knowing that you may, at any time, turn upon your newfound allies makes it difficult to ever gain or keep the trust of those around you. In the rare

The Power Fighter

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Enhanced Leverage
2	+2	+3	+0	+0	Psychic Cleave
3	+3	+3	+1	+1	Bonus Feat
4	+4	+4	+1	+1	Psychic Sunder
5	+5	+4	+1	+1	Enhanced Psionic Weapon
6	+6	+5	+2	+2	Bonus Feat
7	+7	+5	+2	+2	Routed Strength
8	+8	+6	+2	+2	Mind Rupture
9	+9	+6	+3	+3	Bonus Feat
10	+10	+7	+3	+3	Blood Armour

Class Level	Power Points/Day	Powers Discovered			
		0	1	2	3
1	+3	—	—	—	—
2	+5	—	—	—	—
3	+5	—	—	—	—
4	+5	1	—	—	—
5	+7	2	—	—	—
6	+7	2	1	—	—
7	+7	2	2	—	—
8	+9	2	2	1	—
9	+9	2	2	2	—
10	+9	2	2	2	1

cases when you do find others whom you can tolerate, and who can tolerate you, they're almost never psionicists themselves.

Hit Die: d10.

Requirements

To qualify to become a psychic predator, a character must fulfil all the following criteria.

- Base Attack Bonus:** +7 or higher.
- Base Psionic Power Points/Day:** 16.
- Feats:** Mental Adversary.

Class Skills

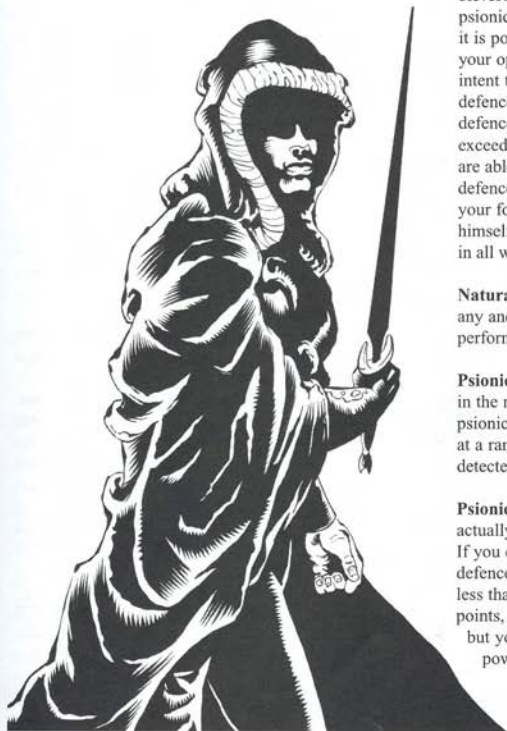
The psychic predator's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Knowledge (Psionics)(Int), Psicraft (Wis), Stabilize Self (Str), Swim (Str), Tumble (Dex), and Use Psionic Device (Cha). See *Core Rulebook 1* for skill descriptions.

Skill points at each level: 2 + Int modifier.

The Psychic Predator

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Sense Psionics
2	+2	+3	+0	+0	Reverse Attack
3	+3	+3	+1	+1	Natural Cannibal
4	+4	+4	+1	+1	Psionic Null
5	+5	+4	+1	+1	Psionic Vortex

Class Level	Power Points/Day	Powers Discovered			
		0	1	2	3
1	+3	—	—	—	—
2	+5	—	—	—	—
3	+5	—	—	—	—
4	+5	1	—	—	—
5	+7	2	—	—	—



Class Features

All of the following are class features of the psychic predator prestige class.

Weapon and Armour Proficiency: The psychic predator gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance,

Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. While a psychic predator has no limitations on the type of armour he can wear, some of the abilities for this class are hindered by the use of heavy armour as noted in their descriptions.

Sense Psionics: You are able to use the detect psionics power as if it were a 0-level power. Use of this benefit requires a full-round action and 25 psionic power points in reserve.

Reverse Attack: When you are the subject of the psionic attack and you successfully mount a defence, it is possible that you may turn the attack back in on your opponent. To do this you must declare your intent to use this benefit before you initiate your defence and expend double the normal cost of the defence you use against this attack. If your defence exceeds your target's attack by more than 10, then you are able to turn the attack back on its creator. Your defence roll is used as the attack roll in this case, and your foe must expend psionic power points to defend himself. The attack is treated as if you had launched it in all ways.

Natural Cannibal: You receive a +4 natural bonus for any and all skill checks you must make when performing psychic cannibalism on a target.

Psionic Null: Your psychic aura can only be detected in the round immediately following your use of a psionic power. In addition, your aura always appears at a random strength and cannot be accurately detected by any known method.

Psionic Vortex: Psionic attacks made against you may actually benefit you by filling your psionic reserves. If you ever exceed your target's attack roll with your defence roll by more than 10 points, and you are at less than one-half your total number of psionic power points, you not only suffer no damage from the attack, but you also gain one-half the number of psionic power points used to launch the attack against you.

SPELL KILLER

Though psionics and magic are two very different forms of mystical expression, psychic warriors have, over time, discovered ways to use their psionic abilities to more directly aid or combat their arcane or divine counterparts. This prestige class tends to arise in areas or circumstances in which it is necessary to implement a deterrent to out of control or overly aggressive spellcasters.

By using their psionic abilities to shield themselves from detection, the psychic warriors who pursue this prestige class are able to get in close to wizards or clerics, then use their natural combat abilities to negate the threat these spellcasters pose.

Hit Die: d10.

Requirements

To qualify to become a spell killer, a character must fulfil all the following criteria.

Base Attack Bonus: +9 or higher.

Base Power Points/Day: 56.

Feats: Spellcraft (8 ranks).

Class Skills

The spell killer's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Spellcraft (Wis), Stabilize Self (Str), Swim (Str), Tumble (Dex), and Use Psionic Device (Cha). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the spell killer prestige class.

Weapon and Armour Proficiency: The spell killer gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spell Static: You are able to generate a sphere of 'mind static' which makes it difficult for arcane spellcasters to successfully lock a spell onto you. This only works against spells of a level equal to, or less than, your current number of levels in this prestige class. Activating this feature requires the expenditure of 5 psionic power points, plus one power point each round thereafter, not including the initial activation round. While this power is active, spellcasters who wish to target you with a spell which requires line of sight must succeed at a Spot check (DC 15 + your current levels of this prestige class). You are clearly visible during the use of this feature, but you generate enough mental interference that it is difficult for an arcane or divine spellcaster to 'get a lock' on you in order to target you with a spell. Note that this in no way affects the targeting of spells with an area of effect – it only prevents the direct targeting of yourself.



The Spell Killer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Spell Static
2	+2	+3	+0	+0	Increased Resistance (Arcane or Divine)
3	+3	+3	+1	+1	Increased Resistance (Arcane or Divine)
4	+4	+4	+1	+1	Arcane Conversion
5	+5	+4	+1	+1	Divine Conversion

Class Level	Power Points/Day	Powers Discovered			
		0	1	2	3
1	+3	—	—	—	—
2	+5	—	—	—	—
3	+5	—	—	—	—
4	+5	1	—	—	—
5	+7	2	—	—	—

Increased Resistance (Arcane or Divine): You are able to temporarily provide yourself with spell resistance. This resistance must be overcome just as normal resistance and is equal to 20 + your current levels of this prestige class. The cost to activate this feature is equal to your current level of this prestige class in psionic power points. The first time you gain this feature, you must decide to which type of magic your resistance applies. The second time this feature is gained, your resistance works against both types of magic.

Arcane Conversion: You are able to convert damage caused to you by an arcane spell into reserve psionic power points. However, if you exceed your current maximum psionic power points, you risk suffering severe psi-burn and reducing your maximum psionic potential. You must announce the use of this feature before the spell cast at you is resolved.

Activating this ability is a free action, but you may only do so once per round and it is only effective against a single spell, which must be declared when the feature is activated. To convert the damage you must make a successful Concentration check (DC 15). For every 5 points by which you exceed this DC, you are able to absorb one die of damage from the spell. These dice are then rolled first and their totals added to your current number of psionic power points.

You are then allowed saving throws, spell resistance, or other methods to avoid the remaining damage caused by the absorbed spell. This damage affects you normally, barring any of the aforementioned methods of avoiding it as per normal for the spell.

If your total number of psionic power points now exceeds your normal maximum number of psionic power points, you may suffer psi-burn. You must make a successful Will save (DC 10 + the number by which your current psionic power point total exceeds your normal maximum psionic power points). If this save succeeds, you avoid psi-burn but the excess power points bleed off in a brilliant display of light from your eyes and mouth.

If the save fails, however, you immediately suffer a loss of hit points equal to the difference between your normal maximum and current number of psionic power points. In addition, if you roll a 1 while making this save, you suffer a permanent loss of 1d10 psionic power points, which reduces your normal maximum number of power points.

Divine Conversion: This feature works the same as arcane conversion, but against divine spells.

TROPHY HUNTER

Every creature you see is little more than a target, a source of food to fill the gaping void roaring within you. Your hunger for the flesh and blood of others is a tangible thing, a force which punishes you severely when you cannot keep it satiated and fills you with exultation when it is pleased with your offerings. Though you sometimes feel as if an alien creature has taken residence within your body, the rush you receive while devouring prey pushes all such doubts aside. When you're fully charged with stolen power and your body is pushed beyond its limits, you cannot even conceive of another way of life.

Sadly, not everyone understands you and the fools take umbrage with your habits. Yes, you must sometimes kill others, even cannibalise them. But, in your position, you cannot imagine anyone turning down the power that comes from such things – for such a small sacrifice, you receive so much.

Hit Die: d10.

Requirements

To qualify to become a trophy hunter, a character must fulfil all the following criteria.

Base Attack Bonus: +7 or higher.

Base Psionic Power Points/Day: 16.

Feats: Combat Manifestation.

Class Skills

The trophy hunter's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Stabilize Self (Str), Swim (Str), Tumble (Dex), and Use Psionic Device (Cha), Wilderness Lore (Wis). See *Core Rulebook 1* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

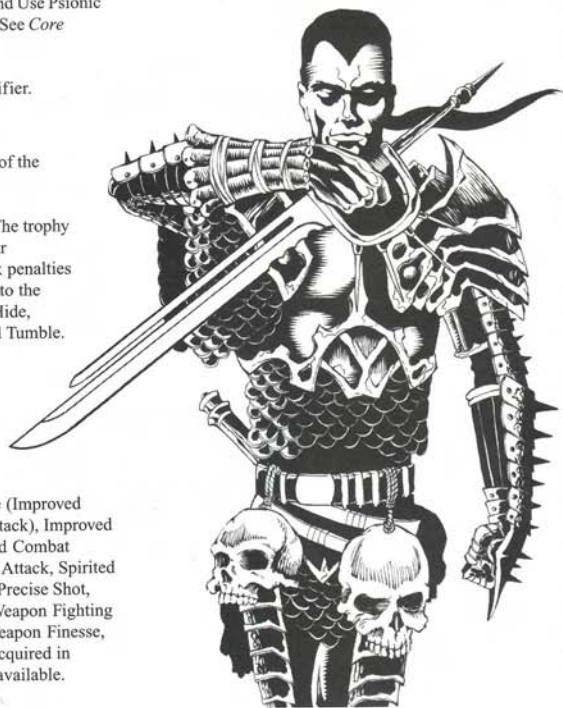
All of the following are class features of the trophy hunter prestige class.

Weapon and Armour Proficiency: The trophy hunter gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Bonus Feats: At various levels throughout his training, the trophy hunter receives a bonus feat, which may be selected from the following list: Blind Fight, Combat Reflexes, Dodge, (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical, Improved Initiative, Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse, and Weapon Focus. These feats are acquired in addition to any other feats normally available.

Scent of Power: You are able to determine the rough physical ability of any target you concentrate upon. Using this feature requires the use of a full-round action and a successful Autohypnosis skill check (DC 10 + your target's total levels or hit dice). A successful check allows you to determine the relative strength or weakness of the target's Strength, Dexterity, and Constitution in comparison to your own physical abilities. If the ability is 1-2 points lower than your own, it is somewhat weaker, and any more than that the ability simply registers as weak. If the ability is 1 to 2 points higher than your own, it registers as somewhat stronger. An ability which is 3 to 5 points higher than your own ability, you see it as a strong ability, and any higher than that registers as a very strong ability. Using this feature requires at least 10 psionic power points in reserve.

Weakened from Hunger: For each week in which you do not consume the flesh of an intelligent creature (any creature with an Intelligence of 5 or more), you



The Trophy Hunter

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Scent of Power, Weakened From Hunger
2	+2	+3	+0	+0	Synchronised Defence
3	+3	+3	+1	+1	Bonus Feat
4	+4	+4	+1	+1	Sympathetic Attack
5	+5	+4	+1	+1	Devouring

Class Level	Power Points/Day	Powers Discovered			
		0	1	2	3
1	+3	—	—	—	—
2	+5	—	—	—	—
3	+5	—	—	—	—
4	+5	1	—	—	—
5	+7	2	—	—	—

suffer a 1d10 point reduction in your maximum number of psionic power points. If your maximum psionic power points is ever reduced to 0, you begin suffering Constitution damage, rather than a loss of psionic power points.

Synchronised Defence: You are able to bring yourself into sympathy with a target which you previously (within the past hour) examined using the Scent of Power. Activating this feature requires a successful Autohypnosis check (DC 10 + your target's total Hit Dice or levels). If successfully activated, the feature alters your initiative so that it is one higher than your target's (regardless of what it was previously, even if higher) and provides you with a +4 dodge bonus against your target. Using this power requires 25 psionic power points in reserve. You may only use this power against a single target at a time and at least one hour must pass between each use of the power to allow you to cleanse your mind of the psychic resonance of your former target.

Sympathetic Attack: You are able to forge a psychic link between yourself and your target, binding your psionic aura to its life force. To do this, you must make a psionic attack (using the alternate hybrid combat rules found in Chapter Four: Tricks of the Trade) against the target. If you succeed, the target suffers the effects of the psionic attack and you are able to sink your mental hooks into it. For a number of minutes equal to your current level in this prestige class, you are aware of your target's every impending action and receive a +2 circumstance bonus to all attack and damage bonuses made against this target. This feature can only be used against a target against which you have successfully used the Synchronised

Defence feat. Use of this feature requires at least 25 psionic power points in reserve.

Devouring: If, after killing a target against which you previously (within the past hour) used the Sympathetic Attack feature of this prestige class, you consume the flesh of a fallen victim, you are able to absorb some of the power of that target. You must choose which ability you are trying to improve when consuming your target and, if that target's ability is higher than your own, your ability is increased by 1 point for a stronger ability, two points for a strong ability, and three points for a very strong ability. On the other hand, if you are wrong and the target's ability score is lower than your own, your current ability score is reduced to match the target's ability score at the moment of its death.

For positive results, you may retain the ability score only by expending psionic power points. The first hour of increased ability is free, but each additional hour thereafter costs 10 psionic power points to maintain. Use of this ability requires 20 psionic power points in reserve – note that if your reserve of psionic power points ever falls below this amount, this feature ends immediately, returning your ability scores to normal.

Alternately, you can use this class feature to devour the chakra of a fallen target, provided he meets the restrictions listed above. In this case, you gain the normal benefits from consuming a chakra from a recently-dead (within 1 hour) donor as you would from a living donor and there is no chance of vomiting up the consumed chakra.

TRICKS OF THE TRADE

The psychic warrior is a merging of traditional combat abilities and psionic powers. This combination of down-to-earth, material abilities with the ephemeral, occult mysteries of the mind leads to a unique view of the world and a distinct ability to operate well in both frames of reference. Though the psychic warrior may never truly master raw combat like a fighter or plumb the deepest depths of the mind like a psion, he is able to do things that neither of them, alone, can do.

In this chapter, you'll find information on how psychic warriors can use their psionic abilities and their skills in different ways. From a hybrid form of psychic warfare which involves physical attacks and mental damage to the use of self-inflicted injury as a way to increase psionic power, the psychic warrior is able to mix and match his various tools in new and interesting ways.

HYBRID PSYCHIC COMBAT

Though the psion much prefers to engage in mental combat at a distance, safely ensconced behind walls of willpower, the psychic warrior knows he has little chance of prevailing against such assaults. In various monasteries, the psychic warriors have perfected a method of mental combat which uses physical contact as a conduit for mental attacks. If a psychic warrior can close with his foe, his heightened combat skills and physically-oriented psionic powers give him an edge over the psion.

Known as hybrid psychic combat, this method of mind-to-mind fighting provides great benefits at short range, but offers no protection from attacks launched at a psychic warrior from outside melee combat. As long as the psychic warrior can stay close to his opponent, he is able to inflict grievous injury but if his opponent ever breaks off and puts some distance between the combatants, the situation can change drastically. Wise psychic warriors will rush into close combat with psionically active creatures as quickly as possible or, failing that, will throw up as powerful a defence as they can muster and retreat until the battle conditions are more favourable.

To engage in hybrid psychic combat, a character must possess at least one level of the psychic warrior class and the Hybrid Psychic Combat feat.

Making a Hybrid Psionic Attack

Like a standard psionic attack, a hybrid assault requires the psychic warrior to pick a psionic attack mode and pay the appropriate cost for manifesting the mode. However, instead of setting the defender's Will save by a d20 roll modified by ability score and DC modifier, it is set using the following steps:

- † The psychic warrior makes a melee attack roll and applies all relevant bonuses and penalties, including any gained from other active psionic powers and feats.
- † If the attack hits, the defender's Will save DC is equal to the total of the attack roll minus the defender's Armour Class.
- † The attacker does not receive any other bonuses for the ability score upon which the psionic attack mode is based, but he does receive the appropriate DC modifiers for the psionic attack mode.
- † The physical component of the attack causes only one-half normal damage.
- † On a confirmed critical hit, the defender receives no benefit from any mental hardness he may possess.

Hybrid Psionic Defence

The psychic warrior is at a significant disadvantage when engaged in psychic combat by a psion. Because of his greatly reduced reserves of psionic energy, he is unable to mount as effective a defence for as long as the psion can maintain the psychic attack. Because of this disadvantage, the psychic warriors have learned to bolster their minds with mental exercises and concentration techniques, which allows them to defend themselves without the need to constantly expend psionic energy. The downside to this is that their defences are virtually useless against any target which is not within melee range.

A psychic warrior may, at his discretion, choose to erect a persistent defence mode. This costs twice the number of psionic power points a normal psionic defence mode requires but persists for a number of minutes equal to the psychic warrior's total character levels or hit dice. This defence operates normally against any psychic attack initiated by a foe within melee range of the psychic warrior (that is, any target the psychic warrior can make a successful melee attack

against without moving at the time the psionic attack is made). Against any other psychic attack, the psychic warrior is treated as if he is out of psionic power points.

Clearly, a psychic warrior who can close with his targets holds a substantial edge in the psionic combat arena but he must take great care to avoid any attackers at longer range.

OPENING THE CHAKRAS

The body of a psychic warrior is not merely flesh and blood, but a collection of psychic channels and vortices through which his impressive powers are channelled. At various critical points throughout his body, the psychic warrior's energy collects into vortices of power most commonly referred to as chakras. Though they are not visible to the naked eye, these chakras may be sensed through the use of the Psicraft skill. In order to gain more psychic energy, many psychic warriors have learned to modify their bodies, tearing or manipulating their own flesh in order to allow energy to flow more freely through their chakras.

The Chakras

There are eight primary energy vortices within the body of every psychic warrior. These chakras are located around the eyes, at the base of the skull, along the spine, down the length of each arm, in the thighs of each leg and in the area surrounding the abdominal organs. Each of these sites may be affected by a body modification, as discussed below. Note that the modifications indicated are performed on the flesh surrounding the chakra and do not impair the use of the limb or organ in any way.

Excoriation

Though still considerably more extensive than a piercing or tattoo, excoriation is the simplest and least dangerous of the extreme modifications available to the psychic warrior. Though the process is almost never going to kill you, it hurts a great deal and the pain persists for as long as the psychic warrior prevents the wounds from healing.

In the simplest rites, excoriation involves the scraping of the flesh with a rough surface until the top layer of the skin is stripped away, leaving behind skin so deeply abraded it freely weeps various bodily fluids. Fortunately for the

psychic warrior, only parts of the body must be mortified in this way, but the pain is still very real and very persistent. The following steps must be completed in order to have a successful excoriation and release the psychic power within.

Identifying the Site

Before you can begin the excoriation, you must first locate and determine the outlines of one of your chakras. This requires a Psicraft skill check (DC 20) and is used to determine the radius of the excoriation as well as the precise location in which the mortification of the flesh must begin. The psychic warrior will know if he is unable to locate the proper site – if the check fails, the psychic warrior understands that he is not going to be able to perform the excoriation at this time, though another attempt may be made once the character gains a level and at least one point of the Psicraft skill.

Shredding the Flesh

With the site identified, the actual excoriation may begin. There are many different ways in which you may go about this, from using rough rocks to making dozens of tiny cuts with razor-sharp blades. The result,



no matter the method, involves lacerating and tearing a patch of flesh, opening it to allow psychic energy to flow through the chakra with less resistance.

The severity of the excoriation is based upon the amount of energy the psychic warrior wishes to liberate. For every one point of additional psionic power he wishes to gain each day, the psychic warrior must inflict 1d4 hit points of damage on himself by abrading his flesh in the appropriate area. The psychic warrior may only cause 1d4 hit points of damage each round and must also make a Will save (DC 15 + 1 per round of excoriation beyond the first) to continue the process after the first round. Many psychic warriors find themselves unable to endure the hellish pain and stop well before they originally intended. As soon as a Will save is failed, the psychic warrior must immediately stop the excoriation process. The pain, which is psychic as well as physical, simply cannot be overcome at this time.

When a psychic warrior completes the excoriation, either because he has opened the chakra to his satisfaction or the pain has forced him to stop, the benefits begin to flow into him immediately.

The Benefits of Torn Flesh

When an excoriation is complete, the chakra is able to 'breathe' more effectively, drawing in and expelling psionic energy with much greater efficiency now that some of the interfering flesh is scraped away. The psychic warrior receives additional psionic power points each day, as noted above. In addition, the psychic warrior may reduce, or even eliminate, the cost of manifesting a psionic power by clawing away more of his flesh at the time the power is manifested.

A psychic warrior can, at his discretion, cause 1d6 hit points of damage to himself by curling his fingers into the abraded flesh and ripping away skin and tissue. This requires a move-equivalent action and a Will save (DC 15) to perform. If the Will save is successful, the psychic warrior generates one psionic power point for every hit point of damage he causes himself. All of these points must be spent during the current round and they must be spent to manifest a single psionic power or to activate a single psionic feat or benefit. If they are used to manifest a power, the power must have the same associated ability as the chakra from which the power points originated.

The Excoriation Pains

Injuries caused during excoriation may not be healed magically or through the use of any psionic powers. The psychic warrior must allow the injuries to heal naturally and, even then, the wounds will never heal completely. For every point of extra psionic power generated in a day, one hit point caused during the excoriation process will not heal. It is held in a permanent state of injury as long as the psychic warrior wishes to maintain the excoriation, weeping blood and other fluids in a slow, but steady, drip. The psychic warrior may, at any time, allow the excoriation to heal simply by relaxing his psychic vigilance. Once the creature decides to let the injury heal, it begins healing at its normal rate (and may be healed magically or psionically) and all benefits gained from the excoriation end immediately.

Excoriation Limits

A psychic warrior may not, at any time, have more than one excoriated chakra. In addition, any excoriated chakra may not provide any other benefits from any other type of body modification.



FLAYING

The next step up from excoriation is flaying, the removal of skin and the first layers of tissue beneath the skin. This radical procedure creates a gaping surface wound, which will not heal, but provides a very direct connection between the outside world and the psionic energy of the psychic warrior. Though the injury may weaken the psychic warrior physically, the enhanced rate at which psionic power points regenerate is a considerable benefit. As with the other forms of body modification, the first step in flaying is locating and preparing the chakra for exposure.

Marking the Chakra

This requires a Psicraft check (DC 20) as the psychic warrior examines his body for the right place to perform the operation. The type of chakra is not as important with this type of procedure as it is with excoriation – the goal is not to create more energy of a specific type, but to let the natural reserves of energy within the psychic warrior's body regenerate at an enhanced rate. A psychic warrior is aware when he is unable to correctly identify a chakra in his body and will not begin the operation without a correctly identified site. If the psychic warrior fails to identify a chakra, he may not make another attempt until he gains an additional level and has at least one additional rank in the Psicraft skill.

If a chakra is found, however, the psychic warrior may begin the operation.

The Fine Art of Flaying

Flaying requires a knife of some sort and an iron will. The operation is, in a nutshell, peeling the flesh away from the chakra, laying open the layers of flesh beneath the skin of the psychic warrior. The experience is painful, both physically and psychically, and few are able to endure the agony for long. For most psychic warriors, flaying is a short-term solution, a way to modify their body to provide psionic energy for a specific task or to deal with a looming crisis. There are those, however, who are able to not only open their chakras with this technique but also to leave them open for lengthy periods of time.

The flaying itself is a slow, difficult process. The psychic warrior must perform the flaying himself as others may inadvertently sever the chakras because they can't sense the flow of psionic energy as intimately as the subject himself. The psychic warrior must slice away layer after layer of skin, peeling it back carefully and slowly to avoid injuring his psionic

essence. The lengthy process provides many opportunities for the psychic warrior to halt the operation, however, and few take it to its ultimate extreme.

At the beginning of each round during the flaying process, including the first round, the psychic warrior must make a successful Will save (DC 25) or lose his nerve and be unable to continue the operation. At the end of every round in which the psychic warrior peels away his flesh, the 'depth' of the flaying increases by 1. This increase also reduces the psychic warrior's current hit points by 1d6 (damage which may only be healed naturally, rather than magically or psionically) as his flesh is ripped away. It is possible for a psychic warrior to die from this damage by inadvertently slicing through arteries or triggering a psionic seizure by damaging his chakra.

When the psychic warrior chooses to quit the flaying process, or is forced to quit the process due to falling unconscious from damage or failing his Will save, the



exposed chakra immediately flares to life. The subject must immediately make an Autohypnosis skill check (DC 20) to channel the released energy into the wound, stabilising it and preventing the wound from bleeding or becoming infected. If this check fails, the subject is in for a great deal of trouble further down the road (see below), but may still make use of the improved regenerative abilities of his flaying.

Benefits of Flaying

A chakra exposed by flaying is able to regenerate psychic energy at a much faster rate than is normally possible. However, because it is exposed, the regenerated power does not automatically seep back into the psychic warrior – without direction the energy coalesces and drips away from the wound as a fine series of pearlescent droplets which evaporate on contact with the ground.

To harness this energy, the psychic warrior must be in a calm, safe location for ten minutes. He then makes an Autohypnosis check (DC 30) to attempt to pull the regenerated energy into his own body. He receives a competence bonus to this check equal to the 'depth' of the flaying wound, as determined in the section above.

The amount by which the Autohypnosis check exceeds the DC is the number of psionic power points regenerated and absorbed by the psychic warrior. A psychic warrior may not have more than his normal maximum psionic power points as a result of regeneration through a flayed chakra – any excess psionic power points simply dissipate and are lost.

A psychic warrior may attempt to regenerate psionic power points a number of times each day equal to his highest ability modifier for Dexterity, Strength or Constitution.

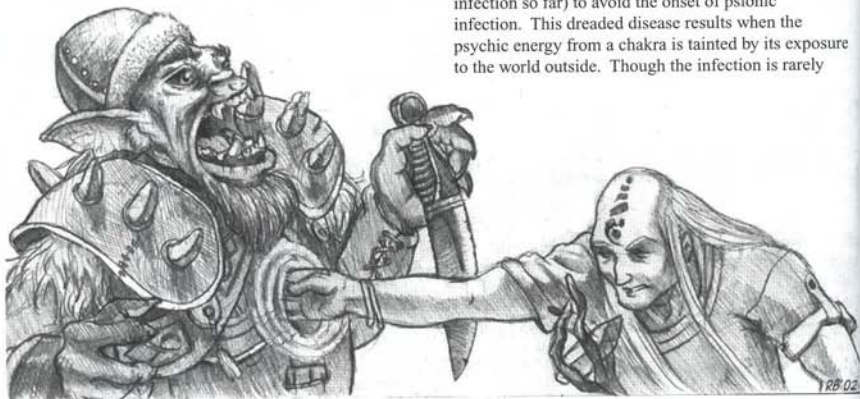
The Dangers of Flaying

A gaping wound is a difficult thing to live with and few psychic warriors are able to keep a flayed chakra open for any great length of time. The constant pain and the risk of a psionic infection are great enough disincentives to convince most to use flaying only rarely and for short periods of time.

Those who fail their Autohypnosis skill check immediately after the flaying process are at the greatest risk. Every day after the operation the psychic warrior must make another Autohypnosis skill check (DC 20 + the number of days since the chakra was opened) to attempt to control the damage. If this check succeeds, the energy from the chakra stops any further damage from the wound and allows the psychic warrior to stop worrying about the possibility of psionic infection or bleeding to death.

Every time this skill check is failed, however, costs the psychic warrior a portion of his vitality and increases the risk that a psionic infection will occur. The psychic warrior automatically suffers 1 point of temporary Constitution, Dexterity or Strength damage – the ability loss is taken from the highest of the three abilities.

Five days after the operation, and every five days thereafter until the above Autohypnosis check succeeds, the psychic warrior must make a Will save (DC 10 + the number of Will saves made to resist infection so far) to avoid the onset of psionic infection. This dreaded disease results when the psychic energy from a chakra is tainted by its exposure to the world outside. Though the infection is rarely



deadly, it does prevent the psychic warrior from living up to his potential – every 10 days after the infection sets in, the psychic warrior's maximum number of psionic power points is reduced by 1d10.

The psychic warrior continues to make Autohypnosis checks each day to attempt to protect the wound with psychic energy. Though further infections cannot occur, the existing infection continues until the wound is allowed to heal naturally. At this point, the infection is purged and the psychic warrior's maximum number of power points increases by 1 point per day until it reaches its normal maximum.

There is also the increasing danger that the psychic warrior will be unable to bear the pain of the open chakra and will allow it to close and heal naturally. Every 10 days after the operation, the psychic warrior must make a Will save (DC 15 + 1 per month since the operation) to resist the pain of the open wound. Failing this Will save causes the psychic to immediately release his control over the flaying, allowing it to begin healing naturally. A new flaying cannot be begun until the current flaying has healed completely.

Limits of Flaying

A psychic warrior may never regenerate psionic power points through more than one flayed chakra at any time. Opening further channels to other chakras does not provide any additional benefits, though the psychic warrior is welcome to attempt an additional operation. Any flayed chakra beyond the first is subject to the same rules for infection and penalties for an unclosed wound, but provides no benefits, whatsoever.

A psychic warrior may flay a chakra which has previously, or currently, benefited from another type of body modification. However, flaying a chakra immediately ends any benefits gained from other body modifications affecting the same chakra. These body modifications will regain their benefits if the flaying is allowed to heal, but are otherwise considered inert while the chakra is flayed.

FLENSING

Following the progression from excoriation to flaying, flensing raises the bar for body modification yet again. In this horrific procedure, great chunks of the psychic warrior's body are removed to fully expose the chakra within. The wounds never heal and the seeping injuries reveal a combination of glowing power and slick, wet, flesh, bone and organs. Like the other forms of



body modification, only the most powerful or intense psychic warriors experiment with flensing. Even they suffer from the painful procedure and the maddening burning which persists as long as the flensing remains unhealed and few can suffer such horrors for long.

Drawing the Line

This is the same process as outlined under Marking the Chakra, above. The area selected tends to have about the same general size as a flaying site, however, flensing requires a much deeper cut. As with excoriation and flaying, the psychic warrior knows when he is unable to detect a proper flensing site and will not go forward with the operation.

Carving the Meat

Flensing is incredibly difficult. Like flaying, psychic warriors can only flense their own flesh, as they must be careful not to slice through their chakras and cripple themselves psychically. Carving around the major blood vessels and through the thick bands of muscle beneath the skin requires a great deal of self control and expertise – those who are improperly trained or lack the willpower to control themselves under severe duress may experience serious injury when attempting this process. Some psychic warriors perish while attempting a flensing operation, falling into shock or simply misjudging their own tolerance for damage. Though the pay off may be great, the potential for tragedy is very real.



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Once the chakra has been outlined, the psychic warrior must focus his concentration, falling into a deep trance which separates himself from the pain he is going to feel and isolates his fear and drive for self-preservation deep within the basement of his mind. This requires an Autohypnosis check (DC 25), which may be attempted up to three times, though the psychic warrior suffers a cumulative -2 circumstance penalty for each attempt after the first. If the psychic warrior is unable to master his inner fears by this point, he must wait until he gains another level before he can attempt to flense himself again.

If the Autohypnosis skill check succeeds, however, the psychic warrior may immediately begin the flensing process, carving a deep funnel into his flesh to facilitate the use of his psychic powers.

The process is difficult and requires an iron will to perform. To fully expose a chakra requires ten rounds of carving. At the beginning of the second and subsequent rounds, the flensing creature must make a successful Will save (DC 25 + 1 per round of carving so far). If the check succeeds, the process continues and the cut goes in deeper. For every round of cutting, the flenser suffers 1d8 hit points of damage. If the flensing creature fails his Will save, however, he immediately stops carving on himself and most likely seeks immediate magical healing. Few have the willpower necessary to complete the flensing ritual.

At the end of each round of flensing, including the first round, the performer must also make a successful Healing skill check (20 +1 per round of flensing so far)

Graal tipped his head to one side, rolling his head around to work the kinks from his neck. In the uncertain light of the candle, he looked almost human, his orcish features disguised by the flickering shadows and his own carefully calculated movements. He'd learned long ago how to deal with squeamish clients – if they never caught a good look at his face, they'd never know of his mixed heritage.

'So, you'd like someone to find this book for you?' His voice was carefully trained to sound strong, reassuring, but not threatening. It had taken him years to get just the right mix of authority and competence squeezed through the coarse vocal chords his father had left him, but he had finally managed the trick. If you didn't know better, you'd think Graal was a particularly distinguished human, maybe even an elf.

'That is correct.' The young duke's voice was not as strong as Graal's, but it held an air of entitlement that brooked no argument. 'I believe it was stolen by my rival. You see –'

'It doesn't matter. I will find it.' Graal leaned back in his chair, threw his booted feet up onto his desk. 'I'm very good at finding things.'

'I understand. I must say, though, it is unusual to see one of your kind in this business. You would think you'd lack the discipline.'

Graal burst from his chair, his psychically enhanced muscles burning as they hurled him into the air and guided him to a cat-soft landing behind the noble. With a growl, the half-orc jerked his head down next to his client's ear and shoved his naked forearm into the man's line of sight. A crawling cicatrix wound its way upward from his wrist, disappearing into his shirt above the elbow. Needles of bone jutted from the scar tissue like porcupine quills, forming a spiral pattern. 'I carved those scars myself, fool. I drove those needles through my arm so I'd be the best at what I do. You know nothing of dedication.'

'I didn't mean, I thought –' the young fool spluttered and coughed, struggled to make his phrase seem a bit less racist and ignorant.

Graal spun the chair and shoved his face down near the noble, their eyes an inch apart. The half-orc's face was a mass of scar tissue, half his forehead was stripped down to the bone and his eye was surrounded by a wet, gleaming spiral of exposed muscle. 'I'm the very, very best at what I do. This is my dedication, you disgusting maggot. Pay me, and get out. You'll get your book.'

The noble fled, hugging himself and scrubbing furiously at his cheeks and nose with the palms of his hands, certain that the spittle from the raging half-orc's words was burning him, scorching his flesh to the bone.

in order to stop the bleeding and chart a course into the chakra around the major blood vessels. If this check fails, the flenser immediately begins bleeding (at the rate of 2 hit points at the end of each round of flensing, including the current round) and is unable to find his way through the mass of flesh without undue pain. During the following round, the flensing creature suffers 1d12 hit points of damage – provided he makes his Healing check at the end of that round, the damage caused returns to the normal 1d8 hit points of damage on the following round. If the check in the following round fails, however, 1d12 hit points are lost in the next round, and so on. For each Healing check failed after the first, the amount of hit point loss caused by bleeding increases by 1 per round.

At the end of ten rounds, the flensing character must pack the wound with clean cloths and bind it tightly, allowing the blood to clot and the flesh to at least begin healing. Properly binding up the wound requires a Healing check (DC 20) – if successful, any bleeding immediately stops and the psychic warrior is able to relax, knowing that his wound is tended for and will not likely cause him unnecessary trouble in the future.

If this healing check fails, however, the bleeding will continue at its current rate for 1d10 rounds. Further healing checks will not slow the bleeding, only the natural clotting process can bring it to an end. Worse, whenever the flensed chakra is used, there is a 10% chance the scabs will burst open and the psychic warrior will begin bleeding at the rate of 1d10 hit points per round. In either case, the psychic warrior will be able to begin using his flensed chakra in 24 hours.

Flensing's Bright Side

Psychic warriors with a flensed chakra are able to contain much more psionic energy than normal. In addition to the normal store of psionic power points, the flensed chakra is able to store an additional number of psionic power points equal to 25% of the psychic warrior's normal maximum. These power points are not regenerated normally however – the psychic warrior, drawing from his own psionic energy, must place them into the flensed chakra. At the end of any given day, the psychic warrior may place any of his remaining psionic power points into the chakra. These power points are considered 'spent' for the day



but are available the next day as part of the flayed chakra's store of psychic power.

Flensing Hazards

Flensing creates a massive, open wound. At the very least, one of the psychic warrior's limbs will have a gaping crater carved into it and there is a distinct chance of an exposed spine, skull or even the exposure of gleaming orbit of an eyeball. This exposure of tissues normally covered by a healthy covering of skin can lead to all manner of problems, most notable amongst them the potential for psychic seizures and recurring blood loss (see above for information on bleeding when using a flensed chakra).

Whenever a flensed chakra is completely drained of psionic energy, there is the potential for a psychic seizure. The psychic warrior is allowed an Autohypnosis check (DC 25) to avoid the seizure but, if the check fails, the seizure begins immediately. For 1d6 rounds, the psychic warrior is considered helpless, completely unable to defend himself as he collapses to the ground, wracked with phantom pains and assaulted by a psychic backlash from the flayed chakra. For 1d4

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rounds after the seizure passes, the psychic warrior is considered dazed as he attempts to regain control over his nervous system and to quell the roaring pain firing through his chakras.

The psychic warrior's defences are also compromised by the flensed chakra. The psychic warrior suffers a -2 circumstance penalty whenever he attempts to defend himself against any psionic attack mode which targets the ability tied to his flensed chakra. The opened chakra allows the attack to penetrate the defences more easily, leaving the psychic warrior more vulnerable than normal.

On top of all this, the psychic warrior's maximum hit point total is reduced by 15 hit points as long as the flensed chakra is not allowed to heal.

Limits of Flensing

Only one of a psychic warrior's chakras may be flensed at any given time. Attempting to flense another chakra provides no benefits, though all hindrances caused by flensing a chakra still apply and are cumulative. Most psychic warriors have enough sense to not even

attempt such a thing, but there are all manner of demented beings who attempt to push the limits. A chakra which has been previously flayed or excoriated may not later be flensed, nor may a chakra be flensed if it was the site of a previous flensing which was allowed to heal. Flensing requires a pure and untainted chakra.

MAGICAL, PSYCHIC AND NATURAL HEALING AND THE BODY MODIFICATION

Psychic warriors who augment their bodies often suffer wounds which they must not let heal if they wish to retain the benefits they've gained from their suffering. Unfortunately, most psychic warriors also engage in dangerous activities which can result in serious injuries – most of which are healed through the use of magical or psychic healing techniques. These techniques heal the body of the psychic warrior as a whole, including the excoriation, flensing, flaying, or other required injury.

When a psychic warrior is the target of such a healing technique, he must also make a successful Autohypnosis check (DC 10 + level of spell or psionic power + level of psionic or caster) to prevent the self-inflicted wounds from healing themselves. If the check succeeds, the wound remains open and the benefits from the body modification remain.

If the check fails, however, the modification heals, at least partially. In this case, the benefits derived from the modification end immediately. If healed to full health, the modifications are removed completely, as if they never existed. In this case, the psychic warrior must begin the modification process over again if he wishes to regain the benefits he once had.

When healing is only partial, the psychic warrior can restore his modifications by making a successful Psircraft check (DC 20). If this check succeeds, the psychic warrior inflicts sufficient damage to open the wound again and immediately regains benefits from the body modification. If the check fails, however, the open chakra is closed once again and the psychic warrior may as well let it heal, as he must begin the entire modification process anew to regain his lost benefits.



PSYCHIC WARRIOR FEATS

The psychic warrior, much like the mundane fighter, relies heavily on his feats to see him through his battles. Careful selection of feats can greatly augment his natural psionic powers and his combat abilities, and otherwise give him the edge he needs when facing dangerous adversaries. In particular, the psychic warrior's feats are designed to work in conjunction with his psionic powers, allowing him to use his abilities more efficiently.

All of the feats found in this chapter are designed to provide the psychic warrior with a wider variety of choices than were previously available. By augmenting the manner in which he manifests his psionic abilities, in particular, these feats allow the psychic warrior more room to master specific types of fighting with his psionic powers.

It should be noted that any psion or psychic warrior who meets the prerequisites for gaining the feats can use all of the feats found in this chapter. In addition, the psychic warrior may take all of the standard psionic feats found in this chapter as bonus feats.

Arrow Attack (Metapsionic)

You are so in tune with the ammunition for your bow that you are able to quickly draw and convert them into weapons useful for melee combat.

Prerequisites: You must know the two following powers: *telekinetic load* and *reinforce arrow*.

Benefit: This feat allows you to use the *telekinetic load* and *reinforce arrow* powers simultaneously. This brings a pair of arrows from your quiver into your hand, then converts the arrows into a close combat weapon – both of these feats are manifested at the same time as a single action. Neither manifestation counts against the limit of one quickened manifestation per round.

If you have the Quick Draw feat, you are able to use this feat as a free action, though it may only be used once per round. If you possess the *bolt* psionic power, you may manifest all three of your psionic powers as a single action or as a free action if you have the Quick Draw feat.

The cost for both manifestations must still be paid but the duration of *reinforce arrow* changes from 1 minute/level to 'permanent until you release the arrow'. This also applies to the *bolt* power – the arrow created by that power will last as long as you hold onto it. Thus, as long as the arrow is in your hand, you are able to use it as a close combat weapon which causes 1d8 hit points of damage.

Battle Trance (Psionic)

You are able to enter a Battle Trance, fully submerging yourself in a psychic awareness of the combat around you.

Prerequisites: You must have a Base Attack Bonus of at least 5 and have at least 10 psionic power points.

Benefit: You are able to enter a Battle Trance (See Chapter 9: The Battle Trance).

Blood Mastery (Metapsionic)

You understand the fluid of life and how it works within you. While others have some vague understanding of blood, you are psychically attuned



PSYCHIC WARRIOR FEATS



to its presence and are able to exert greater control over your psionic powers dealing with the crimson pulse.

Prerequisites: You must know any two of the following psionic powers: *blood venom*, *muscular expansion*, *blood response*, and *blow shunt*.

Levith shouted and raised his hands over his head, his eyes blazing with occult light. As he twisted his fists in tight circles overhead, he felt the first blast of power rocket through his veins. It spiralled out from his spinal chakra, erupting into venomous green streaks of fiery pain. The puncture wound on his thigh throbbed mightily, once, then sank back into his flesh, the viscous poison now broken down and fully absorbed into Levith's bloodstream.

His heart thudded, a giant's footstep ponderous in his skull, and the venom in his blood changed, became a part of him. Levith opened his hands and the thick, crescent-shaped gouges left in his palms by his burrowing fingernails yawned wide. The watery yellow poison dribbled out from the wounds, splattering onto the sand with an acidic hiss. With a shark-toothed smile, Levith charged back into the fray, ready to use the scorpion's own poison against it.

Benefit: You may end any of the above powers at any time before their duration expires. If you do so, you regain 2 psionic power points (though you may not regain more power points than the power cost to manifest) immediately. You also receive a +1 competence bonus to any Stabilize Self skill checks you make while you have at least 5 psionic power points in reserve.

Divergent Attention (Psionic)

You are able to understand the intricacies of more than one weapon at a time, allowing you to use a weapon other than the one for which you possess a weapon meditation.

Prerequisites: You must have taken the Weapon Meditation feat at least once.

Benefit: This feat enables you to use a single weapon outside of your weapon meditation without penalty. This may be any single weapon with which you would normally be proficient – exotic weapons still require the taking of the Exotic Weapon Proficiency – and must be chosen at the time this feat is taken.

Equal But Opposite (Psionic)

Your master trained you well in the ways of force – you are able to feel the precise moment when your opponent is more susceptible to being tripped or when his own movements will betray him to one of your attacks. As long as there is kinetic energy, you are ready to take advantage of it.

Prerequisites: You must know any two of the following psionic powers: *bounce*, *unbalancing aura*, *psychic trip*, *mirrored movement*, *rollover*, or *movement collar*. Note that you may take this feat more than once, as noted below, but you must know a number of the above psionic powers equal to the number of times you have selected this feat (including the current feat selection) multiplied by 2. Thus, this feat may not be taken more than 3 times.

Benefit: In addition to any other bonuses which apply to your trip attempts, you receive a +2 bonus to any trip attack you make. You also receive a +1 bonus to any attack roll you make against an opponent which moves more than 5 feet prior to your attack but during the current round.

Hybrid Psychic Combat (Psionic)

You are able to combine physical attacks and defences with the psionic attack and defence modes provided by your psionic training.

Prerequisites: Any one of the following feats taken as a Bonus feat: Ambidexterity, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency, Point Blank Shot, Two-Weapon Fighting and at least 3 psionic power points each day.

Benefit: You are able to use the hybrid psionic combat system found in Chapter 4: Tricks of the Trade.

Master Prosthetic (Psionic)

You are able to fully integrate a psionic prosthetic into your body, activating it and restoring your chakras without regard to failures during the attachment process (see Chapter 4: Tricks of the Trade).

Prerequisites: You must have a psionic prosthetic attached to your body.

Benefit: When this feat is taken, you are instantly able to incorporate the prosthetic into your body and use it to its full benefit. In addition, you are able to use a prosthetic exactly as if it were a normal limb, without any penalty.

Normal: If mishaps occur during the creation or installation of a psionic prosthetic, you are normally unable to gain full use of the prosthetic. Even a correctly attached psionic prosthetic inflicts a -2 penalty to certain skill checks, which is removed by this feat.

Master Secondary Prosthetic (Psionic)

This feat allows you to master a prosthetic attached to your body in addition to your normal limbs.

Prerequisites: You must have all of your original limbs and have an additional prosthetic arm attached.

Benefit: This feat enables you to operate a fully-functional third arm and hand. Without this ability, the arm hangs limp and useless. Once you take this feat the limb may not be used in combat, unless you also take the Multidexterity and Multiattack feats (see *Core Rulebook III*). You may only take these feats if you have this feat as well.

Psychic Critical (Psionic)

Your psionic awareness allows you to more accurately strike your opponent, causing much more damage than would otherwise be possible.

Prerequisites: Power Attack.

Benefit: You may increase the critical threat range of your weapon by 1 for every psionic power point you spend. You may only spend 1 psionic power point in this way for every three psionically-capable character

level you possess (this includes any flavour of psion as well as any of the prestige classes found in this book). This increase in threat range applies only to a single attack. This feat may only be used to augment one attack in a given combat round, regardless of how many other attacks you may normally make. This feat may be used to increase the critical threat range of a missile weapon, but only when resolving attacks with a range of 30 feet or less.

Ranged Hybrid Psychic Combat (Psionic)

Your psionic awareness allows you to more accurately strike your opponent, causing much more damage than would otherwise be possible.

Prerequisites: You must possess at least one rank of the ranged weapon meditation.

Benefit: You are able to make hybrid psychic combat attacks at a range of up to 30 feet. You are also entitled to the hybrid defences offered by this form of psychic combat when within 30 feet of your attacker.

Normal: Hybrid psychic combat is normally only available when making attacks at melee range.



PSYCHIC WARRIOR FEATS

Reach of the Mind (Metapsionic)

You are able to see the world as it is – a collection of points arbitrarily separated by concepts such as space and time. Thanks to your clearer understanding of reality, however, you can transmit the force of your attacks across surprising distances.

Prerequisites: You must know any two of the following psionic powers: *blade extension*, *arc attack*, or *far duel*.

Benefit: You receive a +2 competence bonus to any attacks made while using any of the powers which are listed as prerequisites for this feat.

Screeching Blade (Metapsionic)

You are better able to channel psychopotration powers into your weapons, reducing the cost of such powers and increasing their duration.

Prerequisites: You must know any two of the following psionic powers: *shiversteel*, *stinging disarm*, *leaping blade*, or *wound sliver*.

Benefit: When you manifest any of this feat's prerequisite powers, you may reduce the manifestation

cost by 1 psionic power point (to a minimum of 1) or you may increase the duration of the psionic power by a number of rounds equal to one-half your current Dexterity ability modifier.

Twitching Blade (Metapsionic)

You have mastered the art of wielding a weapon infused with psychopotrtive energy. Your familiarity with the effects of such powers on a weapon gives you the ability to more accurately control the blade.

Prerequisites: You must know the *shiversteel* and *stinging disarm* powers

Benefit: You gain a +1 competence bonus to all attack and damage rolls while wielding a weapon currently affected by the *shiversteel*, *stinging disarm*, or *leaping blade* powers.

Vibrant Chakras (Psionic)

The chakras within your body are especially easy to detect, allowing you to more easily find them when attempting a body modification (see Chapter 4: Tricks of the Trade for more information on these modifications).

Prerequisites: You must have at least 1 psionic power point.

Benefit: Any Psicraft skill checks you make to locate your chakras receive a +10 natural bonus. This bonus applies only to your personal attempts to detect and demarcate your chakras.

Weapon Meditation (Psionic)

You have achieved such intuitive understanding of a particular weapon that you are able to begin using its meditation. See Chapter 8: Weapon Meditations, for more information.

Prerequisites: You must have the Weapon Focus feat for the weapon meditation you wish to gain.

Benefit: This feat allows you to take up the weapon meditation for the weapon with which you have focused training. This feat does not provide you with any ranks in the meditation, which must be gained by fulfilling the requirements listed for each weapon meditation. See Chapter 8: Weapon Meditations, for more information.

To take this feat more than once (and thus acquire more than a single weapon meditation) you must take the Divergent Attention feat and have taken the Weapon Focus feat for each weapon meditation.



TOOLS OF THE TRADE

The psychic warrior's most important tools are his mind and body – but these aren't the only things he'll need to survive. Like a warrior, he needs weapons and armour, though not just any weapon or suit of armour is suitable for the psychic warrior. Like the psion, he needs items which enhance his natural abilities and increase his raw psionic potential, but these items must be tailored to the psychic warrior's special needs. This chapter contains information on new weapons and armour choices for the psychic warrior, along with new tools for increasing psychic power points and a system for the creation, use, and hazards of using psychoactive substances.

PSIONICALLY ACTIVE MATERIALS

While crystals are well-known for their psychic properties, there are other materials in wide use by psychic warriors, primarily for weapons and armour. Crystals, despite their natural capacity for storing and refracting psionic energy, are difficult to work with and can be extremely difficult to find in sufficient quantities to create armour or weapons. Over the years, psychic warriors have created their own alloys and amalgams, materials which are both more readily available and more generally useful than crystals. Several of these materials are presented here, along with information on their creation and use in creating different weapons and items favoured by psychic warriors.

Glyss

Originally discovered during an accident in a gnomish alchemist's lab, this glass-like material is infused with gases created by vaporising copper. The result was a flexible, translucent material that holds an extremely sharp edge and is terribly brittle. Though the original substance was discounted as useless by the gnome in question, it was revisited some years later when the same gnome entered into negotiations with some planar travellers and their psionic companions. A few experiments determined that the material was able to use psionic power to increase its own durability and the stuff quickly gained popularity in creating weapons for use by psychic warriors.



Though glyss is relatively simple to craft, it is generally only found in areas where psionic creatures live or work. Psionic alchemists make a tidy profit from creating this material for psionic weapon- and armoursmiths to work into suitable equipment, and traders who carry it to distant psionic settlements can expect high profits.

The advantage glyss armour has over other armour types is its ability to provide additional deflection bonuses when worn by a psychic warrior. Each round, the psychic warrior can channel up to his current psychic warrior level-worth of psionic power points into his glyss armour as a free action. Every two points channelled in this way provides a cumulative +1 deflection bonus for that round only, with a maximum +10 deflection bonus.

Glyss shields function exactly as a suit of glyss armour, but a shield and suit of armour may not be worn by the same character as the two interfere with one another.

TOOLS OF THE TRADE

Location Worn	Related Powers	Bonus*	Cost**
Head	Intelligence and Dexterity	+1 Manifester Level	15,000 gp
Neck	Wisdom and Constitution	+1 Manifester Level	15,000 gp
Torso	Dexterity and Charisma	+1 Manifester Level	15,000 gp
Arm	Strength and Charisma	+1 Manifester Level	15,000 gp
Leg	Strength and Dexterity	+1 Manifester Level	15,000 gp

*The bonus applies to either of the powers related to the abilities tied to the location in which the crystalweave is worn. The +1 manifester level applies to all level-dependent effects of any related power manifested while the crystalweave is worn.

**Note that crystalweave cannot be purchased, but must be crafted by the individual who wears it. This cost is used for purposes of determining the value of the required raw materials, and the time needed to create the item, as per the Craft skill description in *Core Rulebook I*. Crafting crystalweave uses the Craft (jewelry) skill.

Bladed weapons created from glyss have one-half the weight of normal weapons of their type. Like glyss armour, these weapons can be used to channel psionic power points to provide greater-than-normal effects. As a free action, the psychic warrior may channel up to his psychic warrior level in power points into the weapon at the beginning of each round. For every two points channelled into the weapon in this way, the psychic warrior gains a +1 natural bonus to all damage rolls made during the round, with a maximum bonus of +5.

Weapons or armour crafted from glyss are treated as masterwork items with regard to creation times, but the masterwork quality does not provide an enhancement bonus to weapons or adjust the armour check penalty of armour or shields. Note that armour worn by a non-psionic character will shatter the first time it is struck in combat and glyss weapons wielded by those without psionic powers are destroyed the first time they are used in combat. The lack of psionic energy makes the items very brittle and useless to those without psionic powers.

Item	Weight*	Market Price Modifier
Light Armour	125%	2,000 gp
Medium Armour	75%	4,000 gp
Heavy Armour	50%	9,000 gp
Shield	75%	2,000 gp
Weapon damage 1d4 or 1d6	50%	3,000 gp
Weapon damage 1d8, 1d10, or 1d12	50%	10,000 gp

*Glyss weighs less than most metals but is considerably heavier than leather or other flexible materials used in crafting armour. Because of this, light armours made from glyss actually weigh more than normal, while heavier armours, shields, and weapons, weigh less than similar items constructed from other materials.

Crafting Glyss

To create enough glyss for a suit of armour, a shield, or a weapon requires raw materials (pure sand, alchemical reagents, and raw copper) equal in value to one-third the market price modifier for the item in question (see table above). Creating the glyss itself requires one day per 1,000 gp of the final market price modifier as noted in the table above, and a successful Alchemy skill check (DC 20). If the check, made at the end of the required time period, succeeds then the alchemist has created the necessary amount of glyss.

Crystalweave

Small and inferior crystals can be woven into a copper lattice in order to create a lightweight wire that can be wrapped around the head, arms, legs or torso of a psychic warrior in order to augment the siphoning of energy from his chakras. Though the crystalweave is time-consuming to craft, it can be very useful for the psychic warrior, allowing him to manifest powers much more forcefully than would otherwise be possible.

Crystalweave can be worn in any one of the following locations: arm, leg, torso, neck, or head. The wires of the weave need only be coiled around the limb in a fairly even distribution for them to provide the benefits noted above. Attempts to wear crystalweave in more than one location are doomed to failure – the various matrices formed cancel each other out, rendering the weave useless.

PSIONIC PROSTHETICS

Whenever a psion or psychic warrior loses a limb, whether to a trap, a devastating injury, or the predations of a psionic cannibal, the chakra contained in that limb is destroyed. This cripples the ability of the psion to generate psionic energy, reducing his maximum number of psionic power points by the

amount the chakra formerly generated (see Chapter 10: Psionic Cannibalism). To overcome this problem, a handful of psychic warrior researchers mastered the art of creating psionic prosthetics.

A prosthetic can only be used to replace a limb – attempts to fashion a torso, neck or head prosthetic met with predictable, but still spectacular, failure. Those who cripple the core of their body are doomed to die, eventually, and no known psionic science is able to repair the damage done. Those who are simply missing an arm or a leg, however, are able to get a replacement which, if not quite as good as the original, is still able to function more or less normally. Though the price is steep, the restoration of lost psychic powers and body parts is worth almost any price to most psychic warriors.

The Basics

Psionic prosthetics are always created from glyss. The material's natural affinity for psionics and its ability to easily and efficiently channel psionic energy allows it to merge seamlessly with the other chakras within a psychic warrior's body. Though prosthetics may be attempted from other materials, they simply aren't able to achieve the level of integration that glyss provides. A prosthetic limb always includes a hand or foot, as appropriate, and may be either a partial replacement (such as from the knee or elbow down) or a full replacement (from the hip or shoulder down).

Each prosthetic must be custom-tailored for its wearer, a time-intensive task which occupies the craftsman and the psionic throughout the crafting process. The constant fittings and integration checks required for a proper alignment of the prosthetic requires the presence of both parties if the process is going to be successful.

The time and expense all pay off in the end, however, when the psionic is given a new limb which roughly emulates the capabilities of the old without wrecking his psionic powers.

Crafting the Prosthetic

A prosthetic is constructed using the using the Craft (sculpture), Psicraft, and Healing skills. The Difficulty Class for skill checks for each type of prosthetic, as well as the prices for each type of prosthetic, are shown in the table below.

Prosthetic Limb DC and Cost Table

Prosthetic Type*	DC	Market Price
Arm, small, full	24	6,000 gp
Arm, small, partial	22	5,000 gp
Arm, medium, full	22	8,000 gp
Arm, medium, partial	20	7,000 gp
Arm, large, full	22	12,000 gp
Arm, large, partial	20	10,000 gp
Leg, small, full	22	10,000 gp
Leg, small, partial	20	8,000 gp
Leg, medium, full	20	15,000 gp
Leg, medium, partial	18	12,000 gp
Leg, large, full	20	18,000 gp
Leg, large, partial	18	15,000 gp

*The size of the limb (small, medium, or large) is determined by the size of the creature receiving the limb. Limbs smaller than small or bigger than large have not been successfully created – glyss becomes too difficult to work at either of these scales. The full or partial designation indicates how much of a limb is being replaced: partial limbs replace only from the knee or elbow down, while full prosthetics replace the entire limb from the shoulder or hip. Both types of limb include a replacement of the hand or foot, as appropriate.

The process for crafting a prosthetic is the same as for using any other Craft skill (see *Core Rulebook 1*, for more information), with the following alterations.

First, the Craft (sculpture) skill check cannot be made each day. The glyss requires time to solidify during the crafting and the psionic recipient must have time to let his chakras rebalance themselves after each fitting.

Second, after each successful Craft (sculpture) skill check, the artisan must complete a successful fitting of the prosthetic. This requires a successful Psicraft skill check (to be sure the prosthetic is gaining a proper integration with the other chakras in the psychic warrior's body) and a Healing skill check (to avoid an ill-fitting, improperly operating prosthetic). The DC for both checks is equal to the DC for the Craft skill check.

If either of the above checks fail, the crafter must redo the work of the previous week, forfeiting any progress made during that time. Because of this, only specialists tend to craft these prosthetics, as the multiple skill checks require an expert in all three fields to create the prosthetic in a reasonable amount of time and at a feasible price.

During the entire crafting process, the recipient must be available to the crafter. If the psionic character is away from the crafter for more than two days in a given week, the entire process grinds to a halt and cannot continue until the psionic character returns and is available for test fittings and chakra alignments.

Once the prosthetic has been created, it may be attached to the recipient and readied for use.

Attaching the Prosthetic

Securing the prosthetic to the recipient and allowing it to merge with the body is far easier than crafting the item, but a failure renders the prosthetic utterly useless. To attach the prosthetic, the crafter must make a Healing skill check (same DC as above) and a Psicraft skill check (also with the same difficulty noted above). Success on both skill checks attaches and activates the prosthetic, and the recipient may begin using it in 1d4 weeks, once the healing process is complete. Magical healing may not be used to accelerate this healing, however, as doing so may disrupt the psionic alignment of the limb.

If the Healing skill check fails, but the Psicraft skill check succeeds, the prosthetic does not function as a normal limb, at all, but the missing chakra is restored to the character's body. This means that a character can only perform actions which need a single limb of that type, in the case of arms, or have their movement reduced by one-half due to a serious limp in the case of legs. Characters with prosthetic legs which do not function also may not run or jump. Again, if the character takes the "Master Prosthetic" feat, he can overcome the failed Healing skill check and the limb begins to function normally.

Prosthetic Functionality

A prosthetic which is properly attached works almost exactly as a natural limb of the appropriate type. Prosthetic arms include prosthetic hands, however, and are not quite as dextrous as their natural counterparts. Any skill checks which require fine manual dexterity (such as Disable Device or Pick Locks) suffer a -2 circumstance penalty. This penalty can be overcome using the Master Prosthetic feat.

Additional Limbs

If a psychic warrior so desires, he may have a third arm and hand attached to his body as long as he retains all of his original limbs and chakras. The difficulty for creating and attaching the feat are determined as if a limb of the appropriate size (that is, the same size as the character's existing limbs) were being attached to replace a severed limb. In order to use this limb,

however, the psychic warrior must take the Master Secondary Prosthetic feat (see Chapter 5 – Psychic Warrior Feats).

PSYCHOACTIVE SUBSTANCES

The psychic warrior lives and dies by the powers of his mind. This dependence on his abilities pushes psychic warriors to seek out ways to artificially increase their reserves of power and psychoactive substances are by far the simplest method available. Though ingesting these substances is extremely dangerous, many psychic warriors find they need the competitive edge these deadly substances offer. A few predatory psionics even go so far as to create and distribute the substances, mixing them with all manner of filler and dangerous toxins in an effort to create more addictive psychoactives that can be sold for greater profits to their customers. It should be noted that all of the substances presented in this chapter are extremely detrimental to the health of the user and characters should think hard before seeking the easy path to power.

Types of Psychoactive Substances

There are many psychoactive substances available in fantasy worlds, but all fall into three, very broad categories:

† **Natural** substances are those which can be found occurring in the wild and which need little preparation. A leaf which can be eaten, a nut which can be dried and stuffed into a pipe, or a sap that can be licked from a wound in the side of a tree are all examples of natural psychoactive substances. This type of substance tends to be of fairly low impact, providing a small benefit and creating a relatively small health hazard for the user.

† Substances which require more preparation or which are only found when various other substances are combined are known as **manufactured** psychoactives. Any substance which requires extensive brewing techniques, alchemical processing, or the addition of other elements in order to unleash its beneficial properties is considered manufactured.

† The last common type of substance, and the type with the greatest benefits and drawbacks, is the **supernatural** substance. This type of substance only exists because of the effects of magic or psionic abilities on the natural world. Most often substances of this type are extracted from the bodies of

psionically-endowed creatures and are inadvertently tapped by the cruder sorts of psionic cannibals. Supernatural substances have all manner of drawbacks and, despite their enormous potential benefits, are the most likely to simply end the life of a psionic who uses them.

The categorisations above are used as a shorthand method for determining different aspects of a psychoactive substance and are used throughout the rest of this chapter.

Use, Addiction and Saturation

Any creature which chooses to use psychoactive substances must be prepared to suffer the consequences of their actions. While the occasional use of these substances may not have any long-term effects on the creature in question, there is always the chance of unintended side-effects up to and including death. Each of the psychoactive substances listed later in this section has three different effects when consumed, based on the current state of the user.

A **user** of the substance is one who is not yet addicted to the substance. While he may be on the road to addiction, he does not *need* to have the substance at this point and may take it or leave it as he wishes. The benefits provided to this type of user tend to be the largest, but this stage of use lasts for the shortest period of time. Users proceed very quickly to addicts if they are not exceptionally careful.

Addicts have no control over their use – they must have the substance a particular number of times each day or they risk suffering withdrawal. An addict still receives some benefit from the use of the psychoactive substance, but it is somewhat diminished from what he received the first few times the substance was ingested. In addition, the amount of substance required to achieve the desired effect becomes greater as the psychic warrior builds up a tolerance to the substance in question.

The final stage of a living psychoactive user is **saturated**. Users at this stage receive no benefit from consuming a substance but go through hellish withdrawal if they stop ingesting it. Recovery from this stage of use is very difficult and few users of psychoactives manage to haul themselves back from the brink of death once they reach this stage. When a user becomes saturated, he suffers the hangover effects of the substance, 24 hours a day. If he does not ingest the substance at least once per day, then he suffers the penalty effects and the hangover effects of the substance until he does ingest the substance, at which

point he returns to once again suffering only the hangover effects.

There is a distinct passage from one stage of substance use to the next. Users become addicts who, in turn, become saturated. Though the lengths of each stage may change, any user who habitually ingests a psychoactive substance will, eventually, make their way through the entire chain. Be warned and be wary – trading long-term health and well-being for short-term power is always a losing proposition.

THE PSYCHOACTIVES

The following is a list of different psychoactive substances and their effects on the user. These psychoactives are described in the following format:

Name: The name of the substance in question. The proper name for the substance is given first, followed by the name commonly used to refer to the substance.

Type: All of the substances are either natural, manufactured, or supernatural, as defined above.

Availability: A general description of how easy or difficult it is to locate a substance, where it naturally occurs, and other information on obtaining the substance can be found in this section.


Dosage: The amount of the substance which must be consumed for any effect, positive or negative, to manifest.

Price: This price is the average for the substance in an area with regular access to the substance. In areas where the substance is hard to come by, or where it is considered illegal, the price could be as much as 500% higher than this listed price.

Preparation: The steps, and any required skill checks, needed to prepare the substance for use.

Ingestion: The method by which the substance is ingested is covered in this section.

Base Save DC: This indicates the type of save allowed, and the base DC for that save, each time the substance is ingested. After the first use of this substance, this DC increases by 1 each time the substance is ingested. If the substance is not ingested for thirty or more days, the Save DC of the next ingestion reverts to the Base Save DC. The user has successfully purged his body of the substance's residue and is considered a new user – until he starts ingesting the stuff on a regular basis again, that is. If a



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user ever fails the Save when using the substance, he immediately moves into the next stage of the addiction cycle, as noted above.

Benefit: This describes the benefit of the psychoactive.

Penalty: This describes the penalty for failing the Save required each time the substance is ingested.

Duration: This is the duration of the benefit and penalty. If the two are different, each is described in this section.

Hangover: When a substance's duration has run its course, it often leaves behind a hangover effect of some kind, which is described in this section.

Side Effects: Habitual users of psychoactives tend to develop particular telltale traits which become more pronounced as the user continues to use the substance.

Description: The above sections are followed by a short description of the substance in question.

Chakra Snuff

Type: Supernatural.

Availability: This substance is difficult to find and is normally only available from other adventurers or within a very large city.

Dosage: A single snort.

Price: 500 gp per snort.

Preparation: This substance is made by grinding the tentacles of mind flayers into a thick mulch. This disgusting mixture is then placed on a flat tray and slow-cured in a stone oven. The curing process takes at least five days, during which it must be regularly stirred around and flattened to ensure even drying. The resulting dried, stringy, weed-like stuff is further ground and mixed with finely cut tobacco to create the chakra snuff.

Ingestion: A small amount is snorted up each nostril.

Base Save DC: Fort save, DC 25.

Benefit: Chakra snuff, as the name suggests, directly interacts with a psychic creature's chakras, causing them to open like exotic flowers and release their power more easily. If taken just before a body modification begins, the snuff provides a +2

circumstance bonus for all tattooing, scarring, or flaying which is attempted on the user. If the snuff is taken by one who has already opened a chakra, it allows the user to squeeze an extra 2 points from the open chakra each round. Note that addicts gain only a +1 circumstance bonus for tattooing, scarring, or flaying and may generate only an additional 1 point each round from an open chakra when using the snuff.

Penalty: The user suffers an allergic reaction to the alien tissue and immediately suffers 1d4 points of temporary Constitution damage. When a user fails a Save and thereby becomes saturated, this damage becomes permanent, rather than temporary.

Duration: 1 hour.

Hangover: The character becomes very suggestible and easy prey for psionic attacks. For the next 1d8 hours, the character suffers a -2 circumstance penalty on all Sense Motive checks and a -2 circumstance penalty to all Saving Throws made to resist psionic attacks or psionic powers of any type.

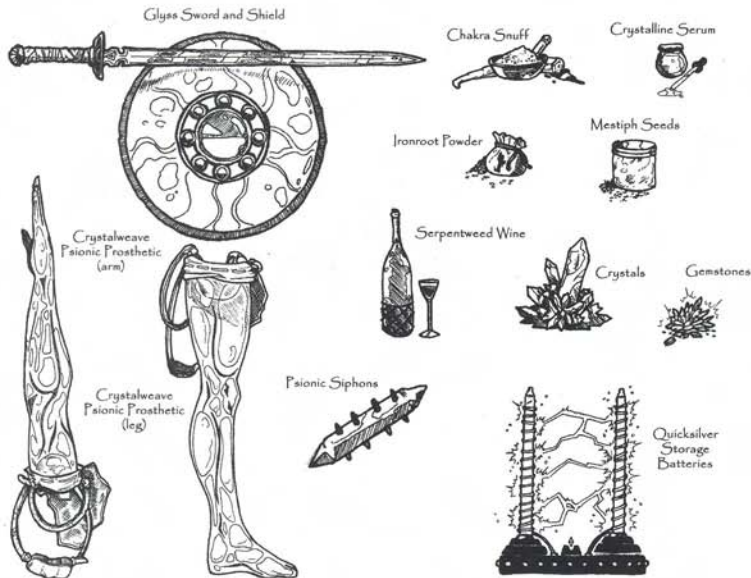
Side Effects: Dark smudges around the nostrils is commonly seen on the faces of those who use chakra snuff. An increased tolerance for pain is also evident - users typically do not notice normal bumps and bruises and even small cuts may escape their notice. In game terms, the GM may, at his sole discretion, report a slightly reduced (say 1 or 2 points less than actual) amount of damage caused by injuries caused to addicted characters. This does not change the actual damage done, only the perception of that damage by the user.

Description: Chakra snuff looks almost exactly like normal tobacco snuff. Small grey particles can be seen if one looks closely enough, however, and the substance smells somewhat fishy in poorly mixed batches.

Crystalline Serum

Type: Supernatural,

Availability: The substance is difficult to come by in areas with a small psionic population but much more common where psionic creatures live. For each full week a psionically-endowed character lives in a single location (such as a house, apartment, or a room in an inn), there is a 1% chance of a crystalline cyst forming and filling with a single dose of crystalline serum. If the cyst is left undisturbed it will grow in size, swelling each week to accommodate an additional dose of serum, to a maximum of 5 doses. The cyst



typically forms on the ceiling or rafters of the room in which the psionic creature spends most of its time. A full cyst is still quite small, being a rough sphere the size of a mature human male's thumb nail.

Dosage: A single drop.

Price: 500 gp per drop.

Preparation: Crystalline serum requires no preparation time, but is most often decanted from where it coagulates into tiny containers for easy distribution.

Ingestion: The user places a drop of the serum under the lower eyelid of either eye. The creature is then treated as if it were dazzled for the next 1d3 rounds as the serum stings and burns during the absorption process.

Base Save DC: Will save, DC 20.

Benefit: Crystalline serum boosts psionic potential, and psionic power regeneration, to enhanced levels. When the serum is taken, the user gains 2d20 power points, which can be used to fuel any psionic power.

Each round, an additional 1d6 power points are gained for the duration of the serum's effect. Addicts do not gain any additional power points beyond the initial 2d20.

Penalty: The user's psionic power erupts in a coruscating fountain of mental flame, causing 1d6 hit points each round and reducing the user's psionic power points by the same amount. When a user's psionic powers are reduced to 0, the penalty immediately ends, regardless of the effect's duration. There is a secondary side effect which occurs if the user's current power point total ever exceeds his maximum power point total – the user suffers 1d4 hit points of damage for every power point by which he exceeds his normal maximum and the total number of power points he currently has is reduced to his normal maximum.

Duration: 2d6 rounds.

Hangover: The subject's maximum number of psionic power points is reduced to one-half his normal maximum until he has slept for 8 hours. The maximum psionic power points for a saturated character remains at one-half his normal maximum as

long as he is saturated. For each week a character spends saturated by crystalline serum, he must make a Fortitude save (DC 20 + 1 per week of saturation after the first). If the Save fails, the user immediately suffers 1d4 points of permanent Fortitude damage as his body is destroyed by the effects of the crystalline serum.

Side Effects: Staring eyes are the hallmark of those who use crystalline serum, as the intraocular ingestion method tends to leave them with weakened eyelids. Severe discoloration of the sclera becomes evident in addicts, as the serum causes slight corrosion of the eyeball itself.

Description: Crystalline serum is a natural by-product of the presence of psionic individuals. It normally collects in tiny crystal cysts near areas where psionic creatures live or frequently gather. The serum is clear and stings mightily when dripped into the eye.

Ironroot Powder

Type: Natural.

Availability: The substance is readily available in any desert region.

Dosage: A half ounce of powder.

Price: 50 gp per dose.

Preparation: Ironroot powder is created by crushing the seedpods of the ironroot cactus. This process is fairly simple and requires no more than five minutes.

Ingestion: The powder is normally placed under the tongue and allowed to dissolve. This usually takes 1d6 minutes. Attempting any action while waiting for the powder to dissolve requires a Concentration check (DC 15) to avoid swallowing the powder. If the powder is swallowed, the target automatically suffers the penalty effects noted above and does not gain the benefits.

Base Save DC: Fortitude save, DC 15.

Benefit: 2d4 minutes after the powder dissolves, blood rushes into the target's muscles, leaving him somewhat lightheaded and slightly bruised. The target immediately gains 3d4 psionic power points and these points can only be used to manifest psionic powers based on the user's Strength. Addicts only receive 2d4 psionic power points.

Penalty: The rush of blood to the muscles and ensuing light-headedness causes a -2 circumstance

penalty on all Reflex saves and Spot or Listen checks made by the character for the duration of this effect.

Duration: Until the power points are spent or 1d4 hours, whichever comes first. On a failed Save, the user suffers the penalty for 1d4 hours.

Hangover: The subject suffers a -1 penalty to all Spot or Listen checks for the next 1d3 hours.

Side Effects: Surface bruising of the arms and hands is the most common side effect of ironroot powder use. Addicts are marked by heavy bruising around the eyes and nose, as well, as the increased blood pressure bursts the smaller blood vessels of the face.

Description: Ironroot cacti are found in most desert areas and are easily identifiable by the thick, grey roots visible at their bases. The seedpods are a buttery yellow in colour, with a smooth texture. The powder resulting from the ground seedpods retains most of this colour and has a bitter, acidic taste.

Mestiph Seeds

Type: Natural.

Availability: The mestiph seed is quite hardy and can be found in most temperate grasslands (Wilderness Lore check, DC 15 to find a single dose, one check allowed per hour).

Dosage: Three to five seeds.

Price: 10 gp per dose if purchased, free if found

Preparation: The seeds must be removed from the plant itself, a simple process requiring only a few seconds. Each plant can produce but a single dose of seeds (generally a small handful of the tiny black seeds) once every 1d3 days.

Ingestion: The seeds are swallowed whole, often with a glass of wine.

Base Save DC: Will save, DC 10.

Benefit: 1d4 minutes after the seeds from this plant are swallowed whole, they generate a powerful feeling of euphoria, filling the user with a sudden burst of self-confidence and well-being. This provides a +1 circumstance bonus to any skill checks relying on the Charisma ability. Addicted users of the mestiph seed receive this bonus only for the Bluff or Intimidate skills.

Penalty: Lethargy and a sense of impending doom descend on some users of the mestiph seed. When the

Will save is failed, the subject suffers a -1 circumstance penalty to all Charisma-based skills and a -1 circumstance penalty to all Will saves.

Duration: 1d4 hours

Hangover: The subject suffers a -1 penalty to all Concentration checks for 1d8 hours.

Side Effects: Mestiph users tend to be louder than normal, speaking at a volume just below a shout most of the time. Addicts couple this with the tendency to stand very close when speaking.

Description: The mestiph plant is a small shrub which grows without much need for water or nutrients. With its serrated, black-tinged leaves and brilliant-red seedpods, the plant looks somewhat sinister and is only rarely eaten by animals or insects. The seeds are most prevalent in the spring months, but most plants will continue producing seeds throughout the summer before falling dormant during autumn and winter. A single plant produces only enough seeds for a single dose at a time, but each plant generates enough new seeds every 1d3 days for another dose.

Serpentweed Wine

Type: Manufactured.

Availability: The substance is readily available in any area where wine is produced. Serpentweed grows in the same general climates as grapes and a single plant can be found for each hour of searching (Wilderness Lore skill check, DC 20).

Dosage: An eight-ounce glass.

Price: 50 gp per glass

Preparation: Serpent wine is created by adding three ounces of crushed serpentweed to a gallon of wine.

Ingestion: Drinking a glass of the wine is sufficient to activate its capabilities.

Base Save DC: Fortitude save, DC 15.

Benefit: 1d10 minutes after drinking the wine, the user's body is suffused with the substance, narrowing the gap between action and thought. For the duration of this effect, the user may pay one point less for any psionic power based on the Dexterity ability, with a minimum cost for any given power of one point. Addicts gain this benefit, as well, but may only reduce the cost for a given power to a minimum of three points.

Penalty: An intense alcohol haze settles over the user if he fails his Save, rendering him clumsy and much less able to draw upon his natural coordination. The subject receives a -1 circumstance penalty to all skill checks based on Dexterity and pays one additional point to manifest any psionic power based on Dexterity.

Duration: 1d3 hours.

Hangover: The subject suffers a -1 penalty to all skill checks based on Dexterity for 1d6 hours.

Side Effects: Those who use adroit wine develop a mild tremor, which is most visible in their legs. Addicts develop a more severe tremor which results in a constant, unconscious dipping and bobbing of their heads.

Description: Serpentweed wine is most often based on red wine to conceal the crimson splotches characteristic of the serpentweed. It still contains a fair number of small, sticky clots and emits a faint carrion stench if allowed to warm to room temperature.

THE CANNIBAL'S TOOLS

Psionic cannibals have their own needs and desires when it comes to equipment. Chief among these needs are crystals and gems, which are used to store the psychic energy they steal from their victims. Quicksilver batteries and psionic siphons are also crucial to the success of the more experienced psychic warriors, who find themselves needing to store greater and greater quantities of psychic power to fend off their enemies and erstwhile allies.

Crystals

Crystals are relatively easy to come by – they are only semi-precious and can be found in a wide variety of terrain types. Unfortunately, because their resonances are less pure than gemstones, a crystal can hold much less psionic energy than more precious stones. Their economy is enough to make them quite popular, however, despite their reduced capacity for psionic energy and their lack of durability.

Crystals come in three basic qualities, as shown on the table below, and each grade is clearly identifiable by its clarity. Weak crystals are very muddled, with the crystalline matrix of their structure easily visible in the striations running through their forms like ruler-straight cracks. Average crystals are both clearer and less noticeably fractured, with their centres almost perfectly transparent and their edges sharp and regular. Strong crystals look like nothing so much as drops of





TOOLS OF THE TRADE

purest glass and even light scarcely bends when passing through their centres.

In addition to their types, crystals are also rated by their size. Small crystals are roughly the size of a grown man's thumb. Medium crystals fit comfortably into the same man's palm and his fingers will close easily around their circumference. A large crystal is about the size of an apple and about twice as heavy.

Crystals, unlike crystal capacitors, cannot be used to store just any psionic energy. They are only useful for binding energy taken by psionic cannibals, though anyone can release that energy (as seen in Chapter 10: Psionic Cannibalism).

Each time a crystal is filled, it suffers 1d4 hit points of damage, reduced by its Hardness. A successful Use Psionic Devices check (DC 15) will show the number of hit points a crystal has and wise psychic warriors will keep a careful eye on their crystals. A crystal with 0 hit points crumbles to dust and releases any psionic energy it contains and psionic energy being forced into it, causing 2 hit points of damage for every psionic power point so released. The cannibal suffers this damage automatically, with no Save allowed.

Psionic Siphons are simply crystals with tiny copper prongs embedded in their surface. These are used by psychic cannibals to slowly extract energy from a victim and cost 10 times as much as a crystal with the same storage capacity. To completely siphon a psionic creature, the cannibal must apply one siphon to each of the creature's chakras and the total storage capacity of these chakras must be equal to 20% of the creature's maximum psionic power points. Siphons do not degrade like crystals.

Gemstones

A gemstone can store 1 psionic power point for every 100 gp value. Note that gemstones are much more expensive than crystals, but they do not degrade as do crystals. Wealthy and powerful psychic cannibals are

often seen with dozens of small gemstones on their person, filled with the essences of their many donors.

Quicksilver Storage Batteries

These powerful vats of mercury are used to contain the very largest amounts of psionic energy and enable psionic cannibals to draw upon vast reserves of power. The batteries are lead vats lined with a lattice of copper wires and filled with mercury. When filled with psionic energy, the mercury roils and seethes within the vat, its surface shot through with miniature bolts of lightning and crystalline sparks. Though very expensive, quicksilver storage batteries have the advantage of being attuned to a single psychic warrior and being useful at distance. Though the batteries may remain in the cannibal's lair, he can draw upon their power.

For every psionic power point a battery holds, it costs 500 gp, and there is no upper limit for the number of power points a battery can hold. Batteries do not degrade like crystals, but each time they are drained and refilled with psionic energy, the mercury must be replaced at a cost of 100 gp per psionic power point. A battery contains one gallon of mercury for every 10 power points it may contain. Like raw crystals and gemstones, batteries can only hold psionic energy which has been extracted via cannibalism.

To remove energy from the battery, a psychic warrior can either dunk his hand into the pool and extract one power point for every level he possesses of a psionic-capable character or prestige class. Or, provided he is within one mile of the battery, attempt to draw the energy directly from the battery into himself, psychically. This requires a Use Psionic Device check (DC 10) and the psionic cannibal may extract up to a number of psionic power points equal to the amount by which he succeeded. This energy must be used in the same round it is extracted and the extraction process is considered a free action.

Crystal Value Table

Quality	Size	Storage Capacity	Hardness	Hit Points	Cost (gp)
Weak	Small	5	1	3	50
Weak	Medium	7	1	5	70
Weak	Large	9	1	7	100
Average	Small	7	2	5	100
Average	Medium	9	2	7	120
Average	Large	11	2	9	150
Strong	Small	9	3	7	150
Strong	Medium	11	3	9	200
Strong	Large	13	3	11	250

PSYCHIC WARRIOR POWERS

The psychic warrior is not the same as a psion with a sword. The talents of the psychic warrior are more focused, more directed toward achieving a particular end, most often the end of an opponent's life. This chapter contains new talents, useful to any psychic warrior but far more effective when paired with a weapon manifestation. As a psychic warrior develops these talents, his power will grow in new ways, enabling him to fulfil different functions in combat depending on the needs of a moment. Regardless of the weapon he uses, a psychic warrior is a combatant to be feared and respected.



PSYCHOPORTATION

Bounce

Psychoporation (Dex)

Level: Psychic Warrior 0

Display: Au, OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 2 rounds

Power Points: 1

Your movements become more elastic and animated and your psychic powers allow you to bounce and rebound more rapidly and with less predictability. For the duration of this power, you receive a +5 circumstance bonus to all Tumbling checks, including checks made to avoid attacks of opportunity.

Shiversteel

Psychoporation (Dex)

Level: Psychic Warrior 0

Display: Au, Ma

Manifestation Time: 1 action

Range: Personal

Target: 1 small metal weapon

Duration: 2 rounds

Power Points: 1

When activated, this ability causes a single, small (or tiny), metal weapon held in your hand to vibrate with such intensity the form of the weapon seems to warp and shift. For the duration of this power, any

successful attack made with the affected weapon inflicts an additional 1 hit point of damage and 1d4 hit points of subdual damage. If the weapon targeted by this spell leaves your hand, the vibrations cease immediately and the weapon loses the bonus damage. When this power ends, the blade returns to its original form and is otherwise unaffected in any way.

Stinging Disarm

Psychoporation (Dex)

Level: Psychic Warrior 1

Display: Au, Me

Manifestation Time: See text

Range: Personal

Target: 1 small weapon

Duration: 1 round

Power Points: 1

Your psychic energies agitate the structure of your weapon, so that its surface moves rapidly, increasing the weapon's leverage. For the duration of the round in which the power is activated, the targeted weapon is treated as if it were a medium-size weapon and the wielder may add his Dexterity bonus (in addition to his Strength bonus) to any attempts to disarm made during the round.

PSYCHIC WARRIOR POWERS

This ability may be activated instantly, at the moment you declare your attempt to disarm a target. Activation is considered a free action, is treated as the activation of a quickened psychic power and does count against the limit of only one quickened psychic power per round.

Leaping Blade

Psychoportation (Dex)

Level: Psychic Warrior 1

Display: Au, Vi

Manifestation Time: See action

Range: Personal

Target: 1 small weapon

Duration: 1 round

Power Points: 1

Your weapon leaps from your hand as you attack, darting out and away from your hand to strike at your target before slipping back into your grip. The sudden change in direction of attack renders a shield useless as the blade simply slides around the edge of the obstruction to stab at the creature behind it. Any attacks made during the round in which this power is active ignore any armour bonuses provided by shields wielded by your targets.

Activation of this ability is considered a free action and is treated as the activation of a quickened psychic power; the activation of this power does count against the limit of only one quickened psychic power per round.

Unbalancing Aura

Psychoportation (Dex)

Level: Psychic Warrior 2

Display: Me, Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/3 psychic warrior levels

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 3

You move the air around you in a protective, turbulent field. Though the moving air cannot be seen (it's but a hair's breadth away from your skin, clothing, and armour) its effects can be observed – tiny whirlwinds of dust sweep away from your feet and any smoke or vapours swirl around you in complex patterns. For the duration of this power, any opponent who makes a melee attack with you as the target may be knocked off

balance as his weapon is savagely wrenched about as it contacts the moving air around you. If you are struck by a melee attack, or a melee attack misses you by 5 or less, the attacker must immediately make a Reflex save or be knocked off balance. Off balance creatures are treated as if they were flat-footed until their next action and also suffer a –2 circumstance penalty to all attack and damage rolls and any skill checks to which an armour penalty normally applies. The –2 penalty remains for the rest of the round in which the target was knocked off balance and the entire following round.

Psychic Trip

Psychoportation (Dex)

Level: Psychic Warrior 2

Display: Au, Me

Manifestation Time: 1 action



Range: Personal**Target:** You**Duration:** 1 round/3 psychic warrior levels**Power Points:** 3

This power enables you to combine an accelerated movement of your body with a concussive wave of spinning air. The result is a much greater chance to trip your foes, knocking them off balance with your speed and the invisible whirlwind rushing ahead of your body. For the duration of this power, you are treated as if you were one size larger than you actually are, but only for resolving trip attacks. In addition, even if you fail to trip a target, that target may not attempt to trip you in return. This ability may be used in combination with the Improved Trip feat.

Mirrored Movement

*Psychoportation (Dex)***Level:** Psychic Warrior 3**Display:** Au, Me**Manifestation Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 round/2 psychic warrior levels**Power Points:** 5

When this ability is activated, you must select one target within the range of this power. For the duration of the *mirrored movement* power, you will automatically remain at your current distance from the target, regardless of any ground movement taken by the target. This power will not move you into dangerous terrain and, if the target flies, swims, or otherwise moves off of solid ground, you may voluntarily terminate the power. You may, if you choose, move closer to the target and will remain at

this new distance from the target for the remaining duration of this power. Similarly, if you move further away from the target you remain at the new distance until you change your relative position again or the power ends. Note that while you move when the target moves, this movement does not count as an action – you only expend movement actions when *you* initiate a movement. If there is not enough room for you to maintain the distance, the power ends.

When the target moves, you will move the smallest possible amount necessary to remain at the current distance. When in doubt, the GM determines your movement and placement as the power decides where you travel, rather than such movement being a conscious decision.

Psychic Dervish

*Psychoportation (Dex)***Level:** Psychic Warrior 3**Display:** Ma, Me**Manifestation Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 round/2 psychic warrior levels or until cancelled by movement**Power Points:** 5

As long as you do not move (of your own volition, see below) while this ability is activated, you may add half again your Dexterity bonus to all attack and damage rolls you make. This bonus is in addition to any other bonuses applied to your attack and damage rolls, including other bonuses from Strength or Dexterity. Your psychic powers spin you wildly and you must rely on the focus of your mind and your natural training to strike at your opponents. On the

Yiri dropped into a combat stance, her weapons twirling loosely in her hands. She could hear the bugbears howling, their rage a palpable force rushing ahead of them like a wave. Behind her, the companions she was sworn to protect were scrambling through the wreckage of the forgotten temple, their treasures clutched to their chests and dripping through their fingers. 'Run fast and far, my friends.'

The first bugbear rushed her with an axe over its head and she felt the barriers in her skull shift and break away, releasing a flood of power and vitality into her veins. Yiri spun below the descending axe and laid the creature's throat open with a back-handed slash of her kukri. She rolled away from him, twirling on the tips of her toes as the psychic power ripped her around in a deadly spiral.

The bugbears rushed toward her, their fury pushing them beyond reason. Still Yiri spun, her eyes half-closed against the cascade of blood gushing into her face with every gyration. Lost to the glory of battle, she could not feel the myriad tiny cuts that the creatures opened on her flesh or sense when the last of them fell in a loose-jointed heap at her feet.

She spun again and again, her arms outstretched and seeking foes, splashing arcs of blood out from her to paint the walls with rippling patterns.



PSYCHIC WARRIOR POWERS

other hand, your rapid motion allows you strike with much greater force than would otherwise be possible.

At the beginning of your actions during each round in which this power is active, the Games Master must roll 1d8 and consult the Grenadelike Weapon diagram in Chapter 8: Combat of *Core Rulebook I*. As you spin wildly, you shift 5 feet in the indicated direction. If you move during your turn, other than this random movement, this power ends immediately. If your movement carries you into a wall or other obstacle, you immediately move 5 feet in a different direction. This power will not move you into a square containing another creature.

Ranged Accuracy

Psychoportation (Dex)

Level: Psychic Warrior 3

Display: Au, Vi

Manifestation Time: 1 action

Range: Touch

Target: 3 arrows/level

Duration: 1 minute/level

Power Points: 5

While this power is active, you are able to hit targets at great range with much more accuracy. When firing a missile weapon, the penalty for every range increment after the fifth is -1, rather than -2. This power does not increase the range of the weapon, it only decreases the penalties for extreme ranges. Arrows affected by this power do not have increased range when fired by anyone other than you – the connection between arrows and yourself is needed to guide them to their target.

Rollover

Psychoportation (Dex)

Level: Psychic Warrior 4

Display: Au, OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/3 psychic warrior levels

Power Points: 7

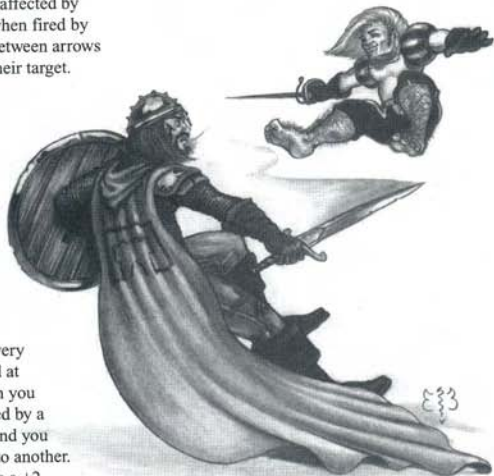
When this power is activated, you move very quickly in response to any attack directed at you. The psychic energy flowing through you is so powerful that it need only be released by a sudden change in your environment to send you acrobatically twirling from one location to another. While this ability is activated, you receive a +2 circumstance bonus to any Reflex saves you must

make but, whenever you must make a Reflex save, you sacrifice your next movement action and must immediately move 5 feet. If you cannot move, you lose the circumstance bonus and this ability ends immediately.

In addition to the bonus to Reflex saves, this ability also makes you a very nimble opponent. Whenever a melee attack is made against you, you must immediately move to another position adjacent to the attacker and sacrifice your next movement action. The attacker loses his Dexterity bonus against attacks made by you for the remainder of this round.

Note that both the bonus to Reflex saves and the sudden movement abilities above are only effective against the first combination of saves and attacks equal to your Dexterity modifier. Thus, if you have an 18 Dexterity (providing a +4 modifier) you move in response to the first four attacks, the first four saves, or the first combination of attacks and saves which equal four, in a given round. You receive no bonus or movement for any saves or attacks made after this point in that round but begin receiving movement and bonuses normally at the start of the next round.

Movement is required by this ability, if it is possible. If the only movement choice you have is to leap off a cliff or dive into a pit when attacked, then you *must* do so.



The ability provides the energy to leap about wildly in response to threats, but leaves you with frayed nerves and the compulsion to move at the slightest provocation.

Push Wave

Psychoportation (Dex)

Level: Psychic Warrior 4

Display: Vi, Me

Manifestation Time: 1 action

Range: Personal

Area: 20ft radius emanation

Duration: 1 rd/level

Power Points: 7

By activating this power, you begin emitting a pulsing wave of movement in all directions from your location. This area moves as you move, forming a rippling, invisible wave of psychic power around you. Any creature who enters this area of effect must immediately make a Fortitude save (DC 15 + psychic warrior levels) or be pushed back to the edge of the field and lose all further movement for the turn. Those who succeed are immune to further effects from the *push wave* and may approach you as normal.

Any creatures within the area of effect when this power is activated are allowed the same Save – those who fail are immediately thrust back outside the area of effect. This power only affects animate creatures or objects, other items are immune to the effects of this power.

Wound Sliver

Psychoportation (Dex)

Level: Psychic Warrior 5

Display: OI, Me

Manifestation Time: 1 action

Range: Touch

Target: One tiny weapon

Duration: 1 minute/level

Power Points: 9

Any weapon affected by the *wound sliver* ability becomes very unstable and begins fragmenting into tiny slivers almost immediately. The weapon is entitled to a Fortitude save (DC 15 + Psychic Warrior's Dexterity modifier) for every minute it is affected by this power. If the Save succeeds, the weapon suffers no damage and may be used as normal. If the saving throw is failed however, the item immediately loses 1 point of Hardness. When a weapon's Hardness is reduced to zero, it crumbles into grains of metal but, before that point, it functions normally, though it is more prone to breakage due to the increased brittleness and instability of its structure.

'Get it out.' Tralis gritted his teeth against the pain and pushed himself slowly to his feet. He turned pleading eyes to his companions who gawped in horror at the dark spine twisting around at the hollow of their friend's throat.

The psychic warrior laughed as he leapt past them, his jagged weapon slicing through the exposed flesh of Lavr's upper arm, leaving behind another grinding splinter. Even as the bouncing killer disappeared up the tunnel, the adventurers screamed and clawed at their flesh.

Tralis died first, the sliver opening his throat with a smooth, scything motion. It clattered briefly on the stones at his feet, then disappeared under a flood of the warrior's blood. As he lay dying, Lavr watched in horror as the splinter tried to climb back *into* the exit wound it had created.

Mashika ended Lavr's suffering herself, the heavy head of her warhammer crushing the vertebrae of his neck with a savage, merciful stroke.

The rest of them left the Cult of the Broken Mind's catacombs, limped home and never spoke of the place again.

Whenever a weapon affected by this ability causes an injury, slivers of the weapon itself break off and begin working their way through the body of the target. These slivers are tiny – smaller than a grain of rice – but their edges are covered with vicious serrations and the entire sliver shudders with psychic energy as it tumbles and grinds through the body of its victim. For every round the power remains active, the target suffers 2d6 hit points of damage if living and 1d6 hit points of damage if undead or unliving. If *negate psionics* is used on the wielder of the weapon affected by *wound sliver* the weapon is no longer capable of injecting shards of itself into targets, but the slivers already working at the bodies of previous targets are unaffected. Similarly, if a character suffering from a *sliver* is the target, or within the area of effect, of *negate psionics*, the slivers within his body may be stopped but the weapon used to create them retains its potency unless it is also *negated*.

Psychic Evacuation

Psychoportation (Dex)

Level: Psychic Warrior 5

Display: Au, OI

Manifestation Time: 1 action

PSYCHIC WARRIOR POWERS

Range: Personal
Target: You
Duration: 1 mi/level
Saving Throw: Will negates (see text)
Power Resistance: Yes (see text)
Power Points: 9

To combat the greater mental reserves of the psion, psychic warriors have mastered the art of bleeding away psionic energy. When this ability is manifested, the psychic warrior's aura becomes turbulent and filled with strange motion. Any creature struck in melee combat by an unarmed attack or tiny weapon wielded by the psychic warrior suffers normal damage but also suffers the loss of 1d3 psionic power points as the warrior's aura causes the sudden evacuation of power from the target. A successful Will save or Power Resistance prevents psychic damage to the target from the current attack, but does not affect this talent or the psychic warrior who activated it.

Deadly Accuracy

Psychoportation (Dex)
Level: Psychic Warrior 6
Display: Vi
Manifestation Time: 1 minute
Range: Personal
Target: Self
Duration: 1 rd/level
Power Points: 11

This power allows the psychic warrior to sacrifice his own life-force to increase the accuracy of any missile attacks he makes. At the beginning of any round in which this power is active, the psychic warrior may dedicate up to 1 hit point per level to increasing the accuracy of his attacks. These hit points are lost immediately as they are converted into psychic energy which the warrior uses to direct fired missiles at their targets.

When the psychic warrior declares an attack, he may elect to use any or all of these sacrificed hit points to increase his accuracy. For each point so used, he receives a +1 bonus to his attack roll for that attack only. Note that each sacrificed hit point may only be used to provide a single +1 bonus.

Movement Collar

Psychoportation (Dex)
Level: Psychic Warrior 6
Display: Vi, Me
Manifestation Time: See Text
Range: Touch
Target: One creature
Duration: 1 hour/level
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 11

Manifestation of this ability forges a link between the psychic warrior and his target, a psionic leash which greatly restricts the mobility of the target. For the duration of this power, a target which fails its Fortitude save may only take a movement action with the express permission (provided as a free action) of the psychic warrior who manifested the power. The warrior may allow the target to move up to its full allowable movement and may, at any time during the movement, restrict the target from further motion. In addition, the psychic warrior may force the target to take a move equivalent action and move up to its full normal movement. In this case, the psychic warrior has complete control over where the target moves.



The *movement collar* does not restrict the target from taking other actions, only any action which normally requires a move-equivalent action or from move actions. In addition to its loss of mobility, the target also suffers a -4 penalty to all Dexterity-related checks, including Reflex saves and any skill checks to which a Dexterity modifier is normally applied. Lastly, the target is considered to have lost its Dexterity modifier for purposes of combat for the duration of this power.

This power may only be manifested when a target is successfully struck by the psychic warrior in combat. The power manifests instantly as if it were a quickened power, and it counts toward the normal limit of one quickened power per round.



Wound Migration

Psychoportation (Dex)

Level: Psychic Warrior 6

Display: Ol

Manifestation Time: 5 minutes

Range: Touch

Target: Creatures struck in combat

Duration: 1 minute/level

Saving Throw: No

Power Resistance: No

Power Points: 11

This morbid power removes wounds from the psychic warrior and transplants them to a victim struck by the warrior in combat. The wound transfer is not instantaneous nor is it complete. Whenever a target is struck a bond is forged between the target and the psychic warrior. At the beginning of each round thereafter, for the duration of the power, the psychic warrior recovers a number of hit points equal to his Dexterity modifier and the target suffers a like number of hit points of damage.

If the psychic warrior strikes more than one creature during the duration of the power, the bond is forged to these additional creatures as well, up to a number of

bonded targets equal to the psychic warrior's Dexterity modifier. The total number of hit points gained and lost remains the same regardless of the number of

bonded targets and is spread evenly amongst all of those targets which are bonded to the psychic warrior and odd hit points are assigned as the psychic warrior sees fit. When a target dies, any hit points it lost each round are reassigned to a currently living, bonded target (if any).

Should the psychic warrior ever reach full health, this power ends immediately as there are no more wounds to migrate to the bonded targets. If a psychic warrior is ever rendered unconscious, the power also ends as the psychic warrior's mental energies are too disrupted to continue the manifestation.

PSYCHOMETABOLISM

Leverage Shift

Psychometabolism (Str)

Level: Psychic Warrior 0

Display: Ma, Me

Manifestation Time: 1 action

Range: Touch

Target: Self

Duration: 1 rd/level

Power Points: 1

When this power is manifested you are able to elongate your limbs and shift your centre of balance so as to maximise your leverage and attack with greater force, increasing the odds of striking your target. For the duration of this ability, you receive a +1 natural bonus

PSYCHIC WARRIOR POWERS

to all attack and damage rolls, but suffer a corresponding -1 natural penalty to all Reflex saves or Dexterity-based skill checks as you lose a certain amount of coordination due to the shift in your natural centre of gravity.

Socket Hand

Psychometabolism (Str)

Level: Psychic Warrior 0

Display: Ma

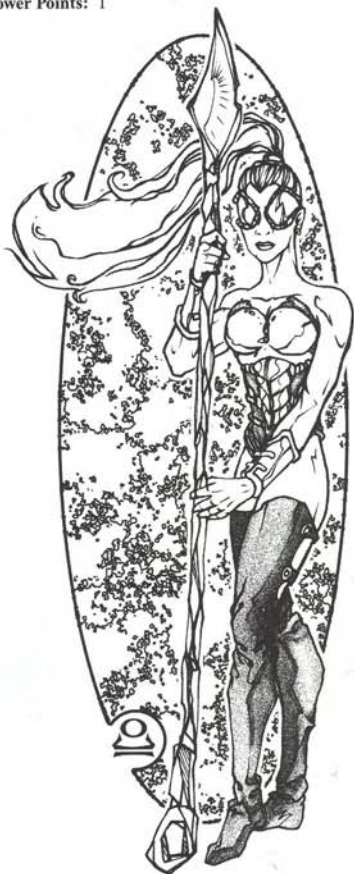
Manifestation Time: 1 action

Range: Personal

Target: Self

Duration: 1 hour/level

Power Points: 1



By manifesting this power, you transform the flesh of your hand into a deep, bony socket into which you can insert weapons. This allows you to wield weapons which are up to one size larger than yourself as a one-handed weapon for the duration of this talent. During this time, however, the socket hand is useless for anything other than wielding a weapon as the bones in your fingers and thumb expand and fuse together with the bones in your wrist and forearm to create the socket. While this power is active, you cannot be disarmed, though your weapon can still be sundered as normal.

Forearm Shield

Psychometabolism (Str)

Level: Psychic Warrior 1

Display: Au, Ma

Manifestation Time: 1 action

Range: Personal

Target: Self

Duration: 1 minute/level

Power Points: 1

This talent causes thick, bony plates to emerge from the skin of your forearm. Enhanced with psychic energy, these plates serve as a natural shield with which you can parry blows or otherwise deflect attacks targeted at your person. While this power is active, you receive a +1 natural bonus to your Armour Class, provided you are not already using a shield. This power provides no benefits whatsoever if you use a shield, of any type, while it is active.

Blood Venom

Psychometabolism (Str)

Level: Psychic Warrior 1

Display: Ma, Ol

Manifestation Time: 1 action

Range: Touch

Target: Self

Duration: 1 application per level

Saving Throw: Fortitude negates (see text)

Power Resistance: Yes

Power Points: 1

The psychic energy in your body can be used for more than simply protecting yourself. When this power is manifested, your blood is transformed into a psychically-charged poison which you can use to either spit at targets or coat your weapons. The type of poison which is created is always the same, but the

saving throw DC is the same as the saving throw for psionic powers you manifest.

The poison acts as an injury or contact poison with an initial damage of 1d2 Str and a secondary damage of 1d4 Str. Each instance of damage can be negated by a Fortitude save (DC 1d20+ one-half Psychic Warrior Level + Psychic Warrior's Strength modifier). Coating a weapon with this poison causes 1 hit point of damage to you (because you must cut yourself and smear your blood across the weapon), but there is never any danger you will accidentally poison yourself when applying it.

The poison may be spat at a target, as a ranged touch attack, in which case it is a contact poison with the same initial and secondary damage detailed above. Note that spitting the poison is more draining than simply applying it to the weapon as the blood must be forcibly vomited up at the target. This causes 3 hit points of damage to you.

Dread Coverage

Psychometabolism (Str)

Level: Psychic Warrior 2

Display: Ma, Me

Manifestation Time: 1 action

Range: Self

Target: You

Duration: 1 round/level

Power points: 3

When you activate this power, you must nominate a 20 ft x 20 ft area, the centre of which must be within 30 ft of your current location, as the area you are covering. If you move from your current location, or remove your bow from your hand, this power ends immediately.

All of your actions are considered readied while this power is active and you may only act when someone enters the area you are covering. Whenever any target enters the covered area, you must immediately fire your bow at them, if you have any attacks remaining. This attack receives a +5 competence bonus to attack and damage. You do not need to launch all of your attacks at the same target, but each target must be attacked at least once as it enters the covered area. When you run out of attacks, you may take no further action until the following round without disrupting this power.

Transfer Force

Psychometabolism (Str)

Level: Psychic Warrior 2

Display: Ma, Me

Manifestation Time: 1 action

Range: Personal

Target: Self

Duration: 1 round/level

Power Points: 3

You are able to control your muscles to deliver the maximum impact from any attack you make, often delivering a blow so powerful it can knock your target a few feet back. While this power is manifested, the critical range of your weapon is increased by 2 and any critical threat which becomes a critical hit has the potential to drive your target backward.

Whenever a critical threat is scored, you and the target make opposed Strength checks. You each gain a +4 bonus for each size category you are above Medium-size or a -4 penalty for each size category you are below Medium-size. The defender gains a +4 stability bonus if he has more than two legs or is otherwise exceptionally stable. If you win the opposed check, your target is driven backward 5 feet by the force of the attack. If you lose the opposed check, the target remains in place, but the critical threat is resolved as normal to determine if it is a critical hit.

Muscular Expansion

Psychometabolism (Str)

Level: Psychic Warrior 2

Display: Ma, Vi

Manifestation Time: 1 action

Range: Personal

Target: Self

Duration: 1 minute/level

Power Points: 3

Manifesting this power forces extra blood flow into your musculature and reinforces the structure of your largest muscles with psychic energies. While the power is active, you are able to increase your effective Strength at the cost of reducing your Dexterity. For every 2 points by which you reduce your Dexterity, you may increase your strength score by a single point. You may only decrease your Dexterity by an amount equal to your current level and you may not reduce your Dexterity score below 1.

Reactive Chitin

Psychometabolism (Str)

Level: Psychic Warrior 3

Display: Au, Ma

Manifestation Time: 1 action or see text

Range: Personal



PSYCHIC WARRIOR POWERS

Target: Self

Duration: 1 minute/level

Power Points: 5

You may activate this ability in response to an attack, or as a standard action. You may only activate this power in response to an attack if you are not flat-footed or surprised. Activating this power in response to an attack is considered the same as activating a quickened power and counts against the limit of activating only a single quickened power each round.

When activated, this power immediately reduces the psychic warrior's current and total hit points by 5 as bone and calcified tissue spiral through his flesh to provide resistance to damage and injury. The hit point reduction remains in effect for the duration of the power and may not be healed until the power's duration has expired. The character receives DR 5/+1 which persists for the remainder of the power's duration.

Blood Response

Psychometabolism (Str)

Level: Psychic Warrior 3

Display: Ma, Vi

Manifestation Time: 1 action

Range: Personal

Target: Self

Duration: 1 hour/level

Power Points: 5

This power allows the psychic warrior to tap into the power of his blood, transforming his physical energies into enhanced strength. For the duration of this power, the psychic warrior may sacrifice a number of hit points each round equal to his current Strength bonus, as a free action. During the round in which hit points are sacrificed, they may be transformed into either an Attack bonus or a Damage bonus on a 1-to-1 basis. The bonuses remain in effect for the rest of the round, after which point they are lost.

All sacrifices must be made at the beginning of the round and the hit points so sacrificed must be allocated as either attack or damage bonuses at the same time. This is a free action, but may only be performed once per round and only at the beginning of the round, before any other actions are taken.

Damage caused by the blood response power may only be healed once the power has run its course. Other injuries may, however, be healed as normal.

Chain Bones

Psychometabolism (Str)

Level: Psychic Warrior 4

Display: Ma, Me

Manifestation Time: 1 minute

Range: Personal

Target: Self

Duration: 1 hour/level

Power Points: 7

Careful manipulation of flesh and bones via this power allows you to extend your arms to ridiculous lengths, based on your current level. This increases your reach in combat and allows you to reach out and touch creatures or objects at a much greater distance than normal. You may retract or extend your arms, as a free action, out to the furthest available extent at any time. During combat you are considered to have reach equal to the reach of any weapon you possess, plus the distance by which you can lengthen your limbs. If the weapon you are using does not have reach, you may strike any targets



within your reach and those adjacent to you. If you are using a weapon that does have reach, however, you may not strike adjacent foes.

Maximum Reach by Level

Current Level	Maximum Reach
1-10	10 ft.
11-15	15 ft.
16-20	20 ft.

Strength Focus

Psychometabolism (Str)

Level: Psychic Warrior 4

Display: Ma, Vi

Manifestation Time: 1 action

Range: Personal

Target: Self

Duration: 1 minute/level

Power Points: 7

By altering the structure of his body, the psychic warrior is able to increase his effective strength. This also has the side effect of reducing his ability to move, as his legs and lower trunk thicken into a powerful lever of muscle. For every 5 feet by which the psychic warrior reduces his normal movement rate, he receives a +2 increase to Strength for the duration of the power. Note that characters using this power may not move faster than their normal movement rate and may not jump more than 1 foot for its duration. The changes in musculature make it possible to lift more weight or inflict more damage in combat, but the cost in mobility can be quite great.

Blow Shunt

Psychometabolism (Str)

Level: Psychic Warrior 5

Display: Ma, OI

Manifestation Time: 5 minutes

Range: Personal

Target: Self

Duration: 1 hour/level

Power Points: 9

The body is simply another tool for the psychic warrior to use. The use of this power allows the psychic warrior to push the dead or dying portions of his body to the surface, creating a slick, necrotic covering which provides significant protection from incoming attacks and other sources of damage. When this power is manifested, the psychic warrior must meditate quietly as he purges his body of its excreta and morbid tissues. This material is then transferred to

the surface, where it provides a +6 natural bonus to the character's Armour Class.

Any attack which causes 15 or more hit points of damage reduces this bonus by 1. If this bonus is ever reduced to 0, the power ends immediately as the last of the material is blasted off the character's body and he is left to fend for himself.

When this power ends, any material left clinging to the psychic warrior's body is reabsorbed into the body, where it is converted into psychic energy. The psychic warrior regains 1 point of psychic energy for every point of natural bonus remaining at this time.

Valeriana cursed as the axe bit into her wrist, slicing her hand off cleanly. She bit back a scream as the severed hand curled in on itself like a dying spider and disappeared down the shaft below her. The bridge buckled as the minotaur reared back on its heels and prepared to take her head as it had taken her hand. The axe whistled toward her, its blade a glittering sliver rushing at her neck. The thing flicked its eyes toward her double-sword, grinning in mid-swing because it knew she'd never be able to fend its attack off with only one hand.

Then her weapon was whistling through the air, gripped by a pair of slender, but sturdy, arms and their thick-fingered hands. Both arms had burst from her elbow as she struggled for her life, just in time to swat the giant axe aside and begin her counterattack. The minotaur was still blustering in disbelief when the figure-eight of her weapon carved a slab from its chest and then came back around to slice open its throat.

With a howl of victory, she thrust her y-shaped forearms overhead and let the blood of her foe splash into her upturned face.

Split Arm

Psychometabolism (Str)

Level: Psychic Warrior 5

Display: Au, Vi

Manifestation Time: 1 action

Range: Personal

Target: Self

Duration: 1 hour/level

Power Points: 9

Manifesting this power splits one of the psychic warrior's arms at the elbow, creating two smaller arms each with its own two-fingered, one-thumbed hand. These arms are just as dextrous as the main arm



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allowing the psychic warrior to use each hand just as if they were his original hands. Thus, the character can wield any weapon which normally requires two hands by using the two hands at the end of his old arm. The hands may even perform manual tasks, such as reloading a crossbow, though they are not able to fire a long or short bow because there is not enough space between them to effectively pull the weapon.

The split arm can also be used to hold a single weapon in one hand and wield a buckler in the other arm, allowing dual-wielding characters to make use of one small shield while still using both weapons.

Only one arm at a time can be split using this power. Subsequent manifestations can be used to increase the duration of this power, but cannot be used to split another of the character's arms.

Whip Limb

Psychometabolism (Str)

Level: Psychic Warrior 6

Display: Au, OI

Manifestation Time: 1 action

Range: Personal

Target: Self

Duration: 1 hour/level

Power Points: 11

This power rearranges the construction of one of the character's arms and a large portion of his torso, elongating it into a thick, agile tentacle some 10 feet long. The weapon can be used to strike at targets with its bony, canule-like tip for 1d6 hit points of damage, or it can be used to grapple targets. The limb has a 10 ft. reach (which cannot be further extended through the use of the Chain Bones power) but can still strike adjacent targets as normal. The new limb is unable to wield any weapons.

If used to grapple, the *whip limb* does not provoke an attack of opportunity. When a *whip limb* successfully grabs a target, it automatically succeeds on the following grappling check to hold the target. The psychic warrior does not need to move in to maintain the grapple, though he may not take other actions while he concentrates on controlling the *whip limb* and maintaining the grapple. A character using the *whip limb* to grapple targets is treated as if he were one size larger than normal during the grapple as his flexible limb is better able to seize and hold targets.

The whip limb can be used to pull grappled targets in toward the psychic warrior as an opposed Strength Check. If the psychic warrior wins the check, he may immediately pull the target to any square adjacent to him. If he fails, however, the target is immediately allowed to try and break the grapple or make an Escape Artist check to attempt to free himself from the *whip limb*.

The *whip limb* can be attacked and has a base Armour Class equal to the 10 + the psychic warrior's current level. The limb has a number of hit points equal to one-tenth of the psychic warrior's current hit points. If the limb is ever reduced to 0 or fewer hit points, it is not severed but must immediately release any targets it is grappling and return to its normal size, ending this power immediately.

Scorpion Stings

Psychometabolism (Str)

Level: Psychic Warrior 6

Display: Ma, Vi

Manifestation Time: 1 action

Range: Personal

Target: Self

Duration: 1 minute/level

Saving Throw: Fortitude Negates (see text)

Power Resistance: Yes

Power Points: 11

Manifesting this power creates a swarm of tentacles writhing across the surface of the psychic warrior's skin. Each is a bit more than a foot long and is tipped with a vicious hook dripping a mild venom. Whenever the psychic warrior scores a successful melee attack, he is entitled to 1d4 additional attacks as these 'stings' lash out at the target, directed by the melee attack.

Each of the additional attacks is made at the psychic warrior's current attack bonus and inflicts 1d4 hit points of damage. The stings are considered +3 magical weapons for the purpose of overcoming damage resistance. They also inject a mild poison (Fortitude Save (DC 1d20 + one-half psychic warrior level + psychic warrior's Constitution modifier); 1d4 points of temporary Constitution damage/ 1 point of permanent Constitution damage).

Stings are incapable of causing critical hits, the thorny stinger simply rakes through the flesh and does not have the capability of causing more serious harm.

PSYCHOKINESIS

Inertia

Psychokinesis (Con)

Level: Psychic Warrior 0

Display: Ma, Vi

Manifestation Time: 1 action (see text)

Range: Close (25 ft. + 5 ft./level)

Target: 1 creature within range

Duration: Instantaneous

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 1

This power simply increases the velocity of an already-moving creature by a slight amount, causing it to take a single stumbling step it they would normally have stopped moving. To use this power, a psychic warrior must have a readied action and must use it when his chosen target begins to move. Targets who succeed at the allowed Saving throw (or successfully resist the power) are allowed to move normally. Targets who fail their Save, however, must take an additional 5-foot steep at the end of their movement, in the same direction they were last moving.

Redirect

Psychokinesis (Con)

Level: Psychic Warrior 0

Display: Au, Me

Manifestation Time: 1 action

Range: Personal

Target: Self

Duration: 1 rd/level

Power Points: 1

When this power is used, your body becomes a powerful conduit for kinetic energy, transforming force directed at you into movement. While this power is active, whenever you suffer damage from an attack, you may immediately take a five-foot step in any direction. This step does not provoke an attack of opportunity and does not count against your normal movement in this or subsequent rounds. You simply transform a portion of the attack's energy into kinetic energy to propel yourself forward. As long as this power is active, you also suffer 1 hit point less damage from any attack which hits you.



Reinforce Arrow

Psychokinesis (Con)

Level: Psychic Warrior 0

Display: Au, Vi

Manifestation Time: 1 action (see text)

Range: Touch

Target: 1 arrow you are holding

Duration: 1 minute/level

Power Points: 1

When this power is activated, you warp one arrow you are currently holding into a small piercing weapon which causes 1d8 hit points of damage when used to make melee attacks. You are automatically proficient with this improvised weapon, which retains its effectiveness as long as it remains in your hand. If you drop the weapon, fire it from a bow, or otherwise let it out of your grasp, it becomes a simple arrow once again.

Armour Tangle

Psychokinesis (Con)

Level: Psychic Warrior 1

Display: Ma, Vi

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: 1 creature within range

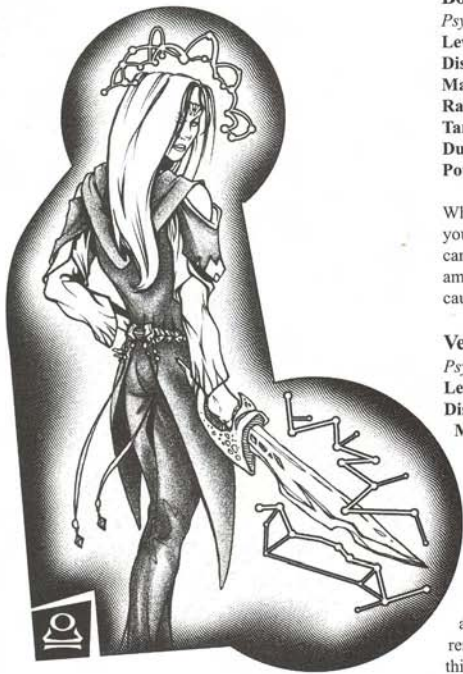
Duration: 1 round/level

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 1

This power fills a target's armour, clothing and other worn items with a burst of psychokinetic activity. For



the duration of this power, all of these items become agitated and move quickly and sharply, tangling the creature up in his own belongings. Creatures who fail their save against this power immediately suffer a circumstance penalty to their Armour Class equal to the armour bonus provided by worn armour +2. If a creature is not wearing armour, but is wearing clothes, it suffers an immediately -2 circumstance penalty to their Armour Class. Creatures who are not wearing clothes suffer a -1 circumstance penalty to their Armour Class, if they fail their saving throw and do not resist the power.

You may, at any time, stop the effects of this power on a target. If there is a remaining duration for this manifestation, you may redirect the effects of this power to another target, who is allowed a saving throw and the normal power resistance. You may so redirect the effects of this power as often as you like during the duration of the manifestation.

Bones of Light

Psychokinesis (Con)

Level: Psychic Warrior 1

Display: Ma, Vi

Manifestation Time: 1 action (see text)

Range: Personal

Target: Self

Duration: 1 round/level

Power Points: 1

Whenever you suffer injury during combat a portion of your flesh is transformed into a blast of light which can potentially dazzle or even stun targets. The amount of light produced is determined by the damage caused, as shown in the table below.

Veander's Defence

Psychokinesis (Con)

Level: Psychic Warrior 1

Display: Au, Vi

Manifestation Time: 1 action

Range: Touch

Target: 1 shortbow or longbow

Duration: 1 minute/level

Power Points: 1

Manifesting this power strengthens your shortbow or longbow with strands of psychokinetic energy, allowing you to use the bow as a quarterstaff (if it's a longbow) or a club (if it's a shortbow). The bow remains an effective melee weapon for the duration of this power but may also be used as a ranged weapon without penalty.

Psychic warriors who use longbows and make frequent use of this power often affix spear heads to their bows, allowing them to wield the longbow as a spear rather than a simple quarterstaff. This modification costs a mere 10 gp.

Pain Blast

Psychokinesis (Con)

Level: Psychic Warrior 2

Display: Ma, Vi

Manifestation Time: 1 action (see text)

Range: See Text

Target: You

Duration: 1 round/level

Saving Throw: Reflex Negates

Power Resistance: Yes

Power Points: 3

The best way to convince an opponent to leave you be is to kill him. The second best way is to make every attack he makes against you inflict pain. While this

Bones of Light

Damage Caused	Primary Effect (within 30 ft)	Secondary Effect (within 30 ft)
Up to 5 hit points of damage	Save (DC determined normally) or dazed for 1 round.	None
6 – 10 hit points of damage	Save (DC determined normally) or dazed for 1d4 rounds.	Save (DC determined normally) or dazed for 1 round.
11 – 20 hit points of damage	Save (DC determined normally) or blinded for 1d4 rounds.	Save (DC determined normally) or dazed for 1d4 rounds.
21+ hit points of damage	Save (DC determined normally) or dazed for 1d4 rounds	Save (DC determined normally) or blinded for 1d4 rounds.

power is manifested, every attack made against you inflicts one hit point less damage than normal. In addition, every time you suffer damage from an attack, all creatures adjacent to you suffer 1 hit point of damage as a flare of psychokinetic force rips away from the area. Creatures who make a successful Reflex save (DC as normal for a psionic creature) suffer no damage from the *pain blast*.

At 5th level, the radius of the *pain blast* increases to 10 ft. Every 5 levels thereafter, the range increases by an additional 5 feet, to a maximum radius of 20 feet at 20th level.

Blade Extension

Psychokinesis (Con)

Level: Psychic Warrior 2

Display: Au, Me

Manifestation Time: 1 action (see text)

Range: Close (25 ft. + 5 ft./level)

Target: 1 creature within range

Duration: 1 round per level

Saving Throw: No

Power Resistance: Yes

Power Points: 3

Manifestation of this power allows you to make melee attacks at targets within close range rather than requiring you to be adjacent or within reach of them. If you are using a weapon with reach, you may still not attack targets adjacent to you, but your reach does not increase the maximum range of attacks made while this power is manifested.

These attacks are made as normal and you receive no additional bonuses or penalties for making melee attacks at a distance. The attacks are made via a psychokinetic wave of energy which is unleashed from your weapon. You must actually make the attack, going through all the necessary motions of swinging your weapon and feeling the impact in your blade just as if you had physically struck the target.

You do not have to attack the same target with every strike made during the duration of this manifestation. Switching targets is a free action but may only be done at the beginning of each round, before you make any attacks. Note that you must overcome the power resistance of any creature you target with this power in order to affect them. Targets are not allowed a saving throw against this power, however.

Wound Shackles

Psychokinesis (Con)

Level: Psychic Warrior 3

Display: Ma, Vi

Manifestation Time: 1 action (see text)

Range: Touch (see text)

Target: 1 creature





PSYCHIC WARRIOR POWERS

Duration: 1 rd/level or until discharged

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 5

You may manifest this power instantly, as if it were a quickened power, whenever you strike a target in melee combat. This is treated as if the power were manifested as a quickened action and counts against the limit of one quickened action activated in a round.

Targets of this power who fail their Save are immediately burdened by the full weight of your psychic energies. The damage caused by the melee attack causes no hit point loss, but instead is treated as a circumstance penalty to all skill checks, attack rolls, damage rolls, or saving throws made for the duration of the power. Targets who make their saving throw against this power reduce this penalty by one-half, rounded down.

While this power is active, you are unable to manifest any other psychic powers as your entire psychokinetic being is focused on inhibiting the actions of the target creature. If you choose to manifest an additional power, this power ends immediately and the target is able to act normally.

Harbinger Attack

Psychokinesis (Con)

Level: Psychic Warrior 3

Display: Ma, Vi

Manifestation Time: 1 action (see text)

Range: Touch (see text)

Target: 1 or more creatures within range

Duration: 1 minute/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

The manifestation of this power fills the air around you with psychokinetic channels of energy. Whenever you successfully strike a target with a melee attack, one of these channels locks onto that target. These 'locked' targets are easier for you to strike and damage in combat – whenever you make a melee attack against such a target, you simply allow the psychokinetic channel to guide your weapon, providing a +3 competence bonus to any attack rolls you make against a locked target.

In addition to the ease with which you can strike locked targets, your energy channels also make it easier to focus your will on damaging the targets. Any critical threat you make against a locked target during

this power's duration is automatically converted to a critical hit.

Targets you attempt to lock with this power are entitled to a saving throw to negate its effects, but only at the time you attempt to lock them. Once a target is locked by the *harbinger attack* he may not avoid its effects for the rest of its duration.

Psychic Infestation

Psychokinesis (Con)

Level: Psychic Warrior 3

Display: Au, Vi

Manifestation Time: 1 action (see text)

Range: Touch

Target: 1 arrow

Duration: 1 day/level

Power Points: 5

This power invests a single arrow with a portion of your psyche, just enough to keep you aware of its location at all times. For the duration of this power, the arrow is treated as if it were a +2 weapon for purposes of attack and damage rolls; the arrow also overcomes Damage Resistance as a +2 weapon.

Any target injured by the arrow while it is affected by this power becomes an unwitting host for the psychic shard it contains. The psychic warrior tied to the arrow may find it at any location, regardless of distance, as long as the power persists. This tie also provides him knowledge of his target, who gains no Dexterity bonus against attacks made by the psychic warrior while the power is operational.

A psychic warrior may have multiple arrows under the effect of the psychic infestation at any time, but switching from one to another requires a full-round action as he concentrates on the exact emanation of the arrow. In addition, the psychic warrior does not regain the power points spent to activate this power until the power has expired.

This power expires immediately if a target injured by the arrow dies.

Arc Attack

Psychokinesis (Con)

Level: Psychic Warrior 4

Display: Ma, Vi

Manifestation Time: 1 action (see text)

Range: Self

Target: You

Duration: 1 round/level

Power Points: 7

This power enables you to blast an arc of psychokinetic energy away from your weapon whenever it successfully strikes a target. While this power is active, anytime you succeed in a melee attack, you may choose to make an additional melee attack against any two targets adjacent to the target of the original melee attack. If one of these attacks succeed, it causes 1d6 + your Constitution bonus hit points of damage to its target. These attacks may cause critical hits, just as if they were attacks made with physical weapons.

Kinetic Conversion

Psychokinesis (Con)

Level: Psychic Warrior 4

Display: Vi

Manifestation Time: 1 action (see text)

Range: Touch

Target: 5 arrows/level

Duration: 1 day/level

Power Points: 7

By touching arrows and wrapping them in the power of your mind, you are able to change their damage type from piercing to bludgeoning. The missiles do not appear any differently, but the cocoon of psychokinetic energy around them spreads their impact over a much larger area of effect without decreasing its strength.

These arrows retain their effectiveness even when fired by another archer – the psychic resonance of the arrows remain changed for the duration of the power, regardless of who fires them or even whether or not the psychic warrior who altered them is still alive.

Pivot Defence

Psychokinesis (Con)

Level: Psychic Warrior 4

Display: Ma, Me

Manifestation Time: 1 action (see text)

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 7

When activated, this ability surrounds you with a sheath of psychokinetic energy which is under your control. When any creature of Large size or smaller makes a melee attack against you, you may attempt to throw the target using the power of this psychokinetic aura. You must announce your intent to throw the



target immediately after it declares its intent to attack you and you may only throw one target each round.

When you attempt to throw a target, you and the target must make opposed Strength checks. If you win the check, your psychokinetic sphere throws the target 10 feet in any direction, as chosen by you. If you fail the opposed check, the attacker may complete its attack as normal and is unaffected by your attempt to throw him.

Acceleration

Psychokinesis (Con)

Level: Psychic Warrior 5

Display: Ma

Manifestation Time: 1 action

Range: Touch

Target: 10 arrows/level

Duration: 1 minute/level

Power Points: 9



This power fills arrows with a repulsion directed away from the psychic warrior, causing them to gain velocity as they leave his weapon and move further from him. This increases the damage caused by the arrows at longer ranges while lessening their impact against targets close to the psychic warrior.

These arrows have a -4 circumstance penalty to damage when fired at any target within the first range increment of the weapon used to launch them. This penalty is reduced to -2 when the arrows are fired at any target within the second range increment of the weapon used to launch them. At the third range increment, the arrows have no penalty, and they receive a cumulative +2 circumstance bonus to all damage rolls at each successive range increment. Thus, at the 4th range increment, they receive a +2 bonus, at the 5th increment a +4 bonus, and so on. This damage is considered part of the arrow's base damage and is increased on a successful critical hit.

Thought Burst

Psychokinesis (Con)

Level: Psychic Warrior 6

Display: Vi

Manifestation Time: 1 minute

Range: Touch

Target: 1 arrow or bolt

Duration: 1 minute/level or until discharged

Saving Throw: See text

Power Resistance: Yes

Power Points: 11

When you activate this power, a single arrow or bolt in your possession becomes charged with a significant psychokinetic charge. This charge persists until the duration of this power expires or it is discharged by the firing of the arrow.

When fired, this arrow flares with a brilliant rainbow-burst of light which quickly separates into small trailers of sparks as the arrow streaks toward its target. When the arrow strikes a target (or impacts the earth) it detonates with a sound like a thousand shattering glasses.

All creatures within 30 feet of the impact point must immediately make Reflex saves or suffer 15d8 hit points of damage. Targets who succeed in their save suffer a meagre 5d8 hit points of damage. Note, however, that this power negates Evasion (and Enhanced Evasion).

Howling Aura

Psychokinesis (Con)

Level: Psychic Warrior 5

Display: Au, Vi

Manifestation Time: 1 action

Range: Touch

Target: 1 weapon

Duration: 1 minute/level

Power Points: 9

Your power flows over your weapon, creating a shifting aura of psychokinetic fields that grate together with an eerie hissing which grows to a disturbing keening when the weapon is in motion. The aura increases the base damage of the weapon by +1 and allows the psychic warrior to invest further psionic power points to increase the damage caused by the weapon. At the beginning of each round, you may invest up to 10 power points into the *howling aura*. Each point provides one of the following benefits:

† +1 bonus to all damage rolls. This bonus may not exceed +5.

† Increase the critical hit range of the weapon by 1. Thus, a weapon with a normal critical hit range of 19 - 20 would have an augmented range of 18 - 20 if one point were invested in this way.

† Increase the weapon's enhancement bonus by +1, for purposes of overcoming damage resistance only.

The psychic warrior determines which of the above enhancements are added to the weapon each round

and must expend further psionic power points each round in which he wishes the howling aura to provide one or more of the aforementioned benefits.

If a weapon surrounded by a *howling aura* is handed to another creature to use, the psychic warrior may still invest power points into the aura each round. The aura is dangerous to others, however, and causes 1 hit point of damage per round to the wielder, plus 1 hit point of damage per round for every psionic power point invested into the weapon during that round.

Far Duel

Psychokinesis (Con)

Level: Psychic Warrior 5

Display: Au, Vi

Manifestation Time: 1 action (see text)

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 9

This power allows you to direct the energy of your melee attacks at targets with which you are not engaged in melee. You must still make all attack and damage rolls as normal and may only attack targets within 30 feet of your current location. For the purposes of resolving your attack and damage rolls, only, you are considered to be adjacent to the target. You may use any feats you are normally allowed to use in conjunction with a melee attack but you are not allowed to use any psychic powers, spells, or spell-like abilities which rely on physically touching the target – you are simply transferring kinetic energy from your attacks to the target and are not, at any point, actually touching the target. Any magical abilities of your weapon, except for magical enhancements to the attack roll, are likewise useless when attacking targets at a distance. The psychokinetic *burst weapon* ability, however, functions as normal when this power is in use.

Targets you attack while this ability is activated may attempt to attack you through the power, creating a backlash which can cause crippling injury. Targets who wish to engage in this type of counterattack must ready an action and succeed at a Spot check (DC 10 + your current psychic warrior levels). If they succeed, they are allowed to attack the manifestation just as if they were attacking you. If they succeed, your *far duel* attack fails and you suffer normal damage from the attack. Targets who counterattack in this way may not cause critical hits and otherwise suffer any restrictions you do while using this power (see above).

Resonating Doom

Psychokinesis (Con)

Level: Psychic Warrior 5

Display: Au, Vi

Manifestation Time: 1 action (see text)

Range: Touch (see text)

Target: 1 target

Duration: Variable (see text)

Saving Throw: Reflex for half

Power Resistance: Yes

Power Points: 11

When this power is manifested, you create a psychokinetic resonance which has the power to excite materials with which it comes into contact. To release this resonance, you must make a successful melee attack against a target during the round after the power is manifested. If you are unable to successfully attack a target, the resonance dissipates harmlessly and the power points are still expended.

Transferring the resonance to a target causes an immediate 1d6 hit points of damage. If the target



PSYCHIC WARRIOR POWERS

wears any physical armour (not counting shields), the armour begins to resonate with a painful intensity, causing continuing damage. The target will suffer another 5d6 hit points of damage each round for a number of rounds equal to the equal to the weight category of the armour – 1 round for light armour, 2 rounds for medium armour or 3 rounds for heavy armour. A target wearing hide armour, then, suffers 5d6 hit points of damage for 1 round, while a target wearing full plate suffers 5d6 hit points of damage per round for 3 rounds. Targets who remove their armour suffer no further damage unless they don the armour while it is still resonating.

Magical or other enhancements not directly related to the armour's physical construction do not cause further damage. A suit of +5 *leather armour*, for example, only inflicts 2d6 hit points of damage for 2 rounds, as the magical enhancement does not increase the resonance damage.

Void Sheath

Psychokinesis (Con)

Level: Psychic Warrior 5

Display: Au, Ma

Manifestation Time: 1 action (see text)

Range: Touch

Target: 1 weapon

Duration: 1 round/level or until discharged

Power Points: 11

This power surrounds your weapon with a thin layer in which no other matter or energy can persist. Sparks of light and bits of matter constantly fly from the weapon for the duration of this power, creating an impressive spectacle. The *void sheath* remains in effect on the weapon until you either strike a target with it or the duration expires. As long as the sheathe is active, all of your attacks are treated as touch attacks.

A target hit by a weapon wrapped in a *void sheath* suffers grievous damage. The weapon's base damage is increased by 1d6 for every 2 levels of psychic warrior you possess and its critical hit range is doubled. The increased critical range does stack with other abilities and feats. Note that it is the weapon's base damage which is increased by this ability, so the damage for any critical hit is based on this enhanced damage rating.

PSYCHOPORTATION

Telekinetic Load

Psychoportation (Dex)

Level: Psychic Warrior 0

Display: Au, Vi

Manifestation Time: 1 action (see text)

Range: Personal

Target: Your quiver

Duration: 1 round + 1 round/level

Power Points: 1

Manifesting this power accelerates the rate at which you may load a shortbow or longbow by transferring them from your quiver to your hand. You gain one additional ranged attack with your bow every other round (starting the round after this ability is manifested) for the duration of the power. If you switch weapons or move more than 20 feet in a round, this power ends immediately.

Mind Tracer

Psychoportation (Dex)

Level: Psychic Warrior 1

Display: Au, Vi

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 1

This power forges a bond between your bow and the target of your choice. While the power is active, your shots are much more accurate and more damaging against this target.



After this power is activated, you must immediately make a ranged attack against one target within range of your currently-equipped ranged weapon. If this attack hits, you receive a +1 circumstance bonus to both attack and damage rolls which applies only to your next ranged attack against this target and only if that attack is the very next non-movement action you make. This bonus increases by 1 to both attack and damage after every successful ranged attack you make against the target and remains in effect until the power expires.

When the target dies or you take a non-movement action which is not a ranged attack against your target, this power ends immediately.

Seeker

Psychoportation (Dex)

Level: Psychic Warrior 2

Display: Au, Vi

Manifestation Time: 1 action

Range: Touch

Target: Up to twelve arrows in your possession

Duration: 1 round/level

Power Points: 3

Used only in conjunction with the *mind tracer* power, *seeker* allows you to target foes you can no longer see or who have moved around corners, into cover, or some other inaccessible location. This power must be manifested before the *mind tracer* power to avoid disrupting that power.

If one of the affected arrows is fired after you have already hit the target while using the *mind tracer* power, the arrow is treated as if it were an *arrow +2* for attack rolls, damage rolls, and overcoming a target's Damage Resistance. In addition, the arrow will veer around corners, swoop around cover, even travel through windows, up chimneys, or down drains, to reach the target. You simply make a standard attack roll, modified only by range between you and the target, and let fly – the arrow does the rest.

Note that there must be some sort of path between you and the target which the arrow can follow. A target in a completely sealed room is invulnerable to arrows affected by this power as is a target which is out of your weapon's range.

CLAIRSENTIENCE

Arrow Sight

Clairsentience (Wis)

Level: Psychic Warrior 4

Display: Vi

Manifestation Time: 1 minute

Range: Personal

Target: Self

Duration: 1 minute/level

Power Points: 7

This power allows the psychic warrior to shift his awareness to the location of the last arrow he fired. The psychic warrior may return his awareness back to his body as a free action, but requires a full-round action to transfer his awareness out of his body and to the arrow.

To fire an arrow into any given 5 ft. square, the psychic warrior need only hit an Armour Class of 5. For every 2 square feet by which the target area is reduced, the Armour Class the warrior needs to strike increases by 1. Thus, to hit a single square foot, the psychic warrior must make an attack roll which would hit an Armour Class of 17 (5 + (24 sq. feet/2)).

When his awareness is at the location of his arrow, all of his senses operate at normal efficiency – thus, if the arrow is fired into a darkened room, the psychic warrior will not be able to see, unless he could otherwise normally see in the dark. The psychic warrior may not augment his senses, via magic or psionics, while this power is active. Any magical or psionic augmentation in place when this power is activated still function normally, but only when the psychic warrior's awareness is within his own body. Any blindness, deafness, or other handicaps inflicted on the psychic warrior after this power is activated affect him only when his awareness is in his body while those which afflict him before the power is activated would affect him in either form.

The psychic warrior may move his awareness in a 360-degree circle around his arrow while this power is active and may even move up to 5 ft. in any direction from the arrow itself. If the arrow is moved, the psychic warrior's awareness moves with it, though if the weapon is moved beyond the maximum range of the weapon (10 times its range increment) the psychic warrior's awareness snaps back to his body.

Because the psychic warrior's mind is actually floating around the arrow when his awareness is centred there, he may activate any psychic powers with a range from





PSYCHIC WARRIOR POWERS

this new location. He may not, however, use any psionic abilities with a range of touch, or which require physically touching a target.

Void Targeting

Clairsentience (Wis)

Level: Psychic Warrior 5

Display: Au

Manifestation Time: 5 minutes

Range: Personal

Target: Self

Duration: 1 minute/level

Power Points: 9

When the psychic warrior fully gives himself over to his psionic awareness, he is able to achieve some startling feats of prowess. When this power is activated, the psychic warrior simply ceases to consciously choose his targets, instead allowing his psychic abilities to guide his shots toward whatever targets happen to be at hand.

For the duration of this ability, the psychic warrior may only take a 5-foot step each round and must take the full-round attack action, firing his bow at the fastest possible rate. Rather than selecting a target, however, the psionic archer simply fires at the creature closest to him – when two targets are equally distant

from him, the psychic must randomly determine which target is fired upon.

This power does not differentiate between friendly and unfriendly targets – if a creature moves, it is a target. Living, undead, construct, or whatever form of animated activity the creature has, whatever wanders closest to the void targeter becomes a viable target. If a creature does not move for two consecutive rounds it ceases to be a target until it does move. Movement in this case includes only physical movement from one point to another – a target may attack another without becoming a target of this power and spellcasting is permissible as well. Only targets that actually move 5 feet or more in a given round are eligible targets.

The psychic warrior receives a +5 competence bonus to all attack rolls while this power is active. Note that the psychic warrior is considered to be rotating in place during his actions, keeping an eye on all directions for new targets. While using this power, the archer must be able to see targets in order to fire upon them, but any enhanced senses may be used to spot invisible, hidden, or otherwise normally undetectable targets.

‘You’re never going to make that shot.’ Izrel shook her head and slapped Vadaen on the back.

‘I’ll make it.’ Squinting against the sun, Vadaen felt himself sliding down into the pit within his mind. His eyes rolled back into his head and his consciousness fluttered within his skull like an insect with shattered wings. He could feel them out there, moving beside their wagons, fat and lazy, and certain nothing could reach them.

‘Give me the arrow.’ His voice was cavernous, it echoed in his ears like rolling waves of distant thunder. ‘Tell me again what he looks like.’

Izrel’s words painted a picture in his blindness, a man bloated with ego and self-importance, a thin beard clotted with dregs of wine and bits of food. This was the man who hunted them, the one who sold their kind into slavery to the skull eaters. This was the man who had to die. Vadaen’s hand closed around the sleek, metallic shaft of the missile. Its weight was enormous in his mind, a burden of death and horror waiting to be dropped upon another.

His teeth chattered as the temperature of his body dropped suddenly and the blood turned to freezing mist. The power settled into his mind, a shaft of power fuelled by his own encroaching death. Through the haze of ice rimming his eyelids, Vadaen could see his target, massive in his sight. His fingers released the arrow and he saw it fly from the bow, screaming toward the man on a stream of his own burning blood. Vadaen closed his eyes, exhaling slowly, then inhaling the warmth of the desert air into his freezing lungs. ‘Cold.’

Izrel’s eyes widened as fire flashed upward, a crimson and yellow pillar blooming a thousand or more feet distant. ‘By the gods, Vadaen, you hit it!’

With a parched chuckle, he laughed and shouldered his bow. ‘There are more targets, Izrel. Lead on.’

WEAPON MEDITATIONS

The psychic warrior is a powerful fighter but his true effectiveness can only be unleashed by single-minded devotion to a particular weapon. This devotion allows the warrior to more easily manifest the powers he knows and opens his mind to the possibilities inherent in the frightening Battle Trance. Though not every psychic warrior adopts a particular weapon meditation, those who do certainly benefit from the increased focus on a particular style of fighting.

This chapter presents further information about the weapon meditations and their adoption by psychic warriors. Because a psychic warrior does not need to choose a particular weapon meditation immediately upon unlocking his psionic potential, any psychic warrior can benefit from the information presented here.

ADOPTING A WEAPON MEDITATION

A psychic warrior does not gain a weapon meditation at the time he begins his adventuring career. Some gain many levels and travel many miles before they discover a weapon which speaks to their inner selves and awakens within them the power of a weapon meditation. Others resist the urge to bond with a weapon for a great deal of time, preferring to study other fighting styles and exploring other avenues of advancement before adopting a specific type of weapon for exclusive use.

Whatever the case, a psychic warrior must take the Weapon Meditation feat in order to truly understand a weapon. At the time this feat is taken, the psychic warrior is locked into his decision and must begin using the chosen weapon exclusively.

If a psychic warrior uses another weapon, he immediately suffers 1d8 hit points of subdual damage as well as the loss of one psionic power point per psychic warrior level he possesses. The disruption of his psychic affinity for the weapon causes a great deal of stress to the psychic warrior and disrupts his personal energy. This damage heals normally and the lost points will return at the beginning of the next day, when the psychic warrior normally replenishes his

power points. Note that this damage occurs during each round in which the psychic warrior uses a weapon for which he does not possess the Divergent Attention feat (see Chapter 5: Psychic Warrior Feats).

Additional Meditations

A psychic warrior may gain another weapon meditation, but only after he has access to the third rank of each of his existing weapon meditations. For each additional meditation the psychic warrior would like to add to his existing repertoire, he must take both the Divergent Attention feat (to allow the weapon to be used without penalty) and another Weapon Meditation feat (to bond with the weapon). The most powerful psychic warrior may adopt several weapon meditations throughout the course of his career, though the great cost in skill and dedication prevents most from this achievement.

Multiclass Psion/Psychic Warriors

If a character pursues this multiclass combination, he may only use those skills which he gained as a result of his psychic warrior training to advance his weapon meditation. Though psions and psychic warriors share many psychic powers, only the psychic warrior is able to fully integrate those powers with his weapons training.

The Benefits of Weapon Meditation

The conjunction of weapon training and psionic prowess allows the psychic warrior to unlock new potential within himself. By using his weapon as a symbol and meditative focus for his skills, the psychic warrior learns how to maximise his effectiveness in a wide range of different circumstances and under wildly varying conditions. To others, skills and talents are simply tools with which to accomplish a task, but to the psychic warrior they are a part of the amazing whole which is himself.

In game terms, a psychic warrior gains synergy bonuses to skills (both psionic and mundane), as well as various other psionic-like benefits based on the current rank of his weapon meditation. These benefits are contingent upon psionic reserves, however, forcing the psychic warrior to conserve his internal energies in order to draw upon these benefits. A psychic warrior who is able to restrain himself from using his more exhausting psionic powers may find himself relying more strongly on his weapon meditations than raw use of psychic potential.



WEAPON MEDITATIONS

Regardless of how much, or how little, a psychic warrior makes use of his weapon meditation, he must always abide by these restrictions:

† The psychic warrior may not use any other weapons save those for which he has a weapon meditation. Psychic warriors who break this restriction are in grave danger of unbalancing their psyche as detailed above.

† The psychic warrior must satisfy the requirements for the rank of the manifestation ability he is attempting to use.

† He must satisfy any requirements of the meditation ability itself and be able to pay any potential costs required by the ability. If paying one of these costs reduces the psychic warrior's psionic reserves below the threshold for the manifestation ability's rank, the ability may still be activated, though neither it, nor any other power of the same rank, will function again until the psychic warrior has restored his psionic reserves.

Provided he satisfies all of the above conditions, the psychic warrior may use any of the abilities granted by the weapon meditation as often as he likes.

THE WEAPON MEDITATIONS

Included in this chapter are descriptions of a number of different weapon meditations. Note that each weapon meditation is applicable to entire categories of different weapons but the psychic warrior must select a single weapon to which his personal manifestation is tied. In other words, though there is a weapon meditation for tiny bladed weapons, a psychic warrior must select ONE tiny bladed weapon as the source of his weapon meditation. He may select a kukri, dagger, or other weapon, but will only have the ability to use the manifestation while he remains faithful to the single type of weapon he chose, rather than the entire weapon category to which it belongs.

There are five essential categories of weapons for which manifestations are available. These are:

† Small and tiny, bladed weapons. Typically daggers and other assorted stabbing knives, these weapons are the tools of assassins and other quiet killers, along with being a favourite amongst various monastic orders.

† Medium bladed weapons. Scimitars, longswords, and the traditional implements of the adventurer are found in this category. Easily the most common category, due to the wide availability of weapons of this type, it does not enjoy the advantages of relentless development pushing the other styles.

† Medium crushing weapons. Flails, war hammers, clubs, maces and morningstars all fall into this category. Weapons designed to inflict blunt trauma on targets favour a strong, straightforward fighting style and psychic powers which do the same.



† Large weapons. When you want to cut your foe in half or crush his head into his torso with a single overhand swing, this is the type of weapon you need. Whether a falchion or a heavy flail, psychic warriors who study these weapons focus on massive damage delivered at a single stroke.

† Double-weapons are quite popular amongst psychic warriors and those who choose one of these exotic weapons as their weapon meditation are growing in number. The great deal of coordination and dedication necessary to master one of these weapons is appealing to those who see mastery of the martial arts as a mental exercise, and those who pursue this path often find themselves armed with startling new abilities.

Each section below examines one of these weapon meditation categories and the powers it provides. Psychic warriors who wish to study a weapon meditation need only satisfy the requirements in order to begin enjoying the benefits.

TINY AND SMALL BLADED WEAPONS

Allowed Weapon Selection: Dagger, punch, dagger, handaxe, kukri, kama, siangham, sickle, sword, short.

First Rank Meditation Abilities

Requirements: Balance (6 ranks), Hide (2 ranks)

Enhanced Skill Selection (Hide)

Your weapon training and affinity for a particular style of combat allows you to treat an additional skill as if it were a class skill for you.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit. However, your current ranks in this skill are limited by the number of power points you have in reserve. If you have 7 ranks in this skill, for example, and only 5 points remaining in reserve, you are treated as if you had 5 ranks in this skill (the lower of your actual ranks and the number of psionic power points you have in reserve).

Benefit: You may treat the Hide skill as if it were a class skill for purposes of purchasing new ranks.

Superb Balance

Your body reacts instinctively when your balance is threatened and your muscles make constant, minute adjustments to help you maintain your stability.

Condition: Activating this ability is a standard action and requires an Autohypnosis skill check (DC 15) – this does provoke an attack of opportunity. You must have at least 5 psionic power points in reserve to use this ability.

Benefit: You gain a +4 competence bonus to all Balance and Tumble checks as long as this ability is active. To determine the duration of this meditation ability, in rounds, subtract 15 from the result of the skill check and divide the result by 5. Fractional results should be rounded up to the nearest full round. If you suffer an injury of any type while this meditation is active, you must immediately make a Concentration check (DC 10 + damage suffered) in order to maintain your superbly-balanced state. If you fail this check, you immediately lose any benefits from this meditative ability.

Second Rank Abilities

Requirements: Balance (8 ranks)

Improved Synergy Bonus (Balance)

Your psychic training allows you to reinforce the benefits gained by training with related skills.

Condition: You must have at least 10 psionic power points held in reserve to maintain this benefit.

Benefit: You receive a +3 synergy bonus to all Balance skill checks, rather than the normal +2 synergy bonus.

Combat Intuition

You are much more difficult to fool while you are engaged in combat than others, thanks to your ability to alter your state of consciousness.

Condition: This benefit may only be activated while you are actively engaged in combat and you must expend a move-equivalent action in order to gain this benefit during a given round. If you are unable to expend a move-equivalent action in a round during which you wish to activate this ability, you may sacrifice your next move-equivalent action, instead. You must have at least 10 psionic power points in reserve to maintain this benefit.

Benefit: You receive a +4 competence bonus to all Sense Motive checks to oppose Bluff checks targeted against you during combat. In addition, you receive a +1 competence bonus to all skill checks or saving throws you must make to resist the effects of illusion spells cast with you as a target.

Third Rank Abilities

Requirements: Jump (10 ranks), Move Silently (4 ranks)



Enhanced Skill Selection (Move Silently)

Your weapon training and affinity for a particular style of combat allows you to treat an additional skill as if it were a class skill for you.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit. However, your current ranks in this skill are limited by the number of power points you have in reserve. If you have 7 ranks in this skill, for example, and only 5 points remaining in reserve, you are treated as if you had 5 ranks in this skill (the lower of your actual ranks and the number of psionic power points you have in reserve).

Benefit: You may treat the Move Silently skill as if it were a class skill for purposes of purchasing new ranks.

Weapon Climbing

You are able to use your weapons to climb with much greater ease than would otherwise be possible. The weapons become an extension of your fingers, able to slip into crevices and seek out handholds. Due to their greater strength, the weapons allow you to use much more precarious holds than would otherwise be possible, enabling you to climb much more swiftly and easily than would otherwise be possible.

Condition: You must have one of your weapons in each hand and have at least 15 points in reserve to maintain this benefit.

Benefit: You receive a +4 bonus to any Climbing checks you make. This bonus stacks with any other bonus you may have and may be used at any time, provided you have one of your chosen weapons in each of your hands when you begin climbing. Note that if you remove a weapon from either of your hands, at any time, this ability is lost and may not be regained until you stop climbing and rest for at least an hour.

Fourth Rank Abilities

Requirements: Move Silently (10 ranks)

Improved Synergy Bonus (Jump)

Your psychic training allows you to reinforce the benefits gained by training with related skills.

Condition: You must have at least 10 ranks in the Tumble skill in order to gain this benefit. In addition, you must have at least 20 psionic power points held in reserve in order to maintain this benefit.

Benefit: You receive a +3 synergy bonus to all Jump skill checks, rather than the normal +2 synergy bonus.

Dextrous Strength

Rather than accomplish tasks through brute strength, you are able to use your Dexterity and physical

control when attempting skills traditionally associated with Strength.

Condition: You must have at least 10 psionic power points in reserve to maintain this benefit.

Benefit: You are able to use your Dexterity modifier, rather than your Strength modifier, when using the Climb, Jump or Swim skills. Anytime you would need to use your Strength modifier to determine the outcome of one or more of these skills, you may instead use your Dexterity modifier, treating all of these skills as if the base attribute for them was Dexterity, rather than Strength.

Fifth Rank Meditative Abilities

Requirements: Tumbling (8 ranks)

Reciprocal Synergy Bonus (Tumbling)

Your psychic training allows you to reinforce the benefits gained by training with related skills.

Condition: You must have at least 10 ranks in the Balance skill in order to gain this benefit. In addition, you must have at least 25 psionic power points held in reserve in order to maintain this benefit.

Benefit: You receive a +2 synergy bonus to all Tumbling skill checks as long as you satisfy the above conditions.

Dangerous Tumbling

Your combination of small weapons techniques with the art of tumbling allows you to attack targets you pass while using your acrobatic skills. Though the attack is far from accurate, it can be useful when harrying targets you do not wish to directly engage in melee combat.

Condition: You must successfully tumble within 5 feet of at least one opponent and you must succeed in a Tumble skill check (DC 25). This skill check is also used to determine whether or not you may be the subject of an attack of opportunity – if the check fails, you may still move as normal but may not use this meditation ability and are subject to attacks of opportunity as normal. If the check succeeds, you do not suffer any attacks of opportunity for the movement made while tumbling and you may use this meditation ability. Note that you may not move more than 20 feet during the round in which this ability is used, as you are limited by the maximum movement rate allowed by the tumbling skill. If you have access to an ability which allows you to increase this maximum movement rate, then you may move a total distance equal to your enhanced tumbling movement rate. You must have at least 25 psionic power points in reserve to maintain this benefit.

Benefit: You may attack any one opponent when you pass within 5 feet of during your Tumble. You suffer a -5 circumstance penalty on the attack roll for this action, but the attack does not count against your normal attacks made during the round. This attack occurs at the instant you come within 5 feet of your target and you may continue moving after the attack is made.

MEDIUM BLADED WEAPONS

Allowed Weapon Selection: battleaxe, longsword, scimitar, dwarven waraxe, bastard sword.

First Rank Abilities

Requirements: Ride (4 ranks)

Enhanced Skill Selection (Ride)

Your weapon training and affinity for a particular style of combat allows you to treat an additional skill as if it were a class skill for you.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit.

However, your current ranks in this skill are limited by the number of power points you have in reserve. If you have 7 ranks in this skill, for example, and only 5 points remaining in reserve, you are treated as if you had 5 ranks in this skill (the lower of your actual ranks and the number of psionic power points you have in reserve).

Benefit: You may treat the Ride skill as if it were a class skill for purposes of purchasing new ranks.

Weapon and Shield

You are able to draw your weapon and equip your shield much faster than normal.

Condition: You must have your weapon sheathed and your shield either slung on your back or on the ground within easy reach (e.g., within the same square as you are standing).

You must have at least 5 psionic power points in reserve in order to maintain this benefit.

Benefit: You may draw your weapon and equip your shield as a single action. If you have the Quick Draw feat, you are able to draw the weapon and equip the shield as a free action.

Second Rank Abilities

Requirements: Ride (10 ranks)

Enhanced Synergy Bonus (Ride)

You receive greater bonuses from the related skill than normal.

Condition: You must have at least 10 psionic power points held in reserve in order to maintain this benefit.

Benefit: You gain a +3 synergy bonus, rather than the standard +2 synergy bonus to all Ride checks as long as you fulfill the conditions listed above.

Mounted Fighting

You are able to fight from the saddle while wielding a weapon and shield with no extra difficulty.

Condition: You must have a saddle and be familiar with the type of animal you are riding and you must be using either a weapon in one hand and a shield in the other, or wielding two of the same type of weapon, one in each hand. You must have at least 10 psionic power points in reserve in order to use this benefit.

Benefit: You need never make a Riding skill check when attempting to guide the horse with your knees and may always use both hands in combat.



Third Rank Abilities

Requirements: Ride (12 ranks), Handle Animal (6 ranks)

Enhanced Skill Selection (Handle Animal)

Your weapon training and affinity for a particular style of combat allows you to treat an additional skill as if it were a class skill for you.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit. However, your current ranks in this skill are limited by the number of power points you have in reserve. If you have 7 ranks in this skill, for example, and only 5 points remaining in reserve, you are treated as if you had 5 ranks in this skill (the lower of your actual ranks and the number of psionic power points you have in reserve).

Benefit: You may treat the Handle Animal skill as if it were a class skill for purposes of purchasing new ranks.

Psychic Handle

Your psychic training allows you to treat weapons in your off-hand as if they were smaller than they actually are.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit, but the benefit only functions when you are wielding a weapon in each of your hands. You must have at least 15 psionic power points in reserve in order to maintain this benefit.

Benefit: Any weapon wielded in your off-hand is treated as if it were one size category smaller than it actually is, for purposes of determining your penalties for dual-wielding only.

Fourth Rank Abilities

Requirements: Handle Animal (15 ranks)

Improved Synergy Bonus (Handle Animal)

Your psychic training allows you to reinforce the benefits gained by training with related skills.

Condition: You must have at least 20 psionic power points held in reserve in order to maintain this benefit.

Benefit: You receive a +3 synergy bonus to all Ride skill checks, rather than the normal +2 synergy bonus.

Set Up Attack

You are able to set up an attack with your secondary weapon by lowering your opponent's defences with your primary weapon.

Condition: You must have a Base Attack Bonus of at least 10 to use this benefit and have at least 20 psionic power points in reserve. This ability may only be used in rounds during which you take the full attack action.

Benefit: You may accept a circumstance penalty of up to -3 to all attacks made with your primary weapon during this combat round. You may then, in turn, increase the critical threat range of the weapon in your off-hand by the same amount (if you take a -2 penalty, you may increase the threat range of the weapon by 2, for example).

Fifth Rank Abilities

Requirements: Animal Empathy (9 ranks)

Enhanced Skill Selection (Animal Empathy)

Your weapon training and affinity for a particular style of combat allows you to treat an additional skill as if it were a class skill for you.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit. However, your current ranks in this skill are limited by the number of power points you have in reserve. If you have 7 ranks in this skill, for example, and only 5 points remaining in reserve,



you are treated as if you had 5 ranks in this skill (the lower of your actual ranks and the number of psionic power points you have in reserve).

Benefit: You may treat the Animal Empathy skill as if it were a class skill for purposes of purchasing new ranks.

Psychic Rider

You are better able to direct a mount in combat thanks to your training and psychic awareness.

Condition: Attaining this rank in the weapon meditation is sufficient to gain access to this benefit; this benefit is only available when you have at least 25 psionic power points in reserve.

Benefit: You receive a +4 competence bonus to any Ride skill checks you must make in any combat situation during which you are wielding a weapon in either hand, or a weapon and shield combination.

MEDIUM CRUSHING WEAPONS

Allowed Weapon Selection: club, heavy mace, light flail, morningstar, warhammer.

First Rank Abilities

Requirements: Craft (armoursmithing) (4 ranks)

Enhanced Skill Selection (Craft (Armoursmithing))

Your weapon training and affinity for a particular style of combat allows you to treat an additional skill as if it were a class skill for you.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit. However, your current ranks in this skill are limited by the number of power points you have in reserve. If you have 7 ranks in this skill, for example, and only 5 points remaining in reserve, you are treated as if you had 5 ranks in this skill (the lower of your actual ranks and the number of psionic power points you have in reserve).

Benefit: You may treat the Craft (A armoursmithing) skill as if it were a class skill for purposes of purchasing new ranks.

Natural Subdual

You are adept at stunning and bruising foes rather than causing them serious harm with your weapon.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit, provide you have at least 5 psionic power points in reserve.

Benefit: You may make subdual attacks with a blunt weapon without suffering the normal -4 penalty to your attack roll. You must announce whether the attack will cause normal or subdual damage before the attack is made and may freely switch between damage types during the same combat round.

Second Rank Abilities

Requirements: Psicraft (5 ranks)

Improved Synergy Bonus (Balance)

Your psychic training allows you to reinforce the benefits gained by training with related skills.

Condition: You must have at least 10 psionic power points held in reserve in order to maintain this benefit.

Benefit: You receive a +3 synergy bonus to all Balance skill checks, rather than the normal +2 synergy bonus.

Disrupt Psionics

Your psychic awareness and martial training enable you to strike a creature who is manifesting a psionic power in such a way as to cause maximum disruption of concentration.

Condition: Achieving this rank of the meditation is sufficient to allow access to this benefit. You must have at least 10 psionic power points in reserve in order to maintain this benefit.

Benefit: When you strike a target in an attempt to disrupt their manifestation of a psionic power, or their concentration to maintain a psionic power, your target suffers a -2 circumstance penalty to their Concentration skill check to resist your attempt.

Third Rank Abilities

Requirements: Psicraft (8 ranks), Knowledge (psionics) (6 ranks)

Enhanced Skill Selection (Psicraft)

Your weapon training and affinity for a particular style of combat allows you to treat an additional skill as if it were a class skill for you.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit. However, your current ranks in this skill are limited by the number of power points you have in reserve. If you have 7 ranks in this skill, for example, and only 5 points remaining in reserve, you are treated as if you had 5 ranks in this skill (the lower of your actual ranks and the number of psionic power points you have in reserve).

Benefit: You may treat the Psicraft skill as if it were a class skill for purposes of purchasing new ranks.



Breaker

You are skilled at breaking inanimate objects.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit, provided you have at least 15 psionic power points in reserve and are using a medium crushing weapon.

Benefit: When you attack an object, of any type, you receive a +2 competence bonus to any damage rolls you make while this benefit is active.

Fourth Rank Abilities

Requirements: Use Psionic Device (15 ranks)

Improved Synergy Bonus (Use Psionic Device)

Your psychic training allows you to reinforce the benefits gained by training with related skills.

Condition: You must have at least 20 psionic power points held in reserve in order to maintain this benefit.

Benefit: You receive a +2 synergy bonus to all Use Psionic Device skill checks, regardless of the type of psionic device. Normally, this synergy bonus is only provided to Use Psionic Device skill checks related to power stones.

Weapon Attunement

You are able to use any crushing, psionic weapon.

Condition: You must have a Base Attack Bonus of at least 10 in order to gain this benefit. You must also have at least 20 psionic power points held in reserve.

Benefit: You are able to use any crushing, psionic weapon, regardless of existing class restrictions or other requirements which would normally bar you from using that weapon. The exception to this is level requirements – this benefit does not allow you to circumvent a specific level required to use the weapon. Note that you may not make use of your weapon meditation benefits, other than this benefit, while you are using a weapon in which you do not have a meditation. You suffer no other side-effects of using a weapon other than the weapon with which you possess a meditation, however.

Fifth Rank Abilities

Requirements: Psicraft (7 ranks), Knowledge Psionics (12 ranks)

Improved Synergy Bonus (Psicraft)

Your psychic training allows you to reinforce the benefits gained by training with related skills.

Condition: Achieving this rank of the weapon meditation is sufficient to grant you access to this

benefit, provided you have at least 25 psionic power points held in reserve.

Benefit: You receive a +2 synergy bonus to all Psicraft checks you make as long as you fulfil the above conditions.

Weapon Crusher

Your awareness of the nature of weapons and skill with your crushing implements allows you to make more effective attacks against your opponents' weapons.

Condition: Achieving this rank of the weapon meditation is sufficient to grant you access to this benefit, provided you have at least 25 psionic power points held in reserve.

Benefit: You receive a +4 circumstance bonus to any opposed attack rolls you make to damage an opponent's weapon. This benefit does not protect you from the attack of opportunity such an action provokes.

LARGE WEAPONS

Allowed Weapon Selection: Any large weapon.

First Rank Abilities

Requirements: Intimidate (4 ranks)

Enhanced Skill Selection (Intimidate)

Your weapon training and affinity for a particular style of combat allows you to treat an additional skill as if it were a class skill for you.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit. However, your current ranks in this skill are limited by the number of power points you have in reserve. If you have 7 ranks in this skill, for example, and only 5 points remaining in reserve, you are treated as if you had 5 ranks in this skill (the lower of your actual ranks and the number of psionic power points you have in reserve).

Benefit: You may treat the Intimidate skill as if it were a class skill for purposes of purchasing new ranks.

Concentrated Charge

You are skilled at injuring targets during a charge.

Condition: You may only use this ability while charging and only as long as you have 5 psionic power points in reserve.

Benefit: You receive a +3 bonus on your attack roll while charging, while still suffering only a -2 penalty to your Armour Class during the round in which you charge.

Second Rank Abilities

Requirements: Bluff (4 ranks)

Psychic Competence Bonus (Bluff)

Your psychic training allows you to reinforce the benefits gained by training with related skills.

Condition: You must have at least 10 psionic power points held in reserve in order to maintain this benefit.

Benefit: You receive a +4 competence bonus to all Bluff skill checks made during combat.

Directed Reach

You are able to threaten a slightly larger area than normal.

Condition: You must have at least 10 psionic power points held in reserve.

Benefit: You are able to threaten on additional 5-foot square directly adjacent to any of the squares you currently threaten. You must indicate which additional square you are threatening at the beginning of each round in which this benefit is active.

Third Rank Abilities

Requirements: Intimidate (12 ranks), Sense Motive (6 ranks)

Enhanced Skill Selection (Sense Motive)

Your weapon training and affinity for a particular style of combat allows you to treat an additional skill as if it were a class skill for you.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit. However, your current ranks in this skill are limited by the number of power points you have in reserve. If you have 7 ranks in this skill, for example, and only 5 points remaining in reserve, you are treated as if you had 5 ranks in this skill (the lower of your actual ranks and the number of psionic power points you have in reserve).

Benefit: You may treat the Sense Motive skill as if it were a class skill for purposes of purchasing new ranks.

Armed Trip

You are skilled at tripping opponents with your weapon.

Condition: You must have at least 15 psionic power points in reserve.

Benefit: When tripping an opponent, your size category is equal to your weapon's size category.

Fourth Rank Abilities

Requirements: Intimidate (15 ranks), Bluff (6 ranks)



Enhanced Skill Selection (Bluff)

Your weapon training and affinity for a particular style of combat allows you to treat an additional skill as if it were a class skill for you.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit. However, your current ranks in this skill are limited by the number of power points you have in reserve. If you have 7 ranks in this skill, for example, and only 5 points remaining in reserve, you are treated as if you had 5 ranks in this skill (the lower of your actual ranks and the number of psionic power points you have in reserve).

Benefit: You may treat the Bluff skill as if it were a class skill for purposes of purchasing new ranks.

Armed Overrun

You are able to use your weapon to assist you in running through an occupied area.

Condition: You must have at least 20 psionic power points held in reserve in order to use this benefit.

Benefit: Your size category is equal to your weapon's size category when you take the overrun action.

Fifth Rank Abilities

Requirements: Sense Motive (18 ranks)

Reciprocal Synergy Bonus (Bluff)

Your psychic training allows you to reinforce the benefits gained by training with related skills.

Condition: You must have at least 25 psionic power points held in reserve in order to maintain this benefit.

Benefit: You receive a +2 synergy bonus to all Bluff skill checks as long as you satisfy the above condition.

Damaging Trip

You are able to cause damage to others when you trip them with your weapon.

Condition: You must have at least 25 psionic power points held in reserve, and you must use the full-attack action during the round in which you wish to use this benefit.

Benefit: When you successfully trip a target, that creature suffers 1d6 hit points of damage.

DOUBLE-WEAPONS

Allowed Weapon Selection: any double-weapon.

First Rank Abilities

Requirements: Spot (4 ranks)

Enhanced Skill Selection (Spot)

Your weapon training and affinity for a particular style of combat allows you to treat an additional skill as if it were a class skill for you.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit. However, your current ranks in this skill are limited by the number of power points you have in reserve. If you have 7 ranks in this skill, for example, and only 5 points remaining in reserve, you are treated as if you had 5 ranks in this skill (the lower of your actual ranks and the number of psionic power points you have in reserve).

Benefit: You may treat the Spot skill as if it were a class skill for purposes of purchasing new ranks.

Centred Poise

When armed with your weapon, you are balanced and ready for action.

Condition: You must have at least 5 psionic power point in reserve.

Benefit: You receive a +1 bonus to all Balance checks made during combat and a +1 competence bonus to all rolls made to defend against a trip by one or more of your opponents.

Second Rank Abilities

Requirements: Spot (5 ranks)

Enhanced Synergy Bonus (Listen)

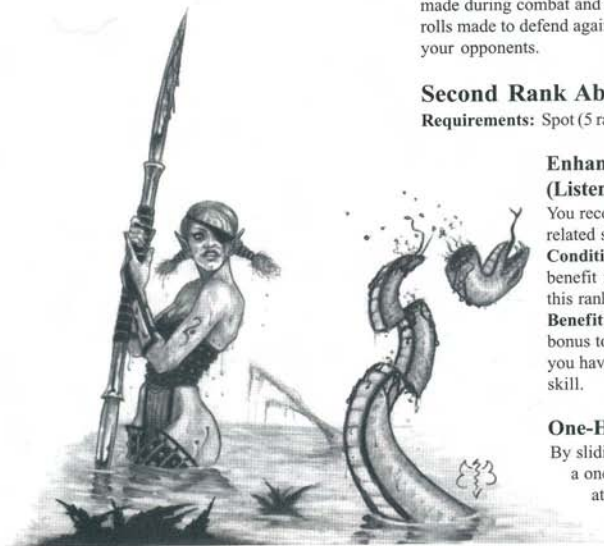
You receive greater bonuses from the related skill than normal.

Condition: You gain access to this benefit immediately upon gaining this rank in the weapon meditation.

Benefit: You gain a +3 synergy bonus to all Listen checks as long as you have 5 or more ranks in the Spot skill.

One-Handed Strike

By sliding your weapon forward into a one-handed grip, you are able to attack at a slightly greater distance than normal.



Condition: You must have at least 10 psionic power points in reserve. You must take the full-attack action during the round in which you intend to use this benefit.

Benefit: You are able to make a single attack this round, regardless of the normal number of attacks available to you. Your reach for this attack is increased by 5 feet, but the attack is otherwise unaffected.

Third Rank Abilities

Requirements: Listen (7 ranks)

Enhanced Skill Selection (Listen)

Your weapon training and affinity for a particular style of combat allows you to treat an additional skill as if it were a class skill for you.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit. However, your current ranks in this skill are limited by the number of power points you have in reserve. If you have 7 ranks in this skill, for example, and only 5 points remaining in reserve, you are treated as if you had 5 ranks in this skill (the lower of your actual ranks and the number of psionic power points you have in reserve).

Benefit: You may treat the Listen skill as if it were a class skill for purposes of purchasing new ranks.

Abeyance

You are able to create threatening displays which may prevent some creatures from approaching you.

Condition: You must have injured an opponent in the previous round. In addition, you must have at least 15 psionic power points held in reserve. During the round in which this benefit is used, you may only take the total defence action.

Benefit: At the beginning of the round during which you wish to use this benefit, you may nominate one target for every 5 psychic warrior levels you possess. No target may be within 5 feet of your current location at the time this benefit is activated, and no target may have more than 2/3 of your levels or Hit Dice. To move within 5 feet of your current location, the nominated targets must make a successful Will save (DC 15 + your current psychic warrior levels). If the target fails, it may act normally but may not move within 5 feet of you. If the target succeeds, they move normally.

Fourth Rank Abilities

Requirements: Spot (15 ranks)

Psychic Synergy Bonus (Spot)

Your psychic training allows you to reinforce the benefits gained by training with related skills.

Condition: You must have at least 10 ranks in the Listen skill in order to gain this benefit. In addition, you must have at least 20 psionic power points held in reserve in order to maintain this benefit.

Benefit: You receive a +2 synergy bonus to all Spot skill checks as long as you meet the conditions listed above.

Roll Up

If you are tripped or knocked down, you may be able to roll to your feet immediately.

Condition: You must have at least 20 psionic power points in reserve, and have been tripped or knocked down immediately preceding your attempt to use this benefit.

Benefit: You are allowed a Tumble skill check (DC 25) to immediately bounce to your feet after being tripped or knocked down. This is a free action.

Fifth Rank Abilities

Requirements: Autohypnosis (18 ranks), Spot (15 ranks)

Psionic Synergy Bonus (Search)

Your psychic training allows you to reinforce the benefits gained by training with related skills.

Condition: You must have at least 25 psionic power points held in reserve in order to maintain this benefit.

Benefit: You receive a +2 synergy bonus to all Search checks you make as long as you fulfil the above conditions.

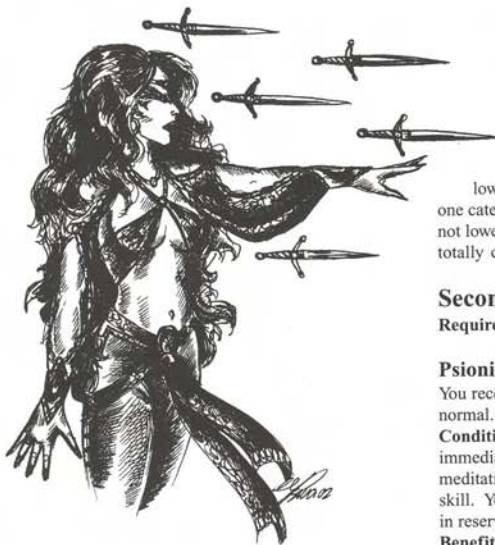
Revolving Disarm

You are able to spin your weapon rapidly while attempting to disarm your foe, offering more than a single attempt for each attack.

Condition: You must have at least 25 psionic power points available in reserve. In addition, you must take the full-attack action during any round in which you intend to use this benefit. You may not use this benefit during an attack of opportunity.

Benefit: You are allowed to make two attempts to disarm a target for every attack action you spend. Each of these disarm attempts, however, suffers a -2 circumstance penalty.





MISSILE WEAPONS

Allowed Weapon Selection: any short- or longbow.

First Rank Abilities

Requirements: Disguise (4 ranks)

Enhanced Skill Selection (Disguise)

Your weapon training and affinity for a particular style of combat allows you to treat an additional skill as if it were a class skill for you.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit. However, your current ranks in this skill are limited by the number of power points you have in reserve. If you have 7 ranks in this skill, for example, and only 5 points remaining in reserve, you are treated as if you had 5 ranks in this skill (the lower of your actual ranks and the number of psionic power points you have in reserve).

Benefit: You may treat the Disguise skill as if it were a class skill for purposes of purchasing new ranks.

Patient Shot

You are able to wait to make that perfect shot when your target is most visible.

Condition: You must be armed with a ranged weapon, have at least a Base Attack Bonus of +6 and you must take the full-attack action during the round in which you intend to use this benefit. You must have at least 5 psionic power points in reserve in order to maintain this benefit.

Benefit: Regardless of your normal number of attacks, you make only a single attack during this round. In return, you are able to lower the effective concealment of your target by one category (from 9/10 to) for example. You may not lower the effective concealment of targets who are totally concealed, however.

Second Rank Abilities

Requirements: Autohypnosis (10 ranks)

Psionic Synergy Bonus (Hide)

You receive greater bonuses from related skills than normal.

Condition: You gain access to this benefit immediately upon gaining this rank in the weapon meditation, provided you have 5 ranks of the Disguise skill. You must have at least 10 psionic power points in reserve in order to maintain this benefit.

Benefit: You gain a +2 synergy bonus to all attempts to camouflage yourself and hide (see Tricks of the Trade).

Accurate Shot

You are able to wait to make that perfect shot when your target is most visible.

Condition: You must have at least a Base Attack Bonus of +11 and you must take the full-attack action during the round in which you intend to use this benefit. You must have at least 10 psionic power points in reserve in order to maintain this benefit.

Benefit: Regardless of your normal number of attacks, you make only a single attack during this round. In return, you are able to lower the effective cover of your target by three categories (from 9/10 to 1/2) for example. You may not lower the effective cover of targets who have total cover, however.

Third Rank Abilities

Requirements: Hide (6 ranks)

Enhanced Skill Selection (Hide)

Your weapon training and affinity for a particular style of combat allows you to treat an additional skill as if it were a class skill for you.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit. However, your current ranks in this skill are limited by the number of power points you have in reserve. If you have 7 ranks in this skill, for example, and only 5 points remaining in reserve, you are treated as if you had 5 ranks in this skill (the lower of your actual ranks and the number of psionic power points you have in reserve).

Benefit: You may treat the Hide skill as if it were a class skill for purposes of purchasing new ranks.

Sniper's Eye

You are able to hit a target where it hurts the most with your ranged attacks, provided you have time to set up the shot.

Condition: You must have a Base Attack Bonus of at least +10 and you must have at least 15 psionic power points in reserve. This benefit can only be used in rounds during which you take the full-attack bonus.

Benefit: Regardless of how many attacks you would normally be able to make during a round, you are allowed only one ranged attack during the round in which this benefit is used. This attack is treated as a Sneak Attack, however, as if you were a rogue of level equal to your current psionic warrior level plus any rogue levels you may have. The target must be within 30' for you to gain the bonus damage of the Sneak Attack.

Fourth Rank Abilities

Requirements: Disguise (15 ranks)

Enhanced Skill Selection (Spot)

Your weapon training and affinity for a particular style of combat allows you to treat an additional skill as if it were a class skill for you.

Condition: Gaining this rank of the weapon meditation is sufficient to allow access to this benefit. However, your current ranks in this skill are limited by the number of power points you have in reserve. If you have 7 ranks in this skill, for example, and only 5 points remaining in reserve, you are treated as if you had 5 ranks in this skill (the lower of your actual ranks and the number of psionic power points you have in reserve).

Benefit: You may treat the Spot skill as if it were a class skill for purposes of purchasing new ranks.

Mind's Eye

By concentrating, you are able to penetrate even the deepest concealment to find your targets within.

Condition: You must be within 20 ft. + 5ft./level of the concealment you are attempting to penetrate. In

addition, you must have at least 20 psionic power points in reserve to use this benefit. To use this benefit, you must make a full-attack action.

Benefit: You may make only a single attack during the round in which you use this benefit. This attack can ignore the effects of any concealment within the range listed above, under conditions, up to and including complete darkness. A blind archer using the psychic shot can detect targets up to the maximum range listed above. It should be noted, however, that you cannot determine what those targets are – only that they exist within the concealment.

Fifth Rank Abilities

Requirements: Spot (8 ranks)

Psychic Synergy Bonus (Spot)

Your ability to find targets quickly, derived from your skill with the bow, enables you to more accurately find those who are hidden.

Condition: You must have a Base Attack Bonus of at least 10 in order to gain this benefit. In addition, you must have at least 25 psionic power points held in reserve in order to maintain this benefit.

Benefit: You receive a +2 synergy bonus to all Spot skill checks as long as you meet the conditions listed above.

Psionic Shot

You are able to project your psionic abilities through your archery.

Condition: You must have a Base Attack Bonus of at least 15 to use this benefit. In addition, you must have 25 psionic power points in reserve, you must take the full-attack action during the round in which you wish to use the benefit, and you must be armed with a bow. This benefit may only be used with powers with a range of Touch.

Benefit: You may imbue one of your arrows with a psionic power you are able to manifest. You must pay the manifestation cost as normal and you must spend the appropriate time manifesting the power – at the end of the round in which the power is manifested, it is transferred into a nocked arrow. During the next round, the psionic uses this benefit and attacks a target within range of this bow. Note that the archer may only make a single attack in the round during which this benefit is used, regardless of the number of attacks normally available using a full-attack action. If the attack hits, it does normal damage and the target is treated as if he were the subject of the touch attack charged into the arrow.



THE BATTLE TRANCE

Though psychic warriors do not possess the all-around combat skills of a fighter or the breadth of power available to a psion, they are able to combine the abilities of both in interesting, powerful ways. The Battle Trance is the ultimate expression of this fusion of the two philosophies, allowing psychic warriors to briefly transcend their limitations to rival, and even surpass, the pure combat talent of a fighter and the mental power of the psion. Though it is a difficult state to achieve, and one which is even more difficult to maintain, the Battle Trance offers you unprecedented power on the battlefield.

ENTERING THE BATTLE TRANCE

To enter a Battle Trance, you must first possess the Battle Trance feat (see Chapter 4: Psychic Warrior Feats). Without this feat, no amount of concentration or psychic awareness is able to unlock the power of the trance.

Even when this feat is possessed, entering the trance is not a certain thing. The power of the Battle Trance is

fickle, and requires a great deal of self-control to tap. To successfully enter the trance, you must spend one full round concentrating and attempting to harness your psychic energies. At the end of this round, you must make a successful Concentration skill check (DC 20). If the check succeeds, you enter the Battle Trance immediately prior to your actions during the following round. If the skill check fails, however, you are unable to achieve the proper frame of mind and may not enter the Battle Trance within the next hour.

Maintaining the Battle Trance

A Battle Trance continues until you either lose concentration or are no longer able to pay psionic power points to fuel it. The following events may cause you to lose your concentration:

† Any injury which inflicts 1/10th or more of your current hit points requires an immediate Concentration skill check (DC 15). This skill check requires no time to make and does not count against your normal actions for the round. If the check succeeds, the Battle Trance continues as normal. If the skill check fails, however, the Battle Trance ends immediately and you enter trance shock (see below).

† Any injury caused by a psionic attack. If you are damaged by a psionic attack mode, you must immediately make a Concentration skill check (DC 10 + level of the attacker). This skill check requires no time to make and does not count against your normal actions for the round. If the check succeeds, the Battle Trance continues as normal. If the skill check fails, however, the Battle Trance ends immediately and you enter trance shock (see below).

† Expending more than 10 psionic power points in a single round requires a Concentration skill check (DC 10 + number of power points spent in the round) at the end of that round. Any power points spent to fuel the continuation of the Battle Trance do not count toward the total number of psionic power points spent during the round. Psionic power points spent to activate any ability available as a result of the Battle Trance, however, do count towards the total for requiring this Concentration skill check.



† Suffering an attack which stuns you. If you are stunned, you must immediately make a Concentration skill check (DC 25) or lose control of the Battle Trance, ending it – when this occurs, you immediately enter trance shock (see below). This check is required for each round during which you are stunned, including the round in which you become stunned. Succeeding at the Concentration skill check does not allow you to maintain any other psionic powers; it simply allows you to sustain the Battle Trance for another round. All normal maintenance costs for the trance must still be paid.

† Wilfully selecting a target for an attack more than once per round. If you attempt to direct the Battle Trance too much, you must make a successful Concentration skill check (DC 20) or the trance ends immediately. While powerful, experienced psychic warriors may more easily harness the Battle Trance's power, even they have a difficult time fully controlling it.

At the beginning of the round following its activation, and the beginning of every round thereafter, you must have, in reserve, a number of psionic power points equal to the current number of rounds the Battle Trance has been active. At the beginning of the second round, then, you must have at least 2 power points in reserve, then 3 power points in reserve at the beginning of the third round, and so on. If you cannot, or choose not to, pay the power point cost, the Battle Trance ends immediately.

Trance Shock

When the Battle Trance ends unexpectedly, such through as a result of an action which physically or psychically injures you, the result is trance shock. This altered state of consciousness leaves you stunned for its duration and allows your psionic power points to slowly dissipate. Trance shock always lasts for at least 1 round, after which you may attempt to snap out of it at the beginning of each round.

To free yourself of the effects of the trance shock, you must make a successful Autohypnosis skill check (DC 15 + the number of rounds you've been in trance shock). Every failed attempt costs you 3 power points; not attempting the check at the beginning of each round still costs you a single power point every round. If the check succeeds, however, you suffer no psionic power point loss, are freed from the trance shock, and may act as normal in the current round.

If you are ever reduced to 0 psionic power points as a result of the trance shock, you lose a number of Constitution points equal to the number of power points you would normally lose from trance shock starting on the following round. Psychic warriors who do not snap out of trance shock can, and do, die with some regularity.

Benefits of the Battle Trance

Despite the cost and dangers of the Battle Trance, there is no doubt that it provides you with a significant edge in any combat situation. Furthermore, the longer a Battle Trance lasts, the more powerful it becomes, filling you with strength and directing your attacks with unerring accuracy. As long as the power is there, the Battle Trance remains a seductive way to quickly turn the tide of a battle in favour of you and your allies.

But these benefits are not free and do not come easily. You must decide carefully whether to boost your offensive capabilities or protect yourself from hostile assaults. Focusing your efforts on destroying your enemies is certainly a way to avoid personal injury, but without proper defences even the greatest of psychic warriors may find himself overwhelmed by lesser foes and killed before he can correct errors in judgment made earlier in the Battle Trance.

At the beginning of each round in which the Battle Trance is active, you may choose to activate any of the available benefits for that round, or any previous round of the Battle Trance. Any benefit activated remains active for the duration of the Battle Trance, allowing you to build up an impressive array of benefits by the latter rounds of a given Battle Trance. The danger, of course, is that the Battle Trance becomes progressively more costly to maintain with each passing round, making the activation of benefits after the first few rounds very inefficient in terms of the power points required to activate them. You must be very careful how you choose to activate these powers, balancing the benefits against the long-term costs to find a middle ground.

In the following section, descriptions of each of the benefits available during each round of a Battle Trance are provided. It should be noted that these are not psionic powers – though they are fuelled by psionic power points, they are not hampered by antipsionic fields or any other form of magical or psychic disruption. These benefits are a direct result of your fusion of psychic and physical powers, generating a new type of fighting which is both and neither of its sources.



FIRST ROUND BENEFITS (2 POWER POINTS)

All of the benefits in this section are available in the first round of the Battle Trance. They may also be activated in any subsequent round of the Battle Trance, though doing so causes you to forego the activation of any other benefits.

Chakra Targeting

Your knowledge of the psychic power centres of the physical body allows you to injure enemy psionics in such a way as to inhibit their use of their own powers. A particularly devastating strike may even cause permanent psionic disabilities, hindering your targets for the rest of their days.

While this benefit is active, you may convert up to one-half the damage caused by your attack into psionic damage. This depletes the target's current number of psionic power points by the number of hit points of damage you convert. If you score a critical hit while this benefit is active, your target suffers a permanent loss of 1 psionic power point.

Possible Attack

By releasing yourself from the need to consciously choose your targets, you are able to select the attack most likely to result in an injury to one of the targets within range of your weapon. Though this ability can be difficult to predict, its usefulness in cases where you are outnumbered or facing a large number of nearby foes cannot be underestimated.

This benefit may only be used in a round during which you are in melee range of at least two targets. When this benefit is used, you receive a +2 circumstance bonus to any melee attacks you make this round, but you may not select which target(s) you strike with which attack. Before each attack is made, your GM randomly determines which of your opponents you target this round. You then activate any psionic powers, select any feats to use, and make any other choices you normally make for the attack before resolving the attack. You may, at the beginning of any round, choose to regard any ally within melee range as an opponent for purposes of satisfying the condition for this meditation ability. If you choose to do this, however, the ally is just as likely to suffer one of your attacks as you sift through likely targets.

Unconscious Defence

By foregoing one of your own attacks each round, you are able to augment your own defences, making it

much more difficult for opponents to injure you in combat. To use this benefit, you must have more than one attack available in a round and must choose to forfeit the attack with which you receive the highest Attack Bonus. You then receive a deflection bonus to your Armour Class equal to your Base Attack Bonus against any single attack this round – you must declare which attack you are using your augmented defence against before that attack resolves.

For example: Isris has a base attack bonus of 15, which gives her three attacks (+15/+10/+5). If she willingly foregoes the attack for which she would receive the +15 Base Attack Bonus, she may still make two attacks (+10/+5) and receives a +15 deflection bonus to her Armour Class against a single attack made during this round, chosen before the attack is resolved.

SECOND ROUND BENEFITS (4 POWER POINTS)

Toss Attack

You are able to throw your weapon at a target within 10 feet of you as you move toward it. This allows you to make a quick attack as you close on targets without forfeiting your normal attacks. This benefit may only be used in a round in which you start at least 15 feet away from your target and then move into melee combat with that target during the same round.

When you are 10 feet away from your target, you are allowed to throw your weapon as a ranged attack, even if the weapon is not normally used in this way. You suffer a -2 competence penalty (-4 if the weapon is of medium size, -6 if it is a large size weapon and you may not throw weapons of greater than large size) on this attack, but the attack does not otherwise count against your normal number of attacks in the round. You must continue your move after the attack and move into melee combat with the target and you must use at least one of your normally available melee attacks this round against the target you threw your weapon at.

By willingly accepting a -4 circumstance penalty to your attack roll made for the thrown weapon attack, you may strike the target with the pommel or haft of the weapon. This allows you to choose to cause subdual damage with the attack and provides you the opportunity to catch the weapon as it bounces away from the target. To catch the weapon you must make a

successful Reflex save (DC 20). If you fail this save, the weapon bounces out of your reach and lands in one of the squares adjacent to the target (determined by the Games Master). If the save succeeds, however, the weapon lands back in your hand (either primary or offhand, your choice) and may be used in normal melee attacks during this round.

Push Back

You are able to use your shield to great effect when performing a Bull Rush. When you perform a Bull Rush, your opponent receives a penalty to his Strength check equal to the Armour Check penalty for the shield you are using as you use your shield to hammer your target back. Note that this benefit does not apply if you suffer damage from an attack of opportunity when attempting the Bull Rush.

Disrupt Concentration

You are quite skilled at wrecking the concentration of psionic characters or spellcasters. Whenever you damage a target who is concentrating on maintaining a spell or psychic power, your attack causes an additional 4 hit points of damage for purposes of disrupting your target's concentration only.

THIRD ROUND BENEFITS (6 POWER POINTS)

Partial Pain Catabolysis

When the body experiences a sensation, be it pleasure, pain, or something altogether different, the result is a release of psionic energies.

You have mastered the art of quietly ripping away some of that energy for your own use – sadly, because it is virtually impossible to contain the energy of another within your own psionic energy fields, you must use the power you steal almost immediately.



While this benefit is active, in any round during which you successfully injure a target with one of your melee attacks, the cost to manifest any psionic power or use a psionic feat is reduced by 1 power point as you are able to catabolise the psychic energy

released by your target's pain and use it to power your own abilities. Note that this reduction increases by 1 power point for every melee attack which successfully strikes the target during this round. Thus, if you hit your target twice, you may reduce the cost of any psionic power or psionic feat you use this round (after your two attacks succeed, of course) by 2 power points.

Resistance Penetration

You sheath your weapon with psychic energy, wrapping your will around it to guide it through the supernatural defences of your opponent. As the trance continues, your determination grows more powerful and your weapon is able to strike through even the most advanced of defences.

For the duration of the Battle Trance, your weapon's enhancement bonus is increased by +1 for purposes of overcoming Damage Resistance only. Resistance penetration may not be taken more than once during a given Battle Trance. However, for each round it is active beyond the first, it's enhancement increases by an additional +1 for purposes of overcoming Damage Resistance only. There is no upper limit on how large this bonus can grow, provided you have the power to maintain the Battle Trance.



Shield Weapon

You are able to use your weapon as a shield, deflecting attacks, missile weapons, and even spells with it. This ability can be quite taxing, but allows you to gain the benefits of a shield even when using two weapons or a single weapon which requires two hands (such as a double-weapon).

When this benefit is active, you gain a deflection bonus to your Armour Class based on the size and number of weapons you are currently wielding. This benefit is only available if you are using a weapon for which you possess a weapon meditation. Note that the deflection bonus provided by this benefit stacks with any other deflection bonus, even those which state they do not stack with other deflection bonuses.

To determine the total deflection bonus available when this benefit is active, simply add the deflection bonus for the weapon size to the deflection bonus for the number of weapons in hand. Note that double-weapons are treated as if you had two weapons in hand for purposes of determining the deflection bonus provided by this benefit.

Weapon Size	Deflection Bonus	Number of Weapons in Hand	Deflection Bonus
Tiny	+1	1	+0
Small	+2	2	+1
Medium	+3	3	+2
Large	+4	4	+3
Double-weapon	+4		

FOURTH ROUND BENEFITS (8 POWER POINTS)

Sanguinal Venom

Poisons which enter your body become tools for you to use against your enemies. After passing through your blood, the venom becomes intensified and particularly dangerous to the creature which originally created the venom.

While this benefit is active, you suffer no secondary damage from any poison against which you fail your initial saving throw. In addition, each time you fail a saving throw against poison while this benefit is active, you may sacrifice one of your hit points to coat your weapon with a single dose of poison, as a free

action that does not provoke an attack of opportunity. If you injure a target with this weapon, the target is injected with the poison and must make the normally required Saving Throw to resist the poison or suffer its damage. The DC of this Saving Throw is 2 higher than normal, due to the intensifying effects of this benefit. If the poison is used against the creature who generated it (this only applies to poisons which are naturally occurring, such as a wyvern's venom), that creature suffers a -4 circumstance penalty to all saving throws made to resist the poison.

Psychic Riposte

During the Battle Trance, your mental reflexes are so finely honed you are able to respond instantly to psychic attacks made against you – without the need to use an action of your own and possibly without reducing your own psionic power points.

When this benefit is active, you defend against psionic attacks as normal (or using the hybrid psychic warfare methods discussed in Chapter 4: Tricks of the Trade), but you are also able to counterattack your target, instantly, as a free action. If you successfully defended yourself against your psychic attacker, this attack costs you no psionic power points. If you failed to defend yourself against the psychic attack, however, you must expend the normal number of psionic power points required by your chosen psionic attack mode.

This counterattack may not use the hybrid psychic warfare rules presented in Chapter 4: Tricks of the Trade – it is a reflexive backlash from the instinctive depths of your mind.

Follow-Through

You are able to use earlier attacks to create openings for your later attacks. By knocking aside shields, slapping away defending weapons, and even momentarily prying up bits and pieces of armour, you allow your later attacks to strike more telling blows.

When this ability is active, you may convert up to 5 hit points of damage caused by an attack into a circumstance bonus to your next attack. This circumstance bonus is equal to the number of hit points of damage you elect to convert. You must declare how many hit points of damage you will convert immediately after damage for the attack is rolled and you must apply the circumstance bonus to the very next attack you make.

This benefit may not be used on two consecutive attacks, nor may the bonus be carried forward between rounds.

FIFTH ROUND BENEFITS (10 POWER POINTS)

Greater Pain Catabolysis

You are able to convert the energy from your target's pain with much greater skill than you previously possessed. If you previously activated Partial Pain Catabolysis, it transforms into this benefit at the beginning of the fifth round without needing activation.

You may declare any one of your attacks this round as the attack from which you will catabolise pain energy, but must do so before the attack is made. If the attack misses, you may make no further attempts to catabolise pain this round. If the attack hits and causes damage, however, you may reduce the cost for any psionic power, feat, or meditative ability activated during the remainder of the round by the amount of damage caused by the attack. This may reduce the psionic power point cost of the ability to zero, but you may never gain psionic power points through the use of this power.

Conversion of Inner Fire

You are able to draw upon reserves of inner strength beyond those normally available. While your psionic power is one source of power, you have learned to convert your life energy into fuel for your Battle Trance. Damaging though it may be, in times when the trance must go on, this benefit can be a lifesaver.

At the beginning of each round, you may pay the maintenance cost for the Battle Trance using your hit points rather than psionic power points. Note that when this benefit is activated, you may pay hit points rather than psionic power points for the activation. During subsequent rounds, you may freely use this benefit, but must always pay the entire cost with either hit points or psionic power points; you may not, for example, pay 5 psionic power points and 5 hit points to activate a fifth-round benefit as these all require 10 points to activate and you must pay *all* of the cost with one type of energy or the other.

Thousand Cuts

You have mastered the art of redirecting your energy and are able to spread the power of a single attack across many, faster attacks. Where others seek to drive their weapon through their target with great force, you are content to deliver attack after attack, slowly wearing the target down with a dizzying flurry of minor injuries.

Whenever this ability is active, you are able to make two attacks for every one attack you would normally make. Both of these attacks are made at your normal attack bonus minus 1 and cause only 1 hit point of damage plus any additional damage caused by the weapon's special properties or enhancement bonuses. You may not add your Strength bonus to any additional attacks you are granted by this power.

If you are wielding a double-weapon, you receive an additional pair of attacks at your highest base attack bonus – note that both of these attacks cause but a single point of damage, plus any additional damage caused by special properties of the weapon and enhancement bonus, and you may not add your Strength bonus to either of these attacks.



PSIONIC CANNIBALISM

The psychic warrior is faced with a constant reminder that he is not as psychically developed as a psion. Though he does gain additional psionic power points as he advances in level, he receives no benefit from exceptional abilities, nor does he increase in power as rapidly as a psion. Lagging behind in this way led psychic warriors to study the nature of psionic power more closely, to investigate the roots of that power and how it can be tapped, stored and extracted from themselves and others. The result is the ability to remove raw psionic power from the flesh, organs, bones, and even waste products of other creatures. Though not all psychic warriors indulge in this harvesting of psionic power, those who do are quickly spreading the word of the power it offers, expanding their reach into society and gaining allies amongst those psychic warriors they induct into their little groups.

Novices are kept ignorant of the truth for as long as possible. They are treated, instead, to the sights of other psychic warriors burning away psionic power at a profligate rate, performing feats of psionic power of so great a cost that it would clearly drain a normal psychic warrior, and possibly even a psion. Once they become addicted to the thought of all that power waiting to be taken, few turn aside when the masquerade is torn aside to reveal the reality of the 'harvesting' process.

CHAKRAS, THE ROOTS OF PSIONIC POWER

Most consider the brain the centre of psionic energy. While this is, to a certain extent, true, it is not the whole truth. Every creature's body contains many nexuses of psionic energy, vortices of energy which whirl through the flesh and anchor themselves into the bone. These vortices are known as chakras and serve as a conduit for many types of energy, offering a way for the universe to pour power into the psion even as he uses them to force his own power out to exert his willpower over the world around him.



Islis jerked her head back from the doorway, grunting in surprise as the crossbow bolt buried itself inches from her eyes. 'Well now, this isn't going to be good.' She hadn't heard the flat *thwack* of a crossbow being fired, but that did not mean anything – she knew the basement held at least one psionic creature, probably a whole clutch of them.

No-one knew when the travellers had begun disappearing, but in the past few months Islis had started to hear the rumours. People who came to Serville sometimes never left and were not seen again. Cultists were suspected and she'd gladly followed up on the leads she'd been fed by the Astrilon Court. Only they'd been wrong.

The first of the cannibals she'd killed not far from the inn where she'd been staying. She'd torn through his mind like a whirlwind, ripping out bits and pieces of information, patching them together again in a quilt of memory she was praying was wrong. There were legends, but she didn't want to believe them. With a sigh, she allowed herself to fade from sight, willing herself into invisibility.

She hustled away from the stairwell, sliding around the side of the house on cat's feet. They were expecting her to come straight at them, try to bull her way down the stairs and into their lair. Instead, she lowered herself flat onto the ground and peered in through the narrow cellar windows.

Four of them clustered together, whispering something and touching one another with quick, nervous gestures. A woman with hair hanging from her scalp in greasy patches patted a smaller boy, tugging sharply at his ear and whisper-spitting into his ear. Something long and thin coiled across the ground behind the pair, its eyes glittering like shattered crystals in the uncertain lighting.

Clearing her mind, Islis allowed herself to feel their minds, bright pinpoints of swampy green light. She reached out to the smallest of the lights, forcing herself not to recoil as the horrid sights began to flood through her. She waited until she was certain, until the first image of the infant's leg being gnawed on by children with flippers instead of arms, then Islis *pushed*. In the darkness beneath the stairs, the thing with glowing eyes screamed as her psionic attack shredded its defences, driving deeply into the centre of its being.

Hours later, Islis limped back to her rented room, clutching her head between her hands, her stomach roiling from the adrenaline and filthy thoughts she'd been immersed in. She staggered up the stairs, waving away the concerned queries of the innkeeper and his wife and collapsed into her bed. She'd found their papers, the books and stacks of parchment detailing the trade between cities, the way the cannibals had formed their own trade routes to move their victims. Disgusted, Islis willed herself to sleep, knowing her duty was far from over.

Most creatures go their whole life without ever opening these chakras and are only able to control their world through direct manipulation of it with their own physical presence. Still, despite that they do not know how to use the power lying nascent within their own flesh, they do contain the power – and it is just waiting for someone to rip it free and put it to use.

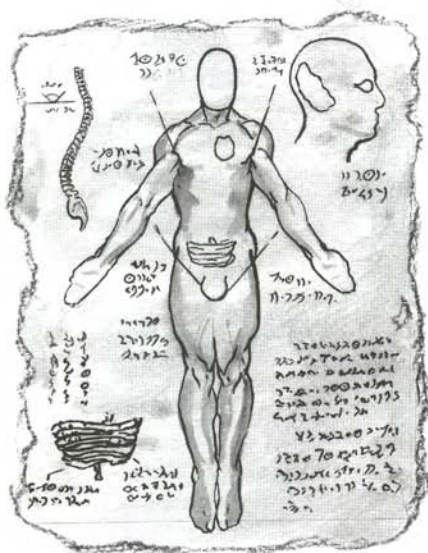
Psychic warriors, with their physically demanding training and their focus on the body as a conduit of psychic energy, have studied these chakras with great interest. They have charted them extensively and know just where the loci of power are found in most creatures. Armed with this knowledge, the psychic warrior is able to extract this unused psionic power and use it for his own benefit. Though the methods of such harvesting differ, all tend to be violent, gruesome and, at the very least, quite dangerous to the 'donor' of the psionic energy.

Because different donors have different types of chakras, they also have different types of psionic power. While some of this power can be used for many different purposes, most of it is only able to provide a very specific type of benefit. This often leads psychic warriors to pursue very specific types of donor, either offering them elaborate and rich rewards in exchange for the right to harvest their chakra or, for the more ruthless, simply hunting the donors down and taking what is needed from them.

Binding the Power

Once a chakra is liberated from the donor, its power quickly dissipates unless it is somehow contained. Some psychic warriors prefer to bind the power into their own bodies, while others distil the essence of the chakra into crystals, quicksilver, or other, more exotic containers. Whatever the exact methodology, it is





crucial to bind the psionic power within a few hours of the chakra's removal.

Though the binding process is sometimes simple, it always requires at least a bit of the psychic warrior's personal essence to stabilise the psionic power. Because this essence cannot be reclaimed as long as the binding is in place, psychic warriors tend to only capture chakras for short-term benefit, using them as disposable power sources in order to free themselves from the restrictions put in place by the binding techniques.

Psionic power is always bound into a physical object, though that object may be the body of the psychic warrior. Though this last does make the psychic warrior a tempting target for other psionic predators, it also has the advantage of making the power easily accessible. Each psychic warrior will need to weigh the risks against the benefits of storing power in this way, choosing safety or convenience.

Reclaiming the Power

Psionic power which has been harvested from chakras and bound by a psychic warrior may be liberated by any psionically-capable creature who gains control of the object into which the psionic energy is bound. This is considerably more difficult if the object happens to be the body of a psychic warrior, but it is far from impossible – blades, teeth and talons are all capable of liberating bound power.

The Rites of the Psionic Cannibal

As noted above, there are three stages involved in harvesting psionic energy from donors. First, the chakras must be tapped or removed from the donor. The power must then be bound into a physical object (or the body of a psychic warrior), from which it can be reclaimed at a later date. In the following sections, different methods for each of these three steps are presented, along with information on the pitfalls involved in each of the three stages of psionic cannibalism.

The Power of a non-Psionic Donor

All creatures, except for unintelligent undead and constructs, have psionic power points. Though most of these creatures do not have the capacity to use those power points, their bodies and minds still retain the energy, which is available to harvest. To determine the number of psionic power points possessed by a non-psionic creature, consult the following table, which shows the number of psionic power points contained by non-psionic creatures based on their total Hit Dice and/or levels. Multiply the modifier for the creature's highest ability score by one-third its total Hit Dice or levels, then add this to the number derived from the table below to determine the total number of psionic power points the creature contains.

Power Points by Level or Hit Dice

Level or Hit Dice	Power Points	Level or Hit Dice	Power Points
0	1	11	20
1	1	12	25
2	2	13	28
3	2	14	33
4	3	15	37
5	4	16	43
6	6	17	48
7	8	18	55
8	11	19	59
9	13	20	65
10	17	21+/level	70

Dividing Power Points

Targets with fewer than 11 power points store all their power points in the chakra surrounded by their heart. When a donor with 11 or more power points is cannibalised, divide the number of psionic power points amongst the different chakras, as noted above. Extra power points are divvied up amongst the brain, heart and spine chakras, in that order.

The Power of a Psionic Donor

Naturally, a psionic donor's body contains his current number of psionic power points, determined as per normal for his level, modified by ability score, class, and other, standard, factors.

Power Inclination

When psionic power is removed from a creature, it tends to be more useful when used to power certain types of psionic powers. Naturally, psionic powers always have an inclination, based on the highest ability score of the creature from which they are removed. These power points may be used to pay the cost of any psionic power tied to this ability score on a one-to-one basis. When used for other powers, or to pay other psionic costs, however, it requires two inclined power points for every 1 psionic power point needed.

Note that this limitation does not apply to power points removed from psionic creatures – these power points may be used to pay for any psionic power or other benefit without penalty.

The Harvest

Easily the most difficult phase of the entire process is removing the chakra from a donor. While there are rare instances when donors are willing to allow such harvesting, the pain and potential for death make these rare indeed. In most cases, the psychic warrior must physically restrain or even kill the donor.

Willing Donors

Psionic warriors with a great deal of money or influence in an area may be able to convince others to offer themselves up as volunteer donors. Though the process is painful, occasionally crippling, and most often deadly, there are those desperate enough, hungry



enough, or simply depraved enough to allow themselves to become the subject of such dire procedures.

Removing a chakra from a willing target is fairly straightforward, though there is always the potential for a botched operation destroying a chakra or killing the target outright. Because it is rarely to the benefit of the psionic cannibal to kill a willing donor, techniques have been developed to allow the psychic warrior to remove the psionic energy with as little physical injury as possible.

Because even willing donors sometimes squirm and writhe under the gentle ministrations of a psionic cannibal, the first step in the extraction process is to restrain the victim. Simple ropes are typically strong enough, though chains may be used if there seems a danger of the target breaking free from rope restraints.

Once a victim is restrained, the process may begin. Because non-psionics are unable to regulate the flow of psionic power through their chakras, the psychic warrior must make a Use Psionic Device check (DC 20) to locate the chakra which contains the greatest concentration of psionic power. If the check succeeds, the psychic warrior may be able to extract virtually all of the psionic power from the donor without killing



him – if the check fails, however, the psychic warrior is unable to tap into the richest source of energy contained within the donor and must resort to more dire measures to extract the needed power.

If the psychic warrior is successful in locating the most potent chakra in the donor's body, he may then attempt to remove the psionic energy as discreetly as possible. By attaching a psionic siphon to the chakra (requiring another Use Psionic Device skill check (DC 15)) the psychic warrior is able to begin the extraction process. This requires one hour per psionic power point contained within the character. At the end of this time, the psionic siphon is filled with crystallised psionic energy, which must then be bound to prevent its dissipation.

When the process is complete, the donor may still die. The donor must make a Fortitude save (DC 5 + the number of psionic power points removed from the target). The psychic warrior may help the subject survive the ordeal through proper

medical care by making a Healing check (DC 10 + the number of psionic power points removed from the target); psychic warriors with more than 10 points in the Use Psionic Device skill receive a +2 synergy bonus to this check. This check must be made just before the process is complete and before the donor makes his saving throw. If the psychic warrior's Heal skill check succeeds, the donor receives a +5 circumstance bonus to his Fortitude save. If the donor succeeds at his Fortitude save, he suffers 1d4 points of temporary Constitution damage (note that this damage cannot reduce the target's Constitution score below 1). If the donor fails his Fortitude save, he dies immediately, wasted away by the psychic trauma inflicted during the harvest.

Psychic warriors who fail to locate the most powerful chakra may still attempt to remove a given chakra in an attempt to salvage something from the donor. This is extremely violent and stands a good chance of killing the target, especially if the psychic warrior wishes to attempt to remove as much of the donor's psionic power. The table below lists the amount of psionic energy located in each of the chakras. This amount is presented as percentages of the total amount of psionic energy within the donor.

If a donor does not possess the appropriate limbs and/or organs, the Games Master should reallocate the percentages as he sees fit. In general, the organs which contain the most psionic potential are those which are

Storage Capacity of the Chakras and Difficulty Class for Removing Chakras

Location	Percentage	Removal DC
Bases of all brains	20%	20
Heart (all)	20%	20
Eyes (all)	10%	10
Spine (or central nervous trunk if no spine present)	20%	20
Each limb (only four limbs at a time may possess psionic energy, even in targets with more than four limbs)	5%	5
Abdominal organs*	5%	5
Reproductive organs	10%	10

*In this case, the specific organ varies from donor to donor and is detected by the psychic warrior at the time it is removed, automatically.

necessary for life, followed by those necessary for procreation. The primary sensory organs, digestive organs and limbs tend to be roughly equal in the amount of psionic power they contain at any given time.

Creatures which lack any definable organs, sensory apparatus, nervous system, or stable limbs are unable to serve as donors – the psychic energy they contain is diffused throughout their body and cannot be removed without utterly consuming the physical form of the donor. While Games Masters may choose to allow this eventuality for very large psychic warriors (or perhaps for very small donors) it is certainly an unusual circumstance. In any event, completely consuming a target does provide the psychic warrior with all of the psychic energy the donor contained. Other forms of binding are not possible in donors of this type as there simply isn't any way for the psychic warrior to extract the energy from such an alien physiology.

Removing the flesh or organ containing a chakra is very straightforward and requires a Healing check (DC as shown on the table above) for success. If the Healing check fails, the chakra is removed, but is very damaged and contains only 1d4x10% of the psionic power points it would normally possess. If the skill check succeeds, the target's chakra is removed and the energy it contains may now be bound into the psychic warrior's body or a suitable object (see below).

Obviously, removing the flesh or organ surrounding a chakra has dire repercussions for the donor. If the base of the brain, the heart, the spine, or the abdominal organs are removed, the target will die – no saving throw can protect the target from such a dire injury. On the other hand, the target is unlikely to die immediately. When the operation is complete, the target is immediately reduced to -1 hit points and begins the normal process of dying. Only magical healing can halt this process, and then only if it can regenerate the affected organ. Particularly wealthy and deprived psychic warriors sometimes keep evil clerics on hand to heal the grievous wounds they inflict upon their donors. The chakras of a donor healed in this way do not regenerate, however – a chakra removed from the donor is permanently removed (though see *Psionic Prosthetics* in Chapter 4: *Tools of the Trade*) and the donor's maximum psionic power points are reduced by the appropriate percentage.

When eyes, reproductive organs, or sensory organs are removed, the donor is entitled to a *Fortitude* saving throw (DC 20) to avoid lapsing into shock. If the



target succeeds in this saving throw, he survives, minus the removed organs and may heal normally. Targets who fail, however, immediately fall to -1 hit points and will continue losing 1 hit point each round until they perish. The violent removal of the chakra and its attendant flesh is often enough to send even the strongest of creatures into a death spiral.

To determine the amount of time necessary to remove a chakra from a willing donor, multiply the DC required to remove the organ by three and add 2d10 minutes.

Multiple Chakra Removal

You cannot harvest a chakra from a dead creature – death liberates the psionic energy in a sudden rush, making it inaccessible to any known method of containment. Because of this, it is rarely possible to remove more than one of the vital chakras from a donor, unless magical means are used to keep the target living. Though powerful clerical magic could be used to stabilise a target, most harvesters simply don't waste the effort unless the target contains a significant amount of power.

Unwilling Donors

Removing the chakras from an unwilling donor is problematic for a number of reasons. Not only is the target going to fight tooth and nail to avoid being restrained, but even once he is restrained he may burn off his psionic power potential in a futile attempt to resist the harvesting psychic warrior. Donors without psionic powers of their own are unable to use their power in any useful manner, but their struggles can still expend energy at an alarming rate, rendering even a powerful donor useless. Psionic donors, obviously, will use as many of their psionic power points as they can if they find themselves the target of a harvester – whether trying to defend themselves or simply burning off their power to thwart the efforts of the aggressor, it is rare for a conscious psionic creature to be successfully harvested.

As with willing donors, unwilling donors must be subdued. Unfortunately, this often involves a battle of one sort or another, with all the dangers that entails. Wise psychic warriors will attempt to subdue their donors through guile, using tranquillisers, psionic abilities, or even magical spells to render a target unconscious. As an insensate donor is unable to expend his psychic power, this makes unconscious donors much more appealing to the average harvester.

The Struggle

As when working with a willing donor, it is necessary for the psychic warrior to restrain an unwilling donor to prevent him from struggling and wrecking the operation. Even when restrained, however, an unwilling donor is able to ruin the plans of a harvester by expending psychic power points in their struggles. For every five minutes the operation requires, a conscious, non-psionic creature expends 1d4 psionic power points in a futile struggle to save themselves. Though the non-psionic donor is unable to use the power points in any constructive way, the very act of resistance expends the psychic power of the unwilling donor.

Unwilling psionic donors, naturally, are able to put up a considerably more effective resistance. Though restrained, they are able to use their psionic powers as normal, often burning off their energy in an attempt to free themselves from their restraints. Unlike spellcasters, psionically-enabled creatures have the ability to use their powers even when completely restrained and will do so, struggling even until their own deaths. For this reason, it is highly dangerous to attempt to perform a chakra excision on a conscious psionic creature.

Subdual damage is the most certain way to render a creature unconscious and once a target is restrained, the harvester can attempt a coup de grace to knock the donor out. This is treated exactly as a normal coup de grace (though the attack must be unarmed or made with a blunt weapon). Targets who fail their Fortitude save, however, suffer a number of subdual points equal to their current number of hit points rather than being slain by the attack.

Poisons, spells, or other methods may also be used to render a donor unconscious, depending on the expertise and favourite methods of the harvester. Once a target is unconscious, regardless of how he got that way, the operation can proceed as if performed on a willing donor.

Siphon Harvest

Rather than removing an entire chakra from a donor, it is possible to slowly siphon a small amount of psionic energy from a donor each day. This process leaves the donor weak and dazed, but it does allow a much larger potential harvest from a given donor over a longer period of time than a standard chakra removal allows. The downside, of course, is that the donor must be kept alive and restrained in order to gain maximum benefit from the siphon harvest. It also creates a potentially dangerous link between the harvester and the donor, opening up the possibility of an attack directly against the harvester, bypassing his defences.

Siphoning requires, of course, a number of psionic siphons. A siphon must tap each of the donor's chakras and all the siphons must remain in place as long as the harvest continues. This relatively expensive investment is offset by the continued trickle of psionic power produced by the donor.

Attaching a psionic siphon is a simple process once the target is restrained – a Use Psionic Device skill check (DC 15) is sufficient to attach a siphon to a restrained target.

At the beginning of each day a restrained donor has a siphon attached to each of his chakras, the donor loses 20% of the total number of psionic power points he has for the day. For all creatures, psionically endowed or not, these power points replenish themselves each day, just in time to be siphoned off again.

With psionic siphons attached to all of his chakras, a psionically-endowed creature is unable to use any psionic powers of his own. The siphons disrupt the flow of psionic energy and any attempt to use psionic

energy simply releases one-half the power's cost in power points into the siphons, delivering a rush of energy to the harvester to whom the siphons are bound. If even one of the siphons can be removed from a chakra, however, psionic powers may be used normally – the psychic circuit is not complete at that point and the psionically-capable creature is able to use his powers without fear of empowering his enemy.

Gorging

There are times when a psychic warrior needs to very quickly supplement his natural psionic strength and there is simply not time to engage in all the niceties of a surgical removal and certainly not enough time to muck about with psionic siphons. In these cases, a psychic warrior may, instead, crack open the target and start chowing down on a chakra. The donor must be restrained or rendered unconscious for the psychic warrior to gorge on him – in most cases, gorging occurs when a target is incapacitated during combat.

Gorging can only be performed on limbs, eyes, abdominal organs, and the heart chakras. The brain and spinal chakras require precision and time to remove without destroying them, neither of which is available when a psychic warrior gorges.

Gorging requires 1 full-round action for every 5% of the donor's psychic potential contained in a given chakra. A chakra from an arm or leg can be gulped down in a single full-round action while a heart requires 4 full-round actions to completely consume. While gorging, a psychic warrior is considered flat-footed and may take no other action.

The greatest danger in sucking down the flesh surrounding a chakra is that the target will die before you can complete the consumption. If this occurs, unfortunately, you gain no psionic power points. Because every round you gnaw on the donor causes 1d6 hit points of damage to the donor, it is very likely that a badly injured target will die if you spend more than a single round gorging.

When you gorge on a donor, you receive 1d3X10% fewer psionic power points from the chakra upon which you gorge than is normally available within the



chakra. The advantage, of course, is that you are able to gorge in situations where other methods are untenable and you do not need to bind the psionic power to yourself or an object – the act of consuming the power makes it immediately available for use.

Note that you *can* gain more than your maximum number of psionic power points by gorging. However, starting the round after you finish gorging, you lose one power point each round until you have a number of power points equal to or less than your normal maximum.

At the end of each round during which you gorged, you must make a successful Autohypnosis skill check (DC 10 + the number of hit points of damage you caused to the target) or lose your gorge. If this occurs, you gain no psionic energy from the gorging and may not make another cannibalism attempt for at least 2 hours.

BINDING PSIONIC POWER

For all methods of harvesting other than gorging, the psychic warrior must bind the psionic power to himself or a physical object before he can make any use of it. Until it is bound, the psionic energy is merely psionic potential, useless to the psychic warrior and anyone else who wishes to use it.

Binding is not a difficult process but it does have its snares. A psychic warrior has two choices when binding an item – he can either use expensive crystals, gems, or containers of mercury, or he can choose to bind the power to himself which, in turn, makes him an attractive target for other psionic cannibals.

When a chakra is removed, it collects into a semi-solid orb, usually about the size of a man's thumb. This orb remains near the flesh surrounding the removed chakra, but only for 1d4 minutes. At the end of that time, it dissipates into several glowing strands of

energy which quickly vanish. Before that time, the harvester needs to bind the power.

Binding the Power

There are three suitable items for binding psionic energy. A crystal is the medium of choice, as it is naturally attuned to psionic energy and is relatively inexpensive. Gemstones are also widely used, especially when a very large amount of psionic energy needs to be contained. Quicksilver is the most expensive and least portable storage medium, but also allows the psionic power to be stored in much greater quantities than either of the other two mediums. Crystal capacitors cannot be used to store energy gained through psionic cannibalism, unless that energy is first bound into the body of the psychic warrior and then later passed into the capacitor.

To bind the energy to a crystal or gemstone, the psychic warrior must simply make a Use Psionic Device check (DC 10 + the number of psionic power points in the exposed chakra). If the check fails, subtract 10 from the skill check's result to determine how many psionic power points were stored – if the result is 0 or less, the entire process is a waste and the psionic energy dissipates. A successful skill check binds all of the psionic power into the crystal or gemstone, letting none go to waste.

Lead containers filled with quicksilver are the only way to store large amounts of psionic energy. They use the same process as binding power into a gemstone or crystal, but are able to hold much more than either of the other, smaller items (See Chapter 4: Tools of the Trade, for more information about quicksilver storage batteries).

Once the psionic power is bound into a container, any psionic character who touches the item or, in the case of quicksilver, submerges a hand into the stuff can extract it. A psionic character can extract one psionic power point from a storage medium for every level of the psychic warrior and/or psion class he possesses (though see Quicksilver Storage batteries in Chapter 4: Tools of the Trade). For purposes of removing psionic power points from the storage medium, these levels are cumulative with any levels of one or more psionic prestige classes. These points can be removed from the storage medium as a free action at any point in the round, but must be used in the same round in which they are withdrawn from the storage device.



Any points which are not used in the same round during which they are withdrawn dissipate at the end of that round, wasted and useless.

Internal Binding

While holding psionic power in items is relatively simple, it requires a significant expenditure just to purchase the storage media and the containers themselves can be stolen and used by other psionic creatures. Extracting the power from the crystals, gems and quicksilver can also be quite slow – without the ability to extract significant amounts of energy it is impossible to activate more than one of the psychic warrior's most potent psychic powers in a single round. Both of these problems can be overcome if the psychic warrior is willing to accept a greater degree of risk when dealing with the stored energy and the possibility of becoming a very tempting target for other psionic cannibals.

To store the cannibalised power points within your own body, you must consume the flesh, bone, or other tissues surrounding the extracted chakra. This requires an Autohypnosis check (DC equal to the percentage of the psionic power contained by the chakra) to relax the natural capacity of your stomach, allowing your body to gulp down more material than would normally be possible. If this check fails, you are unable to consume the tissue and become violently ill – the psionic power points are lost and you spend the next 1d4 hours spewing forth the contents of your stomach at irregular intervals, completely incapable of taking any other action. If the check succeeds, however, you may begin the cannibalization process. It takes a number of rounds equal to the DC of the Autohypnosis skill check to consume the chakra but the very process of consuming anchors it and prevents the energy it contains from dissipating. Once the chakra has been consumed, you must isolate it within your body, creating a pocket for it to reside within until all of its power has been drained away by your use.

The process of isolating the chakra requires a successful Will save (DC equal to the DC of the Autohypnosis check, above). If you succeed at the Will save, you have locked the chakra away within your own body, ready to be tapped for your use at a later time. Failing this Will save indicates an adverse reaction between the psionic energy you have



consumed and your own internal energies. The psionic power points boil away from you, leaving your skin as a foul-smelling sweat, or erupting from your nostrils in a cloud of swarming black motes, or falling from your hair like wisps of ash. Regardless of the exact method by which the power leaves your body, it is lost forever.

Internally-bound psionic energy can be used at any time, just as if it were part of your natural reserves of psychic power.

The downside to binding psionic energy to yourself is that it weakens your natural defences against psionic attack and makes you a very attractive target to other psionic cannibals. Chakras stolen from others and then bound into your body do not dissipate when you die – they become encysted in walls of calcified tissue and persist for 1d4 years after your death. During that time period, any psionic creature can consume them and attempt to bind them into its own body. This process requires the Will save noted above, but there is no need to use Autohypnosis as the encysted chakras are quite small and easily swallowed whole.

The presence of bound chakras in your body is also obvious to those who know what to look for. A successful Use Psionic Device check (DC 25) will reveal the presence of the internally-bound energies to any psionic creature. This not only marks you as a creature with abundant reserves of psionic power, it also allows trained law enforcement officials to uncover psionic cannibals in areas where the practice is illegal (see below).

Just as dangerous is the erosion of your psionic defences caused by internalising foreign psionic

energies. For every 10 power points you have bound within yourself, you suffer a -1 penalty to all Will saves made to defend yourself against psychic combat. Just as devastating, the mental hardness provided by your defence modes is halved (round down). For the weaker defence modes, then, you are left without any mental hardness at all, drastically increasing your vulnerability to psionic attacks.

PSIONIC CANNIBALS AND THEIR COMMUNITIES

There are many reactions to psionic cannibalism, most of which are tied up with cultural taboos against cannibalism and murder, in general. This section provides some information on how to handle this particular practice in a campaign and offers a warning for the psychic warrior – if you choose to follow this path, be prepared for the social consequences.

In general, good communities frown on the practice as a whole. Even consensual cannibalism is a problem to those in these areas and they will do their best to ensure that psychic warriors aren't running around eating other creatures whenever the mood strikes them. In general, those who are discovered to be cannibals will be dealt with harshly, at best, and may be legally

executed, at worst. In most communities, the middle line will involve a lengthy prison sentence, possibly avoided by exile. The more lawful a community is, the more likely it is that the punishments will involve prison sentences and fines, with neutral areas tending towards exile as a solution and chaotic institutions firmly believing in execution as a means to stopping unwanted behaviour.

Neutral communities take a more lenient stance in regards to consensual cannibalism but are just as adamant about stopping predatory cannibalism as any good community. In communities where good is more prevalent, cannibals will still need to hide their activities, even if they have a steady supply of willing donors. Where evil is relatively common, such discretion is not as necessary and many psychic warriors will be able to hire donors without fear of legal retaliation or the organization of a lynch mob. Lawful communities of this type will go to great lengths to legislate consensual cannibalism, constructing a very careful network of regulations and criminal statutes designed to keep the practice tucked away from the public eye. As the general alignment shifts more towards chaos, greater personal freedom is allowed but the practice is still regarded as more than a bit unwholesome and is unwelcome in most areas.

Where evil holds sway, cannibalism may very well be a part of life. In heavily lawful areas, there may be laws allowing rulers or the wealthy to prey on their poorer or weaker citizens, feasting on their psionic energy like a pack of psychic vampires. Chaotic holdings are often savage and feral, with cannibalism exploding through tribes or villages from time to time, laying waste to them as new power structures are formed and psionic creatures rise to dominance thanks to their cannibalism-enhanced powers.

In all cases, cannibalism cannot be seen as a good act. Any good creature which knowingly engages in this practice, even with a willing donor, should be wary of possible alignment shifts. Turning such cannibalism into a habit is a sure recipe for a shift toward evil, and Games Masters should not be afraid to start the alignment adjustments right away. After all, eating another sentient creature is surely the first step towards evil.



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Those with psychic powers often find themselves ostracised, cut off from a society that either does not understand them or actively fears them. Even when accepted by those around them, the psychic warriors often find it necessary to seek out others of their kind, joining together for mutual protection and to share training techniques and advice. When a powerful psychic warrior is at the head of such a community, the formation of a fortress of the mind is almost a certainty – others can benefit from the teachings of the master, while the master gains the assistance of a large number of other psychics.

This, naturally, tends to make the locals nervous. Most fortresses are located on the edges of the wilderness, a considerable distance from any sizeable community. This has the dual benefit of allowing the psychics the solitude they may need to master their internal energies and putting a great deal of distance between themselves and those who might wish to bring them harm. Lying on the outskirts of the wild, though, has its own problems, primarily in the form of monsters and bandits. Because of this, the psychic warriors tend to build strong fortresses, turning them into powerful defensive structures that just happen to be devoted to the study of inner strength.

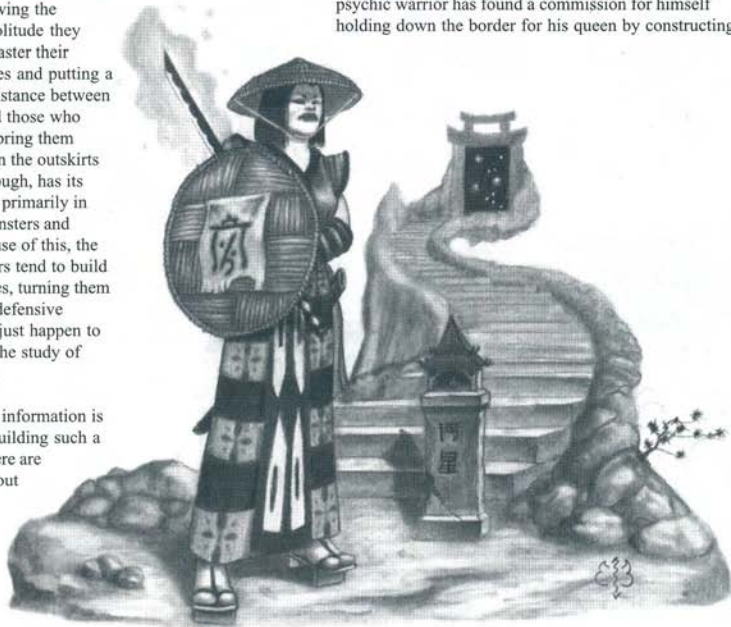
In this section, information is presented on building such a fortress, but there are also details about the types of character who come to live within a fortress of the mind and the roles they

play. Armed with this information, players and Games Masters alike have all they need to know to construct a powerful fortress filled with psychic warriors.

THE LAND

As noted above, the psychic warrior tends to seek out an isolated area in which to found his fortress. While they are certainly capable of constructing their fortress in more heavily populated areas, doing so may not be regarded kindly by the locals. Many features of the fortresses of the mind produce strange, unsettling effects which aggravate relations with nearby inhabitants. Even worse, the great concentrations of psychic energy are known to trigger assaults by creatures such as mind flayers and attract more insidious, mind-bending threats to the area. This combination of factors can make a psychic fortress a source of fear and anxiety for those who live near it, sometimes leading to conflict with the local rulers and other authorities.

Rather than risk such petty conflicts, most psychic warriors simply turn their attention to the lands beyond the reach of civilization. Many a talented psychic warrior has found a commission for himself holding down the border for his queen by constructing



a fortress in the hinterlands. Others are paid quite well by merchants and nobles to protect the more remote portions of trade routes from predations by monsters and use the funds to construct ever larger and more elaborate fortresses for themselves and their followers.

Commissioned Fortresses

It is up to the Games Master to determine whether or not a commission from the authorities is available. In general, a commission is granted by nobles who control far more land than they can reasonably patrol or mercantile interests in need of muscle to watch over important, but remote, locations. The least impressive commission simply provides the psychic warrior with the right to watch over an area – he doesn't get any money, men, or supplies, but he's still expected to protect the stretch of land he's been given. Other commissions provide a set amount of gold, supplies, and/or personnel to help control the area. The amount available to such commissions varies by the level and

skills of the psychic warrior in question, from a very minor, almost insulting amount, all the way up to what amounts to all-expenses-paid coverage. The table below illustrates the maximum provisioning allowed for a psychic warrior at each level based upon the possession of the Leadership feat. This table is meant to serve as a guideline, but the individual Games Master should determine what works best for his campaign. The figures below are based upon the average amount of treasure possessed by a character at the stated level – if your campaign provides more or less treasure than these baseline amounts, adjust the commission amounts accordingly.

The amount provided by a commission does not belong to the psychic warrior to whom it is granted and is most often handed over in the form of credit at approved merchants. When mercantile interests are behind the commission, the credit is only available from merchants who are part of the project or who are specifically approved by the financial backers.

Minimising costs is the name of the game for those with a nose for gold.

Commissioned Fortress Amounts

Level	Leadership?	Commission Amount	Personnel
6	N	5,000 gp	5
6	Y	5,000 gp	10
7	N	7,500 gp	10
7	Y	7,500 gp	15
8	N	10,000 gp	15
8	Y	10,000 gp	20
9	N	15,000 gp	20
9	Y	15,000 gp	25
10	N	20,000 gp	25
10	Y	20,000 gp	30
11	N	26,500 gp	30
11	Y	26,500 gp	35
12	N	35,000 gp	35
12	Y	35,000 gp	40
13	N	44,000 gp	40
13	Y	44,000 gp	45
14	N	60,000 gp	45
14	Y	60,000 gp	50
15	N	80,000 gp	50
15	Y	80,000 gp	55
16	N	105,000 gp	55
16	Y	105,000 gp	60
17	N	135,000 gp	60
17	Y	135,000 gp	70
18	N	175,000 gp	70
18	Y	175,000 gp	80
19	N	230,000 gp	80
19	Y	230,000 gp	90
20	N	300,000 gp	90
20	Y	300,000 gp	100

It is important to remember, too, that the amounts and personnel presented above are the maximums that will be provided for an area of significant economic or strategic importance. Games Masters should reduce commissions by a considerable amount if the commission is for a quiet, or relatively unimportant, area.

The downside to a commission is the constant need to justify costs and expenditures to those who provide the commission. Though some leaders can be reasonable, even compassionate, all need to keep an eye on their own bottom line. If a fortress guarding a trade route suddenly becomes a sinkhole for vast sums of personnel and gold, many wise rulers will begin wondering if it might not be cheaper to close the fortress and look for different trade lanes. Those psychic warriors who accept a commission should be prepared to justify the existence of the forces under their control on a regular basis to those who pay the bills.

DEATH AND TAXES

When it comes time to keep a fortress of any kind running, the lord of the land soon finds himself besieged with unexpected expenses. As will be seen below, psychic warriors will run into a whole pack of maintenance expenses which they must deal with each month in order to keep their fortress functioning. Though it is possible to ignore some of these costs, doing so regularly may lead to all manner of problems and end in the eventual decay and collapse of the fortress and its fortifications.

Commissioned psychic warriors may be able to offset some or all of the maintenance costs by stipends from their employer. On the other hand, this dependency on a patron who may be hundreds of miles distant can become a very real problem – if the winds of political change blow, the psychic warrior may find himself squatting in his fortress, watching it fall to ruins because his patron is no longer in charge of the land. In an even worse case, a coup or other political upheaval may leave the psychic warrior and his people as enemies of the state, de facto rebels due to their support of the former regime. Suddenly finding a few thousand of the usurper's troops parked on the doorstep can certainly disrupt the study of even the most devoted psychic warrior.

So, to curb their dependence on others and to ensure a steady flow of income, most psychic warriors who head a fortress will hire their most competent inhabitants out as mercenaries for very special jobs. These mercenaries are expected to contribute a sizeable portion of their income to the upkeep of their home and most do so without any qualms. The education available in the fortress is regarded as a great prize to most psychic warriors and the more experienced amongst their numbers are more than happy to help out in any way they can. Though this does sometimes leave a fortress protected only by its inexperienced or less-seasoned inhabitants, the income provided by skilled psychic mercenaries is crucial to the survival of these enclaves.

The table below provides information for the average amount of income

provided to a fortress of the mind by a trained psychic warrior, according to his level. Obviously, more experienced psychic warriors are likely to charge more for their services, but a fortress is unlikely to ever have more than a very small number of such individuals on hand. In the most dire circumstances, the leader of the fortress may find himself forced to take up mercenary work to support his fortress, whoring himself to the highest bidder to provide safety and security for those who depend upon him.

Income by Psychic Warrior Level

Level	Income	Level	Income
1	10 gp/week	11	440 gp/week
2	12 gp/week	12	480 gp/week
3	15 gp/week	13	650 gp/week
4	40 gp/week	14	700 gp/week
5	100 gp/week	15	750 gp/week
6	120 gp/week	16	960 gp/week
7	210 gp/week	17	1020 gp/week
8	240 gp/week	18	1080 gp/week
9	270 gp/week	19	1140 gp/week
10	400 gp/week	20	1200 gp/week

The above totals are the average prices a psychic warrior mercenary can expect to earn each week, based



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on his level, assuming work is available and employers have the cash to spare. At any given time, 30% of a fortress's psychic warriors of 5th level or above are able to find employment with local merchants, nobles, or others who are able to pay the cost of having a psychic warrior do their dirty work. Most of the work available will be of the violent kind at which psychic warriors excel, though a sizeable portion of the available positions involve bodyguard duties or exploration. Evil or morally ambivalent psychic warriors may also partake in assassination, terrorism, or other duties assigned by corrupt or treacherous individuals.

While a great deal of money can be made by hiring out psychic warriors, there is a great danger involved, as well. Whenever a psychic warrior heads out on a mission, there is a good chance he will not return, having been killed or otherwise removed from circulation by someone, or something, with whom he butted heads. To determine whether or not a psychic

warrior perishes during a stint as a mercenary, he must make a Reflex saving throw (DC 15 + 1 per 2 weeks of the assignment). If this Saving throw fails (and any roll of 1 is considered a failure in this case, regardless of modifiers), the psychic warrior was killed in action. Such tragedies occur most often with the less-experienced psychic warriors, but even the most powerful of psychic warriors can be laid low when hiring themselves out.

Of the money earned by the psychic warrior, an average 75% is turned over to the fortress upon the mercenary's return, while the rest is kept to purchase new equipment, personal effects, or other sundries.

Some psychic warriors are fortunate enough to be able to claim taxes from those who live around their fortresses. While this is a rare case, there are times when a fortress gathers a town about itself as the wilderness becomes settled. With the permission of the rulers of the land, the psychic warrior may be given permission to levy taxes against the commoners to provide a hedge against the fortress's maintenance costs. Of course, when a psychic warrior begins accepting taxes from the people, he becomes responsible for their welfare, so caution must be exercised in the mad grab for money.

Income from land is calculated in 25 square mile sections. Each section produces 500 gp per month if sparsely populated, 1,000 gp per month if moderately populated, 2,000 gp per month if heavily populated, and 3,000 gp per month if a town or city exists in that section. Assuming the psychic warrior is adequately protecting his people, then he is able to collect this tax. If the area is not ruled over by a liege lord or king, the psychic warrior is able to keep all the taxes. Otherwise, roughly 25% of the collected taxes must be sent back to the seat of the local government.

Beyond these potential sources of income, a psychic warrior is on his own in paying for the upkeep and expansion of his fortress. Some continue their adventuring career and use the proceeds from their explorations to fund the fortress while others turn to more devious methods to gain what they need, using their powers to become bandit-kings or blackmailers.



Clearing the Land

To guarantee at least relative safety, the psychic warrior will have to clear an area of at least 25 square miles around the planned site for the stronghold. To do this, he must either annihilate, drive out or bargain with the existing inhabitants of the region – the Games Master should determine who and what these actually are using the encounter tables in *Core Rulebook II* as a basis. Once such an area has been cleared, regular patrols must be set in place to keep the region free of encroaching enemies. At least two patrols should be travelling the area at any one time, each with a unit size of at least 10. The Games Master should adjudicate as to the success of these patrols and of which, if any, creatures will attempt to take back the land by attacking the patrols, as well as the effect of either increasing the size and regularity of the patrols, or pulling them back after heavy losses.

Once the stronghold has been completed, the psychic warrior need only send out one patrol at a time in order to keep the region relatively safe. However, psychic

warriors may be determined to increase their region of control, by sending additional patrols to cover more areas of 25 square miles each. Once again, two patrols will be needed to do this until a garrison (small fortress) can be built, when only one patrol will be needed for the 25 square mile area. The Games Master is free to adjudicate that certain areas near to the main stronghold no longer need continual patrols once the psychic warrior has established himself in the wilderness and controls at least 100 square miles of territory in total.

BUILDING THE STRONGHOLD

Once a territory is claimed and conquered, the psychic warrior may begin building his fortress. While the process is long and expensive, when it is completed the psychic warrior will truly have accomplished a worthy feat. Not only will he have carved a bit of the world out for himself, but he'll also have provided a

Construction List

Information on other fortifications and details of attacking and defending a stronghold may be found in *The Quintessential Fighter*, along with full details of the Open Mass Combat System for handling large battles. Though information on the basic fortifications are found in this chapter, the real focus of this section is detailing the types of special structures found in a psychic warrior's fortress and their use by those who live within.

Fortress Construction Costs

Construction	Cost	Height	Width	Length	Structure Points
Command Circle	10,000 gp	30 ft.	30 ft.	30 ft.	**
Concentration Chamber	15,000 gp	10 ft.	20 ft.	20 ft.	**
Creche of the Mind	100,000 gp	10 ft.	20 ft.	20 ft.	**
Keep, Round	120,000 gp	80 ft.	40 ft.	40 ft.	1,250
Keep, Square	80,000 gp	80 ft.	40 ft.	40 ft.	1,000
Moat	500 gp	20 ft.	20 ft.	100 ft.	-
Outbuilding, Stone	900 gp	10 ft.	20 ft.	20 ft.	400
Outbuilding, Wood	600 gp	10 ft.	20 ft.	20 ft.	300
Pool of Minds	30,000 gp	10 ft.	15 ft.	15 ft.	**
Psychic Surgery	10,000 gp	10 ft.	30 ft.	30 ft.	**
Psychic Training Hall	50,000 gp	20 ft.	40 ft.	40 ft.	**
Tower, Round	25,000 gp	30 ft.	20 ft.	20 ft.	800
Tower, Square	18,000 gp	30 ft.	20 ft.	20 ft.	600
Transference Orb	30,000 gp	5 ft.	5 ft.	5 ft.	**
Underground Corridor	150 gp	10 ft.	5 ft.	5 ft.	-
Wall	4,000 gp	20 ft.	20 ft.	100 ft.	300

** This area is not a stand-alone structure but must be placed in one of the other structures listed here, such as a keep, outbuilding, or tower. Note too that all of these areas require a steady supply of crystals and other psionic paraphernalia to maintain their functioning. Each month, every one of these areas requires upkeep costs equal to 10% of its original construction cost. Areas for which upkeep is not paid will not function again until their upkeep costs have been paid.

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place for the next generation of psychic warriors to gather and learn the secrets of inner power from those who came before.

To build the fortress, the psychic warrior need only work through the Construction List above, selecting what he needs. Both players and Games Master should at this point begin drawing up an accurate map of the construction, whether it is a small border fort or a massive fortress, in order to properly gauge what is needed. Players should be warned – there are a lot of very nice options that can be taken when building a fortress, but they are also very expensive!

There are several rules that a psychic warrior should be aware of when choosing items from the Construction List with which to build his stronghold;

† All the costs of hiring and feeding workers is taken into account within the prices on the Construction List.

† One engineer must be hired for every 50,000 gp, or part of, spent on building the stronghold. See Staff below for further details.

† When building a stronghold in difficult terrain (such as mountains, swamp or desert), all costs on the Construction List must be doubled to take into account the difficulty of creating solid foundations or simply transporting materials through the wilderness.

† The stronghold will take one week to construct for every 2,000 gp spent on the Construction List. The psychic warrior may reduce this time to one week for every 5,000 gp by increasing all costs by 50% as he hires more workers.

† All constructions may be built larger than their base size listed below on the Construction List. Doubling any dimension (height, width or length) will double the cost of the construction. Tripling any dimension will also triple the cost. Such costs are cumulative – for example, a wall doubled to 60 ft. high will cost 8,000 gp. If the width of it is also doubled to 40 ft. wide, the final cost will be 16,000 gp. No dimension may be more than tripled in size and no construction may be more than twice as high as its width.

† When increasing the size of a construction, its Structure Points will also increase in proportion to the cost increase. So, for example, the wall above would

have 600 Structure Points when its height was doubled, and 1200 when its width was also doubled.

† All constructions are considered to have a Hardness score of 8. This may be increased to 10 by doubling the final cost of the construction.

† All constructions are assumed to have adequate doors, trapdoors, windows and arrow slits, as the player desires.

CONSTRUCTIONS

Command Circle: The command circle is designed to allow the leader of a psychic fortress to see to its defences without needing to expose himself to danger. The circle contains a psychic model of the castle which can only be seen by those attuned to the concentration chamber of the fortress (see below). For



the cost of 1 psionic power point, anyone attuned to the concentration chamber may activate the psychic model, which displays the current location of all the fortress's inhabitants as well as the location of all non-inhabitants within the walls of the fortress. Note that this does not display individuals, but merely an indication of the presence and relative strength (based purely on numbers) of individuals near each presence.

Anyone attuned to the concentration chamber and within the command circle may, at any time, spend 1 psionic power point to initiate telepathic conversation with any other individual attuned to the concentration chamber, as long as the target is within the walls of the castle. Once initiated, this conversation may persist for up to 10 minutes, or until one or the other of the involved parties severs the connection. The individual in the command circle may contact more than one individual in this way, though one round is required for each contact. All of those contacted may telepathically hear not only the psychic warrior in the command circle, but also those with whom the psychic warrior is in contact with.

Concentration Chamber: Psychic warriors have learned how to put young psychics to work defending the fortress without endangering the youngsters in direct combat with invaders. The concentration chamber allows up to 10 psychic warriors to channel their psionic power points into the crystalline collector hanging from the ceiling of this room. Any psychic who is attuned to the crystal may draw upon this energy at any time, as long as they are within the walls of the fortress.

The leader of the fortress may attune a number of psychic warriors equal to one-fifth of his current level to the crystalline collector. The process is very simple and requires only a few minutes. Likewise, the leader may instantly sever the connection between the collector and any currently-attuned psychic warrior with but a thought – this occurs instantly and is a free action for the leader of the psychic warriors.

Creche of the Mind: Psychic warriors live a rough existence filled with danger and the threat of death at any moment. Even with their gifts, they know their lives are all too short and prone to ending suddenly. Those who construct a fortress of the mind also tend to want to pass along their gifts to members of the next generation. Most satisfy themselves with helping young psychics to survive in a harsh world, but some have taken the next step and attempt to bring more psychic warriors into the world through unnatural means. The creche of the mind is the result of their

experiments, a room lined with psychically-activated crystals and overseen by powerful, psionic creatures.

Any child six years old or younger who spends every night for a year and a day sleeping within the creche has a 60% chance of developing psychic powers at the onset of puberty. If the child spends at least 4 years living in the fortress and being trained by the instructors there, this chance rises to 80%.

A creche can house 8 children at a time, but a total of 10 psionic power points per child must be fed into the crystals lining the walls every day. These crystals then gently bathe the sleeping children in waves of psionic energy in an attempt to awaken their chakras.

Keep, Round: The centre-point of any large stronghold, the keep is the main building within the courtyard, often dwarfing its defences in size and majestic glory. A keep may have any amount or arrangement of rooms and floors within, as chosen by the player building the stronghold. Round keeps are difficult to construct but are able to weather bombardments that would crush a more basic square design.

Keep, Square: Square keeps are identical to those with rounded walls but are far easier to construct. However, they are also more vulnerable to attack.

Moat: Moats are relatively simple to construct and greatly add to the defensibility to a stronghold. However, they can also take a lot of resources away from the construction of the stronghold itself if they are designed to completely surround it, as such digging requires a lot of manpower. Most moats are simple ditches, though an engineer may be lucky enough to have a river close by with which to divert water to fill it, making the moat virtually impassable. Once a moat has been filled with water, enterprising adventurers often fill it with a variety of unpleasant surprises, from poisons to aquatic creatures to cause further trouble to an attacker. Any drawbridge of the stronghold will automatically be long enough to cross the moat safely when fully extended. The height of the moat listed on the Construction List above actually refers to its depth, and many adventurers will be keen to make it even deeper, in the usual manner of increasing the size of constructions.

Outbuilding, Stone: Outbuildings are common within the courtyards of strongholds and are typically used as storehouses, stables and barracks for mercenaries and guards. Players may choose any arrangement of rooms within an outbuilding as they desire, and may add



fortress receives a +2 competence bonus to any skill checks or saving throws required during the combat with the intruder.

This pool may only be used once per day.

Psychic Surgery: This chamber provides a bonus to anyone performing a psychic body modification within its boundaries and to anyone undergoing such a process. All skill checks made in this room by someone performing a body modification receive a +2 circumstance bonus while any saving throws made by someone on whom the modification is being performed also receive a +2 circumstance bonus.

Psychic Training Hall: One of the key functions of a fortress of the mind is to train other psychic warriors, allowing them to benefit from the advice and experiences of other psychic warriors who have seen more of the world and generally have more experience with their powers. A training hall is designed to allow such training to happen very quickly by allowing all students within the hall to 'see' into the minds of the instructors, who replay critical battle sequences or particularly clever uses of psychic powers. When a training hall is present in the fortress, the Games Master should add +1 to the d20 roll each month to determine possible immigration.

On the other hand, a training hall is required for every 10 psychic warriors living permanently within the fortress, not including veterans. This does include those psychic warriors who are out on mercenary duty or treasure hunting for the fortress.

Tower, Round: Designed to be the most defensible point of any stronghold, round towers are mighty constructions that can withstand a great deal of bombardment before being destroyed. The arrangement of any rooms and floors within the tower may be left to the player.

Tower, Square: Far easier and cheaper to build than round towers, the square design is the most common found in strongholds, though it is less resilient to attack.

Transference Orb: In order to train young psychic warriors to control the stronger psychic feats, it is



additional floors simply by increasing the height of it. Several outbuildings may be joined together to form larger constructions.

Outbuilding, Wood: Many engineers reject the notion of constructing stone outbuildings inside a stronghold, where they will be protected from attack by the immense walls and towers surrounding them. Wooden outbuildings are far cheaper and quicker to construct than their stone counterparts.

Pool of Minds: The danger of infiltration by an enemy psychic warrior or psion is a very real problem for most fortresses. This room allows the leader of the fortress to search for enemies within its walls by spending an hour gazing into the pool. At the end of that hour, the leader will have discovered any single psionically-capable creature that is an enemy of the fortress, if any such creatures currently exist within the walls of the fortress.

If such a creature is found, the leader may launch a psionic attack on it, regardless of range differences. The target of this attack is always considered flat-footed in regards to this attack and the leader of the

sometimes necessary to allow them to experiment with the feat before they are capable of truly unlocking its power. This very small chamber was designed to allow this very thing. To operate the transference orb, a psychic warrior must spend 1d4 minutes resting within it. During this time, the psychic warrior must either concentrate on 'implanting' a psychic feat in the orb or 'extracting' a feat from it.

If a feat is implanted, the psychic warrior is unable to use the feat until he returns to the orb and spends the requisite 1d4 minutes resting within in order to extract the feat back out of the orb. Before the original psychic warrior removes his feat from it, however, another psychic warrior may extract the implanted feat and use that feat just as if he had acquired it naturally. The psychic warrior who extracts the feat does not gain any of the prerequisites required by the feat, but may use the extracted feat normally.

A psychic warrior may hold an extracted feat for a number of minutes equal to his Constitution ability modifier multiplied by 10. After that time has expired, he loses the ability to use the feat. The original psychic warrior may then return to the orb to reclaim his feat as noted above. While the orb is in use by another psychic warrior, however, the original donor may not use the feat.

Underground Corridor: Many strongholds have underground areas designed for defence, stores or even prisons. The cost listed is for a single 10 ft. high square of 5 ft. on each side to be burrowed into the ground and constructed with appropriate support to avoid cave-ins. Players may join such squares together to form long corridors, intersections and subterranean rooms.

Wall: The basic defence for any stronghold, walls provide a protective enclosure for other buildings. A player may decide to have a single five-foot wide passage built inside the wall free of cost, in order to allow movement within the stronghold and provide firing positions for archers.

Staff

Every stronghold of note has a large staff working behind its walls, hired by the warrior to ensure the smooth running of his fortress and allowing him to concentrate on important matters of territory and warfare. From the

lowly cook who feeds the entire garrison of the stronghold, to the skilled engineer who ensures its walls are always maintained in the finest condition, a warrior will soon come to recognise that he needs to hire far more than simple mercenaries.

Unless otherwise stated, all staff may be considered to be either 1st or 2nd level experts in their field, or commoners, as appropriate. The Games Master is welcome to generate abilities and statistics for them as appropriate. Not all the staff listed below are required for every stronghold, but warriors will find their affairs are managed a lot better if they employ the right people for the right jobs. Other player characters may adopt certain positions if the warriors deems them fit for the post.





astral scout often demands extravagant rooms or other creature comforts to wallow in during his downtime.

Chamberlain: The chamberlain manages all non-military aspects of the stronghold and handles all domestic duties, such as the hiring of suitable cooks. He is essential for any psychic warrior who does not wish to get bogged down by the day-to-day routines of the stronghold.

Chymist: These experts are tasked with maintaining and augmenting the store of psychoactives within the

fortress. As long as a chymist is on the staff, at least one dose of crystalline serum will be collected each week and stored until it is needed.

Cook: Cooks provide food and drink for every member of the stronghold's forces. One cook is needed for every 50 people present in the stronghold.

Engineer: Every stronghold requires the services of an engineer to ensure walls, towers and keeps are well maintained and able to stand in battle. A stronghold without one engineer for every 100,000 gp of its original value will lose 1d6 Structure Points from every construction each month.

Herald: Many crude and brutish leaders dispense with the need for a herald, but a skilled hireling can make all the difference during visits from knights and other nobles. If a herald is present, the psychic warrior gains a +2 competence bonus to all Diplomacy checks made within his stronghold.

Stable Master: The stable master is responsible for the welfare of all mounts and beasts within the stronghold. One is required for every 20 such creatures.

Veteran: These psychic warriors are of at least 5th level and are adept at training others. A fortress requires at least 1 veteran for every 10 non-veteran psychic warriors. Once this ratio is met, no new psychic warriors will come to live in the fortress until more veterans arrive to train them.

Fortress Staff Costs

Staff Member	Cost per Month
Armourer	125 gp
Astral Scout	1000 gp
Chamberlain	50 gp
Chymist	200 gp
Cook	5 gp
Engineer	500 gp
Herald	25 gp
Stable Master	10 gp
Veteran	300 gp
Weaponsmith	100 gp

Armourer: Armourers are essential in keeping the equipment of mercenaries and guards in good working order. One armourer is necessary for every 100 armed men present within the stronghold. If sufficient armourers are not present, units will receive a -1 circumstance penalty to their Armour Class until enough armourers are present.

Astral Scout: Due to the ease with which psionic creatures enter and leave the astral plane, there is a very real danger of a fortress being attacked from this plane. To combat such events, the astral scout is charged with journeying through the astral plane in and around the fortress, searching for other psionic creatures. Using *astral projection*, the scout often remains on the astral plane for days, even weeks, at a time and charges very dearly for such services. Naturally, an astral scout must be of a high-enough level to use the *astral projection* power and is virtually always a psion. In addition to his pay, the

Weaponsmith: Weaponsmiths are essential for keeping the arms of mercenaries and guards in good working order. One weaponsmith is necessary for every 100 armed men present within the stronghold. If sufficient weaponsmiths are not present, units will receive a -1 circumstance penalty to all attacks until enough weaponsmiths are finally hired.

THE ARRIVAL

Fortresses are rarely advertised as such. In many cases, especially when commissions are involved, the fortress may not appear to be a fortress at all. But, over time, the word spreads and other psychic warriors begin to arrive, seeking training and camaraderie. Each month, there is a chance that more of these psychic warriors will arrive, based upon the level of the fortress's leader and the number of other psychic warriors already living there.

Initial Occupants and Occupation Limits

In addition to the various men-at-arms and other generic staff of the fortress, the psychic warrior who oversees its construction may bring with him any other psychic warriors whom he knows and trusts enough to allow into his stronghold. These allies often form the

nucleus of the fortress and will serve as the veterans who train the youngsters initially. These veterans are crucial to quickly increasing the population of the fortress – if they are not present, the growth will slow greatly once the leader can no longer train additional youngsters.

A leader may have a number of veterans under his command equal to one-half his level. The maximum level of the veterans is unimportant – a veteran of 10th level will happily serve a leader of 7th level, provided that leader is managing the affairs of a fortress.

Each veteran can adequately train and advise up to 10 other psychic warriors. Once this number is reached, additional psychic warriors must be turned away and, eventually, they will stop even attempting to gain admittance to the fortress. Fortunately, or unfortunately depending on which side of the problem you are on, psychic warriors tend to be killed off on a regular basis so that openings are most often available within the fortress.

Immigration

To determine how many and what type of psychic warriors arrive each month, roll 1d20 and check the following table. For every 5 full levels of psychic warrior possessed by the leader of the fortress, the Games Master should add 1 to this roll. The more powerful the leader of a fortress, the more powerful and plentiful are those who come to learn from him.

Psionic Fortress Immigration Results

Roll	Result
1 – 5	No arrivals
6 – 8	1 psychic warrior novice (1d3 levels)
9-10	1d3 psychic warrior novices (1d3 levels each)
11-12	1d6 psychic warrior novices (1d3 levels each)
13-14	1 psychic warrior veteran (1d4+4 levels)
15-16	1 psychic warrior veteran (1d4+4 levels) and 1d3 psychic warrior novices (1d3 levels each)
17	1 psychic warrior veteran (1d6+4 levels)
18	1 psychic warrior hero (1d6+10 levels)
19	1d3 psychic warrior veterans (1d4+4 levels each)
20	Exiled school: 1 psychic warrior hero (1d6+10 levels and 1d6 psychic warrior novices (1d3+3 levels each). These travellers were exiled from their former fortress for some reason determined by the Games Master





FORTRESSES OF THE MIND

The resulting psychic warrior novices, veterans, or heroes show up during the month after the GM determines they will arrive, arriving in ones or twos (except for the Exiled school, which shows up en masse). As long as there is space in the fortress to accept them and enough veterans to train them, these psychic warriors will join the fortress and become a part of its functioning. This increases the value of the fortress as a whole, but also means there will need to be more training areas made available to keep the novices in training.

Advancement

It is assumed that the psychic warrior novices are riding out with the men-at-arms to patrol the lands surrounding the fortress. Each month, there is a 10%

chance that one of these novices will gain a level. This is always the lowest-level novice in the fortress — when more than one novice is tied for the lowest spot, determine which novice gains the level randomly.

In addition, each veteran may gain a level any time he is sent out on assignment. There is a 20% chance that a veteran will gain a level while on assignment, minus 1% for each of his current character levels. Though veterans can certainly learn from their experiences, the more powerful they become the more difficult it is for them to gain any meaningful experience while on assignment.

Izal nimbly scrambled up the fortress wall and bounced over its top with plenty of room to spare. Landing lightly on the balls of her feet, she turned sideways and slipped into the shadows, wrapping a psychic cloak around her body to hide her from the eyes of the guards prowling the grounds. 'Easier than I thought,' she whispered and slid along the wall toward her goal. Somewhere in this place, she had been told, lay a few thousand dragon's blood rubies. Even a small handful of them would be enough to buy her an estate and servants to last the rest of her days. She only had to get in, grab them, and get out.

Her hand touched a strangely smooth spot on the wall and her reflexes sent her tumbling away from the scything blade that erupted from the otherwise featureless stone. She hissed in aggravation as the blade clanged off the stone. Chips of broken rock sprayed her face, scratching her forehead and drawing blood from her nose, but Izal was far more concerned with the noise. She threw herself into a tumble, putting as much distance as she could between herself and the source of the noise. When she saw the guards running in her direction, pikes at the ready, she reached into her cloak and withdrew the ring of bone she'd purchased from the Crone. She whispered the words she'd been taught and, instantly, she was elsewhere.

The flat, grey, astral plane spread out from her in all directions. When she squinted her eyes, though, she could see back into the material plane and laughed at the stumbling guards as they crushed the grass of the courtyard flat looking for her. 'Idiots.' She'd not wanted to use the stone so soon, but now that she had she might as well get on with her plan. Izal spat on the ring and pressed the moist surface against her forehead, where it stuck fast. With her eyes closed, she could see easily into the material plane and with them open she could now see only the astral plane. She moved quickly toward the centre of the fortress, moving through the astral plane rapidly and bypassing all of the material building's defences. 'Ah,' she grinned widely as she saw the stack of rubies. Not thousands, naturally, but hundreds, for certain. With a greedy gasp she stepped back into the material plane and scooped up a handful of the stones. 'Now...'

The voice roared in her skull like a dragon's rage. Izal staggered and looked around, fear squeezing her bowels with a fist of ice. 'Who?'

'You have stolen from the Brothers of the Shattered Mind, Izal. Now you shall join us.'

Her skull felt as if it had exploded as the assault tore into her mind. Izal screamed and battered her head with the flats of her palms, desperately trying to stop the pain, to hide from the horror swelling in the tattered fragments of her mind. But the roaring went on and on . . .

DESIGNER'S NOTES

As I'm writing this, the weather outside is turning from bad to worse: thunder is giving way to argent spears of lightning and the wind's voice has gone from a discontented grumble to a full-throated howl. It seems like a good place to end this project, because of the evolution of the psychic warrior through these pages. What started as an idea to make the psychic warrior into something more than a poor cousin of the fighter and the psion became much more and gave the psychic warrior his own place on the battlefield. Though he's competent at arms and is able to use psionic powers to a limited degree, he's really most at home when he's using his own, unique abilities.

If you're reading this page first, as I do, I won't spoil it for you, but the rest of you know what I'm talking about. From crib addict to the psionic cannibal, the psychic warrior has grown far beyond his original incarnation into something new and somewhat frightening. I hope you have, or will, enjoy what you find.

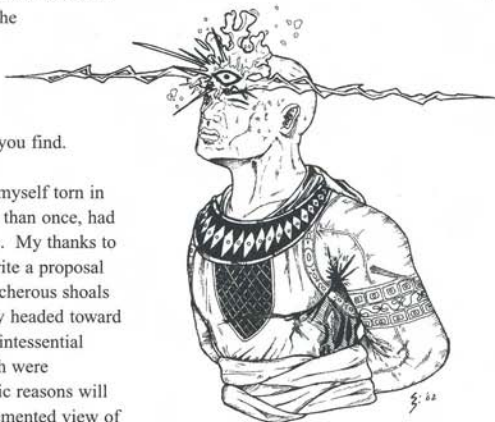
While designing this book, I found myself torn in many different directions and, more than once, had to step back and get a bigger picture. My thanks to Matthew Sprange for making me write a proposal that would steer me through the treacherous shoals of writer's block and keep me firmly headed toward the goal. Since I'm writing *The Quintessential Psion* in tandem, a lot of ideas which were discarded from this book for thematic reasons will resurface there, bringing my own demented view of the pure psion to full fruition a few months from now.

Above all, I wanted to avoid making psionics feel like another magical gimmick. Psychic warriors, as a result, have to consider how they want to handle themselves. It is quite possible to become a

formidable psychic warrior who never even uses his psionic powers, preferring instead to rely on the more subtle abilities provided by the weapon meditations and the powerful combat abilities afforded by the various weapon prestige classes. By setting the psychic warrior apart from the psion and the fighter, I could let him grow into something altogether different and many new avenues of exploration were opened up. I'll continue exploring these in the next psionics book, so make sure to pick that one up as well - you'll find all manner of twisted goodies to keep yourself entertained, I assure you.

In wrapping this up, I'd like to thank the residents of the ENWorld Chat Room, who assisted me in resurrecting my computer after my own foolish attempts to install a new hard drive. Without them, and a fellow named Veander who was up until 4 am helping me sort out the problem, this book might literally not have been completed. Thanks folks!

Sam Witt



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RULES SUMMARY

Psychic Powers

Power	Ability	Level	Effect	Cost	Duration
Acceleration	Con	5	Your arrows do more damage the further your target is from you.	9	1 minute/level
Arc Attack	Con	4	Your attacks damage creatures around your target, as well.	7	1 round/level
Armour Tangle	Con	1	Reduce target's Armour Class by filling his gear with kinetic energy.	1	1 round/level
Arrow Sight	Wis	4	You are able to shift your senses to the location of the last arrow you fired.	7	1 minute/level
Blade Extension	Con	2	You are able to make melee attacks at range.	3	1 round/level
Blood Response	Str	3	Sacrifice hit points to increase Strength.	5	1 hour/level
Blood Venom	Str	1	Creates poison from your blood.	1	1 application
Blow Shunt	Str	5	Your own dead tissue is forced to the surface to provide a bonus to AC.	9	1 hour/level
Bones of Light	Con	1	Damage creates a dazzling flash of light.	1	1 round/level
Bounce	Dex	0	+5 to tumbling checks.	1	2 rounds
Chain Bones	Str	4	Increase maximum reach by extending your arms.	7	1 hour/level
Deadly Accuracy	Dex	6	Expend your hit points to increase ranged accuracy.	11	1 round/level
Dread Coverage	Str	2	You automatically fire at targets who enter a specified area.	3	1 round/level
Far Duel	Con	5	You may make melee attacks against targets who are within close range.	9	1 round/level
Forearm Shield	Str	1	Creates a bony shield from your forearm.	1	1 minute/level
Harbinger Attack	Con	3	You are able to more easily strike targets in combat.	5	1 minute/level
Howling Aura	Con	5	Psychokinetic aura around weapon provides varying benefits.	9	1 minute/level
Inertia	Con	0	Increase the momentum of a target creature.	1	Instant
Kinetic Conversion	Con	4	You are able to cause bludgeoning damage with arrows.	7	1 day/level
Leaping Blade	Dex	1	Weapon moves around armor and shields.	1	1 round
Leverage Shift	Str	0	Increases leverage to allow greater damage and more accurate attacks.	1	1 round/level
Mind Tracer	Dex	1	Your ranged accuracy increases.	1	1 round/level
Mirrored Movement	Dex	3	You move in response to enemy's movement	5	1 round/2 levels
Movement Collar	Dex	6	Prevents target from taking move-equivalent actions.	11	1 hour/level
Muscular Expansion	Str	2	Increases Strength while reducing Dexterity	3	1 minute/level
Pain Blast	Con	2	Attacks against you cause pain to others nearby.	3	1 round/level
Pivot Defence	Con	4	You are able to throw large targets away from you.	7	1 minute/level
Psychic Dervish	Dex	3	Rapid movement adds to attack and damage rolls.	5	1 round/2 levels
Psychic Evacuation	Dex	5	Attack removes psychic power points.	9	1 minute/level
Psychic Infestation	Wis	3	You are aware of a target's location at all times.	5	1 day/level

RULES SUMMARY

Power	Ability	Level	Effect	Cost	Duration
Psychic Trip	Dex	2	You can trip foes more easily	3	1 round/3 levels
Push Wave	Dex	4	Targets are forced away from you.	7	1 round/level
Ranged Accuracy	Dex	3	You are able to hit targets at a much greater distance than normal.	5	1 minute/level
Reactive Chitin	Str	3	Provides Damage Resistance 5/+2 temporarily.	5	1 minute/level
Redirect	Con	0	You move in response to damage caused to you.	1	1 round/level
Reinforce Arrow	Con	0	You turn a normal arrow into a melee weapon.	1	1 minute/level
Resonating Doom	Con	6	Target's armour begins to vibrate, damaging him.	11	Variable
Rollover	Dex	4	You move quickly in response to attacks directed at you.	7	1 round/3 levels
Scorpion Stings	Str	6	Small stingers erupt from your flesh to flail at targets.	11	1 minute/level
Seeker	Dex	2	Your arrows are able to track down targets.	3	1 round/level
Shiversteel	Dex	0	Weapon causes +1 damage, +1d4 subdual damage.	1	2 rounds
Socket Hand	Str	0	Deforms hand to allow welding of weapon one size category larger than normal.	1	1 hour/level
Split Arm	Str	5	Your arm splits at the elbow to form two forearms and two hands.	9	1 hour/level
Stinging Disarm	Dex	1	Weapon is 1 size larger for disarm, welder may add Dex to disarm checks.	1	1 round
Strength Focus	Str	4	Increase Strength by reducing movement.	7	1 minute/level
Telekinetic Load	Dex	0	You are able to gain an extra attack each round due to your fast loading.	1	1 round/level
Thought Burst	Con	6	Arrow bursts, damaging all within 30 feet of impact.	11	1 round/level (discharge)
Transfer Force	Str	2	Weapon becomes empowered, possibly driving your opponent back.	3	1 minute/level
Unbalancing Aura	Dex	2	Opponents attacking you may be knocked off balance.	3	1 round/3 levels
Veander's Defence	Con	1	Strengthens your bow to become a melee weapon.	1	1 minute/level
Void sheath	Con	5	Your weapon's base damage increases 1d6 per 2 Psychic Warrior levels, and critical range is doubled.	9	1 round/level (discharge)
Void Targeting	Wis	5	You gain a +5 competence bonus to hit all moving targets.	9	1 minute/level
Whip Limb	Str	6	One arm becomes a thick, agile tentacle which can strike or grapple.	11	1 hour/level
Wound Migration	Dex	6	Your wounds slowly transfer to a victim struck in combat.	11	1 minute/level
Wound Shackles	Con	3	Instead of damaging opponent, give him a penalty to skills, attacks, damage, or saves.	5	1 round/level (discharge)
Wound Sliver	Dex	5	Weapon leaves slivers behind in wound, further damaging the target struck.	9	1 minute/level

Fortress Construction Tables

Commissioned Fortress Amounts

Level	Leadership?	Commission Amount	Personnel
6	N	5,000 gp	5
6	Y	5,000 gp	10
7	N	7,500 gp	10
7	Y	7,500 gp	15
8	N	10,000 gp	15
8	Y	10,000 gp	20
9	N	15,000 gp	20
9	Y	15,000 gp	25
10	N	20,000 gp	25
10	Y	20,000 gp	30
11	N	26,500 gp	30
11	Y	26,500 gp	35
12	N	35,000 gp	35
12	Y	35,000 gp	40
13	N	44,000 gp	40
13	Y	44,000 gp	45
14	N	60,000 gp	45
14	Y	60,000 gp	50
15	N	80,000 gp	50
15	Y	80,000 gp	55
16	N	105,000 gp	55
16	Y	105,000 gp	60
17	N	135,000 gp	60
17	Y	135,000 gp	70
18	N	175,000 gp	70
18	Y	175,000 gp	80
19	N	230,000 gp	80
19	Y	230,000 gp	90
20	N	300,000 gp	90
21+	Y	300,000 gp	100

Income by Psychic Warrior Level

Level	Income	Level	Income
1	10 gp/week	11	440 gp/week
2	12 gp/week	12	480 gp/week
3	15 gp/week	13	650 gp/week
4	40 gp/week	14	700 gp/week
5	100 gp/week	15	750 gp/week
6	120 gp/week	16	960 gp/week
7	210 gp/week	17	1020 gp/week
8	240 gp/week	18	1080 gp/week
9	270 gp/week	19	1140 gp/week
10	400 gp/week	20	1200 gp/week

Fortress Staff Costs

Staff Member	Cost per Month
Armourer	125 gp
Astral Scout	1000 gp
Chamberlain	50 gp
Chymist	200 gp
Cook	5 gp
Engineer	500 gp
Herald	25 gp
Stable Master	10 gp
Veteran	300 gp
Weaponsmith	100 gp

Fortress Construction Costs

Construction	Cost	Height	Width	Length	Structure Points
Command Circle	10,000 gp	30 ft.	30 ft.	30 ft.	**
Concentration Chamber	15,000 gp	10 ft.	20 ft.	20 ft.	**
Creche of the Mind	100,000 gp	10 ft.	20 ft.	20 ft.	**
Keep, Round	120,000 gp	80 ft.	40 ft.	40 ft.	1,250
Keep, Square	80,000 gp	80 ft.	40 ft.	40 ft.	1,000
Moat	500 gp	20 ft.	20 ft.	100 ft.	-
Outbuilding, Stone	900 gp	10 ft.	20 ft.	20 ft.	400
Outbuilding, Wood	600 gp	10 ft.	20 ft.	20 ft.	300
Pool of Minds	30,000 gp	10 ft.	15 ft.	15 ft.	**
Psychic Surgery	10,000 gp	10 ft.	30 ft.	30 ft.	**
Psychic Training Hall	50,000 gp	20 ft.	40 ft.	40 ft.	**
Tower, Round	25,000 gp	30 ft.	20 ft.	20 ft.	800
Tower, Square	18,000 gp	30 ft.	20 ft.	20 ft.	600
Transference Orb	30,000 gp	5 ft.	5 ft.	5 ft.	**
Underground Corridor	150 gp	10 ft.	5 ft.	5 ft.	-
Wall	4,000 gp	20 ft.	20 ft.	100 ft.	300

Psionic Fortress Immigration Results

Roll	Result
1-5	No arrivals
6-8	1 psychic warrior novice (1d3 levels)
9-10	1d3 psychic warrior novices (1d3 levels each)
11-12	1d6 psychic warrior novices (1d3 levels each)
13-14	1 psychic warrior veteran (1d4+4 levels)
15-16	1 psychic warrior veteran (1d4+4 levels) and 1d3 psychic warrior novices (1d3 levels each)
17	1 psychic warrior veteran (1d6+4 levels)
18	1 psychic warrior hero (1d6+10 levels)
19	1d3 psychic warrior veterans (1d4+4 levels each)
20	Exiled school: 1 psychic warrior hero (1d6+10 levels) and 1d6 psychic warrior novices (1d3+3 levels each). These travellers were exiled from their former fortress for some reason determined by the GM

New Feats
Metapsionic Feats

Arrow Attack	<i>Telekinetic load and reinforce arrow</i>
Blood Mastery	<i>2 of blood venom, muscular expansion, blood response, or blow shunt.</i>
Reach of the Mind	<i>2 of blade extension, arc attack, or jar duel.</i>
Screeching Blade	<i>2 of shiversteel, stinging disarm, leaping blade, or wound sliver</i>
Twitching Blade	<i>Shiversteel, Stinging disarm</i>

Psionic Feats

Battle Trance	BAB 5+, 10 psionic power points
Divergent Attention	Weapon Meditation
Equal But Opposite	<i>2 of bounce, unbalancing aura, psychic trip, mirrored movement, rollover, or movement collar</i>
Hybrid Psychic Combat	<i>2 of Ambidexterity, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency, Point Blank Shot, Two-Weapon Fighting 3+ PP/day</i>
Master Prosthetic	Psionic prosthetic attached to your body.
Master Secondary Prosthetic	All original limbs, plus attached prosthetic
Psychic Critical	Power Attack
Ranged Hybrid Psychic Combat	1+ rank of ranged weapon meditation
Vibrant Chakras	1+ psionic power point
Weapon Meditation	Weapon Focus

HEAL RATE PER DAY

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Psionic Attack Modes	Known	Psionic Defence Modes	Known
Ego Whip (Dex) Id Insinuation (Str) Mind Blast (Cha) Mind Thrust (Int) Psychic Crush (Wis)		Empty Mind Intellect Fortress Mental Barrier Thought Shield Tower of Iron Will	

Chakras	
Chakra Type	Benefit

Powers Known

Power	DC	Effect	Power	DC	Effect

MAGIC ITEMS

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HENCHMEN AND MERCENARIES

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

CHARACTER SKETCH

PERSONALITY AND CHARACTER

ENEMIES, ALLIES, PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES

TRAINED ANIMALS

TYPE	HD	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA	TRAINING SLOTS	TRICKS AND ATTITUDES

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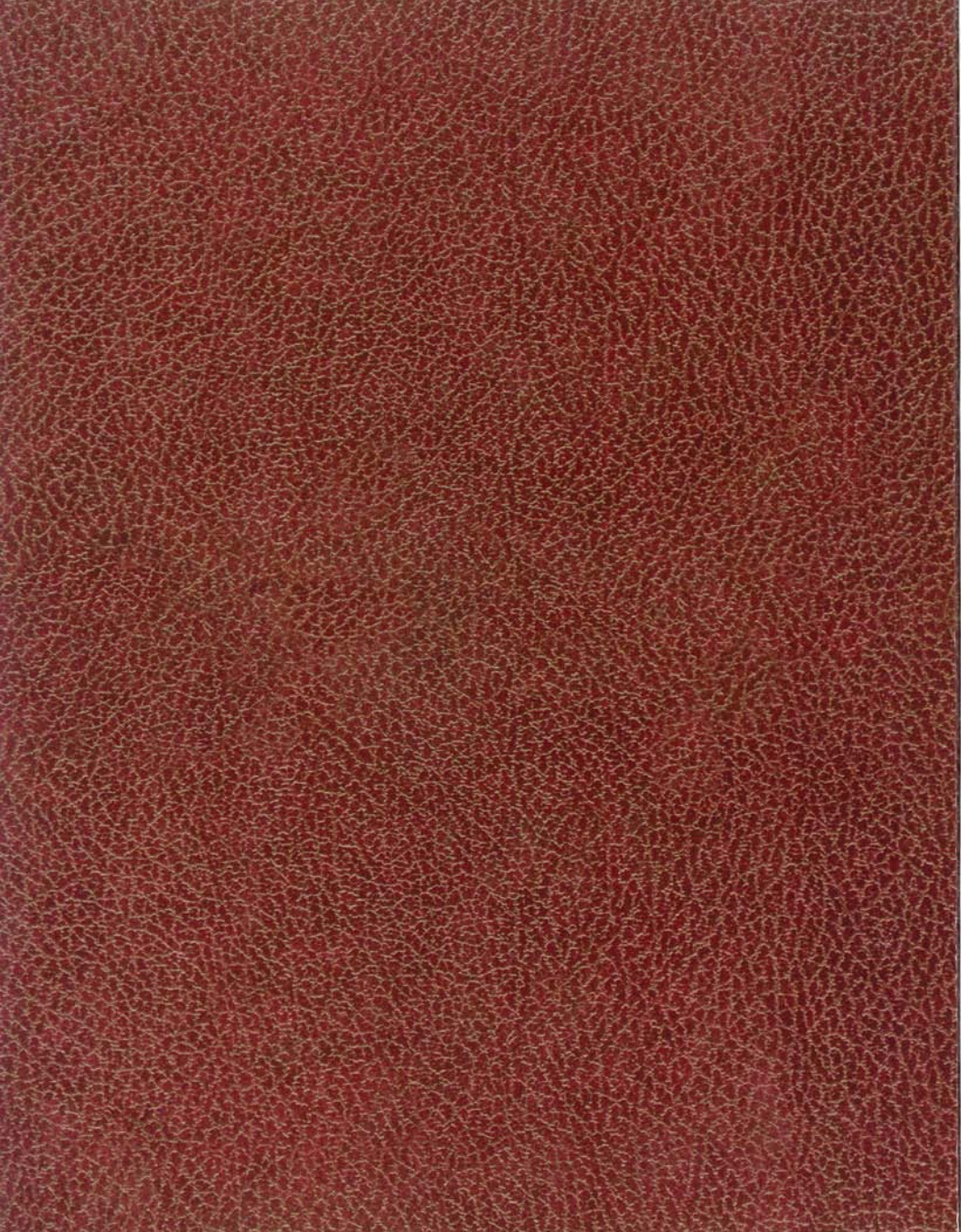
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