

MAENAD PARAGON

Hit Dice: D8

Class Skills: Autohypnosis (Wis), Craft (Int), Concentration (Con), Knowledge (Psionics) (Int), Listen (Wis), Profession (Wis), Psicraft (Int), Sense Motive (Wis), Spot (Wis), Swim (Str)†

Skill Points at Each Level: 4 + Int Modifier

Character Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Per Day
1	+0	+0	+0	+2	Psion, Star Skin	--
2	+1	+0	+0	+3	Intense Outburst	+1 level wilder
3	+2	+1	+1	+3	Psi Scream	+1 level wilder

CLASS FEATURES

Weapon and Armor Proficiency: A maenad paragon is proficient with simple weapons, and light armor (but not shields).

Powers per Day: At 2nd and 3rd level, a maenad paragon gains new powers per day as if she had also gained a level in wilder. She does not, however, gain any other benefit a character of that class would have gained (improved wildsurge, and so on). This essentially means that she adds the level of maenad paragon to her level in wilder, then determines powers per day and manifester level accordingly.

If a maenad paragon has no levels in wilder, this class feature has no effect.

Psionic Endowment: At 1st level and each level thereafter the maenad paragon gains four bonus power points.

Star Skin: By expending power points the maenad paragon can cause her skin to give off a luminescence. For 1 power point her skin can emit a faint glow that permeates the air around her in a 20 foot radius. For two power points her skin gives off a soft flow in a 40 foot radius. For four power points the maenad's skin glows very brightly and permeates the air around her in a 60 foot radius. When the maenad expends four power points to give off a glow, her skin is hot to anything organic that touches her causing it two points of damage.

Intense Outburst: The maenad may use her outburst ability for a number of rounds equal to her maenad paragon class level plus four. While using the ability she can take a -2 **or** -4 to her Intelligence and Wisdom. If she takes the -4 she gains +4 to her Strength for the duration of the outburst. Additionally, the maenad may use her outburst ability twice per day.

Psi Scream: When using any power that inflicts psionic damage the character may choose to augment with this ability. Powers augmented with this ability add +2 to the Difficulty Class for saving throws against the psionic power. If the target creature(s) fails it's save it is deafened for a number of rounds equal to the level of the power used against it.