

The Psionicist

Loosely based on the Player's Option: Skills & Powers psionic system.

Table X.x : the psionicist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Mental Attack Bonus	Special
1	+0	+2	+0	+2	+0	First discipline
2	+1	+3	+0	+3	+1	First psi defense
3	+2	+3	+1	+3	+2	First psi attack
4	+3	+4	+1	+4	+3	
5	+3	+4	+1	+4	+3	
6	+4	+5	+2	+5	+4 / +1	Second discipline
7	+5	+5	+2	+5	+5 / +2	Second defense
8	+6 / +1	+6	+2	+6	+6 / +3	Second psi attack
9	+6 / +1	+6	+3	+6	+6 / +3	
10	+7 / +2	+7	+3	+7	+7 / +4 / +1	Third discipline
11	+8 / +3	+7	+3	+7	+8 / +5 / +2	Third defense
12	+9 / +4	+8	+4	+8	+9 / +6 / +3	Third psi attack
13	+9 / +4	+8	+4	+8	+9 / +6 / +3	
14	+10 / +5	+9	+4	+9	+10 / +7 / +4 / +1	Fourth discipline
15	+11 / +6 / +1	+9	+5	+9	+11 / +8 / +5 / +2	Fourth defense
16	+12 / +7 / +2	+10	+5	+10	+12 / +9 / +6 / +3	Fourth psi attack
17	+12 / +7 / +2	+10	+5	+10	+12 / +9 / +6 / +3	
18	+13 / +8 / +3	+11	+6	+11	+13 / +10 / +7 / +4 / +1	Fifth discipline
19	+14 / +9 / +4	+11	+6	+11	+14 / +11 / +8 / +5 / +2	Fifth defense
20	+15 / +10 / +5	+12	+6	+12	+15 / +12 / +9 / +6 / +3	Fifth psi attack

Abilities: Wisdom limits the maximum number of disciplines a Psionicist can know. The maximum number of disciplines is equal to the psionicist's Wisdom – 10. Example: a psionicist with a Wisdom score of 14 can only know 4 disciplines regardless of level. A high Constitution, Intelligence and Charisma scores are also desirable as this increases the psionicist's command of disciplines, attack and defenses.

Alignment: Any non-chaotic.

Hit Die: d6.

Class Skills

The psionicist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Perform (Cha), Psioncraft* (Int), Rejuvenation* (Wis), Sense Motive (Wis). With the exception of skills marked with an asterisk (*), see Chapter 4: Skills for skill descriptions. The new skills are described in the paragraph "New Skills".

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the psionicist.

Weapon and Armor Proficiency: Psionicists are proficient with all simple weapons, small martial melee weapons, medium martial ranged weapons, light armor, and shields. Psionicists cannot wear helmets unless the helmet is psionically empowered or has magical properties akin to psionics (DM's discretion). This has no direct effect on Armor Class, unless rules for called shots are used.

Psionic Powers

At first, sixth, tenth, fourteenth and eighteenth level, the psionicist gains access to a new discipline (if his wisdom score allows it). The base attack bonuses are listed on the Psionicist table (see before). A psionicist gains one Science every two levels, and a devotion by level. A psionicist can learn a maximum number of science in a discipline equal to his discipline ability modifier.

To initiate a power, the psionicist makes a mental attack roll using bonus and modifiers corresponding to the power's discipline (see below).

Discipline	Ability modifier
Telepathy	Charisma
Psychokinesys	None
Metabolism	Constitution
Clairsentience	Wisdom
Psychotranslation	Intelligence

Saving throws (when applicable) are equal to $10 + \text{discipline's ability modifier} + \text{base PSP cost}$.

Example: Rowina, a 10th level psionicist, has chosen Telepathy, Clairsentience and Metabolism (in that progression order), her ability scores are Charisma 12, Intelligence 18, Wisdom 15 and Constitution 15, Giving her the following attack scores : Telepathy +8 (+7 +1), Clairsentience +6 (+4 +2), and Metabolism +3 (+2 +1). She has 1 Telepathic sciences, 2 Clairsentient sciences and 1 Metabolic Science (and one science in store cause she maxed out what she could get regarding her ability modifiers). She has also 10 devotions spread as she wants.

Initiating a psionic power (be it a science, devotion, attack or defense) is a move equivalent action that provokes attacks of opportunity. If the psionicist is hurt while initiating the power as a result of an attack of opportunity, she must make a Concentration roll against a DC of $10 + \text{the damage she received}$. If this roll fails the power is not initiated and the psionicist only has to pay half the initial cost.

Maintenance of a previously initiated power (be it a science, devotion, attack or defense) is a free action, but if the psionicist is hurt while maintaining she must make a Concentration roll against a DC of $10 + \text{the damage she received}$. If this roll is failed the power stops immediately. Maintenance costs are paid each round on the psionicist's initiative and if the power is broken before then as the result of an attack it doesn't have to be paid for that round.

Psionic Strength Points: All psionicists have a number of Psionic Strength Points to begin with. To find the base value, add the character's Wisdom, Intelligence, Constitution and Charisma ability modifiers to a base value of 10. The sum is the psionicist's PSP score. If the character's ability score increases, recalculate the total amount of PSP's as if the character had always had the higher score.

Example: Rowina's PSP score would then be $10 + 2 + 4 + 2 + 1 = 19$.

Every time the psionicist gains a level her PSP increases. This increase is equal to $1d10 + \text{her total ability modifiers}$.

Example: Rowina would gain $1d10 + 9$ PSP's every new level.

Special Skills

Psioncraft (Int; Trained Only; Psionicist Only)

Check: Allow the character to recognize psionic powers (DC 13). One can also recognize psionic attack or defense patterns (DC 17).

Retry: No.

Rejuvenation (Wis; Trained Only; Psionicist Only)

Check: Enter rejuvenating trance, recovering 20% of total PSP by hour. DC 12 (+1 per hour).

Retry: Yes, but start from scratch.

Special: It is not possible to "take 10" or "take 20" with this skill.

Special Feats

Discipline specialization

You have a +2 bonus to activate powers of a chosen discipline.

Mental attack specialization

You have a +2 bonus to attack rolls with a chosen psi attack.

Improved Mental Armor

You have a +2 bonus to MAC.

Psionic Combat

Psi attacks are made at the base Mental attack bonus, with a determined ability modifier, against a MAC equal to 10 + a determined modifier (see table below). Psionic attacks deal PSP damage to psionics and subdual damage to non-psionics. A psionist with no PSP left is treated as non-psionic for this purpose.

Attack	Mental attack Bonus	Target MAC Score	Base PSP cost	PSP / Subdual Damage
Mind Thrust	Intelligence modifier	10 + Wisdom modifier	8	2d6
Ego Whip	Charisma modifier	10 + Charisma modifier	4	1d8
ID insinuation	+ 0	10 + Character level	2	1d4
Psychic Crush	Wisdom modifier	10 + Intelligence modifier	6	1d12
Psionic Blast	Constitution modifier	10 + Constitution modifier	10	1d20

The base MAC for a psionist is equal to his level. Psionic Defense raise this base MAC by a determined ability modifier (see table below). Base PSP cost is determined by ability modifier (minimum 1 PSP)

Defense	MAC Score	Base PSP cost
Intellect Fortress	Class level + Intelligence modifier	Intelligence modifier
Mind Blank	Class level + 1	0
Mental barrier	Class level + Charisma modifier	Charisma modifier
Thought shield	Class level + Constitution modifier	Constitution modifier
Tower of Iron will	Class level + Wisdom modifier	Wisdom modifier

The only psionic defense form that can be used when flat footed is Mind Blank. It doesn't have a cost and can be thrown up immediately in response to an attack as a free action.

Example: Rowina, now 15th level, has 3 attacks and four defenses. Her attacks are: ID insinuation (for his low cost), Mind thrust (her best shot) and Psionic Blast (for sheer power). Her respective attack rolls are: +15, +19 and +17. Rowina chose the following defenses : Mind blank (fast and cheap), Intellect fortress (her best modifier), Mental barrier (cheapest) and Thought shield. Her MAC when using her defenses are respectively +16, +19,+16 and +17.