

Cerebral Warrior

A Cerebral Warrior recognises his own mind as the most beautiful – and the most deadly – thing in all creation. With this understanding, and through extended practice, a Cerebral Warrior learns to forge his psychic strength into a devastating embodiment of mental energy.

Select this prestige class if you want your character to master the psionic art of enhanced hand-to-hand combat and become a Cerebral Warrior.

The fastest path into this advanced class is from the strong hero basic class, and then the Battle Mind prestige class, though other paths are possible.

Requirements

To qualify to become a Cerebral Warrior, a character must fulfil the following criteria.

Base Attack Bonus: +8

Skill: Autohypnosis 10 ranks.

Feats: Weapon Focus (Psi-Blade or Unarmed Strike), Wild Talent

Special: The character must be able to manifest psionic powers of at least 2nd level, and must have the Psi-Blade ability of the Battle Mind class, or the Psi-Fist ability of the Psionic Fist class.

Class information

The following information pertains to the Cerebral Warrior prestige class.

Hit die

The Cerebral Warrior gains 1d8 hit points per level. The character's constitution modifier applies.

Action points

The Cerebral Warrior gains a number of action points equal to 7+ one-half her character level, rounded down, every time he attains a new level in this class.

Class skills

The Cerebral Warrior's class skills are as follows.

Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Knowledge (current events, popular culture, streetwise) (Int) Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 5+ Int Modifier

Table: The Cerebral Warrior

<u>Class Level</u>	<u>BAB</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Rep Bonus</u>
1 st	+1	+1	+1	+0	Psi-weapon, psionic powers	+1	+0
2 nd	+2	+2	+2	+0	Improved psi-weapon, psionic powers	+1	+0
3 rd	+3	+2	+2	+1	Fast manifestation, psionic powers	+2	+0
4 th	+4	+2	+2	+1	Advanced psi-weapon, psionic powers	+2	+0
5 th	+5	+3	+3	+1	Extend psi-weapon, psionic powers	+3	+1

CLASS FEATURES

All of the following features pertain to the Cerebral Warrior prestige class.

Psi-Weapon

At 1st level, a Cerebral Warrior gains the ability to modify his Psi-Blade or Psi-Fist. From this point on, it is referred to as a Psi-Weapon (as it no longer necessarily takes the shape of a blade). Each time he manifests it, he may choose the damage type the Psi-Weapon causes, choosing from bludgeoning, piercing and slashing damage, and also whether it deals lethal or non-lethal damage. In addition, add

Cerebral Warrior levels to the relevant advanced class levels for determining the duration and enhancement bonus of his Psi-Weapon.

Psionic Powers

At each level, a Cerebral Warrior gains the ability to use more latent previously powers. These powers are manifested in a manner identical to that of a Battle Mind. Powers are chosen from the Battle Mind power list. Cerebral Warrior levels are added to other psionic class levels for determining his Manifester Level.

Cerebral Warrior Level	Additional Power Points/Day	Extra Powers Discovered by Level		
		1	2	3
1 st	+1	1	-	-
2 nd	+3 (+4 total)	2	-	-
3 rd	+5 (+9 total)	3	1	-
4 th	+7 (+16 total)	3	2	-
5 th	+9 (+25 total)	3	2	1

Improved Psi-Weapon

At 2nd level, a Cerebral Warrior increases the power of his Psi-Weapon. He may choose any of the following special qualities. He may apply this special quality to his Psi-Weapon whenever he manifests it. He may change the selected quality by spending an action point and meditating for one hour. Applying the special quality to the Psi-Blade reduces its enhancement bonus by 1 for as long as the special quality is applied. This ability may be used as long as the Cerebral Warrior's power point reserve is 5 or more.

The special quality must be chosen from the following list: Acidic, Chaotic, Disruption, Flaming, Frost, Ghost Touch, Holy, Keen, Lawful, Merciful, Shocking, Thundering, Unholy. The GM may disallow some qualities, such as Holy and Unholy, in campaigns where they are inappropriate.

Fast Manifestation

At 3rd level, a Cerebral Warrior learns to quickly manifest his Psi-Weapon. He may now manifest it (and dismiss it) as a free action. This ability may be used as long as the Cerebral Warrior's power point reserve is 9 or more.

Advanced Psi-Weapon

At 4th level, a Cerebral Warrior increases the power of his Psi-Weapon again. He may choose any of the following special qualities. He may apply this special quality to his Psi-Weapon whenever he manifests it. He may change the selected quality by spending an action point and meditating for one hour. Applying the special quality to the Psi-Blade reduces its enhancement bonus by 2 for as long as the special quality is applied. This reduction is in addition to the decrease from Improved Psi-Weapon if that ability is used. This ability may be used as long as the Cerebral Warrior's power point reserve is 13 or more.

The special quality must be chosen from the following list: Bane (choose one creature type), Defending, Energy Blast, Mighty Cleaving.

If the character prefers, a special quality may be chosen from the Improved Psi-Weapon list, in which case the penalty to the enhancement bonus is only -1.

Extend Psi-Weapon

At 5th level, a Cerebral Warrior discovers how to reshape the mental energy of his Psi-Weapon. He may use the Psi-Weapon as a reach weapon, with a reach of 10 feet. This ability may be used as long as the Cerebral Warrior's power point reserve is 17 or more.