

## Nomad

The Nomad focuses her psionic potential on movement. She develops superhuman reflexes, and gains the ability to move at incredible speeds. Using psychoportation and telekinesis, the Nomad employs psionics with the grace of a dancer and the speed of an athlete.

Select this advanced class if you want your character to master the psionic art of movement and become a Nomad.

The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible.

### REQUIREMENTS

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

**Skills:** Balance 6 ranks, Tumble 6 ranks

**Feats:** Combat Reflexes, Wild Talent

### CLASS INFORMATION

The following information pertains to the Nomad advanced class.

#### Hit die

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

#### Action points

The Nomad gains a number of action points equal to 6+ one-half her character level, rounded down, every time she attains a new level in this class.

#### Class skills

The Nomad's class skills are as follows.

Autohypnosis (Wis), Balance (Dex), Concentration (Con), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (current events, popular culture) (Int), Move Silently (Dex), Read/Write Language (none), Profession (Wis), Sleight of Hand (Dex), Speak Language (none), Tumble (Dex)

**Skill Points at Each Level:** 3+ Int Modifier

Table: The Nomad

<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>Reputation Bonus</u>
1 <sup>st</sup>	+0	+0	+2	+0	Psionic powers, psionic skills,	+1	+0
2 <sup>nd</sup>	+1	+0	+3	+0	Imprint tattoo, psionic powers, speed of thought	+2	+0
3 <sup>rd</sup>	+2	+1	+3	+1	Bonus feat, psionic powers	+2	+1
4 <sup>th</sup>	+3	+1	+4	+1	Deceleration field, psionic powers	+3	+1
5 <sup>th</sup>	+3	+1	+4	+1	Improved speed of thought, psionic powers	+4	+1
6 <sup>th</sup>	+4	+2	+5	+2	Bonus feat, psionic powers	+4	+2
7 <sup>th</sup>	+5	+2	+5	+2	Combat manifestation, psionic powers	+5	+2
8 <sup>th</sup>	+6	+2	+6	+2	Psionic powers, up the walls	+6	+2
9 <sup>th</sup>	+6	+3	+6	+3	Bonus feat, psionic powers	+6	+3
10 <sup>th</sup>	+7	+3	+7	+3	Improved deceleration field, psionic powers	+7	+3

### CLASS FEATURES

All of the following features pertain to the Nomad advanced class.

#### Psionic Skills

A Nomad has access to the following psionic skills. These skills are considered class skills for the Nomad, and she can use her skill points to buy ranks in them, just like other skills in the game.

**Autohypnosis (Wis):** Trained only. You have trained your mind to resist certain injuries and threats while also gaining a few select benefits.

**Check:** The DC and effect depend on the task you attempt.

<b>Task</b>	<b>DC</b>
Resist fear	15
Memorize	15
Tolerate poison	Poison's DC
Willpower	20

**Resist Fear:** In response to a fear effect, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the fear effect.

**Memorize:** You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows you to memorize up to 250 words or the equivalent of what could be comfortably contained on an 8 1/2-by-11-inch sheet of paper. You always retain this information; however, you can only recall it with a successful Autohypnosis check.

**Tolerate Poison:** In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.

**Willpower:** If reduced to 0 hit points (disabled), you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—you can choose not to perform the strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage, as normal.

**Try Again?:** For resist fear and memorize, you can make a check once per round. You can't try again to tolerate poison. You can't try again in the same round for willpower.

**Special:** You can take 10 on Autohypnosis checks, but you can't take 20.

Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

**Concentration (Con):** The normal Concentration skill expands to include psionic applications, as defined below.

**Check:** You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including manifesting a power or concentrating on an active power, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power is lost. If you were concentrating on an active power, the power ends. The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are manifesting a power, you add the level of the power to the DC.

**Try Again?:** You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a power, the power is lost.

**Special:** By making a check (DC 15 + power level), you can use Concentration to manifest a power defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the action without incurring any attacks of opportunity.

### Psionic Powers

The Nomad's main strength is her ability to manifest offensive psionic powers.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Nomads don't have spellbooks and they don't prepare powers ahead of time. In addition, a Nomad can use psionics while wearing armor without risking the failure of the power.

A Nomad's level limits the number of power points available for manifesting powers. In addition, a Nomad must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

The Nomad's selection of powers is extremely limited and tied to combat. At 1st level, a Nomad knows two 0-level powers of your choice. At each level, the Nomad discovers one or more previously latent powers, as indicated on the table below.

The DC for saving throws to resist a psionic power is 10 + the power's level + the Nomad's key ability modifier.

<b>Nomad Level</b>	<b>Pts/Day</b>	<b>Powers Discovered by Level</b>				
		<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
1st	2	2	—	—	—	—

2nd	3	3	—	—	—	—
3rd	4	3	1	—	—	—
4th	5	3	2	—	—	—
5th	8	3	3	1	—	—
6th	11	3	3	2	—	—
7th	16	3	3	2	1	—
8th	21	3	3	3	1	—
9th	26	3	3	3	2	—
10th	33	3	3	3	2	1

A Nomad can manifest a certain number of powers per day based on her available power points. She just pays the power point cost of a power to manifest it, no preparation necessary. The number of power points available per day is shown above.

### **Speed of Thought**

At 2<sup>nd</sup> level the Nomad increases in movement speed.

The Nomad's Base Speed increases by 10 feet. She can use this ability whenever her power point reserve is 1 or more.

### **Bonus Feats**

At 3rd, 6th and 9th level, the Nomad gets a bonus feat. The bonus feat must be selected from the following list, and the Nomad must meet all the prerequisites of the feat to select it.

Agile Riposte, Combat Expertise, Dodge, Heroic Surge, Improved Initiative, Lightning Reflexes, Mobility, Point Blank Shot, Quick Draw, Quick Reload, Run, Shot on the Run, Spring Attack, Weapon Finesse, Whirlwind Attack.

### **Deceleration Field**

At 4<sup>th</sup> level the Nomad learns to slow movement within a short range of her body. She gains Damage Reduction equal to her level in this class against Ballistic/Piercing damage from ranged weapons. The shield can be manifested as an attack action and it lasts for a number of rounds equal to the Nomad's level. She can create another shield on her next attack action, as long as her power point reserve is 1 or more.

### **Improved Speed of Thought**

At 5<sup>th</sup> level the Nomad increases in speed once again.

The Nomad's Base Speed increases by an additional 10 feet. She can use this ability whenever her power point reserve is 1 or more.

### **Combat Manifestation**

At 7<sup>th</sup> Level, the Nomad becomes adept at manifesting powers in combat. She gets a +4 bonus on concentration checks to manifest a power while on the defensive.

### **Up the Walls**

At 8<sup>th</sup> level, the Nomad begins to temporarily evade the limits of gravity. She can take part of one of her move actions on a vertical surface if she begins and ends the move action on a horizontal surface. If she does not end her move on a horizontal surface then she falls prone, taking damage as appropriate for her height above the floor. Passing the boundary between horizontal and vertical movement is equivalent to 5 feet of movement along a normal floor. Opponents on the floor get attacks of opportunity as normal if she moves through the area they threaten while on the wall.

### **Improved Deceleration Field**

At 10<sup>th</sup> level the Nomad's deceleration field improves in power. She now also gains Damage Reduction equal to half her level in this advanced class against damage from melee weapons (including unarmed strikes). The shield can now be manifested as a move action. She can create another shield on her next move action, as long as her power point reserve is 1 or more.

## NOMAD POWERS

The Nomad chooses his powers from the following list.

Those not found in the D20 Modern core rulebook can be found in the Psionics Handbook.

### 0-Level Nomad Powers

**Burst** (Dex). Speed improves by 10 feet for 1 round.

**Catfall** (Dex). You recover well from a fall (as if it were 10ft. less)

**Detect Psionics** (Wis). You detect the presence of psionic activity.

**Far Punch** (Con). Telekinetic strike deals 1 damage.

**Finger of Fire** (Int). You deal 1d3 fire damage to a target.

### 1st-Level Nomad Powers

**Combat Precognition** (Wis). You gain a +1 insight bonus to Defense.

**Feather Fall** (Dex). Objects or creatures fall slowly.

**Fire Bolt** (Int). Deals 1d6+1 fire damage to target.

**Lesser Body Adjustment** (Str). Heal 1d8 hp, or gain a +1 bonus on the next Fortitude save to resist poison or disease, or heal 1 point of temporary ability damage.

**Spider Climb** (Dex). Grants ability to travel on walls and ceilings.

### 2nd-Level Nomad Powers

**Body Equilibrium** (Str). You can walk on nonsolid surfaces.

**Brain Lock** (Cha). Target cannot move or take any mental actions.

**Combat Focus** (Wis). Gain a +4 insight bonus to initiative.

**Control Air** (Con). Wind velocity increased or decreased by up to 10 miles/hour +5 miles/level.

**Glide** (Dex). Subject glides at a speed of 20ft.

**Levitate** (Dex). Target moves up or down at your direction

**Recall Pain** (Wis). Foe takes 3d6 damage from painful memory.

### 3rd-Level Nomad Powers

**Dimension Slide** (Dex). Instantly move to any spot you can see in close range.

**Displacement** (Str). Attacks miss you 50% of the time.

**Metaphysical Weapon** (Int). Weapon gains a +3 enhancement bonus.

**Mind Darts** (Int). A flurry of mental bursts deals 5d6 damage to target.

**Negate Psionics** (Con). Cancels psionic powers and effects.

### 4th-Level Nomad Powers

**Freedom of Movement** (Dex). You move normally despite impediments.

**Immovability** (Str). You are almost impossible to move.

**Psychofeedback** (Str). Use power points to boost Str, Dex and/or Con modifiers.

**Time Hop** (Dex). Subject hops forward in time 3d6 rounds.