

Psionic Fist

The Psionic Fist is to the Martial Artist what the Battle Mind is to the Archaic Weaponsmaster. While they share many common skills, the Martial Artist focuses on learning new techniques, while the Psionic Fist learns to develop his inherent ability. Often, however, the paths cross, and many a Psionic Fist tutors under a Martial Artist, and occasionally vice versa.

Select this advanced class if you want your character to master the psionic art of unarmed combat and become a Psionic Fist

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

REQUIREMENTS

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

Base Attack Bonus: +3

Feats: Combat Martial Arts, Wild Talent

CLASS INFORMATION

The following information pertains to the Psionic Fist advanced class.

Hit die

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

Action points

The Psionic Fist gains a number of action points equal to 6+ one-half his character level, rounded down, every time He attains a new level in this class.

Class skills

The Psionic Fist's class skills are as follows.

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

Skill Points at Each Level: 3+ Int Modifier

Table: The Psionic Fist

| <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 st | +1 | +2 | +0 | +0 | Psionic skills, psionic powers | +1 | +0 |
| 2 nd | +2 | +3 | +0 | +0 | Mind armour, psi-fist, psionic powers | +1 | +0 |
| 3 rd | +3 | +3 | +1 | +1 | Bonus feat, psionic powers | +2 | +0 |
| 4 th | +4 | +4 | +1 | +1 | Charged strike, psionic powers | +2 | +0 |
| 5 th | +5 | +4 | +1 | +1 | Combat manifestation, psionic powers | +3 | +1 |
| 6 th | +6 | +5 | +2 | +2 | Bonus feat, psionic powers | +3 | +1 |
| 7 th | +7 | +5 | +2 | +2 | Store power, psionic powers | +4 | +1 |
| 8 th | +8 | +6 | +2 | +2 | Improved mind armour, psionic powers | +4 | +1 |
| 9 th | +9 | +6 | +3 | +3 | Bonus feat, psionic powers | +5 | +2 |
| 10 th | +10 | +7 | +3 | +3 | Psionic powers, unavoidable strike | +5 | +2 |

CLASS FEATURES

All of the following features pertain to the Psionic Fist advanced class.

Psionic Skills

A Psionic Fist has access to the following psionic skills. These skills are considered class skills for the Psionic Fist, and he can use his 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.

| Task | DC |
|-----------------|-------------|
| 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 Psionic Fist's main strength is his 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, Psionic Fists don't have spellbooks and they don't prepare powers ahead of time. In addition, a Psionic Fist can use psionics while wearing armor without risking the failure of the power. A Psionic Fist's level limits the number of power points available for manifesting powers. In addition, a Psionic Fist must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

The Psionic Fist's selection of powers is extremely limited and tied to combat. At 1st level, a Psionic Fist knows two 0-level powers of your choice. At each level, the Psionic Fist 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 Psionic Fist's key ability modifier.

| Psionic Fist Level | Powers Discovered by Level | | | | | |
|-----------------------|----------------------------|---|---|---|---|---|
| | Pts/Day | 0 | 1 | 2 | 3 | 4 |
| 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 Psionic Fist can manifest a certain number of powers per day based on his available power points. He 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.

The Psionic Fist chooses powers from the Battle Mind power list.

Mind Armour

At 2nd level, a Psionic Fist begins to infuse his skin with psionic energy. His natural armour bonus to defense increases by +1. This ability combines with a natural armour bonus gained from any other source, including psionic powers from the *Natural Armour* power chain. This ability is maintained as long as the Psionic Fist has at least 1 power point remaining.

Psi-Fist

Also at 2nd level, the Psionic Fist's unarmed strikes may become imbued with psionic energy. By spending a move action in meditation, a Psionic Fist's unarmed attacks are granted an enhancement bonus of +1. At 4th, 7th and 10th level, this bonus increases by a further +1. This ability lasts for a number of rounds equal to the Psionic Fist's class level. He may use the ability again as long as he has at least 1 power point remaining.

Bonus Feats

At 3rd, 6th and 9th level, the Psionic Fist gets a bonus feat. The bonus feat must be selected from the following list, and the Psionic Fist 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.

Charged Strike

At 4th level the Psionic Fist may do additional damage with a melee attack, including an unarmed strike. Before making any single melee attack, the Psionic Fist, as a free action, spends a power point to 'charge' his weapon. The next attack deals +1d4 damage (slashing, piercing or bludgeoning, as appropriate to the weapon) if it hits. If it misses, it deals no damage, and the power point is spent as normal. The Psionic Fist may spend multiple free actions and power points in a round if she has multiple attacks, but may only 'charge' each attack once. A weapon remains 'charged' for a number of rounds equal to the Psionic Fist's class level.

Combat Manifestation

At 5th Level, the Psionic Fist becomes adept at manifesting powers in combat. He gets a +4 bonus on concentration checks to manifest a power while on the defensive.

Store Power

At 7th level, a Psionic Fist can store any one psionic power of 3rd level or lower that he may use in his unarmed strike. This requires him to pay the normal cost of the power to store it when he pays the one power point to 'charge' his attack. This requires a move action, instead of the normal free action. The stored power automatically affects the next target he successfully attacks with the Charged Strike ability, with no saving throw required. Even if the power normally affects an area or ray, it affects only the target. Whether or not the attack hits, both the charge and the power are discharged, leaving the Psionic Fist free to charge another attack.

Improved Mind Armour

At 8th level, the bonus provided by a Psionic Fist's Mind Armour ability increases to +2.

Unavoidable Strike

At 10th level the Psionic Fist is capable of using his abilities to ignore his opponent's armour. He may pay 5 power points to turn a melee attack into a touch attack.