

## Psionic Master

The Psionic Master is the master of their field of psionics. They are able to manifest powers that reach further, last longer, and are more powerful than those of an ordinary psionic character. Because of this, they are both feared and respected by other manifesters.

Select this prestige class if you want your character to be able to use the field of Psionics they choose more effectively.

The only path into this prestige class is from any Psionic advanced class, although it does not matter which path is taken.

### REQUIREMENTS

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

**Skills:** Autohypnosis 10 ranks, Concentration 10 ranks

**Special:** The character must be able to manifest psionic powers of 3<sup>rd</sup> level or higher.

### Class Information

The following information pertains to the Psionic Master prestige class.

#### Hit die

The Psionic Master gains 1d6 hit points per level. The character's Constitution modifier applies.

#### Action points

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

#### Class Skills

The Psionic Master treats all skills that are class skills for another class she possesses as class skills for this class. In addition, the Psicraft skill is a class skill for this class, regardless of previous class skills. For details of this skill, see page 306 of the D20 Modern Core Rulebook.

Skill Points at Each Level: 5 + Int modifier.

Table: The Psionic Master

<u>Class Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Class Features</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>	<u>Power Points</u>
1st	+0	+0	+0	+2	Extend power, psionic mastery	+1	+1	+2
2nd	+1	+0	+0	+3	Psionic focus	+2	+1	+3
3rd	+1	+1	+1	+3	Persistent power	+2	+1	+4
4th	+2	+1	+1	+4	Greater psionic focus	+3	+2	+5
5th	+2	+1	+1	+4	Power apotheosis	+4	+2	+6

### Class Features

All of the following are features of the Psionic Master prestige class.

#### Extend Power

A Psionic Master has the ability to manifest her powers for longer than normal duration. An extended power lasts twice as long as normal. Powers with a concentration, instantaneous, or permanent duration are not extended. An extended power costs a number of power points equal to its standard cost +2 to manifest.

#### Psionic Mastery

A Psionic Master adds her levels in this prestige class to her manifester level for all psionic powers she manifests that are based on one ability (such as Wisdom). She selects this ability score when she takes her first level in this class. This affects both duration and range. This ability applies to all psionic classes she

possesses levels in. In addition, at each level, she gains one power of from any one level she can currently manifest. This power must depend on the selected ability. Finally, she may now gain bonus power points from this ability score, in an identical manner to a Telepath with a high Charisma score. If she already gains bonus power points from a high ability score, and this score is the selected score, she now doubles the amount of power points gained.

### **Psionic Focus**

From 2<sup>nd</sup> level, the Psionic Master adds +2 to the DC for all saving throws against powers that determine saving throws based on her selected ability. At 4<sup>th</sup> level, this bonus increases to +4.

### **Persistent Power**

At 3<sup>rd</sup> level, a Psionic Master can manifest powers that have a duration of 24 hours. The persistent power must have a personal range or a fixed range; a Psionic Master can't use this ability on a power with a variable range, or on a power with an instantaneous duration. Note that the Psionic Master must concentrate on some powers to use their effects; concentration on such a power is a standard action that does not provoke an attack of opportunity. A persistent power costs a number of power points equal to its standard cost +8 to manifest.

### **Power Apotheosis**

At 5<sup>th</sup> level, the Psionic Master comes into her full power. From now on she can attempt to trigger certain powers without paying their cost. To trigger a power, she must first have enough power points to cover the normal cost of the power manifestation. Then, make an ability check appropriate for the power. If she meets or exceeds the ability check DC (see below), the power is manifested normally with no power point cost. If she fails the check, she is forced to pay its cost, but the power is still manifested normally. This ability only applies to 0<sup>th</sup> and 1<sup>st</sup> level powers that are based on the ability chosen for the Psionic Mastery class ability. The ability-check DC is 11 for 0<sup>th</sup> level powers, and 13 for 1<sup>st</sup> level powers. The Psionic Master cannot take 10 on this check. If the Psionic Master wishes to modify the power with abilities such as Maximise Power, Extent Power or Persistent Power, she must pay the extra cost normally, regardless of the result of the ability check.