

# Psychic Commander

Are you a natural leader of men? Do you excel in organization? Do your psionic ability and your martial abilities compliment each other? Then look no further, the psionic commander is the prestige class for you. Building on the foundation of leadership, psionic ability, organization, and martial skills, the psionic commander is a perfect addition to the psychic warrior, making a great warrior extraordinary.

**Role:** The psionic commander is primarily a leader of men. He is the leader of an adventuring party, an officer who leads an elite force or the commander of a group of psychic warriors. They are very dedicated and focused to their psionic training as well as their martial expertise. Psychic warriors typically become psychic commanders, although psions and some dedicated fighters can become psychic commanders as well.

**Alignment:** Because of their military training and organization, psionic commanders cannot have a chaotic alignment.

**Hit Die:** d10

## **Requirements:**

**Base Attack Bonus:** +4

**Alignment:** Any Non-Chaotic

**Feats:** Point Blank Shot, Weapon Focus

**Psionics:** Able to manifest 1<sup>st</sup> level psionic powers

**Skills:** Autohypnosis 8 ranks, Concentration 8 ranks, Knowledge (Psionics) 8 ranks

## **Class Skills:**

The psychic commander's class skills (and the key ability for each skill) are Autohypnosis (Wis), Acrobatics (Dex), Climb (Str), Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Knowledge (Psionics) (Int), Psicraft (Int), Ride (Dex), and Sense Motive (Wis).

**Skill ranks per level:** 4 + INT Modifier

## Psychic Commander

<u>Level</u>	<b>Base</b>				<u>Special</u>	<b>Power</b>		<b>Max</b>
	<b>Attack</b>	<b>Fort</b>	<b>Ref</b>	<b>Will</b>		<b>Points</b>	<b>Powers</b>	<b>Pwr Lvl</b>
	<u>Bonus</u>	<u>Save</u>	<u>Save</u>	<u>Save</u>		<u>Per Day</u>	<u>Known</u>	<u>Known</u>
1 <sup>st</sup>	+1	+2	+2	+0	<b>Leadership, Psionic Weapon</b>	2	1	1 <sup>st</sup>
2 <sup>nd</sup>	+2	+3	+3	+0	<b>Psionic Shot, Body Domination</b>	5	2	1 <sup>st</sup>
3 <sup>rd</sup>	+3	+3	+3	+1	<b>Power Penetration</b>	10	3	2 <sup>nd</sup>
4 <sup>th</sup>	+4	+4	+4	+1	<b>Bolster Courage +2</b>	15	4	2 <sup>nd</sup>
5 <sup>th</sup>	+5	+4	+4	+1	<b>Bonus Metapsionic Feat</b>	20	5	3 <sup>rd</sup>
6 <sup>th</sup>	+6	+5	+5	+2	<b>Greater Psionic Weapon</b>	28	6	3 <sup>rd</sup>
7 <sup>th</sup>	+7	+5	+5	+2	<b>Greater Psionic Shot</b>	38	7	4 <sup>th</sup>
8 <sup>th</sup>	+8	+6	+6	+2	<b>Greater Power Penetration</b>	48	8	4 <sup>th</sup>
9 <sup>th</sup>	+9	+6	+6	+3	<b>Bolster Courage +4</b>	59	9	5 <sup>th</sup>
10	+10	+7	+7	+3	<b>Bonus Metapsionic Feat</b>	72	10	5 <sup>th</sup>

## Prestige Class Features:

**Weapon and Armor Proficiency:** Psychic commanders gain no proficiency with any weapon or armor.

**Power Points/ Day:** A psychic commander can manifest powers. His ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given in the chart above. In addition, he receives bonus power points per day if he has a high wisdom score\*. His race may also provide bonus power points per day, as may certain feats and items. If a psychic commander had power points from a different class, those points are pooled together and usable to manifest powers from either class. Bonus power points from having a high ability score can be gained only for the character's highest psionic class.

**Powers Known:** A psychic commander chooses his powers from the psychic warrior list. At 1<sup>st</sup> level, a psychic commander knows one psychic warrior power of your choice. At every level he learns one new power. A psychic commander can manifest any power that has a power point cost equal to or less than his manifester level.

The total number of powers a psychic commander can manifest per day is limited only by his daily power points. In other words, a 5<sup>th</sup> level psychic commander (with a total of 20 power points, not counting any gained for race or a high Wisdom score) could manifest a power costing 1 power point twenty times in one day, a power costing 5 power points four times in one day, or any combination of power point costs that does not exceed 20 power points in total.

A psychic commander simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The difficulty class for saving throws against psychic commander powers is 10 + the power's level + the psychic commander's Wisdom modifier. For example, the saving throw against a 2<sup>nd</sup> level power is 12 + Wis modifier.

**Maximum Power Level Known:** A psychic commander gains the ability to learn one 1<sup>st</sup> -level power when he takes his first level in the prestige class. As he attains each odd numbered level, a psychic commander gains the ability to master more complex powers. A 3<sup>rd</sup> level psychic commander can learn powers of 2<sup>nd</sup>-level or lower, a 5<sup>th</sup>-level psychic commander can learn powers of 3<sup>rd</sup>-level or lower and so on.

To learn or manifest a power, a psychic commander must have a Wisdom score of at least 10 + the power's level. For example, a psychic commander with a Wisdom score of 13 can manifest powers of 3<sup>rd</sup> level or lower.

**Leadership:** At 1<sup>st</sup> level, a psychic commander becomes a leader of men and gains the leadership feat. They acquire followers as stated in the *player's handbook* (3.5) or *core rule book* (*Pathfinder*).

**Psionic Weapon:** At 1<sup>st</sup> level, the psychic commander gains the psionic weapon feat. He is able to use this feat any number of times per day as long as he makes a Concentration check (DC 20) to gain psionic focus. If the check succeeds, he adds an extra 2d6 points of damage to his attack. If the check fails, he loses his psionic focus and the extra damage is not added. This ability can only be used once in a round, even if the psychic commander has more than one attack per round.

**Body Domination:** At 2<sup>nd</sup> level, the psychic commander becomes better in tune with his inner being. He is able to heal ability damage, ability burn, and hit points more rapidly once per day. He must choose what he is going to rapidly heal, whether it is ability damage, ability burn or hit points. He can heal ability damage and ability burn a number of points per day equal to 1 + his Constitution bonus. Hit points are healed the standard healing rate + double his Constitution bonus. He can heal even if he does not rest. This healing replaces his normal natural healing. If he is tended successfully by someone with the Heal skill, he instead regains double the normal amount of hit points + double his Constitution bonus.

**Psionic Shot:** At 2<sup>nd</sup> level, the psychic commander gains the psionic shot feat. He is able to use this feat any number of times per day as long as he makes a *Concentration* check (DC 20) to gain psionic focus. If the check succeeds, he adds an extra 2d6 points of damage to his ranged attack. If the check fails, he loses his psionic focus and the extra damage is not added. This ability can only be used once in a round, even if the psychic commander has more than one attack per round.

**Power Penetration:** At 3<sup>rd</sup> level, the psychic commander can add a +4 bonus on his manifester level checks to overcome a creature's power resistance. He must expend his psionic focus to use this feat. If his *Concentration* check fails, his use of this feat fails. He may try again the next round.

**Bolster Courage:** At 4<sup>th</sup> level, the psychic commander can bolster the courage of his comrades-in-arms due to his commanding presence, leadership ability, and courage. All of his comrades that are within 30 feet of him gain a +2 on their saving throws. This ability increases at 9<sup>th</sup> level. The range extends out to 60 feet and his comrades gain a +4 to their saving throws.

**Bonus Metapsionic Feat:** At 5<sup>th</sup> level and 10<sup>th</sup> level, the psionic commander can choose any Metapsionic feat as a bonus feat. All prerequisites for the metapsionic feats apply.

**Greater Psionic Weapon:** At 6<sup>th</sup> level, when the psychic commander uses his Psionic Weapon feat, his attack with his melee weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

**Greater Psionic Shot:** At 7<sup>th</sup> level, when the psychic commander uses his Psionic Shot feat, his attack with his ranged weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

**Greater Power Penetration:** At 8<sup>th</sup> level, the psychic commander can add a +4 bonus on his manifester level checks to overcome a creature's power resistance. This bonus stacks with the bonus from Power Penetration. He must expend his psionic focus to use this feat.

\* see Table 2-1: Ability Modifiers and Bonus Power Points in the *Expanded Psionic Handbook (3.5)* or *Ultimate Psionics (PFSRD)*