



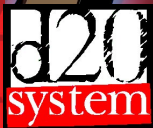
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CLASSES OF NEOEXODUS: IMPERIAL JANNISSARY



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Sometimes, when a rebellion or an enemy incursion or a supernatural threat menaces the security of a province, the Imperial Alliance sends a division of soldiers.

Sometimes, it sends a single Imperial Janissary.

The Imperial Janissary is a member of the Imperial Alliance's most elite martial brotherhood a psionic warrior and investigator without peer. Many problems resolve themselves as soon as he announces his presence; the Imperial Janissary has arrived and the game is up. He is well equipped to deal with the few recalcitrant villains who attempt to hide or fight him, however.

Malcontents fear the Imperial Janissary's power more than any other foe's, for few indeed can hide their thoughts from him and fewer still can stand against him once he roots out their offenses. The Imperial Janissary's reputation among the citizenry is somewhat more mixed. While his efforts to keep the peace are greatly admired, his psionic abilities unnerve those he is tasked with protecting.

The Imperial Alliance denies rumors that rogue Janissaries use their powers for personal gain or to oppress the populace. But they cannot deny that at least once, Janissary has battled another Janissary, the servants of the law bringing to heel those who dared to dream themselves its masters. Some Janissaries even today use methods their colleagues consider too harsh or invasive; by and large, though, the order has, and has earned, the trust of those it is sworn to protect.

Most Janissaries were multiclassed characters prior to joining the order. A wide spectrum of past training shows in their varied tactics and ideals; levels in monk, paladin, ranger, rogue and all of the psionic classes are common. Most had at least some formal psionic training, but a few were wild talents. Few dedicated spellcasters join the ranks of the Janissaries, and members of the purely martial classes have difficulty meeting the class requirements.

COMBAT

Janissaries rarely enter battle unprepared. Their training is as much investigative and combative; as a result, they are rarely surprised or tricked - but often initiate battle with such techniques - and can pick their fights carefully. Thus, an Imperial Janissary usually enters combat psionically focused and with defensive powers active.

Once he engages his foes, the Imperial Janissary uses a mix of psionic and physical disciplines to achieve the quickest, cleanest victory he can. He usually targets the greatest threat first and works his way down, putting a premium on enemy spellcasters and psionicists.

However, because of the eclectic training members of the order receive before becoming Janissaries, no two of these elite warriors have quite the same style and habits.

TRAINING

Ironically, though the common people see the Janissaries as creations of the Imperial Alliance, the inverse is closer to the truth.

The Imperial Janissary order was formed centuries before the Alliance by a group of warriors horrified by the devastation of total war. The order's founders were not pacifists by any means; they hated what they saw as the denigration of honorable combat between knights as much as they did the brutal consequences of the clash of nations. Through meditation and martial practice, they sought to bring an end to the great conflicts of kings and emperors and to restore Exodus to its prior state - individual fiefdoms unbound by the all-encompassing power of centralized governments. They became warriors without lieges or vassals, contemplative knights-errant who fought for no lord except their consciences and time-honored codes of conduct.

The order's original ideals of decentralization and chivalry were first compromised for practicality's sake. The great kingdoms of Exodus were as horrified and exhausted by the Twilight War as the founders of the Janissaries had been by the lesser conflicts that presaged it; for the first time, they were open to the prospect of peace between nations. It was this goal that became paramount for the Janissaries of a century ago - and against all odds, they became instrumental in meeting that goal.

The Janissaries of today are much more contemplative and peaceable than their pre-Alliance forbearers. Some, particularly those Janissaries of longer-lived races who remember the order of old, lament the ideals and codes of a bygone age; most of the Janissaries see their present role as the elite agents of the Imperial Alliance as a nobler calling, however.

IMPERIAL JANISSARY

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points per day	Powers Known	Max. Power lvl Known
1	+0	+1	+2	+2	Discipline Focus +1, Reputation	1	1	1st
2	+1	+2	+3	+3	Battle Sense	2	2	1st
3	+2	+2	+3	+3	Evasion	4	3	2nd
4	+3	+2	+4	+4	Discipline Focus +2	8	4	2nd
5	+3	+3	+4	+4	Field Sense	12	5	3rd
6	+4	+3	+5	+5	Disciplined Thought 1/enc	18	6	3rd
7	+5	+4	+5	+5	Discipline Focus +3	24	7	4th
8	+6	+4	+6	+6	Thought Aiming	32	8	4th
9	+6	+4	+6	+6	Disciplined Thought 2/enc	40	9	5th
10	+7	+5	+7	+7	Celerity, Discipline Focus +4	50	10	5th

REQUIREMENTS

To become an Imperial Janissary, a character must meet the following criteria:

Base Attack Bonus: +7

Power Points: 1 or more.

Skills: Concentration 10 ranks, Gather Information 13 ranks, Psicraft 10 ranks, Search 10 ranks, Sense Motive 10 ranks, Survival 10 ranks.

Feats: Track.

Alignment: Any Lawful.

CLASS INFORMATION

The following information pertains to the Imperial Janissary prestige class.

HIT/DIE

The Imperial Janissary gains 1d8 hit points per level. The character's Constitution modifier applies.

CLASS SKILLS

The Imperial Janissary's class skills (and the key ability for each skill) are:

Concentration (*Con*), Diplomacy (*Cha*), Disguise (*Cha*), Gather Information (*Cha*), Intimidate (*Cha*), Jump (*Str*), Knowledge (*history*) (*Int*), Knowledge (*local*) (*Int*), Knowledge (*nobility*) (*Int*), Listen (*Wis*), Psicraft (*Int*), Search (*Int*), Sense Motive (*Wis*), Spot (*Wis*), Survival (*Wis*).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Imperial Janissary prestige class.

DISCIPLINE FOCUS

At 1st level, the Imperial Janissary selects a single psionic discipline (*psychokinesis*, *psychometabolism*, *psychoportation*, *clairsentience*, *metacreativity* or *telepathy*). His effective manifester level when manifesting powers from these disciplines is considered 1 higher than his actual class level. This helps him make manifester level checks (*to overcome power resistance, for example*) and allows him to spend more power points to augment his powers.

In addition, the Imperial Janissary can select powers from the restricted list of his chosen discipline.

At 4th level and every three levels thereafter, the Imperial Janissary gets a further +1 bonus to his effective manifester level for his chosen discipline.

POWER POINTS/DAY

An Imperial Janissary 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 on Table: The Imperial Janissary. In addition, he receives bonus power points per day if he has a high Intelligence score (*see Table: Ability Modifiers and Bonus Power Points*). His race may also provide bonus power points per day, as may certain feats and items. If an Imperial Janissary has power points from a different class, those points are pooled together and usable to manifest powers from either class. Bonus

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power points from having a high ability score can be gained only for the character's highest psionic class.

POWERS KNOWN

An Imperial Janissary chooses his powers from the psion/wilder power list. At 1st level, an Imperial Janissary chooses a psion/wilder power to add to his known powers. Each time he attains a new level, he learns one new power. An Imperial Janissary can manifest any power that has a power point cost equal to or lower than his manifester level. The total number of powers an Imperial Janissary can manifest per day is limited only by his daily power points.

An Imperial Janissary 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 Imperial Janissary powers is 10 + the power's level + the Imperial Janissary's Intelligence modifier.

MAXIMUM POWER LEVEL KNOWN

An Imperial Janissary gains the ability to learn one 1st-level power when he takes his first level in the prestige class. As he attains each new odd-numbered level, an Imperial Janissary gains the ability to master more complex powers.

To learn or manifest a power, an Imperial Janissary must have an Intelligence score of at least 10 + the power's level.

REPUTATION

As long as he makes his identity known to those he is attempting to Intimidate or Gather Information from, the Imperial Janissary gets a bonus on skill check equal to ½ his class level (*minimum 1*).

BATTLE SENSE

A 2nd level Imperial Janissary possesses uncanny awareness of his surroundings. As long as he remains psionically focused, he gains a bonus to his Armor Class equal to ½ his class level (*minimum 1*).

EVASION

A 3rd level Imperial Janissary's psionically honed reflexes grant him Evasion. He suffers no damage on a successful Reflex save for ½ damage. Evasion has no effect on other Reflex saves, nor on other types of saves for ½ damage.

If the Imperial Janissary already has Evasion, he gains Improved Evasion instead. If he already has Improved Evasion, he receives no further benefit.

FIELD SENSE

By 5th level, the Imperial Janissary's intuitive psionics improve to the point he can use his uncanny senses in the field. As long as he remains psionically focused, he gets a bonus to Listen, Sense Motive and Spot checks equal to ½ his class level (*minimum 1*).

DISCIPLINED THOUGHT

At 6th level, an Imperial Janissary can, once per encounter, expend his psionic focus to use a power from his chosen discipline without expending power points. He gains the benefits of the base power at no cost and may spend power points to augment it normally. However, for purposes of the maximum amount by which he may augment the power, he counts as having spent the normal power points required to manifest it.

At 9th level and every three levels thereafter, the Imperial Janissary can use this ability an additional time per encounter.

THOUGHT AIMING

By expending his psionic focus, an 8th level Imperial Janissary can add a bonus to attack and damage rolls equal to ½ his class level (*minimum 1*). These bonuses last until the beginning of the Imperial Janissary's next action.

Because they are precision-based, neither bonus applies against creatures immune to critical hits.

CELERITY

At 10th level, the Imperial Janissary learns the ultimate technique of his order. Celerity allows the Imperial Janissary to act again and again, bending if not breaking the laws of time and space - but only at ruinous cost to himself.

The Imperial Janissary must declare a use of Celerity at the beginning of a combat round and must be psionically focused. He cannot use the ability in a surprise round. He forfeits his normal actions for the round. He may take an action (*Swift, Move, Standard or Full-Round*) before any other creature acts. After each combatant takes his action, the Imperial Janissary may take another. After all other combatants have acted; the Imperial Janissary may take any number of additional actions until he chooses to stop or falls unconscious.

After every action the Imperial Janissary takes using Celerity, he suffers a penalty to all d20 rolls - attacks, saves, skill checks, etc. - and to Armor Class, manifester level and caster level. These penalties stack with themselves and with all other penalties and remain until the Imperial Janissary has a chance to rest. The severity of the penalty depends upon the action taken.

A character whose penalties from Celerity equal or exceed his character level drops to -1 hp and falls unconscious at the end of the action that caused the penalties to reach that level.

Action Type	Penalty
Swift	-1
Move	-2
Standard	-3
Full-Round	-5

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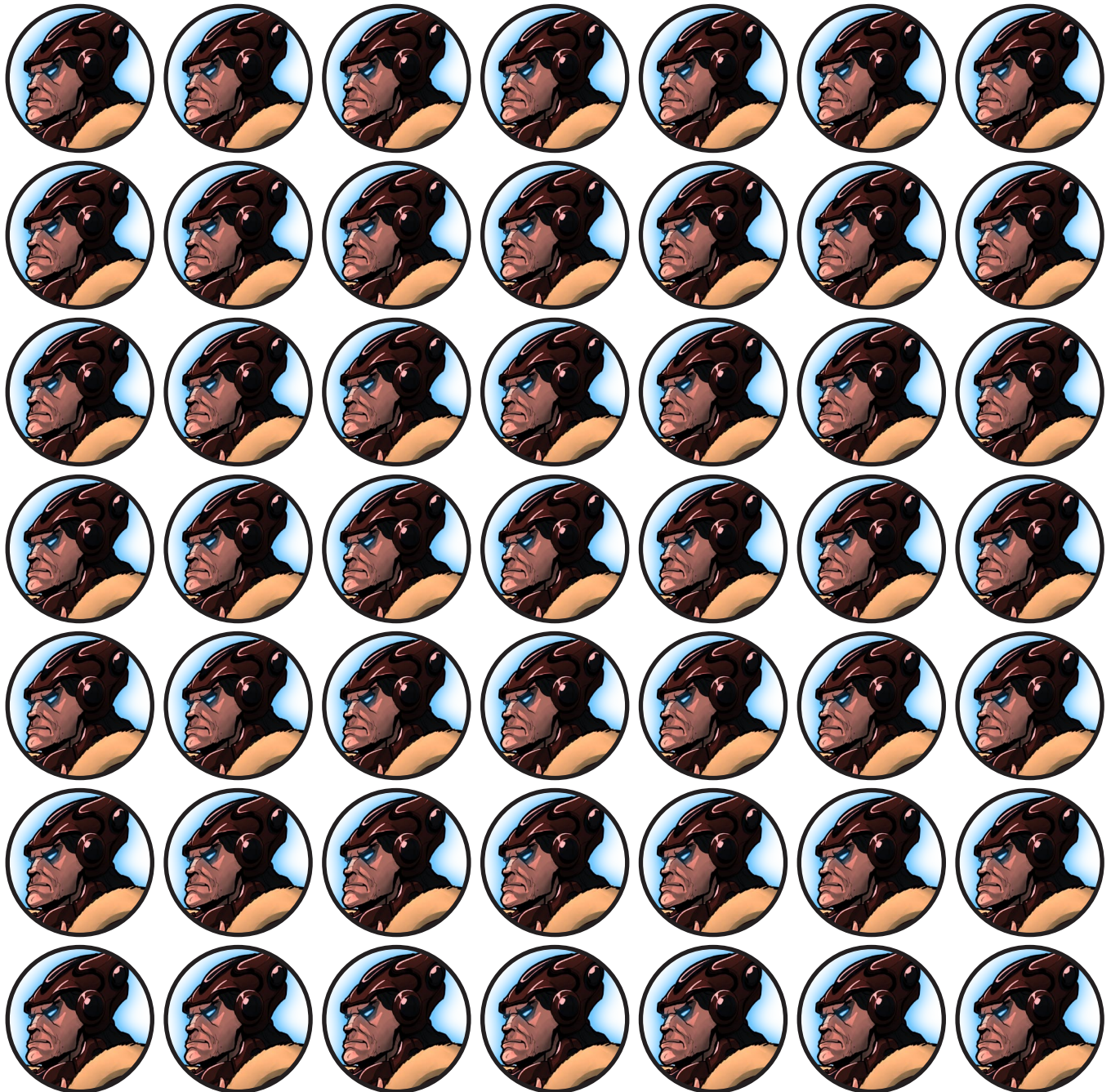
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