## PSIOMICS AUGMENTED

## SOULKNIVES III By Chris Benett



DREAMSCARRED PRESS



## PSIONICS AUGMENTED SOULKNIVES III

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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

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## FOREWORD

First, I want to thank you for checking out this chapter of the *Psionics Augmented* lineup, that of course being for the soulknife class! As the developer of the *Path of War* line, when *Psionics Augmented* was being discussed I immediately jumped on this class, one of my all time favorites of the psionic classes. What can I say? I love combat!

From its first appearance in early editions of our preceding game system, the soulknife has always had a special place in my heart for the image it embodied - the epitome of mind over matter. There is something *really cool* about being able to create a blade of psychic energy right out of nowhere! Since its origins, the soulknife class has gotten better and better, and with its latest incarnation in the pages of *Ultimate Psionics*, the soulknife has finally come home and I'm honored to be able to take part in molding the class.

Check out what's next for the soulknife! I think in the end you'll agree with me that the mind is the sharpest weapon that you - or your character! - will ever wield.

Chris "ErrantX" Bennett Developer Dreamscarred Press

## INTRODUCTION

Welcome to the final piece of *Psionics Augmented: Soulknives*! Within the pages of this book, you will find new prestige classes designed specifically for the soulknife. This installment of *Psionics Augmented: Soulknives* provides new prestige classes for highly specialized soulknives. Ultimate Psionics, Path of War, Path of War: Expanded, and the other Psioinics Augmented: Soulknives books may be necessary to use some of these prestige classes properly.

With *Psionics Augmented: Soulknives* you will find a whole wealth of new options to make your soulknife and the idealized-blade of mental power that they wield into the weapon you've always wanted to wield in your *Pathfinder RPG* games!

## PRESTIGE CLASSES AUGMENTED

The nature of prestige classes and how they interact with the soulknife is limited in many respects. Most soulknives do not have any manifesting ability and there are definitely prestige classes that could benefit soulknives more specifically than they currently do. To that end, in this book we'll explore several new prestige classes unique to the soulknife class.

## THE AUGMENTED BLADE AND PRESTIGE CLASSES

Augmented blades are incapable of generating psychic weapons on their own so they simply cannot join the ranks of the Ashen Blades (as they rely on

High Psionics Campaign Options: Blade Skills, Gifted Blades, and Prestige Classes: Some soulknife class features and blade skills depend wholly on their class level influencing their competitive edge, and with prestige classes you may significantly weaken otherwise necessary abilities to your success with the class. To that end, classes that advance a soulknife's mind blade also count as soulknife levels to determine the effectiveness of blade skills and other soulknife class level specific effects. This options assumes that all of your soulknives are gifted blade soulknives who have retained their psychic strike class feature.

Using this option, gifted blades that enter into prestige classes that advance manifesting for their gifted blade powers also advance their mind blade enhancement bonus as well, as the two abilities are intimately tied together with this option. The inverse is true on classes that specifically advance mind blade enhancement bonuses, the character's gifted blade manifesting is advanced (and only gifted blade manifesting - if the character possesses other manifesting classes, these are not advanced by this optional rule). If the class specifically advances manifesting and specifically advances the mind blade, then the gifted blade's manifesting and mind blade are advanced independently so as to not receive double the normal advancement rate (or if they possessed manifesting from another class, they could choose to advance that manifesting class's powers instead; example being a soulknife/psychic warrior who advances their mind blade and psychic warrior manifesting, but does not advance their gifted blade manifesting).

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the speedy and sudden manifestation of weapons). Augmented Blades will find that they are well suited to the abilities of the Primarch, the Marvel, and the Strategos (as well as previously published psionic classes), and may join them as any other soulknife could.

### **THE MARVEL**

Some soulknives create their idealized weapon or set of weapons with their minds, others create fantastic armories of floating weapons that they can use at their whims. And then there are those soulknives with a propensity for the generation of personal power who undertake a great feat of psychic evolution to make their own bodies into the ideal weapon. These few psychics become known as marvels. Fortified with telekinetic power, these marvels are capable of feats of impossible power and durability, as well as achieving telekinetic flight.

Hit Die: d12

#### REQUIREMENTS

To qualify to become a marvel, a character must fulfill all the following criteria.

Skills: Acrobatics 4 ranks, Autohypnosis 5 ranks, Knowledge (Psionics) 5 ranks.

Feat: Psionic Body and one of the following: Psionic Fist, Psionic Shot, or Psionic Weapon.

Blade Skills: Telekinetic Athleticism.

Special: Must possess the enhanced mind blade class feature.

#### **CLASS SKILLS**

The marvel's class skills (and the key ability modifiers) are Acrobatics (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (psionics) (Int), Profession (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Points per Level: 4 + Int modifier.

#### **CLASS FEATURES**

All the following are class features of the marvel prestige class.

Weapon and Armor Proficiency: Marvels gain no additional weapon or armor proficiencies.

Manifesting: At 2nd level and every level thereafter, a marvel gains additional power points per day and access to new powers as if she had also gained a level of gifted blade manifesting. She does not, however, gain any other benefit a character of that class would have gained (blade skills, psychic strike, and so on). This essentially means that she adds the level of marvel to her gifted blade level, and then determines power points per day, powers known, and manifester level accordingly.

Alternately, if the marvel had powers from being a psychic warrior, she may advance that power progression in place of gifted blade manifesting. If she possessed no manifesting at all before entering this class, this class feature does not grant the ability to manifest psionic powers.

Marvel: At 1st level, a marvel's psionic abilities grow together and evolve, the blend of psychic mastery and power manifestation improving their physical abilities. Each level of the marvel class counts as a soulknife level for the purposes of determining the effectiveness of her blade skills (as well as qualifying



#### TABLE 1: THE MARVEL

	Base Attack	Fort	Ref	Will		
Level	Bonus	Save	Save	Save	Special	Manifesting
1st	+1	+1	+0	+0	Marvel, gift of power	
2nd	+2	+1	+1	+1	Telekinetic armor	+1 level to existing manifester level
3rd	+3	+2	+1	+1	Psychic strike +1d8	+1 level to existing manifester level
4th	+4	+2	+1	+1	Gift of flight	+1 level to existing manifester level
5th	+5	+3	+2	+2	Gift of durability	+1 level to existing manifester level
6th	+6	+3	+2	+2	Blade skill	+1 level to existing manifester level
7th	+7	+4	+2	+2	Gift of potency	+1 level to existing manifester level
8th	+8	+4	+3	+3	Marvelous flight	+1 level to existing manifester level
9th	+9	+5	+3	+3	Psychic Strike +2d8	+1 level to existing manifester level
10th	+10	+5	+3	+3	True marvel	+1 level to existing manifester level

for higher level blade skills) and of her mind blade enhancement class feature. In addition, if the marvel possesses levels in the psychic warrior class, her marvel levels stack with her psychic warrior levels for the purposes of determining the effectiveness of her her path's trance and maneuver abilities.

Gift of Power (Su): At 1st level, a marvel's psionic energies fortify her form with telekinetic power. A marvel adds 1 point of her Wisdom modifier (minimum 0) per marvel level as an insight bonus to her Strength score while psionically focused. She may also add her full Wisdom modifier (minimum 0) plus her marvel level to her Strength score when making Strength checks to break objects and for determining her carrying capacity. In addition, she gains the rock throwing special ability. Unlike a normal rockthrowing creature, a marvel is not limited by her size when throwing an object using this ability; she merely needs to be able to lift it over her head (see Strength and Carrying Capacity in the Pathfinder Core Rulebook) to throw it, regardless of the object's size. A marvel only gains these benefits while psionically focused.

**Telekinetic Amor (Su)**: At 2nd level, the telekinetic energies of the marvel create a thin field of energies within her very skin. For every two marvel levels that she possesses, she increases her natural armor bonus to her Armor Class by +1 while she maintains psionic focus. **Psychic Strike (Su)**: Starting at 3rd level, the marvel may charge her mind blade with destructive psychic energies as a move action. This effect inflicts an additional 1d8 points of damage and is released into an opponent as a free action as part of an attack. This bonus increases to 2d8 points of damage at 9th level. If the marvel possessed the psychic strike ability from another class, these class features stack to determine the total number of psychic strike damage dice. This functions otherwise exactly as the soulknife class feature of the same name (see the soulknife class from *Ultimate Psionics*, for further details on this ability).

**Gift of Flight (Su)**: At 4th level, the marvel is capable of achieving a modicum of three dimensional mobility. While psionically focused, the marvel gains the ability to fly at a speed of 60 feet with good maneuverability. She can begin flying as a swift action, and can remain in flight for a number of minutes equal to her marvel level plus her Wisdom modifier (minimum 1 minute). These minutes need not be consecutive, but must be used in one-minute increments.

**Gift of Durability (Su)**: At 5th level, a marvel's psionic energies create a buffering field of protective telekinetic force around her. While psionically focused, the marvel gains damage reduction 5/ adamantine.

**Blade Skill:** At 6th level, the marvel may select a new blade skill.

**Option: War Souls and** *Psionics Augmented: Soulknife* **Prestige Classes:** This is an optional rule that you may use for your campaign if martial initiators are prevalent or if you have a player that is interested in continuing martial maneuvers from *Path of War*. If you have war soul soulknives that are looking at prestige classes from this book that either do not want to advance manifesting from either the gifted blade archetype (if these powers are granted freely from the high psionics options outlined earlier in this book) or from other classes, you may instead gain maneuvers (known, readied, and stances) as if you had gained a level in war soul soulknife at any level that would otherwise advance your manifester level as a gifted blade.

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**Gift of Potency (Su)**: At 7th level, the telekinetic field of the marvel is capable of ripping apart and penetrating the defenses of enemies. While psionically focused, the marvel's attacks automatically overcome damage reduction.

**Marvelous Flight (Su)**: At 8th level, the marvel's ability to fly has improved with great practice. While psionically focused, the marvel gains the ability to fly at a speed of 60 feet with good maneuverability.

**True Marvel (Ex)**: At 10th level, the marvel has finished her transformation into a true psychokinetic wonder, a fusion of psionic power and biological form. Her type changes to outsider and she gains the native subtype. In addition, her damage reduction improves to 10/–, she gains immunity to disease and bleed damage, and she is no longer required to maintain psionic focus to use her marvel class features that require it. While sleeping or resting, the marvel regains hit points and heals ability damage at twice the normal rate.

## **THE PRIMARCH**

The path of the primarch is one of self reflection and contemplation. As they delve deeper into the mysteries of their mind and focus on the powers they've trained and developed, the Primarch achieves mastery over the composition of his powers in both elements of its creation as well as the skills he masters through constant battles. By compartmentalizing portions of his martial skill and remembering successes and failures within these shelved memories, the primarch is able to draw upon these experiences and forge his personal weapon into the best possible weapon it could ever be.

Hit Die: d10

#### REQUIREMENTS

To qualify to become a primarch, a character must fulfill all the following criteria.

**Skills**: Acrobatics 4 ranks, Intimidate 5 ranks, Knowledge (psionics) 5 ranks.

**Feats**: Weapon Focus (mind blade or equivalent) and Swift Imbuement.

**Blade Skills**: One of the following - Fire Blade, Ice Blade, Lightning Blade, Thunder Blade, or Telekinetic Edge.

**Special**: Ability to generate a mind blade (or its equivalent), throw mind blade (or its equivalent), mind blade enhancement +3.

#### **CLASS SKILLS**

The primarch's class skills (and the key ability modifiers) are Acrobatics (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (psionics) (Int), Profession (Wis), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Points per Level: 4 + Int modifier per level

#### **CLASS FEATURES**

All the following are class features of the primarch prestige class.

Weapon and Armor Proficiency: Primarchs gain no additional weapon or armor proficiencies.

**Primacy of the Blade**: At 1st level, the primarch's focus on his mind blade continues into his mastery of blade skills. Each level of primarch counts as a soulknife level for the purposes of the enhanced mind blade class feature as well as increasing his effective soulknife level for the purposes of blade skills and their effects and prerequisites. If the character possesses manifesting from being a gifted blade, then each level of primarch advances his manifesting as a gifted blade.

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Primacy of the blade, psychic epiphany, reformative blade skills (1)
2nd	+2	+1	+1	+1	Blade skill
3rd	+3	+2	+1	+1	Psychic strike +1d8
4th	+4	+2	+1	+1	Psychic awakening (1), reformative blade skills (2)
5th	+5	+3	+2	+2	Psychic defense
6th	+6	+3	+2	+2	Blade skill
7th	+7	+4	+2	+2	Psychic awakening (2), reformative blade skills (3)
8th	+8	+4	+3	+3	Psychic strike +2d8
9th	+9	+5	+3	+3	Improved psychic defense
10th	+10	+5	+3	+3	Singularity of war, reformative blade skills (variable skill)

#### TABLE 2 - THE PRIMARCH

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Psychic Epiphany (Su): Beginning at 1st level, the primarch makes a discovery about the inner power within his mind and therefore buried within his mind blade. At the core of his mind, he discovers the power source within his soul and may derive a potent psychic epiphany from it. This deep understanding grants his attunement to his element and what abilities he derives from his epiphany. His epiphany is based on his choice of blade skill for entry to this class (Ice Blade leads to the Ice epiphany and awakening, Fire Blade to Flame epiphany and awakening, Lightning or Thunder Blade to Storm epiphany and awakening, and Telekinetic Edge to Metal epiphany and awakening), this is the path that the primarch will follow and it may not be changed. These bonuses are in addition to any that would be received from the mind blade enhancement class feature.

*Ice* - A primarch who finds that his psychic power comes from a freezing place within his mind generates a blade that resembles ice or a freezing, frost coated weapon. This chilling numbness grants the weapon the *frost* weapon enhancement.

*Storm* - From the tumultuous depths of the primarch's spirit does he find a storm of unending lightning. When generating a mind blade, it appears as a blade of solid storm clouds that ripple with electricity or maybe even softly glowing lightning. This stormy blade gains the *shocking* weapon enhancement.

*Flame* - Passion burns deeply within the primarch's heart, and from his core an inferno looms with the desire to consume his foes. When forming his mind blade, it may appear as so much barely coherent lava or a jet of flame. This fiery weapon gains the *flaming* weapon enhancement.

*Metal* - The determination and discipline of the primarch reveals a truth about his iron-hard spirit, and his mind blade shares his determination. His mind blade may appear as a wondrous adamantine blade, a mercurial mithral blade of impossible craftsmanship, or more mundane in appearance yet impossibly sharp and durable. The primarch's mind blade is as hard as adamantine, gaining the unique properties of that metal.

**Reformative Blade Skills (Ex)**: Starting at 1st level, the primarch gains the ability to change his tactics mid-battle, his mind altering his blade skills to better suit the combat before him. This ability allows him to reconfigure his blade skills once per encounter as an immediate action. The primarch may then select any one blade skill whose requirements he meets and trade out a blade skill he currently possesses to use this new one. The effect of the blade skill selected lasts for 1 minute. The primarch may reform blade skills a number of times per day equal to 3 + his Wisdom modifier (minimum of 3).

At 4th level, he may trade out two blade skills through this method, and at 7th he may trade out three blade skills. At 10th level, the primarch has a variable blade skill that he may select at the beginning of any encounter to fill with any blade skill he may qualify for.

**Blade Skill:** At 2nd level, the primarch may select a new blade skill. He may select an additional new blade skill at 6th level.

**Psychic Strike (Su)**: Starting at 3rd level, the primarch may charge his mind blade with destructive psychic energies as a move action. This effect inflicts an additional 1d8 points of damage and is released into an opponent as a free action as part of an attack. This bonus increases to 2d8 points of damage at 8th level. If the primarch possessed the psychic strike ability from a previous class, these class features stack to determine the total number of psychic strike damage dice. This functions otherwise exactly as the soulknife class feature of the same name (see the soulknife class, *Ultimate Psionics* pg 64, for further details on this ability).

**Psychic Awakening** (Su): At 4th level, the primarch's mind blade begins to evolve in form, as his mind awakens new pathways to release the potency hidden in his blade. He may access this first awakening when his mind blade has been manifested. Saving throw DCs are 10 + primarch level + Wisdom modifier.

*Ice* - The freezing cold derived from his epiphany grants the primarch the ability attack with intense freezing cold. The intense cold of the weapon increases its cold damage from the *frost* property from 1d6 to 2d6 additional cold damage. As a full round action, the primarch may expend his psionic focus to launch his mind blade as if he manifested the *energy stun* power as a psi-like ability (cold damage only).

*Storm* - The storm within the primarch's mind blade increases its intensity, sparking and crackling with lightning and rumbling with restrained thunder whenever manifested. The lightning within the blade increases the electrical damage from the *shocking* property from 1d6 to 2d6 additional electrical damage. As a full round action, the primarch may expend his psionic focus to launch his mind blade as if he manifested the *energy bolt* power as a psi-like ability (electrical damage only) with a Reflex save for half damage.

Flame- The fiery core within the primarch's mind infuses his mind blade with a single-minded goal

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of consuming all it contacts and leaving nothing but ashes in its wake. The heat from the blade is so incredible that the *flaming* property of the weapon increases its damage from 1d6 to 2d6 additional fire damage. As a full round action, the primarch may expend his psionic focus and throw his mind blade at a target or target location to manifest *energy ball* as a psi-like ability (fire damage only) with a Reflex save for half damage.

*Metal* - The inflexible potency of the primarch's mental core allows for his mind blade to be harnessed and honed to razor-fine edge with supernal durability. This allows his mind blade to bypass any damage reduction or hardness as if it were not even there. He may expend his psionic focus to gain the benefits of the Improved Sunder feat and inflict an additional 1d6 points of damage to objects (should he already possess this feat, he inflicts an additional 1d6 points of damage to objects).

At 7th level, he gains access to a new tier of power as his mind blade advances towards its perfect state. He accesses his second awakening as well as his first awakening when his mind blade has been manifested.

*Ice* - The freezing potency of the mind blade increases, allowing the primarch to generate ice from his weapon and affect it as if he was using the *modify matter* psionic power, allowing him to create whole finished objects with the ice created. As a full round action, he expends his psionic focus and may create up to 10 cubic feet of ice per round (for a number of rounds equal to his Wisdom modifier) and use *modify matter* on it to shape it into fantastic forms and useful items. Treat the hardness and hit points of this ice as stone with the primarch's enhancement bonus to his mind blade increasing its hardness and hit points.

*Storm* - The turbulent winds within the primarch's spirit are controlled by his enduring will, allowing him to generate winds to serve his bidding. As a standard action, he may expend his psionic focus to manifest the *telekinetic force* psionic power as a psilike ability, using spinning currents of wind to lift or manipulate the object instead of pure force of will alone.

*Flame* - The fiery intensity of the primarch's passions burn ever hotter, burning foes that draw too near to him. As a standard action, he may expend his psionic focus and manifest the *energy retort* psionic power on himself as a psi-like ability (fire damage only).

*Metal* - The mind blade of the primarch actively hunts his foes and their vital spots, allows him to expend his psionic focus and resolve his attacks with his mind blade as touch attacks for one round. **Psychic Defense (Ex):** At 5th level, the primarch becomes partially resistant to his psychic epiphany's element. While maintaining psionic focus, the primarch gains energy resistance of 10 for his corresponding element (ice grants cold resistance, storm grants electrical resistance, and flame grants fire resistance). Metal primarchs gain DR 5/ adamantine.

At 9th level, the primarch's energy resistance increases to 20, and the Metal primarch's natural armor bonus increases by 2.

**Singularity of War**: At 10th level, the primarch has perfected his mind blade, growing its potency through the nurturing of its hidden source within his mind. He may now access the following technique based on upon the primarch's psychic epiphany. Saving throw DCs are 20 + Wisdom modifier.

*Ice* - The bitter cold within his mind blade allows the primarch to freeze a foe solid with a single icy blow. As a full round action, the primarch may expend both his psychic strike and psionic focus to manifest the spell *polar ray* as a psi-like ability. The primarch uses his character level as his caster level.

*Storm* - The storm within the mind of the primarch may be released in a pressurized torrent of furious wind. As a full round action, the primary expends both his psychic strike and his psionic focus to unleash the effects of a *whirlwind* spell as a psi-like ability. The primarch uses his character level as his caster level.

*Flame* - The primarch focuses the fury of his mental inferno forms it into a conflagration of destruction. As a full round action, the primarch expends both his psychic strike and psionic focus, and he manifests the spell *firestorm* as a psi-like ability. The primarch uses his character level as his caster level.

*Metal* - The primarch's mind blade allows him to make a flurry of attacks in the span of a heartbeat. The primarch expends his psychic strike and his psionic focus, and he gains the benefits of the Whirlwind Attack feat, making attacks at full base attack bonus at any target that he threatens within his melee range or attack targets at full base attack bonus at any target within the first range increment on a ranged attack. These attacks always cause bleeding wounds as if the primarch's weapon possesses the *wounding* weapon enhancement.

## **THE STRATEGOS**

Some wielders of psychic power seek to extend and stretch the depths of their psionic power to assist their abilities in many different ways. Some small select few, those who are quite gifted in the telepathic arts, find that they are able to forge bonds with their allies to share their implements of war and assist their allies. This bond may be used as a delivery medium for their psionic skills as well as a potent weapon. Strategos, as they are called, learn to use their telepathic mastery as both offense and defense in pursuit of greater psionic knowledge and personal glory or power.

Hit Die: d8

#### REQUIREMENTS

**Skills:** Knowledge (psionics) 4 ranks, Spellcraft 6 ranks.

Feats: Metapsionic Knife.

Blade Skills: Telepathic Gift.

**Manifesting**: Manifester level 5th, ability to manifest two or more powers from the telepathy discipline.

**Special:** Must be possess the form mind blade class feature (or its equivalent) and the enhanced mind blade class feature. If the character possesses the telepathy ability from another source, then the Telepathic Gift blade skill is unnecessary for entry.

#### **CLASS SKILLS**

Base

The strategos's class skills (and the key ability modifiers) are Acrobatics (Cha), Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (psionics) (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points per Level: 4 + Int modifier.

#### **CLASS FEATURES**

All the following are class features of the stratego prestige class.

Weapon and Armor Proficiency: Strategos gains no additional weapon or armor proficiencies.

Manifesting: At each indicated level, the character gains additional power points per day and access to new powers as if he had also gained a level in any one manifesting class he belonged to previously. He does not, however, gain any other benefit a character of either class would have gained (bonus metapsionic, or item creation feats, and so on). This essentially means that he adds the level of strategos to the level of whatever other manifesting class the character has, and then determines power points per day, powers known, and manifester level accordingly. If a character had more than one manifesting class before he became a strategos, he must decide to which class he adds each level of strategos for purpose of determining power points per day, powers known, and manifester level.

Telepathic Blade: At 1st level, the strategos' mind blade continues to advance, his mental powers growing at each level to empower his mental arsenal. Each level of the strategos class counts as a soulknife level for the purposes of determining the effectiveness of his blade skills (as well as qualifying for higher level blade skills) and of his mind blade enhancement class feature. Additionally, when using the Metapsionic Knife feat, he may expend his psychic strike charge in place of his psionic focus when delivering psionic power effects through his mind blade. If the strategos manifests his powers as a gifted blade when advancing manifesting in this class, then he advances his manifesting at each level instead of as listed on the table and may select powers from the tactician list (from 1st through 4th levels, and

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+0	+0	+0	+1	Telepathic blade, collective	
2nd	+1	+1	+1	+1	Telepathic defense, bladed collective	+1 level to existing manifester level
3rd	+2	+1	+1	+2	Collective skill	+1 level to existing manifester level
4th	+3	+1	+1	+2	Uncanny dodge	+1 level to existing manifester level
5th	+3	+2	+2	+3	Collective skill	+1 level to existing manifester level
6th	+4	+2	+2	+3	Telepathy focus	+1 level to existing manifester level
7th	+5	+2	+2	+4	Collective skill	+1 level to existing manifester level
8th	+6	+3	+3	+4	Improved uncanny dodge	+1 level to existing manifester level
9th	+6	+3	+3	+5	Collective skill	+1 level to existing manifester level
10th	+7	+3	+3	+5	Collective eruption	+1 level to existing manifester level

#### TABLE 3 - THE STRATEGOS

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**Exotic Soulknives and the Bladed Collective:** For soulknives with more exotic forms of mind blades (augmented blades, deadly fists, feral hearts, psychic armories, and rage blades), mind blades that are delivered from the collective function as followed. Augmented blades lend small fractions of their psicrystals that form either ghostly versions of the weapon used by the soulknife or lend their psicrystal in tiny fragments to their allies to enhance their own weapons as if the augmented blade had used their weapon augmentation on it. Deadly fists and feral hearts simply lend their natural weapons to their allies or create phantom claws or fists to attack enemies. Psychic armories direct weapons from their panoply to be used by their allies or manifest weapons around their allies to attack. Rage blades cannot share their wrath augments or their rage blades at all - they can only share their normal mind blades due to the possible psychic pollution that could come from sharing their rage.

he gains access to tactician 0th level talents) when choosing powers.

Collective (Su): A strategos learns to use psionic power to connect willing minds through an internal network that strengthens their psychic bonds. As a standard action, a strategos can join any number of willing targets into his collective (up to his limit, see below). The strategos must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within medium range (100 feet + 10 feet per strategos level). The collective can contain up to his Wisdom modifier or his strategos level, whichever is higher. The strategos is always considered a member of his own collective, and does not count against this limit. If the strategos has levels in a class that grants a collective, then he does not gain a new collective class feature and may simply advance a previously gained one as if he were advancing that class.

The strategos can choose to remove a member as a free action on his turn, and any member can voluntarily leave the collective as a free action on their turn. Any member whose Wisdom drops to zero or who moves out of range of the collective is automatically removed. If a member enters a null psionics field, the connection to the collective is suppressed until the member leaves the field. A member who leaves the collective for any reason immediately loses any and all benefits they may have gained from being a member. A strategos is aware of the status of his collective and can, roughly, sense the presence of each member, although beyond telling if such a creature is still a member, he would instead need to rely on his telepathic gift blade skill to determine more information.

A strategos can manifest certain powers through his collective. If a strategos power specifies one or more willing targets (or is harmless) and has a range greater than personal, he can manifest this power on a member of his collective regardless of the range of the actual power. All other non-range restrictions still apply. He may manifest any power with the Network Descriptor this way, regardless of their actual ranges or targets. If he is capable of manifesting powers or casting spells from a different class (as is the case for a multiclass manifester), any compatible spell or power with a range greater than touch can also be used through the collective.

If a member of the collective dies, the member is removed from the collective and the strategos must make a Fortitude save (DC 15) or lose 1 power point for every Hit Die of the fallen member and be sickened for an equal number of rounds.

Telepathic Defense (Su): At 2nd level, the strategos' skill within his specialty grows to assist him in combat by reading the surface thoughts and intentions of his foes that lie within the range of his telepathy. He gains an insight bonus to his Armor Class equal to his primary manifesting attribute modifier to a maximum of his class level against foes within range of his telepathy. A strategos must be capable of reading the surface thoughts of a creature to gain this bonus to Armor Class, thus he does not gain telepathic defense against mindless creatures such as oozes, most constructs, and some forms of undead or against foes who are immune to mind-affecting abilities. The strategos does not gain this bonus if he is wearing medium or heavy armor. He retains this bonus to his Armor Class even when caught flat-footed against creatures with 1 or more Intelligence.

**Bladed Collective (Su)**: At 2nd level, the strategos is capable of manifesting his mind blade through his collective-striking from unexpected angles or lending his mind blade to his collective. As a standard action the strategos may manifest a mind blade in the square of an ally in his collective and attack as if he were standing in that position. This mind blade dissipates after the attack. This attack may be combined with other abilities that augment attacks, such as psychic strike damage, feats, martial maneuvers or other such abilities.

Alternately, as a free action (once per round per ally), he may lend a copy of his mind blade to an ally **Option: War Souls and** *Psionics Augmented: Soulknife* **Prestige Classes:** This is an optional rule that you may use for your campaign if martial initiators are prevalent or if you have a player that is interested in continuing martial maneuvers from *Path of War*. If you have war soul soulknives that are looking at prestige classes from this book that either do not want to advance manifesting from either the gifted blade archetype (if these powers are granted freely from the high psionics options outlined earlier in this book) or from other classes, you may instead gain maneuvers (known, readied, and stances) as if you had gained a level in war soul soulknife at any level that would otherwise advance your manifester level as a gifted blade.

within his collective. Any mind blade granted to ally through the collective is sized appropriately for the ally. Every copy of his mind blade reduces the overall enhancement bonus granted from his enhanced mind blade class feature by 1 (minimum of 0, treating all mind blades as masterwork weapons). Enhancement bonuses break down and reconfigure as the strategos grants the use of a mind blade to an ally. These mind blades persist as long as the strategos maintains them or as long as the ally chooses to wield it - either may be dismissed as a free action. Blade skills that alter or shift the shape or function of the basic mind blade (such as Emulate Weapon) do not affect copies of the strategos' mind blade wielded by allies. These skills can be lent through Share Blade Skill, however.

**Collective Skill:** At 3rd level, the strategos gains a unique form of blade skill that allows for a strategos to use unique abilities involving his mind blade and his blade skills through the members of his collective.

**Collective Armaments** - The strategos with this collective ability is capable of granting mind blades to his allies, but if he possesses the ability to generate mind armor or a mind shield he may also lend these through his bladed collective as well.

**Collective Protection** - A strategos with this skill and the Ghost Step blade skill may use this collective skill to swap places an ally by expending his psionic focus as a move action, moving the ally to the strategos' space and the strategos to the ally's previous space. The strategos must possess the Ghost Step blade skill to select this ability.

**Collective Psychic Strike** - A strategos with this technique may charge his collective with a use of his psychic strike ability. The strategos may charge his collective as he would normally charge his mind blade, and any ally within his collective may use this psychic strike charge as a free action as a part of an attack. Use of this ability does not prevent a strategos from charging his own mind blade(s). If a member of the collective also possesses the psychic strike class feature, that ally may also recharge the collective's psychic strike - a collective can only hold one psychic strike charge however.

**Collective Reading (Defensive)** - By using his senses and the subtle mind reading of his foes, the

strategos is capable of directing the defenses of his allies within his collective to better protect them against their foes. Allies in the strategos's collective gain a +2 insight bonus to Armor Class and Reflex saving throws against creatures whose surface thoughts can be read (see the Telepathic Defense class feature). This bonus increases to +3 when the strategos reaches 6th level and to +4 when they reach 9th level.

**Collective Reading (Offensive)** - By utilizing the senses of his allies on a subconscious level and processing the flow of battle, the strategos is able to better direct his allies in combat against their foes. Allies in the strategos's collective gain a +2 insight bonus to attack and damage rolls against creatures whose surface thoughts can be read (see the Telepathic Defense class feature). This bonus increases to +3 when the strategos reaches 6th level and to +4 when they reach 9th level.

**Collective Threat** - The strategos can make attacks of opportunity through his blade collective whenever an ally within his collective does. This attack is made as if the strategos were also in the same space as his ally and he makes this attack of opportunity as normal after the ally's attack of opportunity is resolved. Attacks made count against his normal limit of attacks of opportunity. If the ally does not make an attack of opportunity if he chooses to. This is a passive blade skill and may not be shared through the collective unless the ally also possesses the ability to form a mind blade.

**Improved Bladed Collective** - The strategos' ability to grant every member of his collective his mind blade improves. He is may now grant his mind blade to an ally without reducing his mind blade's enhancement bonus. Mind blades gifted to allies have reduce their enhancement bonus reduced by 1, but do not reduce the bonuses of any other mind blades.

**Improved Share Blade Skill** - Instead of only granting access to a single blade skill he possesses to his collective, all of his blade skills are automatically available for the collective to use (with the same restrictions that the Share Blade Skill ability possesses). Allies may choose which blade skill they

## PSIONICS AUGMENTED

wish to use once per round on their turn as a free action. They may change this each round, and allies may pick different blade skills to use. The strategos must possess the Share Blade skill collective skill to select this ability.

**Share Blade Skill** - The strategos chooses and grants a single blade skill he possesses for use to the collective as a move action. This blade skill remains available to the collective until the strategos either ends the collective or replaces it with another blade skill. If that blade skill requires a mind blade, one must be granted to the collective for the ally to use (see bladed collective class feature above). If it requires the psychic strike class feature, then they must either possess it or the strategos must grant it through the collective psychic strike collective skill. If the blade skill requires the use of psionic focus, the ally must possess the ability to maintain psionic focus or else the blade skill may not be used by that ally.

He may select another collective skill at 5th level, 7th level, and at 9th level.

**Uncanny Dodge (Ex)**: At 4th level, the strategos gains the uncanny dodge class feature. If he already possesses uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

At 8th level, the strategos' uncanny dodge ability improves to improved uncanny dodge. Should he already possess this class feature, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Telepathy Focus (Ex):** At 6th level, the strategos' focus on telepathic powers grants him a +2 bonus to saving throw DC's on telepathy powers that he manifests, and a +2 insight bonus to saving throws to resist powers of that discipline.

**Collective Eruption (Su)**: At 10th level, the strategos may cause his mind blade to vanish and appear multiple places at once, attacking through his collective from his allies space. The strategos dismisses his mind blade as a full round action and expends his psionic focus. He then makes one attack (melee or ranged) using his mind blade per ally that is in his collective using his full base attack bonus. Each attack must originate from a different ally's position as part of this ability, but the strategos may alternate between melee attacks or ranged attacks as needed to attack foes at range or adjacent to allies.

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