

THE MYSTIC SPACE KNIGHT



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MYSTIC SPACE KNIGHT

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MYSTIC SPACE KNIGHTS

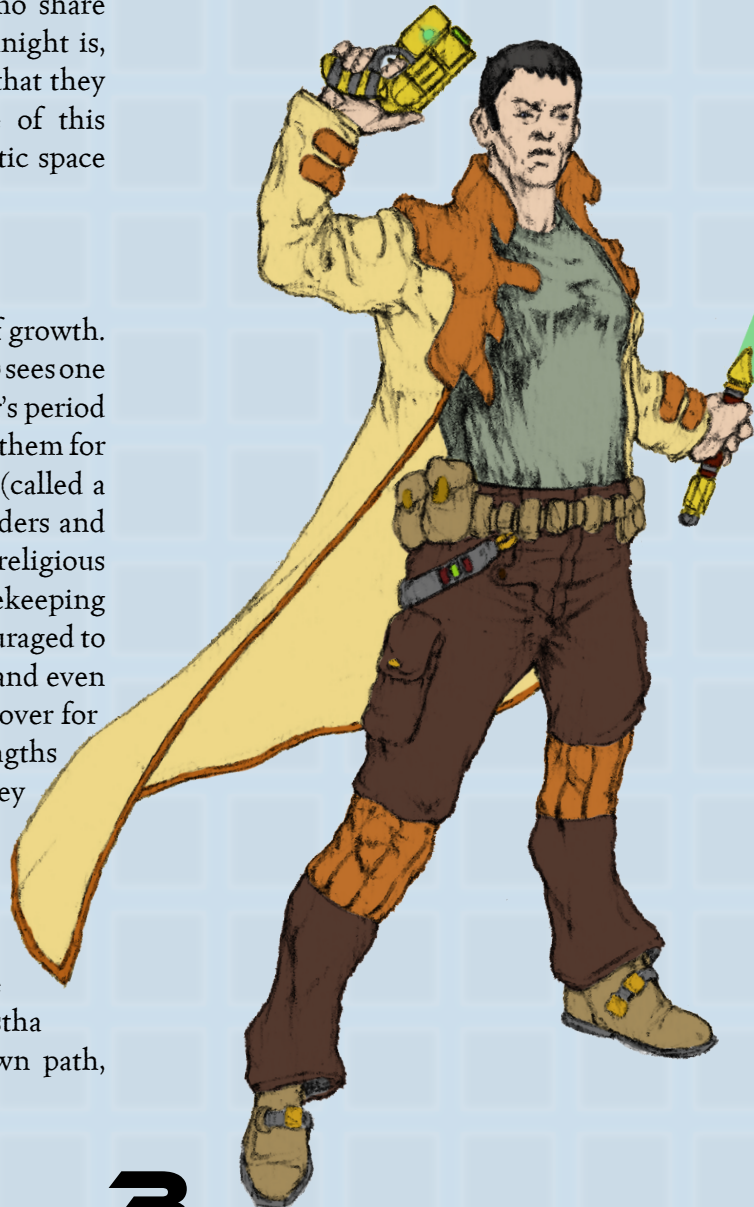
Mystic space knights are the stoic guardians of peace throughout the universe; with guidance, wise words, and, if need be, with the strength of their arms. They can tap into the collective subconsciousness of all sentient life in the universe, known as The Will, and, through that connection, they can accomplish superhuman feats. Mystic space knights belong to “battle-orders”; part military base, part monastic temple, and part charity organization that train and employ mystic space knights in peacekeeping efforts. Battle-orders are traditionally sovereign entities that shun oversight by governments or other organizations but have close ties to other battle-orders who share their ideals. The weapon of a mystic space knight is, traditionally, a weapon made of pure energy that they forge themselves, though the exact nature of this weapons varies from order to order and mystic space knight to mystic space knight.

THE CYCLE

Mystic space knights are all about the cycle of growth. This cycle (reflective of the Hindu stages of life) sees one start as a student found during another master’s period of wandering/reflection. After training under them for a time, with increasing autonomy, a student (called a Adhyeta) may join one of the many battle-orders and claim the title of Yoddha (“warrior”). These religious orders send mystic space knights on peacekeeping missions across the stars and yoddha are encouraged to teach those they meet and form friendships (and even relationships). Yoddha are famous the galaxy over for their skill with their energy weapons, the strengths of their convictions and the mystic powers they wield.

When a veteran yoddha has grown weary of the fight for peace they embark on what is called their “journey of the self”, leave their order and take on the title of Vanaprastha or “wanderer”. A vanaprastha seeks their own path,

leaving all their relationships and belongings behind, and experiences the universe with clear eyes. During this time they are encouraged to seek out new students to become mystic space knights. These people must have a strong heart, spiritual aptitude, be no older than a teenager, and have the will to fight. Students learn under the vanaprastha themselves and, after a time as an adhyeta (student), are either promoted directly to the rank of the yoddha by the vanaprastha or sent to an order for more training. The journey of the self can last years or even decades and only the strongest mystic space knights return from it.



A Vanaprastha only returns “when it is time” and do so either when they hear a call so strong they must return to their old life to save something (with teaching or with action) or they have received some great revelation. Some rejoin their order, normally as great masters, while some continue their solo lifestyle, and still others use their newfound insights to found a new order with a new goal. They are granted the title of Sannyasa or “Sage” by their peers and help shape the future of the mystic space knights.

THE VIRTUES OF CHIVALRY

Mystic space knights follow a chivalric code. While this varies from order to order and from master to master all mystic space knights have a code. A core part of all codes is to be a well-rounded and functional member of society who is capable of more than just waging war. The notion that the hand that wields the weapon must be as educated as possible is ingrained into mystic space knights from the earliest part of their training. A yoddha (warrior) is expected to be able to do courtly dances, have some art form (often sculpting or painting or flower arranging), and to be knowledgeable on politics and culture in addition to being able to wage war. They are not expected to be a professional on these matters but they need to be able to not embarrass themselves in social situations.

The ultimate test of a mystic space knight is to raise a living creature. It is believed that if they are exposed to the cost of raising a life, they are more worthy to judge who can live and who can die than someone who hasn't. This is often a particularly hard creature to tame like a certain kind of war dog, a bucking bronco,

but could be something like a child they adopt from a rough life. It should be something that they choose to raise, not something they are obligated to raise. Many mystic space knights consider biological offspring to not fit this because there is some level of social expectation to produce offspring. The idea of raising something with an eye to self advancement creates an awkward relationship with one's children and it could unfairly bias a child to becoming a mystic space knight. The ultimate expression of this is taking on a student and training them to become a respected and honored Yoddha. In this way a student who earns honor for himself is giving something back to their teacher.

Sidebar: Chivalric Virtue Feat

The Chivalric Virtue feat, found in this book, grants the mystic space knight the benefits associated with a cultured, chivalric life.

MYSTIC SPACE KNIGHTS AND ALIGNMENT

While there is no alignment requirement for a mystic space knight many are either lawful or good. There is no governing body that deters the training of evil mystic space knights or censures them. In fact, a sizeable portion of their number have fallen and wield their power for nefarious ends. Even with the same battle order there can be good, netural, and evil aligned mystic space knights can be found fighting alongside each other. As orders are large, sometimes there is even infighting between conflicting points of view and more than once whole battle orders were irreparably split by alignment divisions.

TABLE I-I: THE CYCLE

Rank	Common Terms	Level	Duty
Adhyeta	Student	1	To learn from and aid a master with increasing autonomy. You graduate by joining an order.
Yoddha	Warrior	5	To serve the needs of the universe in the fashion of your order.
Vanaprastha	Wanderer	10	To detach yourself from your order and seek true understanding of the universe and its needs through your own introspection and experiences. Seek out new students.
Sannyasa	Sage	15	To teach those what you learned during your wandering. Many are the head of an order or founder of their own.

Most evil mystic space knights are lawful evil and have some twisted sense of justice. This is often that they are the most qualified person to administer justice or that their tyrannical subjugation of others will bring about stability. They are most commonly found in the Cerulean Order or Desperado Ultra Clique roaming about an administering their own twisted brand of justice.

Good aligned mystic space knights are the “iconic” image people have in their head when they think of a mystic space knight. Most are crusading individuals who wear their heart on their sleeves. While some will take to a more militant approach, no mystic space knight joins their ranks sheerly out a militant goal. At their core they have other aspirations, often more sentimental or poetic ones, that drive them.

MYSTIC SPACE KNIGHT

A BASE CLASS FOR THE STARFINDER ROLEPLAYING GAME

STAMINA POINTS: 7 + CONSTITUTION MODIFIER
7 HP

KEY ABILITY SCORE

Mystic space knights have a spiritual connection to the universe and, as such, you should choose either Charisma or Wisdom as your key ability score. Once made, this choice cannot be changed. They are martial characters who wade into combat with their unique melee weapons that utilized only Dexterity so a respectable Dexterity and Constitution are suggested as well.

CLASS SKILLS

Skill Ranks Per Level: 4 + Intelligence Modifier

- Acrobatics (Dex)
- Athletics (Str)
- Culture (Int)
- Diplomacy (Cha)
- Mysticism (Wis)
- Profession (Cha, Int, or Wis)
- Sense Motive (Wis)
- Survival (Wis)

PROFICIENCIES

Armor Proficiency: Light armor

Weapon Proficiency: Basic and advanced melee weapons, small arms

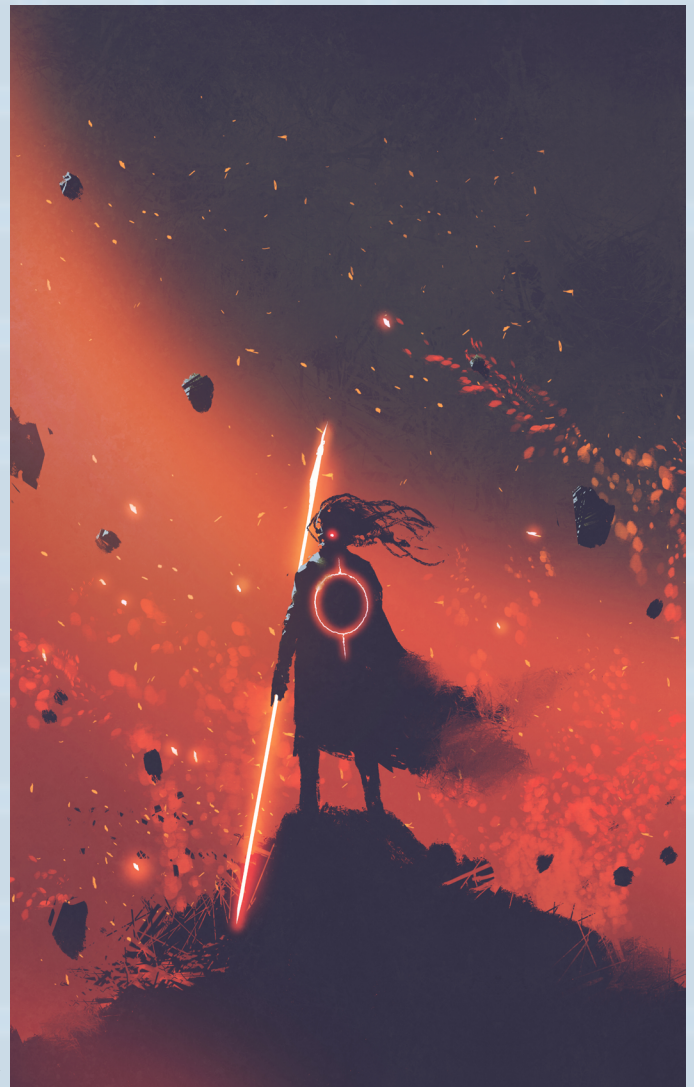


TABLE I-2: THE MYSTIC SPACE KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features
1st	+1	+0	+2	+2	Adhyeta (forge weapon, powers)
2nd	+2	+0	+3	+3	Diplomat
3rd	+3	+1	+3	+3	Weapon specialization
4th	+4	+1	+4	+4	Deflection, extra resolve
5th	+5	+1	+4	+4	Yoddha (order, powers)
6th	+6	+2	+5	+5	Order ability
7th	+7	+2	+5	+5	Advanced weapon design
8th	+8	+2	+6	+6	Extra resolve
9th	+9	+3	+6	+6	Deflection
10th	+10	+3	+7	+7	Vanaprastha
11th	+11	+3	+7	+7	Advanced weapon design
12th	+12	+4	+8	+8	Extra resolve
13th	+13	+4	+8	+8	Mystic space knight onslaught
14th	+14	+4	+9	+9	Deflection
15th	+15	+5	+9	+9	Advanced weapon design, Sannyasa
16th	+16	+5	+10	+10	Extra resolve
17th	+17	+5	+10	+10	Order ability
18th	+18	+6	+11	+11	Diplomat
19th	+19	+6	+11	+11	Advanced weapon design
20th	+20	+6	+12	+12	Extra resolve, master of the order

ADHYETA [1ST LEVEL]

AKA: "Student"

You have begun your study of the Way of the Will and begin to be able to tap into your powers. You gain several benefits from this tenuous connection to The Will:

- **Weapon:** You can forge your first energy weapon. (See the Forge Weapon class feature.)
- **Powers:** You can spend Resolve Points (RP) on Adhyeta powers. (See the Powers class feature.)

ENERGY WEAPONS [1ST LEVEL]

You can forge your first energy weapon. This requires 1,000 credits worth of material, including a crystal made out of a drop of your own blood, though your being play with one at no cost. No craft check is required, it takes 12 hours to craft, and once it is created the weapon is bonded to your soul. An energy weapon has an item level equal to the one who is currently wielding it, to a maximum of their space knight level.

When you craft your energy weapon you may choose to make a one-handed melee weapon, a two-handed melee weapon, or a operative-style melee weapon (a small weapon like a dagger, short sword, kama, etc).

Your weapon deals the damage described on Table 1-3: Energy Weapon Damage and has the qualities described on Table 1-4: Energy Weapon Qualities. An energy weapon always targets EAC, does not add your Strength modifier to damage rolls (as it is pure energy), and uses your Dexterity or Strength modifier when determining if it hits (similar to an operative weapon).

The physical appearance of your weapon is up to you. The most common forms are that of a saber, a spear, an axe, or a dagger but more exotic forms are allowed (though this is superficial and does not have a mechanical impact). If you forge an operative melee weapon, you may forge two for the same price and both are bonded to you.

You are always proficient in your weapon, no matter the form it takes. The weapon is attuned to you and no one else is ever considered proficient in its use. An exception to this is made in the case of a strong relationship between two mystic space knights (master/student, spouses, etc).

If your weapon is destroyed or lost for 1 week the connection is severed and you may create a new one, the old one falling apart.

POWERS (SP)

[1ST LEVEL]

As your connection with the subconscious will of the universe grows the kind of mystical feats you can achieve does too. You have access to all powers in the “Mystic Space Knight Powers” section later in this class that your rank entitles you to.

TABLE: 1-3: ENERGY WEAPON DAMAGE

Level	One-Handed	Two-Handed	Operative	Ranged
1st-5th	1d6 E&F	1d8 E&F	1d4 E&F	1d4 E&F
6th-8th	2d6 E&F	2d8 E&F	2d4 E&F	2d4 E&F
9th-11th	3d6 E&F	3d8 E&F	3d4 E&F	3d4 E&F
12th	4d6 E&F	4d8 E&F	4d4 E&F	4d4 E&F
13th	5d6 E&F	5d8 E&F	5d4 E&F	5d4 E&F
14th	6d6 E&F	6d8 E&F	6d4 E&F	6d4 E&F
15th	7d6 E&F	7d8 E&F	7d4 E&F	7d4 E&F
16th	8d6 E&F	8d8 E&F	8d4 E&F	8d4 E&F
17th	9d6 E&F	9d8 E&F	9d4 E&F	9d4 E&F
18th	10d6 E&F	10d8 E&F	10d4 E&F	10d4 E&F
19th	11d6 E&F	11d8 E&F	11d4 E&F	11d4 E&F
20th	12d6 E&F	12d8 E&F	12d4 E&F	12d4 E&F

TABLE 1-4: ENERGY WEAPON QUALITIES

Type	Range	Critical	Capacity	Usage	Bulk	Special
One-Handed	-	Severe Wound	20	2	1	Powered, Penetrating
Two-Handed	-	Severe Wound	20	3	2	Powered, Penetrating, Unwieldy
Operative	-	Severe Wound	20	1	L	Powered, Penetrating, Operative
Ranged	60 ft.	Severe Wound	20	2	L	Powered, Penetrating

DIPLOMAT (EX) [1ST LEVEL]

You add 1/4th your level on Diplomacy checks and Sense Motive checks made during negotiations. At 18th level this bonus improved to a value equal to 1/2 your level.

WEAPON SPECIALIZATION (EX) [3RD LEVEL]

You gain Weapon Specialization as a bonus feat for each weapon type this class grants you proficiency with. You apply your full level to damage with any energy weapon you are bonded to, even if it has the operative weapon quality or is a small arm.

ENERGY DEFLECTION (EX) [4TH LEVEL]

While wielding your energy weapon you gain the benefits of the Deflect Projectile feat.

At 9th level you gain both the Deflect Projectile and Reflect Projectile feats while wielding your energy weapon.

At 14th level you gain a +2 insight bonus on attack rolls made to deflect or reflect a projectile.

EXTRA RESOLVE (EX) [4TH LEVEL]

Your training strengthens your heart, lending you untapped powers of resolve. You gain Extra Resolve as a bonus feat at 4th level. You gain +1 additional RP at 8th level and every 4 levels thereafter.

YODDHA (SU) [5TH LEVEL]

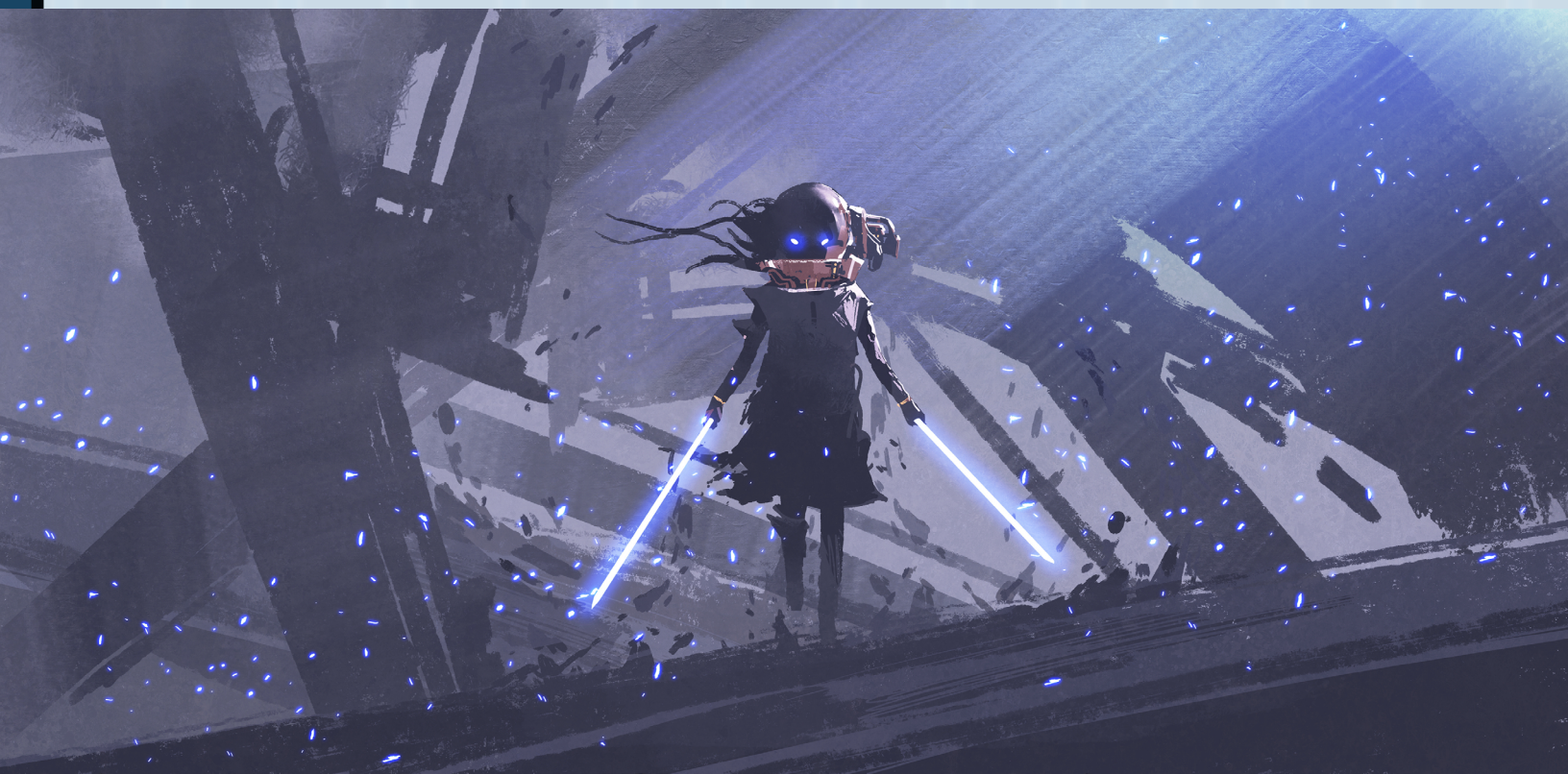
AKA: "Warrior"

You have begun your study of the Way of the Will and begin to be able to tap into your powers. You gain several benefits from this tenuous connection to The Will:

- **Order:** You must select one of the battle-orders to join. Each battle-order has a beneficial class feature. (See the list of battle-orders later in this class.)
- **Powers:** You can spend RP on Yoddha powers. (See the Powers class feature.)

ADVANCED WEAPON DESIGN [7TH LEVEL]

Starting at 7th level, when you forge an energy weapon for yourself you may add one of the following qualities found at the end of this class.



At 11th level and every 4 levels thereafter you can add 1 add quality to your weapon. If you have an operative weapon, each time you get 1 modification you get 1 for each. You can only apply an given modification to your energy weapon once.

A weapon may be “redesigned” in the same fashion as you craft an energy weapon, though the cost in components is covered by the existing weapon.

VANAPRASTHA [10TH LEVEL]

AKA: “Wanderer”

You must leave behind all you know to press onward into the unknown so that you might live life free of the tethers that bind you. You must give all your personal possessions to charity and remake your energy blade. You must adorn yourself in white and wander the cosmos for a time.

- **Spirit Guard (Su):** You add your level to your KAC and EAC so long as you are not wearing any armor as an insight bonus. While not active, you gain the environmental protection equivalent to that of light armor.
- **Order:** You cease to gain any benefit from your order and immediately switch to the “solitary” order.
- **Feats:** During this period of self discovery you may freely retain any/all feats once.
- **Ability Scores:** Once, after obtaining this class feature, you may swap two ability scores you have.
- **Powers:** You can spend RP on Vanaprastha powers. (See the Powers class feature.)

OPTION: ETERNAL YODDHA

Some mystic space knights do not feel the need to embark on the “journey of the self”. They are secure in their position and believe they still have more to offer the universe. They tend to be the more grounded, less spiritual, mystic space knights. They retain their orders but do not gain the spirit guard, feats, or ability school benefits of the vanaprastha class feature.

MYSTIC SPACE KNIGHT ONSLAUGHT [15TH LEVEL]

When making a full attack, you can make up to three attacks instead of two attacks with your energy weapons. You take a -6 penalty to these attacks instead of a -4 penalty.

SANNYASA [15TH LEVEL]

AKA: “Sage”

Returned to the world you left before your “journey of the self”, you bring with you new knowledge, students, and perspectives.

- **Order:** You may retain your solitary order (inventing it as a new order) or revert to your old order.
- **Powers:** You can spend RP on Sannyasa powers. (See the Powers class feature.)
- **Free Powers:** You not need to pay resolve to use powers that replicate 1st level spells.

Sidebar: Free Powers and Healing

A mystic space knight must always pay RP for spells that providing healing.

MASTER OF THE ORDER [20TH LEVEL]

You have reached a state of effortless energy and thus your energy weapon now consumes 0 energy. In addition, you not need to pay resolve to use powers that replicate 2nd level spells.

MYSTIC SPACE KNIGHT POWERS

Your connection with the gestalt subconscious of the universe allows you to perform superhuman feats. Many of these powers are all spell-like abilities that cost Resolve to use. A mystic space knight has a caster level equal to their character level.

You must spend RP equal to the level of the spell the power replicates. Certain class features let you use those spell-like abilities for free. A mystic space knight must always pay RP for spells that providing healing, regardless of their other class features.

If a spell has a variable spell level, use the following chart to determine the maximum spell level a mystic space knight can cast a spell at. A mystic space knight counts as being able to cast spells up to the level listed on the following table, though they always count as casting spell-like abilities when they use a power.

TABLE 1-4: MYSTIC SPACE KNIGHT MAXIMUM SPELL LEVEL

Mystic Space Knight Level	Maximum Spell Level
1st (Student)	1st
5th (Warrior)	2nd
7th	3rd
10th (Wanderer)	4th
13th	5th
16th	6th

ADHYETA (STUDENT)

Psychokinetic Hand (0th): As a standard action you can use the *psychokinetic hand* spell.

Telekinetic Projectile (0th): As a standard action you can use the *telekinetic projectile* spell.

Telekinetic Message (0th): As a standard action you can use the *telepathic message* spell.

YODDHA (WARRIOR)

Augury (2nd): You can spend 1 minute in meditation to benefit from an *augury* spell.

Command (1st): As a standard action you can use the *command* spell.

Detect Thoughts (1st): As a standard action you can use the *detect thoughts* spell.

Haste (3rd): As a standard action you can use the *haste* spell.

Hold Person (2nd): As a standard action you can use the *hold person* spell.

Mind Thrust (1st-6th): As a standard action you can use the *mind thrust* spell.

Mystic Cure (1st-6th): As a standard action you can use the *mystic cure* spell. A mystic space knight who selected Charisma as their key ability score uses their Charisma modifier in place of their Wisdom modifier to determine the value healed.

Suggestion (3rd): As a standard action you can use the *suggestion* spell.

VANAPRASTHA (WANDERER)

Discern Lies (4th): As a standard action you can use the *discern lies* spell.

Divination (4th): You can spend 10 minutes in meditation to benefit from an *divination* spell.

Greater Command (5th): As a standard action you can use the *greater command* spell.

Hold Monster (4th): As a standard action you can use the *hold monster* spell.

Mass Mystic Cure (5th-6th): As a standard action you can use the *mass mystic cure* spell. A mystic space knight who selected Charisma as their key ability score uses their Charisma modifier in place of their Wisdom modifier to determine the value healed.

Telepathic Bond (4th): As a standard action you can use the *telepathic bond* spell.

Telepathy (5th): As a standard action you can use the *telepathy* spell.

SANNYASA (SAGE)

Subjective Reality (6th): As a standard action you can use the *subjective reality* spell.

True Seeing (6th): As a standard action you can use the *true seeing* spell.

Vision (6th): As a standard action you can use the *vision* spell.

ADVANCED WEAPON DESIGNS

ADVANCED CAPACITOR (ANY)

Double your weapon's capacity (40).

BFG* (RANGED)

When making your ranged energy weapon, it becomes a two-handed ranged weapon. Its damage improves to that of a two-handed ranged weapon, requires two hands, gains the unwieldy property, and increases its usage by 1.

*Big Fusion Gun

BLOCK (TWO-HANDED)

Your energy weapon gains the block quality.

Case of Pistols (Ranged): When making your ranged energy weapon, you can craft two, as if it were an operative type energy weapon.

DISARM (ONE-HANDED, TWO-HANDED)

Your energy weapon gains the disarm quality.

DOUBLE RANGE (RANGED)

You double your weapon's range.

FEATHERWEIGHT

(OPERATIVE, CASE OF PISTOLS)

You gain the Multi-Weapon Fighting feat while wielding your weapon.

HYPER-CRYSTAL (ANY)

Your weapon's usage is reduced by 1 (minimum 1).

OPERATIVE (ONE-HANDED)

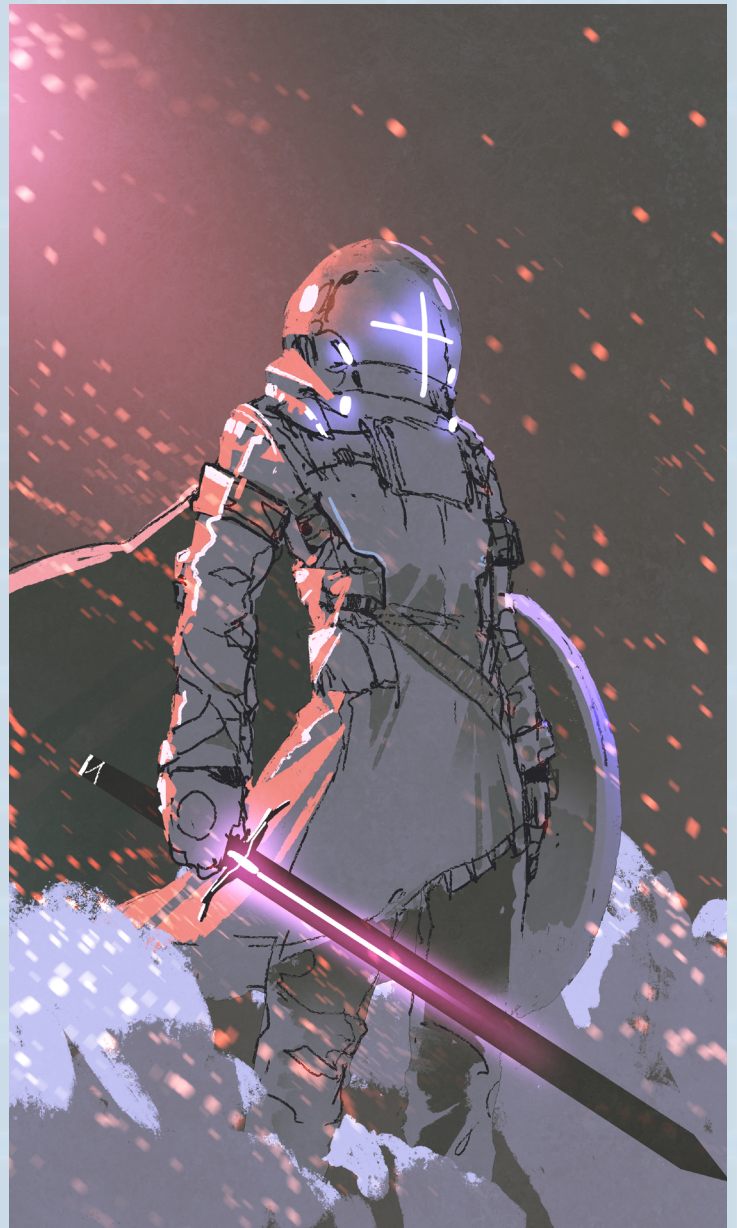
Your energy weapon gains the operative quality.

REACH (TWO-HANDED)

Your energy weapon gains the reach quality.

RETROGRADE (ANY)

You decide to go retro and give your weapon a physical blade, giving it the analog quality and removing the powered quality. Runes cover the blade and generate a sheath of glowing energy. Such weapons deal dice of extra damage (one-handed deal an extra 1d6, two-handed a d8, and operative weapons an extra 1d4), targets KAC rather than EAC, and deals either S or P damage. If you are using a ranged weapon the weapon fires solid projectiles (imbued with mystic energy), requiring 1 ammunition per shot and deals P damage.



STUN (ANY)

Your weapon gains the stun quality.

THROW (ONE-HANDED, OPERATIVE)

Your energy weapon gains the thrown (20 ft.) quality.

TRIP (ONE-HANDED, TWO-HANDED)

Your energy weapon gains the trip quality.

WEAPON FUSIONS (ANY)

You can add a single weapon fusion to your energy weapon with an item level equal to $\frac{1}{2}$ your character level. You need to pay for any weapon fusion you use. You can never have more than 1 weapon fusion on an energy weapons.

WIELDY (TWO-HANDED, BFG)

Your energy weapon is no longer unwieldy.



BATTLE-ORDERS

A battle-order is a monastic order that trains mystic space knights. They are paramilitary forces; sometimes acting as an auxiliary to a larger force, sometimes acting in small independent squads, or even operating by themselves for missions that require a more delicate touch. Each battle-order has their own view on the universe and how peacekeeping should be done.

The ones presented here are examples that conform to archetypes; we encourage you to rename and redefine them to fit your setting and even invent your own.

Each battle-order has an “typical alignments” which shows which are the most common alignments in their order. This is by no means a requirement but represents the kind of mystic space knights one will probably encounter in such a battle-order. Additionally, each order has an energy weapon form that is iconic to their order; mystic space knights of that order typically force their energy weapons into that form, but it is by no means a requirement and mystic space knights can forge their energy weapons into any form available to them.

THE BLACK SEEDS

View: The universe is full of rules that oppress people and stifle growth. The common man must be protected from the interests of large, faceless, organizations because that is the primary source of evil. People aren't wicked, the organizations that enslave them are.

Typical Alignments: CE, CN, CG

Typical Energy Weapons: Maces or batons (one-handed weapons).

Energy Weapon Color: Purple so dark it looks black

UNREST [6TH LEVEL]:

You gain a +2 bonus on all combat maneuvers and +2 bonus to your AC against them.

REVOLUTIONARY [17TH LEVEL]:

As a swift action that costs 1 Resolve you can give a rallying cry once per day against a specific organization. You and all allies who can see and hear you gain a +2 bonus on attack and damage rolls against enemies who belong to that organization for 24 hours.

BONUS POWERS

- **Confusion, Lesser (1st, Yoddha):** As a standard action you can use the *lesser confusion* spell.
- **Confusion (4th, Vanaprastha):** As a standard action you can use the *confusion* spell.
- **Inflict Pain (2nd, Yoddha):** As a standard action you can use the *inflict pain* spell.
- **Inflict Pain, Mass (6th, Sannyasa):** As a standard action you can use the *mass inflict pain* spell.



THE CERULEAN ORDER

View: The universe is disorganized and flawed. Only by controlling it and enforcing order can the ignorant be educated, societal ills be fixed, and everyone prosper.

Typical Alignments: LE, LN, LG

Typical Energy Weapons: Cerulean knights favor a pair of twin short swords (operative weapons).

Energy Weapon Color: Cerulean blue

ENFORCER [6TH LEVEL]:

You treat Intimidate and Bluff as class skills and gain a +1/4th level insight bonus in both of those skills.

IRON EMPEROR [17TH LEVEL]:

When you demoralize a creature with Intimidate they are frightened for the first round of the normal duration of the shaken effect. In addition, you can inflict fear effects on mindless creatures and creatures normally immune to fear effects. Such creatures gain a +4 bonus on saves against your fear effects though.

BONUS POWERS

- **Dominate Person (5th, Sannyasa):** As a standard action you can use the *dominate person* spell.
- **Fear (1st-4th, Yoddha):** As a standard action you can use the *fear* spell.



THE CLOISTER

View: The universe requires careful consideration. Only through careful study, research, and consultation with the Will can we understand a situation fully. Fixing something halfway often causes more damage in the long run.

Typical Alignments: LG, LN, LE

Typical Energy Weapons: Cloister knights are famous for their curved energy sabers (one-handed weapons).

Energy Weapon Color: Lavender purple

ACADEMIC [6TH LEVEL]:

You gain 2 additional skill points per level and retroactively gain skill points to bring you up to this point. You retain this benefit if you go on the journey of the self.

ABBOT OF THE MIND [17TH LEVEL]:

When you use your divination or augury powers, you may do so as a swift action at the cost of 0 Resolve.

BONUS POWERS

- **Identify (1st, Yoddha):** As a standard action you can use the *identify* spell.
- **Keen Senses (1st, Yoddha):** As a standard action you can use the *keen senses* spell.
- **Mind Probe (4th, Vanaprastha):** You can spend 1 minute in meditation to cast the *mind probe* spell on a willing creature.
- **Retrocognition (5th, Sannyasa):** You can spend 1 minute in meditation to gain the benefits of a *retrocognition* spell.
- **Status (2nd, Yoddha):** As a standard action you can use the *status* spell.

THE DESPERADO ULTRA CLIQUE

View: The universe is fine so long as decent folk keep an eye on it. Justice isn't some high and noble concept—it's just a job; someone's got to remind people to play nice even if it's done at the end of a barrel.

Typical Alignments: Any

Typical Energy Weapons: Desperado use their trusty pistols (ranged weapons) to administer justice across the cosmos.

Energy Weapon Color: Bright green

GUNSLINGER [6TH LEVEL]:

You can craft your energy weapon into a ranged weapon, similar to a laser-firing small arm. You retain this benefit if you go on the journey of the self. In addition, you gain a +1/4th class level insight bonus on any check to identify laws or answer legal questions (typically Culture).

SHOOT WITH YOUR MIND [17TH LEVEL]:

When shooting your energy weapon you ignore all cover less than total cover.

BONUS POWERS

- **Fatigue (0th, Yoddha):** As a standard action you can use the *fatigue* spell.
- **Force Blast (2nd, Yoddha):** As a standard action you can use the *force blast* spell.
- **Synaptic Pulse (3rd, Yoddha):** As a standard action you can use the *synaptic pulse* spell.
- **Synaptic Pulse, Greater (5th, Sannyasa):** As a standard action you can use the *greater synaptic pulse* spell.

Sidebar: Ranged Energy Weapons

The Desperado Ultra Clique uses ranged weapons instead of melee weapons. All of the class features of a mystic space knight still apply, though you'll have to be kind of creative in describing the deflection class feature. The best way to imagine it is that the energy pistol's barrel is sheathed in a field of energy.

THE UNITED TEMPLE

View: The universe is full of competing ideas, cultures, wants, and needs. We must respect everyone's wishes, even if that means compromising a bit.

Typical Alignments: NG, CG, N, CN

Typical Energy Weapons: Unitedists favor double-bladed energy axes (one-handed weapons).

Energy Weapon Color: Bright white

TRUEHEART [6TH LEVEL]:

You are immune to fear effects.

FOUNT OF COURAGE [17TH LEVEL]:

All allies within 15 feet of you are immune to fear effects.

BONUS POWERS

- **Share Language (1st, Yoddha):** As a standard action you can use the *share language* spell.
- **Stabilize (0th, Yoddha):** As a standard action you can use the *stabilize* spell.
- **Tongues (3rd, Yoddha):** As a standard action you can use the *tongues* spell.
- **Telepathic Jaunt (6th, Sannyasa):** As a standard action you can use the *telepathic jaunt* spell.



THE SCREAMING HAWKS

View: The universe is saved only by the actions of the just. Quick, decisive action is required of the brave to save the weak even if that action is imperfect.

Typical Alignments: NG, CG, CN

Typical Energy Weapons: Screaming hawks forge energy pikes and glaives (two-handed weapons).

Energy Weapon Color: Vermillion red

BLOOD HAWK [6TH LEVEL]:

You add half your level to initiative checks.

GOLDEN HAWK [17TH LEVEL]:

All allies that can see and hear you add half your level to their initiative checks. This effect does not stack with itself.

BONUS POWERS

- **Control Gravity (6th, Sannyasa):** As a standard action you can use the *control gravity* spell.
- **Flight (1st-6th, Yoddha):** As a standard action you can use the *flight* spell.
- **Slow (3rd, Vanaprastha):** As a standard action you can use the *slow* spell.



THE STAR CRUSADE

View: The universe is dark and full of wicked things. We can act as the universe's shield, protecting the precious few good things from the darkness. When a more perfect world comes, we will not be part of it for our hands are stained with blood.

Typical Alignments: LG, NG, CG, LN, LE

Typical Energy Weapons: Mystic crusaders prefer large greatswords (two-handed weapons).

Energy Weapon Color: Golden yellow

SAVIOR [6TH LEVEL]:

You can use your mystic cure power as a reaction once per round by increasing the Resolve cost to cast it by +1.

MARTYR [17TH LEVEL]:

The first time in a day when you are reduced to 0 hit points, all allies within 30 feet of you who are at 0 Hit Points or less automatically stabilize and immediately recover 1/4th your level in Hit Points.

BONUS POWERS

- **Resistant Armor, Lesser (3rd, Yoddha):** As a standard action you can use the *lesser resistant armor* spell.
- **Resistant Armor (4th, Vanaprastha):** As a standard action you can use the *resistant armor* spell.
- **Resistant Armor, Greater (6th, Sannyasa):** As a standard action you can use the *greater resistant armor* spell.
- **Shield Other (2nd, Yoddha):** As a standard action you can use the *shield other* spell.

SOLITARIES

Note: This battle-order is designed to be used for mystic space knights that don't have a order or as a template to design your own battle order. All mystic space knights end up on this path for a time when they embark on the journey.

View: The views of a solitary vary.

Typical Alignments: Varies

Typical Energy Weapons: Varies

Energy Weapon Color: Varies

Bonus Feat [6th Level]:

You gain a bonus feat. Alternatively, with your GM's approval, you can either select a 6th level benefit from another battle-order or design your own.

Bonus Feat [17th Level]:

You gain a bonus feat. Alternatively, with your GM's approval, you can either select a 6th level benefit from another battle-order or design your own.

Bonus Powers

After discussing with your GM, select 4 spells to be granted as spell-like ability via powers. Use the following table to figure out what rank your character needs to be to gain the bonus power:

TABLE 1-5: SOLITARY BONUS POWERS

Rank	Spell Levels
Yoddha	0th, 1st, 2nd, 3rd
Vanaprastha	4th
Sannyasa	5th, 6th

ALTERED OR REPLACED CLASS FEATURES

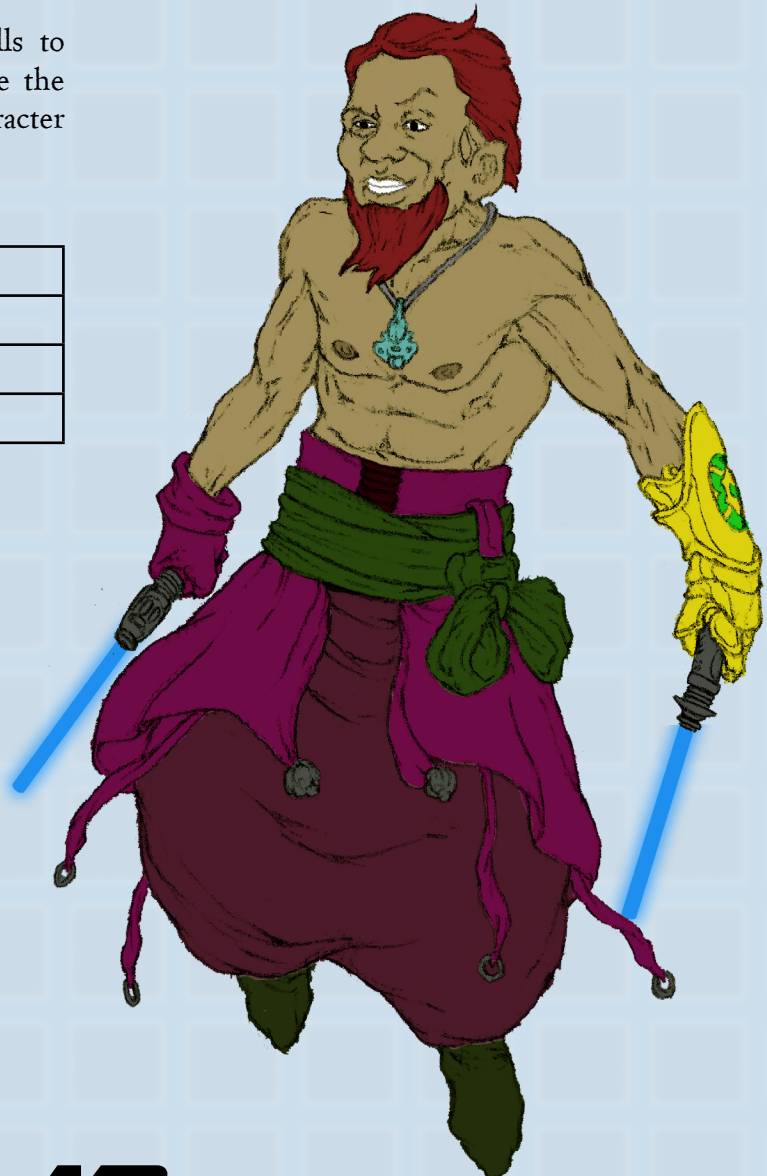
For any level at which an archetype provides an alternate class feature, an envoy who takes the archetype alters or replaces the listed class features.

Multilevel [2nd and 18th Levels]: You don't gain your diplomat class feature

Multilevel [4th and 12th]: You don't gain Extra Resolve as a bonus feat at 4th. Instead you gain it at 8th level, and you don't gain an additional resolve at 12th level

6th Level: You gain your 6th level order ability at 7th level, and you don't gain your 7th level advanced weapon design

9th Level: You don't gain the 9th level advancement of your energy deflection class feature.



BUILDS



CRUSADER

Theme: Spacefarer

You've spent your life on great star crusades, bringing light to the dark places.

Ability Scores: Strength and Charisma.

Battle Order: The Star Crusade

Feats: Bodyguard, Cleave, Toughness, Stand Still

Skills: Acrobatics, Diplomacy, Perception, Piloting



IRON JUDGE

Theme: Icon*

You know best and will save everyone from themselves by having them submit to your will.

Ability Scores: A good Charisma or Wisdom is your primary concern as with it you can crush the spirits (and bodies) of those who stand in your way. You are a juggernaut so Constitution will help.

Battle Order: The Cerulean Order

Feats: Iron Will, Toughness, Heavy Armor Proficiency, Veiled Threat

Skills: Bluff, Culture, Intimidate, Sense Motive

*Your "fans" are those who fear you.

BUILDS



MAN WITH NO NAME

Theme: Outlaw

You go where the universe needs you, meting out justice with the end of a gun.

Ability Scores: You rely on a good Dexterity to hit with your energy gun, and a good Charisma or Wisdom strengthens your powers.

Battle Order: The Desperado Ultra Clique

Feats: Deadly Aim, Far Shot, Quick Draw, Slippery Shooter

Skills: Disguise, Intimidate, Perception, Sense Motive



WARRIOR-SAGE

Theme: Scholar

Without all the facts, how can you know what is best? Haste makes waste, as they say.

Ability Scores: Charisma or Wisdom are your most important scores, and a good Intelligence is useful for skills.

Battle Order: The Cloister

Feats: Chivalric Virtue, Master Crafter, Mystic Strike, Spell Penetration

Skills: Computers, Culture, Mysticism, Physical Science

NEW FEAT: CHIVALRIC VIRTUE

You have been immersed in the chivalric way of life and have managed to absorb some of it.

Prerequisites: Mystic Space Knight 5th Level

Benefit: You gain a +2 bonus on all of the following skill checks, representing your basic training in the chivalric lifestyle. Checks to perform courtly dances, a single artistic profession or craft check of your choice*, on Survival checks to rear a creature, on Culture checks made for political discourses and appreciation of the arts.

Special: This may be taken a second time at 10th level, increasing the bonus on all the aforementioned checks to a +4 and again at 3rd time at 15th level, causing this feat to provide a +6 bonus on such checks instead.

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