



The War Mind



A Psionic Prestige Archetype
Mark Gedak



War Mind

War minds are almost unequalled experts of an incredibly powerful combat technique that melds the body and mind into one perfect warrior. They achieve this through studying ancient techniques known as the chains of war. Some study under the guidance of a single war mind, often in the role of apprentice and master; some choose to find this path through meditation and intense studies of the “*Codex of War*”, an ancient but wellrespected tome that teaches the necessary mindset and training to awaken the chains of war in a psionically talented warrior.

Design: This prestige archetype combines elements of the fighter class and the war mind prestige class.

Role: A war mind will stand at the front lines of a battle, meting out punishment and enduring the onslaught of enemies. He excels at melee combat and uses his manifesting ability to enhance his martial prowess.

Alignment: War minds can be any non-chaotic alignment.

Faith: War minds can be of any faith. Worshippers of the New Gods are often adherents of Gerana, Myketa, Rolterra, Veiloaria, or Yolanna. Adherents of the Elemental Lords favor Firelord Mal’eket, Kurofu the Shadow, Poison Wave, or the S’sluun the Naga Empress. Faithful of the Silthering Symphony are often adherents of Sessenaileama the Deafening Howl in the Exordium, Vestrivissia the Mocking Canticle, or Zelasindrillis the Unplaced Harmony.

Hit Dice: d10

Starting Gold: 5d6 x 10 gp (175 gp average). Additionally, a war mind begins with a explorer’s outfit.

Class Skills

The war mind’s class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (psionics) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are class features of the war mind.

Weapon and Armor Proficiency: A war mind is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (except tower shields).

Combat Feat: At 1st level, and at every even level thereafter, a war mind gains a combat feat in addition to those gained from normal advancement. The war mind must meet the prerequisites to select the feat.

Power Points/Day: A war mind can manifest powers. His ability to manifest psionic powers is limited by the power points he has available. His base daily allotment of power points is given on the war mind class table. In addition, he receives bonus power points per day if he has a high Wisdom score. His race may also provide bonus power points per day, as may certain feats and items. If a war mind has power points from a different class, those points are pooled together and usable to manifest powers from either class.

Powers Known: A war mind chooses his powers from the psychic warrior power list. At 1st level, a war mind knows one psychic warrior power of your choice. At every third levels higher than 1st (4th, 7th, ...) , he learns one new power. A war mind can manifest any power that has a power point cost equal to or lower than his manifester level. The total number of powers a war mind can manifest per day is limited only by his daily power points.

A war mind 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 war mind powers is 10 + the power’s level + the war mind’s Wisdom modifier.

Maximum Power Level Known: A war mind gains the ability to learn one 1st-level power when he takes his first level in the class. As he attains higher levels, a war mind gains the ability to master more complex powers. To learn or manifest a power, a war mind must have a Wisdom score of at least 10 + the power’s level.

Wild Talent: The war mind gains Wild Talent as a bonus feat at 1st level. This provides him with the psionic power necessary to manifest his first psionic power. A character who is already psionic instead gains the Psionic

War Mind Class Table

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Max Power Level Known
1st	+1	+2	+2	+0	Combat feat, Wild Talent	0	1	1st
2nd	+2	+3	+3	+0	Combat feat, consult the codex +1	1	1	1st
3rd	+3	+3	+3	+1	Bravery +1, chain of personal superiority +2 (3/day)	2	1	1st
4th	+4	+4	+4	+1	Combat feat	3	2	1st
5th	+5	+4	+4	+1	Chain of defensive posture +2 (3/day)	5	2	1st
6th	+6/+1	+5	+5	+2	Combat feat, consult the codex +2, psionic retraining	8	2	1st
7th	+7/+2	+5	+5	+2	Chain of enduring body (DR 1/—)	11	3	2nd
8th	+8/+3	+6	+6	+2	Bravery +2, combat feat	14	3	2nd
9th	+9/+4	+6	+6	+3	Well of power	18	3	2nd
10th	+10/+5	+7	+7	+3	Combat feat	23	4	3rd
11th	+11/+6/+1	+7	+7	+3	Consult the codex +3, sweeping strike	28	4	3rd
12th	+12/+7/+2	+8	+8	+4	Combat feat, psionic retraining	33	4	3rd
13th	+13/+8/+3	+8	+8	+4	Bravery +3, chain of personal superiority +4 (3/day)	39	5	4th
14th	+14/+9/+4	+9	+9	+4	Combat feat	46	5	4th
15th	+15/+10/+5	+9	+9	+5	Chain of defensive posture +4	53	5	4th
16th	+16/+11/+6/+1	+10	+10	+5	Combat feat, consult the codex +4	60	6	5th
17th	+17/+12/+7/+2	+10	+10	+5	Enduring body (DR 2/—)	69	6	5th
18th	+18/+13/+8/+3	+11	+11	+6	Bravery +3, combat feat, psionic retraining	77	6	5th
19th	+19/+14/+9/+4	+11	+11	+6	Chain of overwhelming force	86	6	5th
20th	+20/+15/+10/+5	+12	+12	+6	Combat feat, living codex	95	6	5th

Talent feat.

Consult the Codex (Ex): Before a war mind is trained to fight with weapons, they are trained to read and study the great battles of old. Each war mind at 1st level is given a *Codex of War* to study. Each day starting at 2nd level, the war mind may study the codex for one hour to gain one of the following benefits:

- +1 bonus to Armor Class
- +1 bonus to CMB
- +1 bonus to CMD
- +1 bonus to initiative
- +1 bonus to melee attacks

- +1 bonus to melee damage
- +1 bonus to ranged attacks
- +1 bonus to ranged damage

The bonus increases to +2 at 6th level, +3 at 11th level, and +4 at 16th level. When the bonus granted is more than +1, the war mind may split the bonus between multiple benefits as long as the total bonus does not exceed the maximum bonus listed.

Chain of Personal Superiority (Ex): At 3rd level, a war mind learns the first principle of warfare for the individual combatant: the ability to both deal punishment and take it. Calling upon inner reserves of knowledge and

dedication, a war mind can provide himself with a +2 insight bonus to Strength and Constitution for up to 1 minute. A war mind can use this power three times per day. Activating this power is a free action. At 13th level, the insight bonus to Strength and Constitution improves to +4.

Bravery (Ex): Starting at 3rd level, a war mind gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every five levels beyond 3nd.

Chain of Defensive Posture (Ex): At 5th level, a war mind learns the second principle of warfare for the individual combatant: the ability to avoid the enemy's counterattacks if that enemy is not immediately overwhelmed. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Armor Class for up to 1 minute. A war mind can use this power three times per day. Activating this power is a free action. At 15th level, the insight bonus to Armor Class improves to +4.

Psionic Retraining: At 6th level, and every 6 levels thereafter (12th and 18th levels), a war mind can choose to learn a new psionic feat in place of a combat feat he has already learned. In effect, the war mind loses the combat feat in exchange for the new psionic feat one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A war mind can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Chain of Enduring Body (Ex): At 7th level, a war mind learns the third principle of warfare for the individual combatant: to unleash in oneself the spirit of the enduring body. The spirit of the ideal body transforms a war mind, granting him damage reduction 1/—. At 17th level, his damage reduction improves to 2/—.

Well of Power (Ex): At 9th level, a war mind can tap his psionic energy to use chain of personal superiority or chain of defensive posture more than would normally be possible. If he has already expended all of his daily uses of either chain of personal superiority or chain of defense posture, he may spend 4 power points to gain an additional use of either ability. He can do this as many times as he wants in a day, provided he has power points left. his daily use.

Sweeping Strike (Ex): At 11th level, a war mind gains the ability to make great, sweeping swings with a melee weapon. On each melee attack a war mind makes, he can choose squares he threatens that are adjacent to each other, and his attacks apply to creatures in those two squares equally. A war mind can use this ability on any attack.

A war mind cannot use this ability if he has moved more than 10 feet since the end of his last turn. If a war mind hits one or both of his foes with a sweeping strike, he can attempt a cleave normally; however, he makes only one cleave attempt per sweeping strike, even if he successfully hits more than one foe.

Chain of Overwhelming Force (Su): At 19th level, a war mind learns the fourth principle of warfare for the individual combatant: to discover the underlying violence of the world and deliver it in a perfectly executed attack. The war mind taps into this underlying energy and apply it to a single melee attack, dealing an extra 10d6 points of damage. A war mind can use this power once per day. Activating this power is part of the attack action. If the attack misses, the power is wasted.

Living Codex (Su): At 20th level, a war mind has mastered their codex of war. By expending their psionic focus as a swift action, they may reassign their benefit points granted by their consult the codex ability. There is no limit to the number of times benefit points can be reassigned in a day.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever he gains a war mind level, the following races may select the following alternate bonuses based on their race. These bonuses are considered racial bonuses.

Aasimar: Add a +1 bonus to Survival checks.

Anpur: Add a +1 bonus to Knowledge (history) checks.

Anumus: Add +1 to Handle Animal checks.

Avoodim: Add +1 CMD to resist dirty tricks.

Boggle: Add +1/3 precision damage with technological ranged weapons.

Dhosari: Add +1/3 precision damage against those that threaten your paricharka.

Dragonblood: Add +1/2 bonus to Reflex saves vs. fire spells.

Duergar: Add 1 power point.

Dwarf: Subtract 1/6 point of armor check penalty.

Elf: Add +1/5 bonus to the chain of defensive power.

Enigmon: Add +1/3 precision damage against creatures with the chaotic subtype.

Erkuna: Add +1/3 precision damage against creatures with the lawful subtype.

Gnoll: Add +1/3 precision damage with flails.

Gnome: Add a +1 CMD to resist overrun.

Grippli: Add a +1/6 dodge bonus to AC.

Half-Elf: Add a +1 bonus to Knowledge (psionics) checks.

Half-Ogre: Add +1 CMD to resist bull rush.

Half-Orc: Add +1/6 bonus to your consult the codex value.

Hobgoblin: Add a +1 CMD to resist sunder.

Human: Add +1/4 bonus to saves vs. fear.

Ifrit: Add +1/3 precision damage against creatures with the water subtype.

Lizardfolk: Add a +1 bonus to Intimidate checks.

Nange: Add a +1 CMD to resist trip.

Oakling: Add a +1 bonus to Climb checks.

Orc: Add +1/5 bonus to the chain of personal superiority.

Oread: Add +1/3 precision damage against creatures with the air subtype.

Skulk:

Sylph: Add +1/3 precision damage against creatures with the earth subtype.

Undine: Add +1/3 precision damage against creatures with the fire subtype.

Urisk: Add +1/5 point of untyped damage reduction.

Zendiqi: Add a +1/3 precision damage against clerics or sacredote of the New Gods.

Sample War Mind Character

Below is a sample war mind character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional skill points.

Garish Falnor (CR 1/2; XP 200)

Male half-ogre war mind 1

NG Medium humanoid (human, giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +1

Defense

AC 15, touch 9, flat-footed 15

(+5 armor, -1 Dex, +1 natural)

hp 12 (1d10+2)

Fort +4, **Ref** +1, **Will** +1

Offense

Speed 20 ft.

Melee greatsword +5 (2d6+6)

Ranged shortbow +0 (1d6/x3)

Special Attacks frenzy

Known Powers (ML 1st; concentration +2); **pp** 2

1st—*expansion*^A

Statistics

Str 19, **Dex** 8, **Con** 14, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** +5 (+7 sunder); **CMD** 14 (16 vs. sunder)

Feats Improved Sunder, Power Attack, Wild Talent

Skills Climb +2, Knowledge (history) +4, Intimidate +5, Survival +5; **Racial Modifiers** +2 Climb, Intimidate;

ACP -4

Languages Common, Giant

Combat Gear 20 arrows, *power stone of prevenom weapon*; **Gear** codex of war, greatsword, scale mail, short bow; 18 gp

Homeland Azag-Ithiel

Faith Anubis

Garish Falnor (CR 4; XP 1,200)

Male half-ogre war mind 5

NG Medium humanoid (human, giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +1

Defense

AC 17, touch 9, flat-footed 17

(+7 armor, -1 Dex, +1 natural)

hp 42 (5d10+10)

Fort +6, **Ref** +3, **Will** +2; +1 vs. fear

Defensive Abilities chain of defensive posture +2 (3/day)

Offense

Speed 20 ft.

Melee +1 *adamantine greatsword* +11 (2d6+8)

Ranged +1 *composite longbow* +5 (1d8+6/x3)

Special Attacks chain of personal superiority +2 (3/day), consult the codex +1, frenzy

Known Powers (ML 5th; concentration +6); **pp** 9

1st—*expansion*^A, *metaphysical weapon*^A

Statistics

Str 20, **Dex** 8, **Con** 14, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +10 (+12 sunder); **CMD** 19 (21 vs. sunder)

Feats Catch Off-Guard, Improved Sunder, Intimidating Prowess, Power Attack, Psionic Sunder, Psionic Weapon, Wild Talent

Skills Climb +3, Knowledge (history) +8, Intimidate +14, Survival +9; **Racial Modifiers** +2 Climb, Intimi-

date; **ACP** -3

Languages Common, Giant

Combat Gear 20 arrows, *power stone of prevenom weapon* (4); **Gear** +1 *adamantine greatsword*, +1 *composite longbow* (+5 Str), *codex of war*, *glove of the beast* (1d4), +1 *breatplate*; 42 gp

Garish Fahnor (CR 9; XP 6,400)

Male half-ogre war mind 10

NG Medium humanoid (human, giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +2

Defense

AC 20, touch 10, flat-footed 20

(+9 armor, +1 deflection, -1 Dex, +1 natural)

hp 79 (10d10+20)

Fort +9, **Ref** +6, **Will** +5; +2 vs. fear

DR 1/—; **Defensive Abilities** chain of defensive posture +2 (3/day)

Offense

Speed 20 ft.

Melee +4 *adamantine greatsword* +20/+15 (2d6+12)

Ranged +1 *composite longbow* +10/+5 (1d8+6/x3)

Special Attacks chain of personal superiority +2 (3/day), consult the codex +2, frenzy

Known Powers (ML 10th; concentration +12); **pp** 35

3rd—*dispatch*^A

2nd—*endorphin surge*^A

1st—*expansion*^A, *metaphysical weapon*^A

Statistics

Str 20, **Dex** 8, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +10; **CMB** +15 (+19 sunder); **CMD** 25 (29 vs. sunder)

Feats Deep Impact, Greater Psionic Weapon, Greater Sunder, Ghost Attack, Improved Sunder, Intimidating Prowess, Power Attack, Psionic Sunder, Psionic Weapon, Sundering Strike, Wild Talent

Skills Climb +3, Knowledge (history) +13, Intimidate +19, Survival +15; **Racial Modifiers** +2 Climb, Intimidate; **ACP** -3

Languages Common, Giant

SQ psionic retraining, well of power

Combat Gear 20 arrows, *power stone of dissolving weapon* (3); **Gear** +4 *adamantine greatsword*, +1 *composite longbow* (+5 Str), *codex of war*, *glove of the beast* (1d4), +3 *breatplate*, *ring of protection* +1, *warrior's scabbard*; 157 gp

Garish Fahnor (CR 14; XP 38,400)

Male half-ogre war mind 15

NG Medium humanoid (human, giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +2

Defense

AC 20, touch 10, flat-footed 20

(+9 armor, +1 deflection, -1 Dex, +1 natural)

hp 117 (15d10+30)

Fort +11, **Ref** +8, **Will** +7; +3 vs. fear

DR 1/—; **Defensive Abilities** chain of defensive posture +4 (3/day)

Offense

Speed 20 ft.

Melee +5 *adamantine collision greatsword* +29/+25/+19 (2d6+22)

Ranged +1 *collision composite longbow* +15/+10/+5 (1d8+14/x3)

Special Attacks chain of personal superiority +4 (3/day), consult the codex +3, frenzy, sweeping strike

Known Powers (ML 15th; concentration +17); **pp** 70

4th—*truevenom weapon*

3rd—*dispatch*^A

2nd—*endorphin surge*^A

1st—*expansion*^A, *metaphysical weapon*^A

Statistics

Str 26, **Dex** 9, **Con** 20, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +15; **CMB** +23 (+27 sunder); **CMD** 32 (37 vs. sunder)

Feats Cleave, Deep Impact, Dreadful Carnage, Furious Focus, Greater Psionic Weapon, Great Cleave, Greater Sunder, Ghost Attack, Improved Sunder, Intimidating Prowess, Power Attack, Psionic Sunder, Psionic Weapon, Shield of Swings, Sundering Strike, Wild Talent

Skills Climb +3, Knowledge (history) +18, Intimidate +24, Survival +20; **Racial Modifiers** +2 Climb, Intimidate; **ACP** -3

Languages Common, Giant

SQ psionic retraining, well of power

Combat Gear 20 arrows, *power stone of physical acceleration* (2), *power stone of sharpened edge* (2); **Gear** +5 *adamantine collision greatsword*, *belt of physical might* (Str, Con) +6, +1 *collision composite longbow* (+8 Str), *codex of war*, 2 *gloves of the beast* (1d4), +3 *breatplate*, *ring of missile protection*, *ring of protection* +1, *warrior's scabbard*; 329 gp

Garish Fahnor is a veteran of the No-Win War. He spent much of his tour of duty in the Abanacoi Mountains near the Godswall with Val Turesh. He apprenticed as a war mind under a tengu master, Black Clawblade, who has since retired to Nicnfoot.

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