

METAMIND AND SLAYER

Psionic prestige class alternatives by Bruce R. Cordell

Requires the *Dungeons & Dragons® Player's Handbook*, Third Edition, and *Psionics Handbook* published by Wizards of the Coast®

When I was writing *Tome and Blood* (a sourcebook for wizards and sorcerers), I hit on an idea for advancing a character's effective caster level at alternating levels (or in batches), rather than at every level. Of course, I'd already finished designing the *Psionics Handbook* by that time. Ever since then, I've been thinking about that mechanic as it applies to manifester levels.

I've taken that idea and a few others and implemented them in alternate versions of the prestige classes in the *Psionics Handbook*. This document contains a different take on the metamind and slayer, which you can use when you're playing *If Thoughts Could Kill* as variants of the standard classes. As you're reading these versions, you'll need to refer to the *Psionics Handbook*.

Metamind

The metamind prestige class description appears on page 109 of the *Psionics Handbook*.

Hit Die: d4

Requirements

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

Manifesting: Ability to manifest two different powers, one of which must be 2nd level or higher

Psicraft: 6 ranks

Knowledge (psionics): 6 ranks

Feats: Inner Strength

Class Skills

The metamind's class skills are Alchemy (Int), Concentration (Con), Craft (any) (Int), Knowledge (psionics) (Int), Psicraft (Int), and Remote View (Int).

Skill Points at Each Level: 4 + Int modifier

Class Features

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

Weapon and Armor Proficiency: Metaminds gain no proficiency in any weapon or armor.

Effective Manifester Level: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if he had also gained a level in the psionic class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, additional psionic combat modes, hit points beyond those he receives from the prestige class, and so on). He does gain the following benefits: an increased effective level of psionic manifestation, additional power points, more effective levels for psicrystal powers, and extra free manifestations of 0-level powers. If a character had more than one psionic class before becoming a member of this prestige class, he must decide to which class he adds the new level for purposes of determining Effective Manifester Level.

For example, a 7th-level psion/6th-level metamind has a character level of 13 and a manifester level of 12. So, he manifests powers with level-dependent parameters as if he were 12th level.

Power Psicrystal (Ex): At 1st level, a metamind can use a psicrystal to store extra power points. (If the character's previous class didn't allow him to create a psicrystal, he can do so now.) In addition to its psicrystal abilities, this item is the equivalent of a *crystal capacitor* that can hold 5 power points.

The metamind treats his psicrystal as a *crystal capacitor* 7, 9, 11, and 13 at 3rd, 5th, 7th, and 9th levels, respectively. The

THE METAMIND

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Effective Manifester Level
1st	+0	+0	+0	+2	Power psicrystal 5	+1 level of existing class
2nd	+1	+0	+0	+3	Freely manifest 1	+1 level of existing class
3rd	+1	+1	+1	+3	Power psicrystal 7	+1 level of existing class
4th	+2	+1	+1	+4	Freely manifest 2	+1 level of existing class
5th	+2	+1	+1	+4	Power psicrystal 9	+1 level of existing class
6th	+3	+2	+2	+5	Freely manifest 3	—
7th	+3	+2	+2	+5	Power psicrystal 11	+1 level of existing class
8th	+4	+2	+2	+6	Freely Manifest 4	—
9th	+4	+3	+3	+6	Power psicrystal 13	+1 level of existing class
10th	+5	+3	+3	+7	Apotheosis	—

higher capacity of the psicrystal overlaps the previous lower capacity; it does not stack.

Freely Manifest (Sp): Beginning at 2nd level, the metamind can manifest any 1st-level power he knows for free three times per day. After exhausting his daily allotment of free manifestations, he must pay for his powers normally.

The metamind gains the ability to freely manifest his 2nd-, 3rd-, and 4th-level powers each three times per day at 4th, 6th, and 8th level, respectively. Powers that have secondary costs, such as those requiring expenditures of XP or gp, cannot be freely manifested.

Apotheosis (Sp): At 10th level, the metamind can undergo mental apotheosis, transforming the gross physical matter of his living brain into pure psionic energy for one hour per day. While so transfigured, his eyes are like brilliant lamps, and the tips of his hair sparkle with light. While in this state he remains immune to all mind-affecting effects. He gains a +2 circumstance bonus to all DCs and saving throws made when manifesting or saving against a psionic power. He can freely manifest one additional power from every level of powers he knows. If he can freely manifest powers at a given level already, he gains one additional free manifestation of that power level for the day. Unlike his freely manifest ability (above), he can also freely manifest powers that have secondary costs, as long as he pays those costs (usually in XP or gp).

Slayer

The slayer prestige class description appears on page 112 of the *Psionics Handbook*.

Hit Die: d10

Requirements

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

Base Attack Bonus: +3

Base Power Points/Day: 8+

Knowledge (mind flayer lore): 1 rank

Wilderness Lore: 4 ranks

Feats: Track

Special: Must have killed a mind flayer, either individually or as part of a group comprising no more than six members.

Class Skills

The slayer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Knowledge (mind flayer lore) (Int), Listen (Wis), Psicraft (Int), Sense Motive (Wis), Spot (Wis), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier

Additional Credits

Copyediting and Production: Sue Weinlein Cook

Graphic Design: The Unseelie Court

The psionics accessory/adventure *If Thoughts Could Kill* is now available for purchase at Monte Cook's Website:

<www.montecook.com>

Class Features

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

Weapon and Armor Proficiency: Slayers are proficient with all simple and martial weapons and all armor (heavy, medium, and light) and shields.

Effective Manifester Level: At every level indicated on the table for the prestige class, the character gains new power points per day and access to discovered powers as if she had also gained a level in the psionic class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as bonus feats, metapsionic or item creation feats, additional psionic combat modes, hit points beyond those she receives from the prestige class, and so on). She does gain the following benefits: an increased effective level of psionic manifestation, additional power points, more effective levels for psicrystal powers (if she has a psicrystal), and extra free manifestations of 0-level powers. If a character had more than one psionic class before becoming a member of this prestige class, she must decide to which class she adds the new level for purposes of determining Effective Manifester Level.

For example, a 7th-level psychic warrior/6th-level slayer has a character level of 13 and a manifester level of 11. So, she manifests powers with level-dependent parameters as if she were 11th level.

Favored Enemy (Mind Flayer) (Ex): At 1st level, the slayer selects mind flayers (and mind flayerkin) as her favored enemy. The ability works as detailed on page 113 of the *Psionics Handbook*.

Mind Flayer Sense (Su): The slayer senses the presence of mind flayers within 60 feet + 30 feet per each of her class levels. This ability penetrates not only darkness and walls, but also invisibility and other means of concealment. Otherwise, this ability works as described on page 113 of the *Psionics Handbook*.

Brain Nausea (Su): At 2nd level, the slayer gains this constant defense, a supernatural ability somewhat similar to the *aversion* power. This ability works just as described on page 113 of the *Psionics Handbook*.

Bonus Feats: At 3rd, 5th, 7th, and 9th level, a slayer gains a bonus general, psionic, or metapsionic feat. This abil-

THE SLAYER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Effective Manifester Level
1st	+1	+0	+0	+2	Favored enemy (mind flayer), mind flayer sense	+1 level of existing class
2nd	+2	+0	+0	+3	Brain nausea	—
3rd	+3	+1	+1	+3	Bonus feat	+1 level of existing class
4th	+4	+1	+1	+4	Lucid buffer	—
5th	+5	+1	+1	+4	Bonus feat	+1 level of existing class
6th	+6	+2	+2	+5	Cerebral blind	—
7th	+7	+2	+2	+5	Bonus feat	+1 level of existing class
8th	+8	+2	+2	+6	Breach power resistance	—
9th	+9	+3	+3	+6	Bonus feat	+1 level of existing class
10th	+10	+3	+3	+7	Blast feedback	—

ity works exactly as described on page 113 of the *Psionics Handbook*.

Lucid Buffer (Su): At 4th level, the slayer becomes especially skilled at resisting mental attacks. This ability works just as described on page 113 of the *Psionics Handbook*.

Cerebral Blind (Su): On reaching 6th level, a slayer can “riposte” a psionic attack. This ability works just as described on page 113 of the *Psionics Handbook*.

Breach Power Resistance: In the hands of a slayer who has reached 8th level, a weapon is enhanced by her psionic might and desire. This ability works just as described on page 113 of the *Psionics Handbook*.

Blast Feedback (Su): When attacked with *mind blast*, a slayer can forgo attempting a psionic defense and also forgo a saving throw to deal feedback damage as described for this ability on page 113 of the *Psionics Handbook*.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc., and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes, and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as

described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may Not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

d20 System rules and Content Copyright 2000, Wizards of the Coast, Inc.; authors Jonathan Tweet, Monte Cook, and Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Malhavoc Press is a trademark owned by Monte James Cook.

"If Thoughts Could Kill" Copyright 2001 Bruce R. Cordell.

THE FOLLOWING IS HEREBY DESIGNATED AS OPEN GAME CONTENT, IN ACCORDANCE WITH THIS LICENSE:

- The class advancement tables and Class Features text are Open Game Content.
- All abilities, their names, and related mechanics (Difficulty Class, etc.) are Open Game Content.
- Other game mechanics wholly derived from the d20 System Reference Document, including alignment, abilities, saving throws, Armor Class, hit points, points of damage, miss chance, damage reduction, spell resistance, ability score damage, reach, and experience points, are Open Game Content.

THE FOLLOWING ELEMENTS ARE HEREBY IDENTIFIED AS "PRODUCT IDENTITY":

- Malhavoc Press identifying marks and product titles, including the logo.
- All graphic design.

The above product identity is not open game content.



"d20 System" and the "d20 System" logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0a. A copy of this License can be found at www.wizards.com/d20. *Dungeons & Dragons*® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission. Prestige class text ©2001 Bruce R. Cordell. All other content is ©2001 Monte J. Cook. The Malhavoc Press logo is a trademark owned by Monte J. Cook. All rights reserved. This document is protected under the copyright laws of the United States of America. This material is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.