

FORCE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Pts/Day	Powers Discovered			
							1	2	3	4
1	+0	+0	+2	+2	Ki Focus, Unarmed Damage d6, Wisdom bonus to AC	2	D	-----	-----	-----
2	+1	+0	+3	+3	Expel Ki, Inertial Armor	3	D+1	-----	-----	-----
3	+2	+1	+3	+3	Ki +1	4	D+1	-----	-----	-----
4	+3	+1	+4	+4	Speed of Thought	5	D+1	D	-----	-----
5	+3	+1	+4	+4	Unarmed Damage d8, Psionic Fist	8	D+1	D+1	-----	-----
6	+4	+2	+5	+5	Ki Barrier	11	D+1	D+1	-----	-----
7	+5	+2	+5	+5	Charge Ki, Ki +2	16	D+1	D+1	-----	-----
8	+6/+1	+2	+6	+6		21	D+1	D+1	D	-----
9	+6/+1	+3	+6	+6	Unarmed Damage d10, Speed of Thought	26	D+1	D+1	D+1	-----
10	+7/+2	+3	+7	+7	Unavoidable Strike	33	D+2	D+1	D+1	-----
11	+8/+3	+3	+7	+7	Flurry of Ki, Ki +3	40	D+2	D+1	D+1	-----
12	+9/+4	+4	+8	+8	Psionic Charge	47	D+2	D+2	D+1	-----
13	+9/+4	+4	+8	+8	Unarmed Damage d12	56	D+2	D+2	D+1	D
14	+10/+5	+4	+9	+9	Improved Ki Barrier, Speed of Thought	65	D+2	D+2	D+2	D+1
15	+11/+6/+1	+5	+9	+9	Up the Walls, Ki +4	74	D+3	D+2	D+2	D+1
16	+12/+7/+2	+5	+10	+10	Improved Charge Ki	85	D+3	D+2	D+2	D+1
17	+12/+7/+2	+5	+10	+10	Unarmed Damage 2d6	96	D+3	D+2	D+2	D+2
18	+13/+8/+3	+6	+11	+11	Improved Flurry of Ki	107	D+3	D+2	D+2	D+2
19	+14/+9/+4	+6	+11	+11	Speed of Thought, Ki +5	118	D+3	D+2	D+2	D+2
20	+15/+10/+5	+6	+12	+12	Death Touch, Unarmed Damage 2d8	129	D+3	D+2	D+2	D+2

The Force are the men and women who have the dedication, perseverance, and talent to become a monk, and then take it a step further. That is the one that evokes fear into all that know them. The ability to focus their mental energies, or Force, into a solidified beam is what makes them so deadly.

Adventures: The Force goes on adventures to focus and train their ability. The scope of which their powers are renowned makes their name a softly spoken one. As those to chose to adventure do so without many but their most trusted companions. They try to right the wrongs they see in the world, without taking credit or making a big splash. They are at the best, humble, and if weak or just warped by their great mental prowess, groveling.

Alignment: For the Force neither good nor evil has any consideration of which the masters will teach, but they will not teach those would rather go out and try their talents without proper training. So the requirement is any non-chaotic.

HD: d6

Skills: Autohypnosis (Wis), Balance (Dex), Concentration (Con), Escape Artist (Dex), Jump (Str), Knowledge; Psionics (Int), Psicraft (Int), Stabilize Self (Con), Tumble (Dex), all others are cross-class.

Propitiated: Animal Empathy, Use Magic Device, and Disable Device.

Skill Points at First Level: (2 + Int modifier) x 4

Skill Points at each Additional Level: 2 + Int modifier

Weapon and armor proficiency: Monk weapon proficiency and no armor proficiency.

Powers: Chose a main discipline, they use a different list of powers. They also gain bonus power points based on the table in the Psionics Handbook.

Starting Gold: 3d4

Special Abilities

Ki Focus: As a free action you may use 1 power point to get the same effect as the spell "true strike" this counts towards the limit of one quickened power per round.

Wisdom bonus to AC: The character always receives their Wisdom bonus to their AC, unless they are wearing armor.

Unarmed Damage: As the monk ability of the same name, but with the listed damage.

Expel Ki: You may form a beam of concentrated energy. You can use this ability once per round. For one power point the beam does 1d4, and for each additional point spent you add +2 damage with a cap of +10 damage. The range of the beam is medium, and it is a ranged touch attack. This is a standard action and the beam ignores hardness. This provokes attacks of

opportunity (AoO). You may not fire more than 1 beam per round even if you base attack bonus allows it.

Feats: All feats as special abilities follow the rules for the feat of the same name.

Ki: This ability allows your beam attack to breach damage reductions and other protections. Your beam is treated as a "+" psionic weapon of the listed amount for determining the effect of damage reduction.

Ki Barrier: As a free action you may raise a shield of Ki. This lasts until the end of the round. 1 PP= Damage reduction -/1, 2= -/2... up to 5 PP for -/5 damage reduction. This counts towards the limit of one quickened power per round. You may do this even if it is not your initiative.

Charge Ki: If you chose to, as a full round action that provokes AoO, you may use the ability Expel Ki except that it does x2 damage with the same power point cost. This ability only affects the first beam you fire in each round.

Flurry of Ki: As a standard action you may create 1 beam/ 2 levels as per the Expel Ki ability. You must pay full cost for each. The beams may affect the same target or different ones. Each one requires a separate attack roll.

Improved Ki Barrier: Same as the Ki Barrier ability, but the shield stays active for 1 round/ 2 levels and the damage reduction bonus is x2. I.E. 1 PP= -/2 damage reduction for level/ 2 rounds. This is a free action.

Improved Charge Ki: As a full round action, that provokes AoO, you may improve your beam. The first power point is 1d8 points of damage and with no the maximum damage, also this affects all the beams fired in a round. This ability does NOT overwrite the ability of Charge Ki, but you must which version to use each time.

Improved Flurry of Ki: This is the same as Flurry of Ki, but that you may create up to 1 beam/ level. You must still pay the full price for each.

Death Touch: If you pay 20 PP and succeed at a melee touch attack you perform a Death Touch. The recipient makes a Fort Save at DC (Force level + Discipline main ability modifier) or die. This power may only be used level/ 2 times a day. T

As a note all abilities are used in conjunction with each other and all Improved abilities overwrite the abilities of the previous version, except where noted. Forces are also considered non-psionic for the use of psionic combat.

Powers: The forces powers are chosen off the following list.

Level 1

Combat Precognition (Wis)
Expanded Vision (Wis)
Lesser Metaphysical Weapon (Int)
Empathy (Cha)
Call Weaponry (Dex)
Lesser Body Adjustment (Str)
Vigor (Str)
Bite of Wolf (Str)
Biofeedback (Str)
Hustle (Str)
Stomp (Con)

Level 3

Danger Sense (Wis)
Ubiquitous Vision (Wis)
Metaphysical Weapon (Int)
False Sensory Input (Cha)
Crisis of Breath (Cha)
Lesser Domination (Cha)
Fly (Dex)
Time Hop (Dex)
Dimension Slide (Dex)
Bite of the Tiger (Str)
Claws of the Vampire (Str)
Displacement (Str)
Improved Biofeedback (Str)
Duodimensional Hand (Str)
Greater Concussion (Con)
Control Sounds (Con)

Level 2

Combat Prescience (Wis)
Darkvision (Wis)
Ectoplasmic Cocoon (Int)
Inflict Pain (Cha)
Levitate (Dex)
Animal Affinity (Str)
Claws of the Bear (Str)
Body Equilibrium (Str)
Body Adjustment (Str)
Concussion (Con)
Invisibility (Con)

Level 4

Steadfast Perception (Wis)
Aura Sight (Wis)
Wall of Ectoplasm (Int)
Quintessence (Int)
Tailor Memory (Cha)
Fatal Attraction (Cha)
Dimension Door (Dex)
Freedom of Movement (Dex)
Dissolving Touch (Str)
Immovability (Str)
Polymorph Self (Str)
Psychofeedback (Str)
Inertial Barrier (Con)
Telekinesis (Con)
Amplified Invisibility (Con)