

Chapter Two: Advanced and Prestige Classes

Table 2-20: The Psionic Assassin

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|---------------------------------------|---------------|------------------|
| 1st | +1 | +1 | +2 | +0 | Draw power, psionic powers | +1 | +0 |
| 2nd | +2 | +2 | +3 | +0 | Bonus feat, psi-blade, psionic powers | +1 | +0 |
| 3rd | +3 | +2 | +3 | +1 | Cold stare, psionic powers | +2 | +0 |
| 4th | +4 | +2 | +4 | +1 | Bonus feat, psionic powers | +2 | +0 |
| 5th | +5 | +3 | +4 | +1 | Keen thoughts, psionic powers | +3 | +1 |

Psionic Assassin

The mind is the ultimate weapon—even more so when it is capable of creating a blade formed only of mental energy. The Psionic Assassin is someone who uses the power of his mind to improve his stealth and strength, and to sharply focus his violent streak, turning him into a lethal fighter. An individual Psionic Assassin may fight for a righteous cause, use his powers to advance a selfish agenda, or simply sell his abilities to the highest bidder. In any case, he is not to be trifled with.

Select this prestige class if you want your character to be a psionist who uses his powers in combat and specializes in covert operations.

Most characters come to this prestige class through the Battle Mind advanced class, though other paths are possible.

Requirements

To qualify to become a Psionic Assassin, a character must fulfill the following criteria.

Skills: Autohypnosis 14 ranks, Concentration 14 ranks.

Special: Ability to manifest 3rd-level psionic powers.

Class Information

The following class information pertains to the Psionic Assassin prestige class.

Hit Die

The Psionic Assassin gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Psionic Assassin gains a number of action points equal to 7 + one half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Psionic Assassin's class skills are as follows.

Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Drive (Dex), Hide (Dex), Intimidate

(Cha), Jump (Str), Knowledge (current events, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Swim (Str).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Psionic Assassin prestige class.

Psionic Powers

The Psionic Assassin's main strength is his ability to manifest offensive psionic powers.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Psionic Assassins don't have spellbooks and they don't prepare powers ahead of time. In addition, a Psionic Assassin can use psionics while wearing armor without risking the failure of the power.

A Psionic Assassin's level limits the number of power points available for manifesting powers.

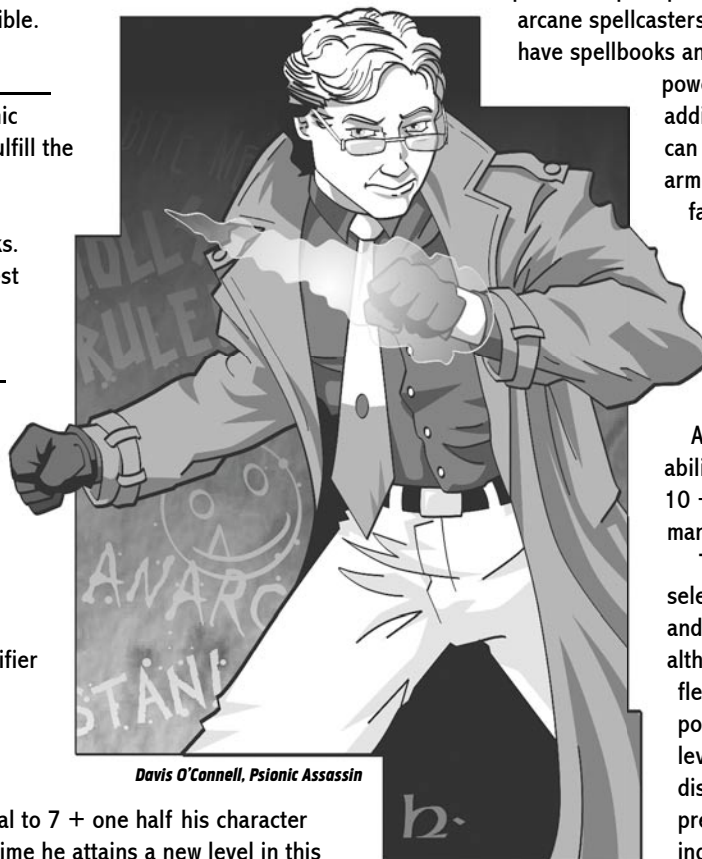
In addition, a Psionic Assassin must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

The Psionic Assassin's selection of powers is limited and generally tied to combat, although he enjoys ultimate flexibility in the use of the powers he knows. At each level, the Psionic Assassin discovers one or more previously latent powers, as indicated on the table below.

A Psionic Assassin may select

his powers from either the Expanded Battle Mind Powers list or the Psionic Agent Powers list (see Chapter 9 in the *Urban Arcana Campaign Setting*).

The DC for saving throws to resist a psionic power is 10 + the power's level + the Psionic Assassin's key ability score.



Davis O'Connell, Psionic Assassin

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| Psionic Assassin Level | Pts/Day | Powers Discovered by Level | | | | |
|------------------------|---------|----------------------------|---|---|---|---|
| | | 0 | 1 | 2 | 3 | 4 |
| 1st | +5 | 3 | 3 | 3 | 1 | 1 |
| 2nd | +11 | 3 | 3 | 3 | 2 | 1 |
| 3rd | +18 | 3 | 3 | 3 | 2 | 2 |
| 4th | +26 | 3 | 3 | 3 | 3 | 2 |
| 5th | +35 | 3 | 3 | 3 | 3 | 3 |

A Psionic Assassin can manifest a certain number of powers per day based on his available power points. (0-level powers have a special cost; see Chapter 10 in the *d20 Modern Roleplaying Game*.) The base number of power points is equal to the number shown on the chart above plus any power points gained through other psionic classes.

For example, a Battle Mind 8/Psionic Assassin 3 would have a base number of power points equal to 39 (21 from his Battle Mind levels and 18 from his Psionic Assassin levels).

Draw Power

As an attack action, the Psionic Assassin can spend an action point to regain a number of power points equal to his levels in this class. This ability works in conjunction with and in addition to draw power effects gained through other psionic classes. So a Psionic Agent 8/Psionic Assassin 3 would regain 11 power points when he used this ability.

Draw power does not allow a character to raise his current power point total above the number of power points he has after resting and renewing his power points for the day.

Bonus Feat

At 2nd and 4th level, the Psionic Assassin gets a bonus feat. The bonus feat must be selected from the following list, and the Psionic Assassin must meet all the prerequisites of the feat to select it.

Athletic, Blind-Fight, Cleave, Code of Honor, Combat Reflexes, Delay Power, Extend Power, Focused, Focus Power, Great Cleave, Heighten Power, Hide Power, Power Attack, Quicken Power, Sunder, Twin Power, Weapon Finesse, Weapon Focus.

Psi-Blade

At 2nd level, the Psionic Assassin can manifest a glowing blade of mental energy. This 1-foot-long blade extends from the Psionic Assassin's fist. It can be manifested as a move action, and it lasts for a number of rounds equal to the Psionic Assassin's character level or until the Psionic Assassin wills it to dissipate. He can create another one on his next move action, as long as the Psionic Assassin's power point reserve is 1 or more.

The psi-blade deals 1d6 points of piercing damage. The Psionic Assassin can apply the Weapon Focus or Weapon Finesse feats to his psi-blade.

Although psi-blades do physical damage, they are wholly constructs of the mind. Their exact sizes and shapes fluctuate constantly, so it is impossible to use forensic science to identify an attacker based on the wounds inflicted

by a psi-blade. It is, however, possible to identify that the weapon being used was a psi-blade. Later, other psionic powers (such as *object reading* or *sensitivity to psychic impressions*) could be used to determine whose psi-blade is responsible for a particular attack.

If the Psionic Assassin already has the psi-blade ability, he gains no further benefit from this feature.

Cold Stare

At 3rd level, the Psionic Assassin develops a hard glint in his stare that strikes terror in the heart of his target. As a move action, the Psionic Assassin may select one target that is within 30 feet and can see the Psionic Assassin. The Psionic Assassin and target then make opposed Will saving throws. If the Psionic Assassin succeeds, the target is dazed until the start of his next turn.

Keen Thoughts

At 5th level, the Psionic Assassin increases his ability to inflict great damage using his psi-blade. If the Psionic Assassin threatens a critical hit while attacking with his psi-blade, he may spend 1 action point to automatically confirm the threat.

Silent Intruder

The Silent Intruder is a specialist at entering places he's not supposed to, taking things that don't belong to him, and departing without leaving a trace. He might be a spy, a cat burglar, or just a stealthy individual who enjoys playing practical jokes on his friends. In any case, he is a person to whom locked doors are meaningless, security alarms are of no concern, and possession is at least nine-tenths of the law.

Select this prestige class if you want your character to be quiet, sneaky, and light fingered.

The fastest path to this prestige class is through the Infiltrator or Confidence Artist advanced class, though other paths are possible.

Requirements

To qualify to become a Silent Intruder, a character must fulfill the following criteria.

Defense Bonus: +9.

Skills: Hide 14 ranks, Move Silently 14 ranks, Sleight of Hand 14 ranks.

Reflex Saving Throw: +8.

Class Information

The following class information pertains to the Silent Intruder prestige class.

Hit Die

The Silent Intruder gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Silent Intruder gains a number of action points equal to 7 + one half his character level, rounded down, every time he attains a new level in this class.

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Class Skills

The Silent Intruder's class skills are as follows.

Balance (Dex), Climb (Str), Disguise (Cha), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (art, business, current events, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language (none), Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Silent Intruder prestige class.

Unnoticeable

A Silent Intruder has the uncanny ability to keep from being seen. He gains a competence bonus equal to his Silent Intruder level on all Hide checks.

Padded Feet

At 2nd level, the Silent Intruder becomes adept at moving about without making any noise, even in a location he has never before visited. He gains a competence bonus equal to his Silent Intruder level on all Move Silently checks.

Sticky Fingers

At 3rd level, the Silent Intruder improves his skill at picking pockets, hiding objects on his person, and otherwise proving that the hand is quicker than the eye. He gains circumstance bonus equal to his Silent Intruder level on all Sleight of Hand checks and on all Spot checks to oppose Sleight of Hand attempts.

If the Silent Intruder has already gained the sticky fingers ability through a different class, the bonuses stack.

Without a Trace

At 3rd level, the Silent Intruder becomes so good at what he does that he leaves almost no trace behind when he uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand. Those using Investigate, Listen, Search, or Spot to detect the Silent Intruder's activity take a -4 penalty.

Skeleton Key

At 4th level, the Silent Intruder possesses broad experience picking locks and bypassing electronic security systems. He gains a competence bonus equal to his Silent Intruder level on all Disable Device checks made to pick locks, avoid burglar alarms, and otherwise bypass security devices.

Hide in Plain Sight

At 5th level, the Silent Intruder becomes so good at misdirection and camouflaging his movements that he seems able to literally disappear. The Silent Intruder can use the Hide skill even while being observed. As long as he is within 10 feet of a column, doorway, large piece of furniture, or even a particularly dark corner, the Silent Intruder can attempt to hide himself from view in the open without anything to actually hide behind.



George Samuel,
Unseen Intruder

Table 2-21: The Silent Intruder

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|---------------------------------|---------------|------------------|
| 1st | +0 | +1 | +2 | +0 | Unnoticeable | +1 | +0 |
| 2nd | +1 | +2 | +3 | +0 | Padded feet | +2 | +0 |
| 3rd | +2 | +2 | +3 | +1 | Sticky fingers, without a trace | +2 | +1 |
| 4th | +3 | +2 | +4 | +1 | Skeleton key | +3 | +1 |
| 5th | +3 | +3 | +4 | +1 | Hide in plain sight | +4 | +1 |