

Knight of the Mind

The Knights of the Mind are a select group of individuals, who managed to forge the power of their outstanding minds into a weapon of pure psionic force. Known as Soulknives, they learned to control the energy dwelling in themselves. Those Soulknives, who showed a deeper understanding of the forces at their command learned to evolve even further and forge a deeper bond between mind and body. Their focused training and meditation brought them to new heights, turning them into skilled fighters and focused thinkers.

Hit Dice: d8

Requirements

To become a Knight of the Mind, the character must fulfil all of the following criteria:

Base Attack Bonus: +5

Feats: Weapon Specialization (Mind Blade), Weapon Focus (Mind Blade), at least one Psionic or Metapsionic Feat that is NOT granted by the Soulknife class

Special: Must have at least 1 level in the Soulknife character class or prestige class, must have more than 2 power points (i.e. must be of a psionic race of some sort or have a feat selected, that grants extra power points)

CLASS SKILLS

The Knight of the Mind's class skills (and the Key Abilities for each skill) are as follows: Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Jump (Str), Psicraft, (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis) Tumble (Dex)

Skill Points at Each Level: 6 + Intelligence modifier

CLASS FEATURES

All of the following are features of the Knight of the Mind prestige class.

Weapon and Armour Proficiency: Knights of the Mind gain no new weapon proficiencies. Also, as they rely more and more on the merging of their mental and physical powers, they shun the use of shields and metal armor. Knights of the Mind do not use armor heavier than studded leather.

Mind Blade Mastery: Through extensive practice a Knight of the Mind's ability to use his Mind Blade evolves beyond a simple weapon and to the level of it being an extension of his body. As such, the Knight of the Mind learns to use the Mind Blade as a defensive device. This is represented as an AC bonus as shown on Table 1: The Knight of the Mind. Should for one reason or another the Knight of the Mind not be able to create his Mind Blade he loses the AC bonus.

Evasion, Improved Evasion: The Knight of the Mind gains these feats as the rogue and monk, at level 3 and level 9 respectively. This reflects the Knight of the Mind's amazing ability to anticipate trouble and get out of harm's way through the inner peace he achieved

Third Eye: The Knight of the Mind learns to focus his mind's power into his senses, granting him sight beyond sight. As such he can see invisible and ethereal creatures as by the spell See Invisibility and magical auras as by the spell Detect Magic (although he can only see the presence and number of auras, not the schools they originate from) cast by a sorcerer of the Knight of the Mind's character level at will.

Speed of the Mind: Upon reaching the 2nd level, a Knight of the Mind learns to channel his mental energy into an unbelievable burst of speed, allowing him to travel almost instantly between two places. This ability works like the spell Dimension Door

cast by a sorcerer of the Knight of the Mind's character level. The Knight of the Mind can use this spell-like ability once a day for every 3 character levels.

Bonus Feats: The Knight of the Mind's meditations open his mind, allowing him to learn new things more easily. As such he gains an additional feat at levels 4 and 8.

Telekinesis: Starting at level 6, a Knight of the Mind learns to forge his mental energy into telekinetic energy. With a concentration check (DC: 10+Weight in lb/50, round up), the Knight of the Mind may move up to 50x his character level pounds of objects/people as a standard action, provided the participants are not unwilling. This can be used for a total of 5x character level minutes per day. A Knight of the Mind may choose to use this ability any number of times provided he does not exceed the time limit, but must make a separate concentration check each time he initiates this ability. The objects may be moved separately, as long as they remain within 30ft of each other, and with a speed of 60ft/round. The Knight of the Mind has extremely good control of the objects under his telekinetic influence. Concentration checks must be made (same DC) each round if the load is more than half his limit (i.e. over 25x character level pounds). Less than this, the Knight of the Mind can handle with ease.

Table 1: The Knight of the Mind

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Mind Blade Mastery: +1, Third Eye
2	+2	+3	+3	+3	Speed of the Mind
3	+3	+3	+3	+3	Evasion
4	+3	+4	+4	+4	Bonus Feat
5	+4	+4	+4	+4	Mind Blade Mastery: +3
6	+5	+5	+5	+5	Telekinesis
7	+6	+5	+5	+5	
8	+6	+6	+6	+6	Bonus Feat
9	+7	+6	+6	+6	Improved Evasion
10	+8	+7	+7	+7	Mind Blade Mastery: +5

Note: Once starting in the path of the Knight of the Mind, a character is not able to learn a new class without losing all Knight of the Mind bonuses. He may, however, switch between Soulnife and Knight of the Mind when gaining a new level, as the Knight of the Mind is but an extension of the Soulnife.