

Astral Phenomena

By Mark A. Jindra

Quite often psions use their powers to manipulate the Astral Plane and draw upon the astral haze that exists all around them when manifesting their powers. Occasionally they run across astral phenomena known as mindstorms or surges. Some believe that these phenomena are areas of the Astral Plane that have somehow been damaged or modified by the use of psionic powers.

Mindstorms and surges are similar to maelstroms and sparks found in the [Magic of Faerûn](#) (page 42). Additional information on astral haze can be found in the [Manual of the Planes](#) (page 47). Neither of these phenomena affect arcane or divine items or casters.

Mindstorm

The mindstorm phenomena drain power from psionic items and disrupt manifesting of powers and psionic combat within range of their influence. They can occur in every type of landscape from the deepest of dungeons to the snow-covered peaks of the highest mountains. They are invisible to the eye, but psionic creatures may sense them mentally, as mindstorms feel like a building tempest in those who have the ability to use psionics.

The occurrence of mindstorms appears to be random. Once they begin, they can rage for several days, often fluctuating in size during that time span. They eventually dissipate, leaving behind no trace of their existence. As no one knows how to destroy them at this point, they are virtually indestructible and can influence a sphere of area up to 20 feet in radius, which can spread out to 60 feet in radius every few hours.

Psionic items cease to function in a mindstorm and lose one charge every minute that they are in the area of influence. Psicrystals lose their personality after 15 minutes in the area of influence and are considered destroyed.

Psionic characters and creatures with the ability to manifest psionic powers, engage in psionic combat, or use psionic abilities lose the ability to do so while in the area of influence. They lose one power point every minute while in the area of influence. They are entitled to a Spot check (DC 15) to sense the presence of a mindstorm when they

move within 20 feet of its outer boundary.

Detect psionics reveals the presence of a psionic aura on the first round and overwhelming strength on the second round. On the third round, the psion may attempt a Psicraft check (DC 25) to identify the mindstorm's boundaries and effects.

True seeing reveals the mindstorm as a swirling silvery cloud reminiscent of a thunderstorm. Blue lightning arcs back and forth between all living matter in the area of influence.

How to Run a Mindstorm: If you wish to introduce a mindstorm within your game, you can do so by building it and setting aside times when it expands to its fullest radius or rolling randomly to generate the length of time, number of fluctuations, and length of time the fluctuations last. If you wish to randomize it, first roll 1d4 to determine the number of days the storm rages, and then roll 1d6 to determine how many times it expands (and space the fluctuations out as you wish). The other option is to roll 1d12 to determine how many hours pass before it expands to a 60-foot radius. You can also roll 1d4 to determine how many hours it remains that large. Once it contracts, roll another 1d12 to see when the next expansion phase falls. The symptoms of build-up can include a headache or a stuffy feeling in the head, and whether a psionic user feels them is determined by the Spot check mentioned above.

Surge

The opposite of a mindstorm, a surge is an astral phenomenon that heightens the effects of psionic powers and abilities manifested therein. A surge augments all psionic powers and abilities triggered or active inside the surge's area of influence. It gives +2 manifester levels to any such effect and decreases the power point cost by one point. Psionic characters and creatures recover one power point every minute while in the area of influence. Psionic items expend the standard amount of charges while in the area of influence. Psicrystals are unaffected.

A surge can be as small as a 5-foot sphere and may fluctuate to a radius of 30 feet. It usually lasts for several hours, though some have lasted as long as a day or as little as an hour.

A surge detects (via *detect psionics*) as psionics of overwhelming strength. A Psicraft check (DC 20) reveals its effects on the third round of examination with the *detect psionics* power.

True seeing reveals the surge as a shimmering silvery sphere pulsing with a brilliant white light.

How to Run a Surge: Unlike the mindstorm, the surge does not give any advance warning of its presence. It simply comes into being. You can either set up a specific length of time with fluctuations predetermined by you, or you can roll randomly to generate the length of time, number of fluctuations, and length of fluctuations. First, roll 1d6 and 1d4. Multiply the results together. That should give you a range of 1-24 hours. After that, you can either roll 1d4 to determine number of fluctuations (and assign them within the timeframe as you wish) or roll 1d4 to determine how many hours pass before it first surges. (It's conceivable that it won't fluctuate if the length of time it stays in existence is less than this roll.) A roll of 1d4 will determine how many minutes it lasts, then roll another 1d4 to determine how many more hours pass before it fluctuates again!

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The Drilbu

(Psionic Item)

By Scott Brocius

A drilbu is a long shaft of crystal that stores several psionic powers. Though any psionic power can be placed in a drilbu, there are limitations to the combination of powers, and very few psions can create them.

Physical Description: A typical drilbu is a shaft of crystal, anywhere from 4 to 7 feet long and from 2 to 3 inches thick, weighing about 5 pounds. Most are shaped from a single length of crystal and are generally a single pale color. Some include bits of bone, precious metals, or gemstones, while others may be carved or decorated in a similar fashion. The typical drilbu is like a quarterstaff or cudgel. It has an AC of 7, 14 hit points, a hardness of 8, and a break DC of 26. Unless noted otherwise, a drilbu can be used in combat as a masterwork quarterstaff.

Activation: Drilbus use the command thought activation method, so manifesting a power from a drilbu is usually a standard action that doesn't provoke attacks of opportunity. (If the power being manifested has a longer manifestation time than 1 action, however, it takes that long to manifest the power from a drilbu.) The user must have the powers from the drilbu on his class list or have the stat ability required to manifest the power. [For example, a nomad with an Intelligence of 16 could activate a drilbu with *ectoplasmic armor*, *wall of ectoplasm*, and *whitfire*, whereas a nomad with an Intelligence of 14 could not. The *ectoplasmic armor* requires an Intelligence of 15.]

Creating a Drilbu: See the crystalsinger prestige class for information on drilbu creation.

Random Generation: To generate drilbus randomly, roll on Table 1-1: Drilbus.

Special Qualities: Roll a d%. A 01-30 result indicates the command thoughts are mentally encoded and whisper themselves to the user's mind on acquisition, and 31-100 indicates no special qualities.

Table 1-1: Drilbus

<i>Minor</i>	<i>Med</i>	<i>Major</i>	<i>Total Power Level*</i>	<i>Market Price**</i>
01-60			2	1,500 gp
61-80			3	9,000 gp
81-95	01-40		4	12,000 gp
96-100	41-60		5	22,500 gp
	61-75		6	27,000 gp
	76-90	01-10	7	42,000 gp
	91-95	11-20	8	48,000 gp
	96-100	21-40	9	67,500 gp
		41-50	10	75,000 gp
		51-60	11	99,000 gp
		61-70	12	108,000 gp
		71-80	13	136,500 gp
		81-90	14	147,000 gp
		91-95	15	180,000 gp
		96-97	16	192,000 gp
		98-99	17	229,500 gp
		100	18	243,000 gp

* **Total power level:** Drilbus have a minimum of two powers, and can have as many as six, all from one discipline.

** **Market Price:** This is an average market price. It is based on a total of 2 powers at the minimum manifested level for those powers. In actuality, drilbus vary widely in price due to the complex nature of their creation. See the Craft Drilbu feat for more details.

Sample Drilbus

Each drilbu below has 50 charges.

Drilbu of Destruction

This drilbu is made of a pale purple crystal and is etched with a lightning pattern. It is only 4 feet long and tapered on one end. If used in combat, it is treated as a masterwork club. It contains the following powers:

Detonation (costs 1 charge)

Dissolution (costs 1 charge)

Manifester Level: 18th, *Prerequisites:* Craft Drilbu, *detonation, dissolution; Market Price:* 243,000 gp; *Weight:* 3 lbs.; *Activation Requirements:* Savant or Con 19.

Drilbu of Influence

This 5-foot-long drilbu is made of dark blue crystal inlaid with silver and copper runes. It has the following powers:

Charm Monster (costs 1 charge)

Charm Person (costs 1 charge)

Mass Suggestion (costs 2 charges)

Manifester Level: 12th; *Prerequisites:* Craft Drilbu, *charm person, charm monster, mass suggestion; Market Price:* 63,000 gp; *Weight:* 6 lbs; *Activation Requirements:* Telepath or Cha 16.

Drilbu of Insight

This drilbu is a shaft of crystal 6 feet long and 3 inches thick. It is actually two pieces of crystal -- one yellow, one pink -- wrapped around each other like a pair of vines. It has the following powers:

Aura Sight (costs 1 charge)
Recall Agony (costs 1 charge)
Recall Death (costs 2 charges)

Manifester Level: 16th, Prerequisites: Craft Drilbu, aura sight, recall agony, recall Death; Market Price: 156,000 gp; Weight: 6 lbs.; Activation Requirements: Seer or Wis 18.

Drilbu of Movement

This drilbu is very plain, being a clear, smooth crystal rod of 7 feet in length. It is also one of the more slender drilbu, being just under 2 inches thick. It has the following powers:

Dimension Door (costs 1 charge)
Ethereal Jaunt (costs 2 charges)
Feather Fall (costs 1 charge)
Fly (costs 1 charge)
Spider Climb (costs 1 charge)
Teleport Without Error (costs 2 charges)

Manifester Level: 14th, Prerequisites: Craft Drilbu, feather fall, spider climb, fly, dimension door, ethereal jaunt, teleport without error; Market Price: 162,750 gp; Weight: 5 lbs.; Activation Requirements: Nomad, or Dex 17.

Drilbu of the Enhanced Body

This 6-foot-long shaft consists of a reddish crystal and has lengths of bone and teeth worked into it. It has the following powers:

Animal Affinity (costs 1 charge)
Body Adjustment (costs 1 charge)

Manifester Level: 4th, Prerequisites: Craft Drilbu, animal affinity, body adjustment; Market Price: 12,000 gp; Weight: 4 lbs.; Activation Requirements: Egoist or Str 12.

Drilbu of the Warrior

This drilbu is a silvery-white shaft 7 feet long and 2.5 inches thick. One end is capped with iron, while the other sports a steel spike. This drilbu may be used as a masterwork quarterstaff or short spear. It contains the following powers:

Ectoplasmic Armor (costs 1 charge)

Metaphysical Weapon (costs 1 charge) -- the drilbu itself is the target of this power

Manifester Level: 10th, Prerequisites: Craft Drilbu, combat prescience, ectoplasmic armor, metaphysical weapon; Market Price: 60,000 gp; Weight: 5 lbs.; Activation Requirements: Shaper or Int 15.

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The Pet Rock

By Mark A. Jindra

Like a wizard's familiar, psicrystals are a psion's companion. They communicate, assist, and enhance the abilities of the psion. But a precious few psicrystals possess abilities beyond those currently attributed to the basic psicrystal. These psicrystals are known as empowered psicrystals. With the use of the Empowered Psicrystal feat, a psion can add additional abilities to his or her psicrystal.

Empowered Psicrystal [Psionic]

You can upgrade your psicrystal.

Benefit: You can instill three additional abilities in your psicrystal. Your psicrystal gains these additional abilities as well as the base abilities from the *Psionics Handbook*.

Special: You can gain this feat multiple times. Each time you take this feat, you can select three abilities that your psicrystal does not currently possess, and the psicrystal gains these abilities when the psion reaches the appropriate level. Abilities should be selected from Table 1: Empowered Psicrystal Special Abilities.

Table 1: Empowered Psicrystal Special Abilities

Psion Level	Psicrystal Intelligence	Special
2	6	Lesser Self-Propulsion
4	7	Lesser Channel Power
6	8	Hardened Crystal
8	9	Power Storing
9	10	Greater Self-Propulsion
10	10	Energized Crystal
12	11	Discipline Focus
14	12	Psionatrix Essence
16	13	Phasing

Lesser Self-Propulsion: If the psion pays the cost of 1 power point, his or her psicrystal forms spidery, ectoplasmic legs for one hour. The legs grant the psicrystal a speed of 20 feet. The psicrystal can climb walls and ceilings with its legs like a spider at a speed of 10 feet. The legs fade to nothingness when their duration expires, or if the psicrystal takes 1 or more points of damage that penetrate its hardness, whichever comes first.

Lesser Channel Power: The psion can manifest touch powers through the psicrystal to a distance of up to one mile. The psicrystal is treated as the power's originator. Powers manifested this way cost 1 additional power point. When channeling a touch power through his or her psicrystal, the psion manifests the power by paying its cost. The psion is still subject to attacks of opportunity and other hazards of manifesting a power, if applicable.

Hardened Crystal: If the psion pays the cost of 1 power point, his or her psicrystal decreases its size by 25 percent and becomes warm to the touch for a day. The psicrystal's hardness increases by a number equal to the Intelligence of the psicrystal.

Power Storing: The psion can store a single, targeted psionic power of up to 3rd level in the psicrystal. (The power must have a manifestation time of 1 action.) The psion can have the psicrystal activate the power as a free action. (This ability is a special exception to the general rule that manifesting a power from an item takes as long as manifesting the power normally.) Once the power has been manifested, the psicrystal is empty, and the psion can imbed any other targeted psionic power of up to 3rd level. The psion must maintain at least 1 power point in reserve until the power is manifested. If he or she doesn't, the psicrystal loses the power.



Greater Self-Propulsion: If the psion pays the cost of 3 power points, his or her psicrystal becomes encased in a tiny shell of ectoplasm (3-inch diameter), and it forms a whiplike tail (6 inches long) and the psion's choice of one of the following for a day: spidery legs, batlike wings, or fishlike fins. The legs grant the psicrystal a speed of 30 feet. The psicrystal can climb walls and ceilings with its legs like a spider at a speed of 20 feet. The wings grant the psicrystal the ability to fly at a speed of 30 feet (perfect). The fishlike fins grant the psicrystal the ability to swim at a speed of 20 feet. The whiplike tail grants the psicrystal the ability to grasp fine objects and aids in its movement. The psicrystal cannot attack with its ectoplasmic appendages. Additionally, the ectoplasmic shell body grants the psicrystal a +5 armor bonus to AC. The ectoplasm fades to nothingness when the duration expires, or when the psicrystal takes 1 or more points of damage that penetrate its hardness, whichever occurs first.

Energized Crystal: The psicrystal gains the ability to store power points as a *crystal capacitor*. The number of power points that it can store equals the Intelligence of the psicrystal rounded down to the nearest odd number. For example, a psicrystal with an Intelligence of 12 could store 11 power points.

Discipline Focus: When the psicrystal is within 5 feet of the psion, any powers manifested that are of the psion's primary discipline cost 1 less power point to manifest. Powers manifested this way have a minimum of 1 power point.

Psionatrix Essence: If the psion pays the cost of 3 power points, the psicrystal acts as a *psionatrix* appropriate to the psion's primary discipline for a day. The psion benefits from these effects only when within 5 feet of the psicrystal. (See *psionatrices* on page 133 of the *Psionics Handbook*)

Phasing: If the psion pays the cost of 3 power points, the psicrystal can move through wooden, plaster, or stone walls, but not through other materials, for a day. The psicrystal can pass through a total of 60 feet, though it can break this distance up into several smaller passages or one long one, as desired. (For example, the psicrystal could pass through a 10-foot-thick wall, then a 20-foot-thick wall, and then a 30-foot-thick wall.) A psicrystal that exceeds this daily allotment midway through a wall is ejected from the material at the point of entry. (For example, if the psicrystal has already passed through 50 feet of material, then attempts to pass through a 20-foot thick barrier, it would be ejected once it reaches 10 feet.)

Basic Psicrystals

We have compiled the basic information relating to a psicrystal and presented it here with additional material to help clarify the stats and abilities of a psicrystal. See the entries below the basic statistics to discover the special attributes.

Base Psicrystal	
Fine Construct	
Hit Dice:	Special (20 hp)
Initiative:	Special (Int)
Speed:	Special
AC:	13 (-5 Dex, +8 size); hardness 8
Attacks:	--
Damage:	--
Face/Reach:	Special
Special Attacks:	Special
Special Qualities:	Regenerate 2d4 hp per day, Personality
Saves:	Special
Abilities:	Str 1, Dex 0, Con --, Int (see Table 1 above or Table 1-5: Psicrystal Special Abilities in <i>Psionics Handbook</i> , page 11), Wis (as psion), Cha (as psion)
Skills:	Special
Feats:	--

Hit Dice: Treat as the psion's character level (for effects related to Hit Dice).

Initiative: Use Intelligence to determine initiative.

Speed: A psicrystal has no base speed; however, when its self-propulsion ability has been activated, it has a speed as described by the ability.

AC: The base AC for a psicrystal is 13 (base 10, -5 Dex, +8 size). When the self-propulsion ability of a psicrystal is activated, the Intelligence score of the psicrystal

replaces Dexterity when determining AC only.

Face/Reach: A psicrystal that has had self-propulsion activated has a face/reach of 1/2' x 1/2' x 0.

Special Attacks: While a psicrystal does not possess any innate ability to attack, it can activate a power stored in it by the power storing ability.

Saving Throws: The psicrystal uses the psion's base saving throw bonuses.

Skills: Use the psion's skill values.

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The Splintered Mind

Rebels of the Scarlet Brotherhood

By Jesse Decker, Will McDermott, & Stephen Schubert

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"Reveal the truth; conceal the mind." Splintered Mind mantra

The Splintered Mind is a small group of monks, psions, and rogues who work in secret to derail the plots and plans of the Scarlet Brotherhood. Founded by three former members of the Scarlet Brotherhood in 6096 SD, the group has grown to approximately 100 members in the past ten years.

The Splintered Mind is organized into fifteen cells across the Flanaess. Each cell works independently and has limited contact with (or knowledge of) the members of the other cells.

Each cell consists of only six members, who work in pairs in their assigned region to root out and expose Brotherhood plots, while avoiding retaliation from their former fraternity.

The rest of the members of the Splintered Mind reside in a secret monastery near the city of Scant. Here new recruits are trained in the ways of the Mind. Elder members instruct the neophytes on topics ranging from the history of the Scarlet Brotherhood, to martial arts and weapon training, to burglary and espionage.

The work of each cell is also coordinated at the Scant monastery by the original three members -- Jeddec Al-Beth, Bri-An Liw, and Shu Besch -- who comprise the Splintered Mind Council. Only the Council knows the names and location of all of the members of the Splintered Mind. They monitor the social and political situation as reported by the fifteen cells, then determine how to deal with Brotherhood incursions in those areas.

History of the Splintered Mind

The Splintered Mind has been active for just a little more than a decade. However, the history of this group dates back to 6074, when Jeddec Al-Beth, then a young Brotherhood psion, was sent into the Raker mountain range to incite the humanoid tribes in the mountains to raid human settlements in the Bone March. If successful, the plan

would both destabilize the region and give the Brotherhood strong, pliable allies.

Over the course of the next four years, Jeddec worked the Bone March, watching as intermittent raids turned into a full-scale invasion, all the while attempting to predict the long-term plans of the Brotherhood's humanoid allies from the thoughts of their leaders. Unfortunately, it is quite difficult to read the intentions of humanoids from their thoughts (there is very little difference between ally and prey in their minds), and Jeddec began to worry that he might never leave the Bone March alive.

Jeddec reported his fears that the humanoids could easily turn on the Brotherhood, but he had no firm evidence to support his concerns, so the plan continued. By 6078, the Bone March fell to the humanoid invasion, and the humanoid tribes severed all ties with the Brotherhood. Jeddec escaped with all of the Brotherhood members he could warn in time. Only a handful found their way back to the hidden city.

Although praised for saving the few members who survived, Jeddec still blamed himself for the tragic end of this Brotherhood plot. In the years following the debacle, Jeddec threw himself into psionic research, trying to find more reliable ways to uncover hidden truths and some way to discern where he had gone wrong during his time in the Bone March.

Jeddec's mental research led him to two new powers, both relating to the mind's perception of truth. However, his early experimentation with the powers kept him from ever revealing them to the Scarlet Brotherhood. Using the new power, discover truth, Jeddec learned that other members of the Brotherhood had known about the humanoids' plans to throw off their allegiance to the Brotherhood once the Bone March had fallen. Certain powerful figures in the Brotherhood decided that the loss was inevitable but that warning the agents working with the humanoids might lessen the damage done to the Bone March.

Feeling betrayed and beginning to understand that the order the Brotherhood wanted to impose on the world would serve only those in power, Jeddec began a dangerous ten-year investigation into the secrets of the Brotherhood -- and he began planning his escape. In addition to reinforcing his fears about the corruption within the Brotherhood, Jeddec's research led him to allies. While teaching psionic disciplines to two of his students -- a powerful member of the Crimson Blades named Bri-An Liw and an agile initiate of the Scarlet Fist named Shu Besch -- Jeddec found the opportunity to study their minds.

What Jeddec found was that these two students harbored similar doubts about the

Brotherhood, and over the course of the next year, Jeddec helped Shu and Bri-An discover the horrible truth behind their doubts. Eventually, Jeddec trusted his students enough to share with them his own discoveries, and the three Brothers banded together to form the Splintered Mind. The three bided their time, learning what they could about the Brotherhood's plans and watching for their chance to escape.

During this time, Bri-An Liw, a fighter of some repute in the Brotherhood who favored the double scimitar, and Shu Besch, a fearsome force with the panther claw, began to develop a new form of tandem fighting. The new style required significant mental power in each member of the pair, but its effectiveness was amazing. Some of their discoveries were copied and developed by other talented monks, but Shu and Bri-An kept most of the knowledge to themselves, knowing that they must soon leave the Brotherhood.

The trio's chance at freedom finally came in 6096 SD, when a small band of mercenaries breached the defenses of the hidden city in a raid to seize a mysterious artifact that had recently been uncovered. During the chaos of the attack, Jeddec, Shu, and Bri-An escaped the hidden city.

Needing to find a secure place outside the reach of the Scarlet Brotherhood, the conspirators made their way to Irongate, a free state within the Iron League. There they founded the first Splintered Mind monastery and began planning a wide-ranging network of members. Unfortunately, the Greyhawk Wars broke out soon after, and Brotherhood forces began marching upon the Iron League. This was the first test of the truth seekers, who were able to warn Cobb Darg about Brotherhood agents within his state before the Brotherhood's armies reached the gate.

After the war, the founders decided that if they were to oppose their former organization, they must dwell within Brotherhood controlled lands, so they set out from Irongate to find a new home, leaving behind their six most promising students who formed the group's first cell. Thus, Jeddec, Bri-An, and Shu made their way to Scant and founded the permanent home of the Splintered Mind outside the city. Needing protection and knowing that the Scarlet Brotherhood controlled all of Onnwal, the trio turned to the city's thieves for help.

Jeddec approached Rakehell Chert, guildmaster thief of Scant, with valuable information that the Mind had uncovered about Brotherhood activities. Chert moved the guild outside the city, narrowly avoiding a Brotherhood attack. There, the guildmaster mounted an effective resistance and used his resources to keep the Splintered Mind hidden from the Scarlet Brotherhood.

The Exotic Weapons of the Scarlet Brotherhood

Bladed Staff: The bladed staff is 6-foot-long weapon with blades at either end. The complex fighting styles employed with this weapon typically use the haft of the weapon for defense. The bladed staff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon (see *Attacking with Two Weapons* on page 124 of the *Player's Handbook*). A creature using a double weapon in one hand can't use it as a double weapon.

Double Scimitar: The curved blades of the double scimitar are used most effectively when spinning and twirling with the weapon. Despite its size, the weapon benefits more from quick, precise movement than from brute force. The double scimitar is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon (see *Attacking with Two Weapons* on page 124 of the *Player's Handbook*). A creature using a double weapon in one hand can't use it as a double weapon.

Panther Claw: The panther claw looks much like a punch dagger with two extra blades. The weapon retains the punch dagger's deadly force and the extra blades are useful for disarming opponents. Wielders proficient with the panther claw gain a +4 competence bonus when making disarm attempts with the panther claw.

Weapon Cost Damage Critical Range Weight Type Size

Weapon	Cost	Damage	Critical	Range	Weight	Type	Size
Staff, Bladed	50 gp	1d8/1d8	x2	20 ft.	10 lb.	S	L
Scimitar, Double	125 gp	1d6/1d6	18-20/x2	--	15 lb.	S	L
Panther Claw	75 gp	1d4	x3	--	3 lb.	S or P	T

Truth Seekers

Truth seekers are the elite agents of the splinter brotherhood. Their primary mission is to

find spies and agents of the Scarlet Brotherhood that have placed themselves within local governments. The truth seekers determine the extent of the Brotherhood corruption within the government and report back to the Splintered Mind monastery.

All truth seekers are trained at the secret Splintered Mind monastery. Through rigorous exercises, they not only perfect their fighting skills but also unlock the powers within their minds. This mental energy is focused into Clairsentient and Telepathic powers, and truth seekers have honed these abilities to allow them to establish mental links with their comrades in the heat of battle. They also study in the Monastery's library, learning all they can of the history and politics of their assigned domain.

Truth seekers are formidable in combat, but they are even more powerful when multiple truth seekers fight in tandem. They almost always train and travel in pairs, allowing both to get the full benefit of their share mind power. They use their skills of Disguise and Forgery to gain entrance to nearly any location, and they tend to fight unarmed, so they are never at a loss for a weapon.

Most truth seekers are monks or psychic warriors, as they possess the martial skills as well as the inner focus needed to follow this path. Rogue, fighter, and paladin truth seekers are not uncommon, but wizards, barbarians, and clerics rarely seek the path of the truth seeker, though they are very much a part of the Splintered Mind.

NPC truth seekers always travel in pairs. They do not reveal their identity unless they completely trust the confidant.

Hit Die: d8.

Requirements

Alignment: Any non-evil.

Base Attack: +5.

Feats: Improved Unarmed Strike, Combat Reflexes, Dual Strike*.

Skills: Diplomacy 8 ranks, Sense Motive 4 ranks.

* From *Sword and Fist*.

Class Skills

The truth seeker's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (psionics) (Int), Listen (Wis), Psicraft (Int), Sense Motive (Wis), See the *Player's Handbook* and the *Psionics Handbook* for skill

descriptions.

Skill Points at Each Level: 4 + Int modifier.

Truth Seeker

Attack Lvl	Bonus	Fort	Ref	Will	Special	Power Points	Powers Discovered				
							0	1	2	3	4
1	+0	+2	+0	+2	Share mind, monk strike, Two psionic combat modes	2	2	--	--	--	--
2	+1	+3	+0	+3	Share mind (insight bonus to AC)	3	3	--	--	--	--
3	+2	+3	+1	+3	Psychoanalyst	4	3	1	--	--	--
4	+3	+4	+1	+4	Share mind (cannot be flanked)	5	3	2	--	--	--
5	+3	+4	+1	+4	Psionic combat mode	8	3	3	1	--	--
6	+4	+5	+2	+5	Share mind, (+2 insight bonus)	11	3	3	2	--	--
7	+5	+5	+2	+5	Psychic inquisitor	16	3	3	2	1	--
8	+6	+6	+2	+6	Share mind (swap initiative)	21	3	3	3	1	--
9	+6	+6	+3	+6	Psionic combat mode	26	3	3	3	2	--
10	+7	+7	+3	+7	Share mind (grant share)	33	3	3	3	2	1

Class Features

Weapon and Armor Proficiency: Truth seekers are proficient with simple weapons. They are not proficient with armor or shields. The use of armor or shields does not interfere with the truth seeker's abilities but does affect the favorable number of unarmed attacks per round (see below).

Powers: A truth seeker manifests psionic powers. At each level, the truth seeker discovers powers as indicated on the table. These powers must be Clairsentient or Telepathic powers. A truth seeker must have a Wisdom score of at least 10 + the power's level to discover a Clairsentient power, and a Charisma score of at least 10 + the power's level for Telepathic powers. The DC for saving throws to resist a truth seeker's powers is 1d20 + the power's level + the key ability score modifier. The 1d20 roll is made by the truth seeker when the power is manifested.

Power Points: A truth seeker can manifest a number of powers based on available power points, but he does not need to prepare powers in advance, as the power point cost is paid when the power is manifested. Truth seekers do not gain bonus power points for exceptional ability scores. Power points earned as a truth seeker are pooled with power points from any other psionic class, so they can be used to manifest any other discovered power, psionic combat mode, or special ability.

0-level Powers: A truth seeker can manifest any talent (0-level power) he knows for free a number of times per day equal to his truth seeker level + 2, after which the truth seeker must pay the power point cost.

Psionic Combat Modes: At 1st level, a truth seeker learns two of the ten psionic combat modes. At succeeding levels, the truth seeker learns additional psionic combat modes according to the schedule on the table above. Psionic combat modes are covered in Chapter 4 of the *Psionics Handbook*.

Monk Strike: A truth seeker uses unarmed combat much like a monk. A truth seeker has a number of unarmed attacks and deals regular damage as a monk of the character's truth seeker class level. If the truth seeker has monk levels, then these are combined for the purposes of unarmed damage and number of unarmed attacks. Thus a 6th-level monk/6th-level truth seeker would attack as a 12th-level monk.

Share Mind: Truth seekers have the ability to connect to other minds and share thoughts and senses. Once per class level per day, the truth seeker can create a lesser mindlink with one willing target. The duration is 1 minute per truth seeker class level, and this power requires no power points to activate. A truth seeker can maintain share mind with only one creature at a time. This is a spell-like/psionic ability.

In addition to the lesser mindlink, the truth seeker (not the target) gains some advantages, based on his level:

- At 1st level, the truth seeker taps into the emotions of the partner mind. As a result, the truth seeker gains any morale bonus or penalty that affects the target mind.
- At 2nd level, the additional awareness of the shared mind gives the truth seeker a +1 insight bonus to AC. This bonus increases to +2 at 6th level and to +3 at 9th level.
- At 4th level, the truth seeker gains even greater perception of his surroundings and cannot be flanked, provided he and the shared target are within line of sight. He can still be flanked by a rogue of four levels higher than his character level.
- At 6th level, by understanding how his partner mind is moving, the truth seeker gains a +2 insight bonus to attack rolls against any target that both he and the partner mind threaten.
- At 8th level, the truth seeker can communicate to such a degree with the partner mind that he is able to act when the partner would normally act, or cause the partner mind to act more quickly. Once per mindlink, the truth seeker can swap initiatives with the mindlink subject. This is declared at the beginning of a round, before anyone has acted, and the subject must be willing.
- At 10th level, the truth seeker can filter information back to the mindlink subject, bestowing any of the above abilities onto the partner mind. This ability lasts for 1 minute and can be used once per day.

The truth seeker gains these benefits whenever a lesser mindlink is established, regardless of whether the initiator was the truth seeker. Truth seekers can choose lesser mindlink as a discovered power and gain the above benefits.

Psychoanalyst: Truth seekers get the Psychoanalyst feat for free at 3rd level. This gives them a +2 bonus to Diplomacy, Bluff, Intimidate, and Charisma checks. The feat is described in detail in the *Psionics Handbook*.

Psychic Inquisitor: Truth seekers get the Psychic Inquisitor feat for free at 7th level. This allows the truth seeker to detect lies during a conversation. It is described in detail in the *Psionics Handbook*.

Truth Seeker Powers

0 level

daze
detect psionics
distract
inkling
know direction
missive
telepathic projection

1st level

attraction
charm person
combat precognition
conceal thoughts
demoralize
destiny dissonance
disable
*distraction
empathy
expanded vision
identify
know location
lesser mindlink
object reading
sense link
steadfast gaze

2nd level

augury
aversion
brain lock
clairaudience/clairvoyance
combat prescience
darkvision
detect thoughts
*discover truth
*fairy tale
*find the heart
inflict pain
intrusive sense link
*narrow thoughts
recall pain
see invisibility
sensitivity to psychic
impressions
suggestion

*Powers marked with an asterisk are new powers that are detailed below.

3rd level

*brittle psyche
charm monster
crisis of breath
danger sense
false sensory input
fate link
invisibility purge
lesser domination
mindlink
nondetection
poison sense
remote viewing
schism
ubiquitous vision
undead sense

4th level

anchored navigation
aura sight
detect remote viewing
divination
domination
fatal attraction
fate of one
forced mindlink
mindwipe
tailor memory

Arcane Truth Seekers

Some DMs or players might not wish to include psionics in their campaigns. If this is the case, the truth seekers can be converted to an arcane class rather than a psionic class by replacing the discovered psionic powers and power points with an arcane spell progression identical to the first ten levels of bard. This covers number of castings per day and spells known. These spells should all be chosen from the Divination and Enchantment schools of the wizard spell list. Charisma is the primary attribute for arcane truth seekers.

Class Combos

The abbeys and monasteries of the Scarlet Brotherhood are home to many different traditions. In many of these locales, novitiates train as a monk for many years before being introduced to a different vocation, combining their monk training with that of a wizard, rogue, or psychic warrior. It is rumored that the Brotherhood has a secret proving ground where their monks learn the dark arts of the blackguard, and more than one diplomat has met his end at the hands of monk assassins.

The Scarlet Fist is one such order within the Scarlet Brotherhood. They combine the regimens of a monk with the martial and mental training of a psychic warrior. Unlike most monks, the training of the psychic warrior is combined with the way of the monk to such a degree that the Scarlet Fist are able to advance in both monk and psychic warrior classes without penalty, provided the two classes are within one level of each other.

Another sect, the Crimson Blades, eschews unarmed combat, preferring instead to master a variety of weapons and styles of fighting. They use the psychic training provided by the Scarlet Brotherhood's psionic fraternities, but they focus less on mental powers and more on pure combat.

The suggested level progression for a Scarlet Fist monk, a Crimson Blade warrior, and a Splintered Mind truth seeker are listed below.

Scarlet Fist

The scarlet fist (monk/psychic warrior) is an unarmed warrior who uses the powers of his mind to enhance the power of his unarmed combat. The monks of the Scarlet Fist are agents of the Scarlet Brotherhood and act on the instructions of that organization.

A scarlet fist advances evenly in monk levels and psychic warrior levels. This gives good unarmed combat abilities, speed, and monk abilities, while providing bonus feats and powers from the psychic warrior levels.

Advantages:

- Feat-enhanced unarmed strike
- Bonus feats
- Access to psionic powers/feats
- Weapon Specialization

Disadvantages:

- No high-level monk abilities
- Slower movement
- Fewer skill points
- No high-level psionic powers

Character Choices

Movement skills are important for a Scarlet Fist monk. Skills such as Balance, Jump, and Tumble are good to keep at a high level. Concentration is also important for manifesting powers in combat situations. A scarlet fist should try to keep those skills at the maximum for the first few levels. Once Tumble is good enough to guarantee avoiding attacks of opportunity (overall +14) and Concentration is high enough to manifest most powers defensively, the scarlet fist might choose to branch out. Spot and Listen are also useful skills to improve to help avoid being caught flat-footed.

As the scarlet fist attacks primarily unarmed, Weapon Focus (unarmed strike) is valuable. Likewise, since the scarlet fist is normally unarmored, feats that enhance AC are appropriate, such as Dodge, Mobility, and Expertise. There are also a number of feats in the *Psionics Handbook* that can enhance AC and unarmed combat.

Scarlet Fist

Character Level	Class Level	Attack	Fort.	Ref.	Will	Avg hp	Abilities Gained
-----------------	-------------	--------	-------	------	------	--------	------------------

1	Mnk1	+0	+2	+2	+2	8	Unarmed strike, evasion
2	Mnk1/PsyWar1	+0	+4	+2	+2	12	Bonus feat, 0-level powers
3	Mnk1/PsyWar2	+1	+5	+2	+2	16	Feat, bonus feat
4	Mnk2/PsyWar2	+2	+6	+3	+3	20	Ability increase, deflect arrows
5	Mnk3/PsyWar2	+3	+6	+3	+3	24	Still mind, increased speed

6	Mnk3/PsyWar3	+4	+6	+4	+4	28	Feat, psionic combat mode, 1st-level powers
7	Mnk4/PsyWar3	+5	+7	+5	+5	32	1d8 unarmed damage
8	Mnk4/PsyWar4	+6/+1	+8	+5	+5	36	Ability increase
9	Mnk5/PsyWar4	+6/+1	+8	+5	+5	40	Feat, monk +1 AC
10	Mnk5/PsyWar5	+6/+1	+8	+5	+5	44	Bonus feat, 2nd-level powers
11	Mnk5/PsyWar6	+7/+2	+9	+6	+6	48	Weapon Specialization
12	Mnk6/PsyWar6	+8/+3	+10	+7	+7	52	Feat, ability increase, Improved trip, increased speed
13	Mnk7/PsyWar6	+9/+4	+10	+7	+7	56	Wholeness of body
14	Mnk7/PsyWar7	+10/+5	+10	+7	+7	60	3rd-level powers
15	Mnk8/PsyWar7	+11/+6/+1	+11	+8	+8	64	Feat, 1d10 unarmed damage
16	Mnk8/PsyWar8	+12/+7/+2	+12	+8	+8	68	Bonus feat
17	Mnk9/PsyWar8	+12/+7/+2	+12	+8	+8	72	Improved evasion, increased speed
18	Mnk9/PsyWar9	+12/+7/+2	+12	+9	+9	76	Feat
19	Mnk9/PsyWar10	+13/+8/+3	+13	+9	+9	80	4th-level powers
20	Mnk10/PsyWar10	+14/+9/+4	+14	+10	+10	84	Ki strike, monk +2 AC

Crimson Blade

The crimson blade (psychic warrior/fighter) is a fighting machine. They are the shock troops of the Scarlet Brotherhood psions, though they are more direct in their means than most of the Brotherhood. They also serve as bodyguards to the monastery masters.

The primary benefit of a crimson blade is the sheer number of feats they have available. The psychic warrior class gives access to psionic feats, and both classes grant bonus feats at frequent levels. If the character does not have fighter or psychic warrior as a preferred class, then the progression should remain even, but three levels of fighter for every two levels of psychic warrior provides the largest number of feats, while still providing an effective assortment of psionic powers.

Advantages:

- Nineteen feats (not including bonus feats for race)
- Psionic powers and feats
- Weapon Specialization

Disadvantages:

- Fewer hit points than single-class fighter
- Fewer psionic powers than single-class psychic warrior
- Fewer power points than single-class psychic warrior
- Slightly lower base attack than single-class fighter

Character Choices

Crimson blades have very few skill points to use. If the character plans to manifest powers in the midst of combat, fully half of the crimson blade's skill points per level should be used to buy ranks in Concentration. The other skill points could be used on Climb, Jump, Swim, or Tumble, depending on individual taste.

Many crimson blades learn a variety of exotic weapons, becoming focused and specialized in them. The only guideline is that the character take a Weapon Focus feat before the sixth level of psychic warrior to take advantage of the free Weapon Specialization feat. A human crimson blade can garner a total of twenty feats by 20th level -- the options are almost limitless.

Crimson Blade

Character Level	Class Level	Avg Attack	Fort	Ref	Will	hp	Abilities Gained
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1	PsyWar1	+0	+2	+0	+0	8	Feat, bonus feat, 0-level powers, two psionic combat modes
2	PsyWar2	+1	+3	+0	+0	12	Bonus feat
3	PsyWar3	+2	+3	+1	+1	16	Feat, 1st-level powers, psionic combat mode
4	Ftr1/PsyWar3	+3	+5	+1	+1	21	Bonus feat, ability bonus
5	Ftr2/PsyWar3	+4	+6	+1	+1	26	Bonus feat
6	Ftr2/PsyWar4	+5	+7	+1	+1	30	Feat
7	Ftr3/PsyWar4	+6/+1	+7	+2	+2	35	
8	Ftr4/PsyWar4	+7/+2	+8	+2	+2	40	Bonus feat, ability bonus
9	Ftr5/PsyWar4	+8/+3	+8	+2	+2	45	Feat
10	Ftr5/PsyWar5	+8/+3	+8	+2	+2	49	Bonus feat, 2nd-level powers
11	Ftr6/PsyWar5	+9/+4	+9	+3	+3	54	Bonus feat
12	Ftr7/PsyWar5	+10/+5	+9	+3	+3	59	Feat, ability bonus
13	Ftr8/PsyWar5	+11/+6/+1	+10	+3	+3	64	Bonus feat
14	Ftr8/PsyWar6	+12/+7/+2	+11	+4	+4	68	Weapon Specialization feat
15	Ftr9/PsyWar6	+13/+8/+3	+11	+5	+5	73	Feat
16	Ftr10/PsyWar6	+14/+9/+4	+12	+5	+5	78	Bonus feat, ability bonus
17	Ftr10/PsyWar7	+15/+10/+5	+12	+5	+5	82	3rd-level powers, psionic combat mode
18	Ftr11/PsyWar7	+16/+11/+6/+1	+12	+5	+5	87	Feat

19	Ftr11/PsyWar8	+17/+12/+7/+2	+13	+5	+5	91	Bonus feat
20	Ftr12/PsyWar8	+18/+13/+8/+3	+14	+6	+6	96	Bonus feat, ability bonus

Truth Seeker

The typical truth seeker (prestige class) begins his training as a monk, then applies his abilities to the psychic warrior class before qualifying for, and gaining levels in, the truth seeker prestige class. After three levels of monk (the still mind ability is important for Will saves) followed by three levels of psychic warrior, they begin truth seeker training.

Truth seekers of this sort will intersperse levels of psychic warrior with the prestige class levels as they rise in power. This broadens their knowledge of lower level powers and provides bonus feats on occasion.

Advantages:

- Larger range of low cost powers
- Weapon Specialization
- Bonus feats
- Good fortitude save
- Good unarmed combat

Disadvantages:

- No high level psionic powers
- Slow progression if not human/half-elf due to multiclass XP penalty
- Low power points

Character Choices

The key skills initially for truth seekers are Diplomacy and Sense Motive. As Sense Motive is not a class skill, a would-be truth seeker will need to spend nearly one-third of his skill points on Sense Motive for the first six levels to get to the required 4 ranks for the truth seeker prestige class. Other skill points could be used for Tumble and Concentration. Once the prestige class is attained, truth seekers diversify into Disguise and Forgery, or Diplomacy and Knowledge (any), as appropriate to their role.

As truth seekers are typically unarmored, many choose feats such as Dodge, Mobility, and Expertise to improve their AC, but two feats selected early on should be Combat Reflexes and Dual Strike, which are required for the prestige class. Weapon Focus (unarmed strike) is essential prior to reaching the 6th level of psychic warrior, when Weapon Specialization is granted. If psionic combat is expected, then Iron Will gives these characters an extra edge by increasing Will saves.

Truth Seeker

Character Level	Class Level	Attack	Fort	Ref	Will	Avg hp	Abilities Gained
1	Mnk1	+0	+2	+2	+2	8	Feat, unarmed strike, evasion
2	Mnk2	+1	+3	+3	+3	12	Deflect arrows
3	Mnk3	+2	+3	+3	+3	16	Feat, still mind
4	Mnk3/PsyWar1	+2	+5	+3	+3	20	Ability increase, bonus feat, 0-level powers, two psionic combat modes
5	Mnk3/PsyWar2	+3	+6	+3	+3	24	Bonus feat
6	Mnk3/PsyWar3	+4	+6	+4	+4	28	Feat, 1st-level powers, psionic combat mode
7	Mnk3/PsyWar3/TrSk 1	+4	+8	+4	+6	32	Share mind, 1d8 unarmed damage
8	Mnk3/PsyWar3/TrSk 2	+5/+1	+9	+4	+6	36	Ability increase, share mind (AC bonus)
9	Mnk3/PsyWar3/TrSk 3	+6/+1	+9	+5	+6	40	Feat, psychoanalyst
10	Mnk3/PsyWar3/TrSk 4	+7/+1	+10	+5	+7	44	Share mind (flanking prevention)
11	Mnk3/PsyWar4/TrSk 4	+8/+2	+11	+5	+7	48	

12	Mnk3/PsyWar4/TrSk 5	+8/+3	+11	+5	+7	52	Ability increase, feat, 1d10 unarmed damage, 2nd-level powers, psionic combat mode
13	Mnk3/PsyWar5/TrSk 5	+8/+4	+11	+5	+7	56	Bonus feat
14	Mnk3/PsyWar5/TrSk 6	+9/+5	+12	+6	+8	60	Share mind (threatening bonus)
15	Mnk3/PsyWar6/TrSk 6	+10/+6/+1	+13	+7	+9	64	Feat, weapon specialization
16	Mnk3/PsyWar6/TrSk 7	+11/+7/+2	+13	+7	+9	68	Ability increase, psychic inquisitor, 3rd-level powers
17	Mnk3/PsyWar7/TrSk 7	+12/+7/+2	+13	+7	+9	72	Psionic combat mode
18	Mnk3/PsyWar7/TrSk 8	+13/+7/+2	+14	+7	+10	76	Feat, share mind (swap initiative)
19	Mnk3/PsyWar7/TrSk 9	+13/+8/+3	+14	+8	+10	80	1d12 unarmed damage, psionic combat mode
20	Mnk3/PsyWar7/TrSk 10	+14/+9/+4	+15	+8	+11	84	Share mind (grant ability), 4th-level powers

Astral Construct Abilities

Menu A

Additional Attack: One additional attack at highest attack bonus; both attacks -2 to attack roll.

Armor (Ex): +1 deflection bonus to AC.

Fly (Ex): Construct has physical wings (6-foot wingspan). Speed 60 ft. (average).

Resistance (Ex): Choose one of fire, cold, acid, electricity, or sonic resistance 5. The same resistance can be chosen multiple times and stacks: For example, picking fire resistance three times would give a total resistance of 15.

Sprint (Ex): Once per hour, the construct can take a charge action to move 10 times normal speed.

Swim: Construct becomes streamlined and sharklike. Speed 60 feet.

Trample (Ex): As a standard action during its turn each round, the construct can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 1d4 + Strength modifier (see Trample in the introduction of the *Monster Manual*).

Trip (Ex): If the construct hits with a slam attack it can attempt to trip the opponent as a free action (see Chapter 8 of the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Menu A (Advanced Construction)

Brawn (Ex): Construct does an additional +1 point of damage on a successful melee attack. (Multiple selections stack, and you cannot select this ability more than 8 times.)

Claws (Ex): The construct has razor sharp claws. Attacks are now considered claw attacks instead of slams. Damage from these claw attacks is 1d8 + Strength modifier. The claw attacks are considered slashing or piercing weapons. The type is chosen when the construct is manifested. (If the construct has the extra arms ability, this ability must be chosen twice to affect both sets of arms.)

Cleave (Ex): The cleave extraordinary ability works as the Cleave feat, and though no prerequisites are required (Str 13+, Power Attack), constructs do not get the benefits from the prerequisites, either.

Dodge (Ex): The dodge extraordinary ability works as the Dodge feat, and though no prerequisites are required (Dex 13+), constructs do not get the benefits from the prerequisites, either.

Improved Bull Rush (Ex): The improved bull rush extraordinary ability works as the Improved Bull Rush feat, and though no prerequisites are required (Str 13+, Power Attack), constructs do not get the benefits from the prerequisites, either.

Power Attack (Ex): The power attack extraordinary ability works as the Power Attack feat, and though no prerequisites are required (Str 13+), constructs do not get the benefits from the prerequisites, either.

Spiked Armor (Ex): The construct's body is covered in spikes. The spikes allow the construct to deal 1d6 points of piercing damage (x2 critical) with a successful trample, squeeze, bull rush, or grapple attack.

Menu B

Buff (Ex): Construct gains 3d10 temporary hit points (multiple selections do not stack).

Charge (Ex): If the construct charges a foe during the first round of combat, it can make a full attack even if it has already taken a move action. If it has the squeeze ability, it can also use this (see entry below).

Heavy Armor (Ex): +4 deflection bonus to AC.

Improved Grab (Ex): To use this ability the construct must hit with its slam attack. If it gets a hold, it can squeeze (must have the squeeze ability; see entry below).

Smack Down (Su): Once per day the construct can make a normal attack to deal additional damage equal to its HD.

Squeeze (Ex): A construct that gets a hold can make a squeeze attack (+9 melee) to deal damage of 2d4 + Strength modifier. If it charges an opponent on the first round of combat, it can also squeeze (must also have the charge ability; see entry above)

Power Level	Astral Construct Level								
	I	II	III	IV	V	VI	VII	VIII	IX
1	1	-	-	-	-	-	-	-	-
2	d3	1	-	-	-	-	-	-	-
3	d4+1	d3	1	-	-	-	-	-	-
4	d4+1	d4+1	d3	1	-	-	-	-	-
5	d4+1	d4+1	d4+1	d3	1	-	-	-	-
6	d4+1	d4+1	d4+1	d4+1	d3	1	-	-	-
7	d4+1	d4+1	d4+1	d4+1	d4+1	d3	1	-	-
8	d4+1	d4+1	d4+1	d4+1	d4+1	d4+1	d3	1	-
9	d4+1	d4+1	d4+1	d4+1	d4+1	d4+1	d4+1	d3	1

Menu B (Advanced Construction)

Astral Repair (Ex): The astral construct heals 2 hit points each round so long as it has at least 1 hit point.

Carapace (Ex): The construct's surface forms hard, armorlike plates. The construct gains a damage reduction of 10/+1. This replaces any damage reduction the construct might already have.

Energy Touch (Ex): The construct's physical attacks do 1d4 points of energy damage (fire, cold, electricity, sonic, acid) in addition to their standard damage. The type of energy is chosen when the construct is manifested. (Multiple selections stack and may be of different energy types. You cannot select this ability more than 5 times.)

Extra Arms (Ex): The construct has an additional set of arms and can make an additional attack with an attack bonus equal to its highest attack bonus -2. (A construct with squeeze or rend can use that ability with these arms, as well.) This ability cannot be chosen more than once.)

Expertise (Ex): The expertise extraordinary ability works as the Expertise feat, and though no prerequisites are required (Int 13+), constructs do not get the benefits from the prerequisites, either.

Great Cleave (Ex): The great cleave extraordinary ability works as the Great Cleave feat, and though no prerequisites are required (Str 13+, Power Attack, Cleave, base attack bonus +4 or higher), constructs do not get the benefits from the prerequisites, either.

Improved Critical (Ex): The improved critical extraordinary ability works as the Improved Critical feat, and though no prerequisites are required (proficient with weapon, base attack bonus +8 or higher), constructs do not get the benefits from the prerequisites, either.

Improved Fly (Ex): Construct has physical wings (12-foot wingspan) and a speed of 120 feet (average). (This is similar to the power in the *Psonics Handbook*, though slower.)

Improved Swim (Ex): Construct becomes streamlined and sharklike with a large (8-foot-wide) tail. Its speed is 120 feet.

Mobility (Ex): The mobility extraordinary ability works as the Mobility feat, and though no prerequisites are required (Dex 13+, Dodge), constructs do not get the benefits from the prerequisites, either.

Poison Touch (Ex): The construct is covered in a shimmering purple liquid. If the construct hits with a melee attack, the target must make an initial Fortitude save (DC 15) or take 1d2 points of temporary Wisdom damage. A minute later, the target must save again (Fortitude save DC 15) or lose 1d4 points of temporary Wisdom damage.

Reach (Ex): The construct's arms elongate, which increases its reach by 5 feet. (If the construct has the extra arms ability, this ability must be chosen twice to affect both sets of arms.)

Spike Volley (Ex): The construct can send forth a volley of 3 spikes as a standard action. This ranged attack has a range of 120 feet with no range increment. These spike attacks are treated as thrown weapons, so the construct's Strength bonus is applied to damage (see page 97 of the *Player's Handbook* for more on thrown weapons). Damage is 1d6 + Strength modifier per spike. The construct can use this attack up to three times. (The construct must have the spiked armor ability to use this attack.) This volley can be fired in any direction (including straight up) regardless of the direction the construct is facing.

Stunning Fist (Ex): The stunning fist extraordinary ability works as the Stunning Fist feat, and though no prerequisites are required (Dex 13+, Improved Unarmed Strike, Wis 13+, base attack bonus +8 or higher), constructs do not get the benefits from the prerequisites, either.

Tough (Ex): The construct receives 7 hit points per die, instead of 5.5 per die.

Menu C

Concussion (Sp): Manifest *concussion* as a free action (once per round)

Cone of Sound (Sp): Manifest *cone of sound* as a standard action.

Dimension Slide (Sp): Manifest *dimension slide* as a move-equivalent action.

Extra Buff (Ex): Construct gains 10d10 temporary hit points (multiple selections do not stack)

Gore (Ex): Construct has horns and gains one additional gore attack with and attack bonus equal to slam attack bonus +15, dealing damage of 1d8 + Strength modifier.

Invisibility (Sp): Manifest *invisibility* (self only) as a standard action.

See Invisibility (Su): Can see *invisibility* (as the power) at all times.

Superheavy Armor (Ex): +7 deflection bonus to AC.

Menu C (Advanced Construction)

Ectoplasmic Form (Sp): The construct manifests *ectoplasmic form* as a standard action.

Hardened Carapace (Ex): The construct's surface forms hard, armorlike plates. The construct gains a damage reduction of 15/+2. This replaces any damage reduction the construct might already have.

Power Resistance (Ex): The construct gains a power resistance of 5 + the construct's Hit Dice. This ability can be chosen multiple times and adds 5 to the power resistance of the construct. For example, choosing this ability three times for an *astral construct IX* would give a total power resistance of 34 (19 + 5 + 5 + 5 = 34)

Rend (Ex): A construct that hits with its claw attack does an additional 2d6 + 1.5 times its Strength modifier points of damage. (It must also have the claws ability; see entry above. A construct cannot use squeeze and rend in the same round.)

Spike Flurry (Ex): The construct can send forth a hail of spikes as a standard action. The attack is a cone shape with a range of 60 feet. Anyone caught in the flurry is immediately struck by 2d4 spikes that deal 1d6 damage each. A successful Reflex save (DC 13) halves the damage. This attack can be used only once. (The construct must have the spiked armor ability to use this attack.)

Spring Attack (Ex): The spring attack extraordinary ability works as the Spring Attack feat, and though no prerequisites are required, constructs do not get the benefits from the prerequisites, either.

Tail Slap (Ex): The construct has a tail and gains one additional slam attack with an attack bonus equal to its highest attack bonus -2, and it deals damage of 2d8 + 1.5 times its Strength modifier (A construct cannot have a tail if it has extra arms.)

Tougher (Ex): The construct receives 8.5 hit points per die, instead of 5.5 per die.

Whirlwind Attack (Ex): The whirlwind attack extraordinary ability works as the Whirlwind Attack feat, and though no prerequisites are required (Int 13+, Expertise, Dex 13+, Dodge, Mobility, base attack bonus +4 or higher, Spring Attack), constructs do not get the benefits from the prerequisites, either.

Menu D (Advanced Construction)

Amplified Invisibility (Sp): The construct manifests *amplified invisibility* (self only) as a standard action.

Extra Hard Carapace (Ex): The construct's surface forms hard, armorlike plates. The construct gains a damage reduction of 20/+3. This replaces any damage reduction the construct might already have.

Mass Concussion (Sp): The construct manifests *mass concussion* as a free action 3 times per day.

Super Buff (Ex): The construct gains 17d10 temporary hit points. Multiple selections do not stack.

Toughest (Ex): The construct receives 10 hit points per die, instead of 5.5 per die.

Ultraheavy Armor (Ex): The construct gains a +10 deflection bonus to AC.

Whitefire Aura (Ex): The entire surface of the construct radiates with an intense white-hot flame. Creatures within 5 feet of the construct take 5d4 points of damage. The fire ignites combustibles as the *whitefire* power. Once activated, the aura burns for a number of rounds equal to half of the construct's Hit Dice. Multiple selections do not stack.

Astral Construct Quick Reference

<u>Astral Construct I</u>			
(Small Construct)			
Hit Dice:	1d10 (5hp)		
Initiative:	+2 (dex)		
Speed:	40ft		
AC:	14		
Attacks:	Slam +2 melee		
Damage:	Slam 1d4+1		
Face/Reach:	5 ft. by 5 ft./5 ft.		
Special Attacks:	1 ability from Menu A		
Saving Throws			
Fortitude:	+0		
Reflex:	+2		
Willpower:	+1		
Abilities			
STR	13	INT	--
DEX	15	WIS	12
CON	--	CHA	6
CR:	1/3		

<u>Astral Construct II</u>			
(Medium-Size Construct)			
Hit Dice:	2d10 (11hp)		
Initiative:	+2 (dex)		
Speed:	40ft		
AC:	14		
Attacks:	Slam +2 melee		
Damage:	Slam 1d6+1		
Face/Reach:	5 ft. by 5 ft./5 ft.		
Special Attacks:	2 abilities from Menu A		
Saving Throws			
Fortitude:	+0		
Reflex:	+2		
Willpower:	+1		
Abilities			
STR	13	INT	--
DEX	15	WIS	12
CON	--	CHA	6
CR:	1		

<u>Astral Construct III</u>			
(Medium-Size Construct)			
Hit Dice:	2d10 (11hp)		
Initiative:	+2 (dex)		
Speed:	40ft		
AC:	16		
Attacks:	Slam +4 melee		
Damage:	Slam 1d6+4		
Face/Reach:	5 ft. by 5 ft./5 ft.		
Special Attacks:	3 abilities from Menu A		
Saving Throws			
Fortitude:	+0		
Reflex:	+2		
Willpower:	+2		
Abilities			
STR	17	INT	--
DEX	15	WIS	15
CON	--	CHA	6
CR:	2		

<u>Astral Construct IV</u>			
(Large Construct)			
Hit Dice:	5d10 (27hp)		
Initiative:	+2 (dex)		
Speed:	50ft		
AC:	16		
Attacks:	Slam +9 melee		
Damage:	Slam 1d8+10		
Face/Reach:	5 ft. by 5 ft./10 ft.		
Special Attacks:	1 ability from Menu B		
Special Qualities:	Damage reduction 5/+1		
Saving Throws			
Fortitude:	+0		
Reflex:	+3		
Willpower:	+3		
Abilities			
STR	25	INT	--
DEX	15	WIS	15
CON	--	CHA	6
CR:	4		

<u>Astral Construct V</u>			
(Large Construct)			
Hit Dice:	7d10 (38hp)		
Initiative:	+2 (dex)		
Speed:	50ft		
AC:	17		
Attacks:	Slam +13 melee		
Damage:	Slam 1d8+13		
Face/Reach:	5 ft. by 5 ft./10 ft.		
Special Attacks:	2 abilities from Menu B		
Special Qualities:	Damage reduction 5/+1		
Saving Throws			
Fortitude:	+2		
Reflex:	+4		
Willpower:	+4		
Abilities			
STR	29	INT	--
DEX	15	WIS	15
CON	--	CHA	6
CR:	5		

<u>Astral Construct VI</u>			
(Large Construct)			
Hit Dice:	10d10 (55hp)		
Initiative:	+2 (dex)		
Speed:	50ft		
AC:	18		
Attacks:	Slam +15/+10 melee		
Damage:	Slam 1d8+13		
Face/Reach:	5 ft. by 5 ft./10 ft.		
Special Attacks:	3 abilities from Menu B		
Special Qualities:	Damage reduction 5/+2		
Saving Throws			
Fortitude:	+3		
Reflex:	+5		
Willpower:	+5		
Abilities			
STR	29	INT	--
DEX	15	WIS	15
CON	--	CHA	6
CR:	7		

<u>Astral Construct VII</u>			
(Large Construct)			
Hit Dice:	13d10 (71hp)		
Initiative:	+2 (dex)		
Speed:	50ft		
AC:	19		
Attacks:	Slam +18/+13 melee		
Damage:	Slam 1d8+15		
Face/Reach:	5 ft. by 5 ft./10 ft.		
Special Attacks:	1 ability from Menu C		
Special Qualities:	Damage reduction 10/+3		
Saving Throws			
Fortitude:	+4		
Reflex:	+6		
Willpower:	+6		
Abilities			
STR	31	INT	--
DEX	15	WIS	15
CON	--	CHA	6
CR:	8		

<u>Astral Construct VIII</u>			
(Large Construct)			
Hit Dice:	16d10 (88hp)		
Initiative:	+2 (dex)		
Speed:	50ft		
AC:	20		
Attacks:	Slam +23/+18/+13 melee		
Damage:	Slam 1d8+18		
Face/Reach:	5 ft. by 5 ft./10 ft.		
Special Attacks:	2 abilities from Menu C		
Special Qualities:	Damage reduction 10/+3		
Saving Throws			
Fortitude:	+5		
Reflex:	+7		
Willpower:	+7		
Abilities			
STR	35	INT	--
DEX	15	WIS	15
CON	--	CHA	6
CR:	9		

<u>Astral Construct IX</u>			
(Huge Construct)			
Hit Dice:	19d10 (104hp)		
Initiative:	+2 (dex)		
Speed:	50ft		
AC:	20		
Attacks:	Slam +25/+20/+15 melee		
Damage:	Slam 1d4+1		
Face/Reach:	5 ft. by 5 ft./5 ft.		
Special Attacks:	3 abilities from Menu C		
Special Qualities:	Damage reduction 10/+3		
Saving Throws			
Fortitude:	+6		
Reflex:	+8		
Willpower:	+8		
Abilities			
STR	37	INT	--
DEX	15	WIS	15
CON	--	CHA	6
CR:	10		

Astral Construct Combat Reference

ID :	ID :	ID :	ID :	ID :	ID :	ID :	ID :
Init :	Init :	Init :	Init :	Init :	Init :	Init :	Init :
AC :	AC :	AC :	AC :	AC :	AC :	AC :	AC :
HP :	HP :	HP :	HP :	HP :	HP :	HP :	HP :
DR :	DR :	DR :	DR :	DR :	DR :	DR :	DR :
Resistances :	Resistances :	Resistances :	Resistances :	Resistances :	Resistances :	Resistances :	Resistances :
Attacks :	Attacks :	Attacks :	Attacks :	Attacks :	Attacks :	Attacks :	Attacks :

ID :	ID :	ID :	ID :	ID :	ID :	ID :	ID :
Init :	Init :	Init :	Init :	Init :	Init :	Init :	Init :
AC :	AC :	AC :	AC :	AC :	AC :	AC :	AC :
HP :	HP :	HP :	HP :	HP :	HP :	HP :	HP :
DR :	DR :	DR :	DR :	DR :	DR :	DR :	DR :
Resistances :	Resistances :	Resistances :	Resistances :	Resistances :	Resistances :	Resistances :	Resistances :
Attacks :	Attacks :	Attacks :	Attacks :	Attacks :	Attacks :	Attacks :	Attacks :

Astral Construct I - Worksheet

Character Name: _____

Date: _____

Player Name: _____

Page: ____ of ____

<input style="width: 40px; height: 20px;" type="checkbox"/>	Astral Construct I (Small Construct)	Modifiers	Totals	
Hit Dice:	1d10 (5hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	14	_____	_____	
Attacks:	Slam +2 melee	_____	_____	
Damage:	Slam 1d4+1	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	1 ability from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 1/3	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+1	_____	_____	
Abilities				Abilities
STR	13 INT --	_____	_____	_____
DEX	15 WIS 12	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

<input style="width: 40px; height: 20px;" type="checkbox"/>	Astral Construct I (Small Construct)	Modifiers	Totals	
Hit Dice:	1d10 (5hp)	_____	_____	Notes
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	14	_____	_____	
Attacks:	Slam +2 melee	_____	_____	
Damage:	Slam 1d4+1	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	1 ability from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 1/3	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+1	_____	_____	
Abilities				Abilities
STR	13 INT --	_____	_____	_____
DEX	15 WIS 12	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

<input style="width: 40px; height: 20px;" type="checkbox"/>	Astral Construct I (Small Construct)	Modifiers	Totals	
Hit Dice:	1d10 (5hp)	_____	_____	Notes
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	14	_____	_____	
Attacks:	Slam +2 melee	_____	_____	
Damage:	Slam 1d4+1	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	1 ability from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 1/3	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+1	_____	_____	
Abilities				Abilities
STR	13 INT --	_____	_____	_____
DEX	15 WIS 12	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

Astral Construct II - Worksheet

Character Name: _____
 Player Name: _____

Date: _____
 Page: ____ of ____

<input style="width: 30px; height: 20px;" type="checkbox"/>	Astral Construct II (Medium-Size Construct)	<u>Modifiers</u>	<u>Totals</u>	
Hit Dice:	2d10 (11hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	14	_____	_____	
Attacks:	Slam +2 melee	_____	_____	
Damage:	Slam 1d6+1	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	2 abilities from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 1	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+1	_____	_____	
Abilities				<u>Abilities</u>
STR	13 INT --	_____	_____	_____
DEX	15 WIS 12	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

<input style="width: 30px; height: 20px;" type="checkbox"/>	Astral Construct II (Medium-Size Construct)	<u>Modifiers</u>	<u>Totals</u>	
Hit Dice:	2d10 (11hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	14	_____	_____	
Attacks:	Slam +2 melee	_____	_____	
Damage:	Slam 1d6+1	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	2 abilities from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 1	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+1	_____	_____	
Abilities				<u>Abilities</u>
STR	13 INT --	_____	_____	_____
DEX	15 WIS 12	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

<input style="width: 30px; height: 20px;" type="checkbox"/>	Astral Construct II (Medium-Size Construct)	<u>Modifiers</u>	<u>Totals</u>	
Hit Dice:	2d10 (11hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	14	_____	_____	
Attacks:	Slam +2 melee	_____	_____	
Damage:	Slam 1d6+1	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	2 abilities from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 1	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+1	_____	_____	
Abilities				<u>Abilities</u>
STR	13 INT --	_____	_____	_____
DEX	15 WIS 12	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

Astral Construct III - Worksheet

Character Name: _____
 Player Name: _____

Date: _____
 Page: ____ of ____

<input type="checkbox"/>	Astral Construct III (Medium-Size Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	2d10 (11hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	16	_____	_____	
Attacks:	Slam +4 melee	_____	_____	
Damage:	Slam 1d6+4	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	3 abilities from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 2	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+2	_____	_____	
Abilities				<u>Abilities</u>
STR	17 INT --	_____	_____	_____
DEX	15 WIS 15	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

<input type="checkbox"/>	Astral Construct III (Medium-Size Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	2d10 (11hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	16	_____	_____	
Attacks:	Slam +4 melee	_____	_____	
Damage:	Slam 1d6+4	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	3 abilities from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 2	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+2	_____	_____	
Abilities				<u>Abilities</u>
STR	17 INT --	_____	_____	_____
DEX	15 WIS 15	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

<input type="checkbox"/>	Astral Construct III (Medium-Size Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	2d10 (11hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	16	_____	_____	
Attacks:	Slam +4 melee	_____	_____	
Damage:	Slam 1d6+4	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	3 abilities from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 2	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+2	_____	_____	
Abilities				<u>Abilities</u>
STR	17 INT --	_____	_____	_____
DEX	15 WIS 15	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

Astral Construct IV - Worksheet

Character Name: _____
 Player Name: _____

Date: _____
 Page: ____ of ____

<input type="checkbox"/>	Astral Construct IV (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	
Hit Dice:	5d10 (27hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	16	_____	_____	
Attacks:	Slam +9 melee	_____	_____	
Damage:	Slam 1d8+10	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	1 ability from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+1	_____	_____	
Saving Throws	CR:			
Fortitude:	+0	4	_____	<u>Abilities</u>
Reflex:	+3	_____	_____	
Willpower:	+3	_____	_____	
Abilities				
STR	25	INT	--	_____
DEX	15	WIS	15	_____
CON	--	CHA	6	_____

<input type="checkbox"/>	Astral Construct IV (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	5d10 (27hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	16	_____	_____	
Attacks:	Slam +9 melee	_____	_____	
Damage:	Slam 1d8+10	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	1 ability from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+1	_____	_____	
Saving Throws	CR:			
Fortitude:	+0	4	_____	<u>Abilities</u>
Reflex:	+3	_____	_____	
Willpower:	+3	_____	_____	
Abilities				
STR	25	INT	--	_____
DEX	15	WIS	15	_____
CON	--	CHA	6	_____

<input type="checkbox"/>	Astral Construct IV (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	5d10 (27hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	16	_____	_____	
Attacks:	Slam +9 melee	_____	_____	
Damage:	Slam 1d8+10	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	1 ability from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+1	_____	_____	
Saving Throws	CR:			
Fortitude:	+0	4	_____	<u>Abilities</u>
Reflex:	+3	_____	_____	
Willpower:	+3	_____	_____	
Abilities				
STR	25	INT	--	_____
DEX	15	WIS	15	_____
CON	--	CHA	6	_____

Astral Construct V - Worksheet

Character Name: _____
 Player Name: _____

Date: _____
 Page: ____ of ____

<input style="width: 40px; height: 20px;" type="checkbox"/>	<u>Astral Construct V</u> (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	
Hit Dice:	7d10 (38hp)	_____	_____	<u>Notes</u>
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	17	_____	_____	
Attacks:	Slam +13 melee	_____	_____	
Damage:	Slam 1d8+13	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	2 abilities from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+1	_____	_____	
Saving Throws	CR:			
Fortitude:	+2	5	_____	
Reflex:	+4		_____	
Willpower:	+4		_____	
Abilities				<u>Abilities</u>
STR	29	INT	--	_____
DEX	15	WIS	15	_____
CON	--	CHA	6	_____

<input style="width: 40px; height: 20px;" type="checkbox"/>	<u>Astral Construct V</u> (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	
Hit Dice:	7d10 (38hp)	_____	_____	<u>Notes</u>
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	17	_____	_____	
Attacks:	Slam +13 melee	_____	_____	
Damage:	Slam 1d8+13	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	2 abilities from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+1	_____	_____	
Saving Throws	CR:			
Fortitude:	+2	5	_____	
Reflex:	+4		_____	
Willpower:	+4		_____	
Abilities				<u>Abilities</u>
STR	29	INT	--	_____
DEX	15	WIS	15	_____
CON	--	CHA	6	_____

<input style="width: 40px; height: 20px;" type="checkbox"/>	<u>Astral Construct V</u> (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	
Hit Dice:	7d10 (38hp)	_____	_____	<u>Notes</u>
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	17	_____	_____	
Attacks:	Slam +13 melee	_____	_____	
Damage:	Slam 1d8+13	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	2 abilities from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+1	_____	_____	
Saving Throws	CR:			
Fortitude:	+2	5	_____	
Reflex:	+4		_____	
Willpower:	+4		_____	
Abilities				<u>Abilities</u>
STR	29	INT	--	_____
DEX	15	WIS	15	_____
CON	--	CHA	6	_____

Astral Construct VI - Worksheet

Character Name: _____
 Player Name: _____

Date: _____
 Page: ____ of ____

<input type="checkbox"/>	Astral Construct VI (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	10d10 (55hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	18	_____	_____	
Attacks:	Slam +15/+10 melee	_____	_____	
Damage:	Slam 1d8+13	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	3 abilities from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+2	_____	_____	
Saving Throws	CR:			
Fortitude:	+3 7	_____	_____	
Reflex:	+5	_____	_____	
Willpower:	+5	_____	_____	
Abilities				<u>Abilities</u>
STR 29	INT --	_____	_____	_____
DEX 15	WIS 15	_____	_____	_____
CON --	CHA 6	_____	_____	_____

<input type="checkbox"/>	Astral Construct VI (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	10d10 (55hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	18	_____	_____	
Attacks:	Slam +15/+10 melee	_____	_____	
Damage:	Slam 1d8+13	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	3 abilities from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+2	_____	_____	
Saving Throws	CR:			
Fortitude:	+3 7	_____	_____	
Reflex:	+5	_____	_____	
Willpower:	+5	_____	_____	
Abilities				<u>Abilities</u>
STR 29	INT --	_____	_____	_____
DEX 15	WIS 15	_____	_____	_____
CON --	CHA 6	_____	_____	_____

<input type="checkbox"/>	Astral Construct VI (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	10d10 (55hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	18	_____	_____	
Attacks:	Slam +15/+10 melee	_____	_____	
Damage:	Slam 1d8+13	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	3 abilities from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+2	_____	_____	
Saving Throws	CR:			
Fortitude:	+3 7	_____	_____	
Reflex:	+5	_____	_____	
Willpower:	+5	_____	_____	
Abilities				<u>Abilities</u>
STR 29	INT --	_____	_____	_____
DEX 15	WIS 15	_____	_____	_____
CON --	CHA 6	_____	_____	_____

Character Name: _____
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<input type="checkbox"/>	Astral Construct VII				
	(Large Construct)		<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	13d10 (71hp)		_____	_____	<div style="border: 1px solid black; height: 100px; width: 100%;"></div>
Initiative:	+2 (dex)		_____	_____	
Speed:	50ft		_____	_____	
AC:	19		_____	_____	
Attacks:	Slam +18/+13 melee		_____	_____	
Damage:	Slam 1d8+15		_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.		_____	_____	
Special Attacks:	1 ability from Menu C		_____	_____	
Special Qualities:	Damage reduction 10/+3		_____	_____	
Saving Throws		CR:			
Fortitude:	+4	8	_____	_____	
Reflex:	+6		_____	_____	
Willpower:	+6		_____	_____	
Abilities					<u>Abilities</u>
STR	31	INT	--	_____	_____
DEX	15	WIS	15	_____	_____
CON	--	CHA	6	_____	_____

<input type="checkbox"/>	Astral Construct VII				
	(Large Construct)		<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	13d10 (71hp)		_____	_____	<div style="border: 1px solid black; height: 100px; width: 100%;"></div>
Initiative:	+2 (dex)		_____	_____	
Speed:	50ft		_____	_____	
AC:	19		_____	_____	
Attacks:	Slam +18/+13 melee		_____	_____	
Damage:	Slam 1d8+15		_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.		_____	_____	
Special Attacks:	1 ability from Menu C		_____	_____	
Special Qualities:	Damage reduction 10/+3		_____	_____	
Saving Throws		CR:			
Fortitude:	+4	8	_____	_____	
Reflex:	+6		_____	_____	
Willpower:	+6		_____	_____	
Abilities					<u>Abilities</u>
STR	31	INT	--	_____	_____
DEX	15	WIS	15	_____	_____
CON	--	CHA	6	_____	_____

<input type="checkbox"/>	Astral Construct VII				
	(Large Construct)		<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	13d10 (71hp)		_____	_____	<div style="border: 1px solid black; height: 100px; width: 100%;"></div>
Initiative:	+2 (dex)		_____	_____	
Speed:	50ft		_____	_____	
AC:	19		_____	_____	
Attacks:	Slam +18/+13 melee		_____	_____	
Damage:	Slam 1d8+15		_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.		_____	_____	
Special Attacks:	1 ability from Menu C		_____	_____	
Special Qualities:	Damage reduction 10/+3		_____	_____	
Saving Throws		CR:			
Fortitude:	+4	8	_____	_____	
Reflex:	+6		_____	_____	
Willpower:	+6		_____	_____	
Abilities					<u>Abilities</u>
STR	31	INT	--	_____	_____
DEX	15	WIS	15	_____	_____
CON	--	CHA	6	_____	_____

Astral Construct VIII - Worksheet

Character Name: _____
 Player Name: _____

Date: _____
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<input type="checkbox"/>	<u>Astral Construct VIII</u> (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	16d10 (88hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	20	_____	_____	
Attacks:	Slam +23/+18/+13 melee	_____	_____	
Damage:	Slam 1d8+18	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	2 abilities from Menu C	_____	_____	
Special Qualities:	Damage reduction 10/+3	_____	_____	
Saving Throws	CR:			
Fortitude:	+5 9	_____	_____	
Reflex:	+7	_____	_____	
Willpower:	+7	_____	_____	
Abilities				<u>Abilities</u>
STR 35	INT --	_____	_____	_____
DEX 15	WIS 15	_____	_____	_____
CON --	CHA 6	_____	_____	_____

<input type="checkbox"/>	<u>Astral Construct VIII</u> (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	16d10 (88hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	20	_____	_____	
Attacks:	Slam +23/+18/+13 melee	_____	_____	
Damage:	Slam 1d8+18	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	2 abilities from Menu C	_____	_____	
Special Qualities:	Damage reduction 10/+3	_____	_____	
Saving Throws	CR:			
Fortitude:	+5 9	_____	_____	
Reflex:	+7	_____	_____	
Willpower:	+7	_____	_____	
Abilities				<u>Abilities</u>
STR 35	INT --	_____	_____	_____
DEX 15	WIS 15	_____	_____	_____
CON --	CHA 6	_____	_____	_____

<input type="checkbox"/>	<u>Astral Construct VIII</u> (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	16d10 (88hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	20	_____	_____	
Attacks:	Slam +23/+18/+13 melee	_____	_____	
Damage:	Slam 1d8+18	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	2 abilities from Menu C	_____	_____	
Special Qualities:	Damage reduction 10/+3	_____	_____	
Saving Throws	CR:			
Fortitude:	+5 9	_____	_____	
Reflex:	+7	_____	_____	
Willpower:	+7	_____	_____	
Abilities				<u>Abilities</u>
STR 35	INT --	_____	_____	_____
DEX 15	WIS 15	_____	_____	_____
CON --	CHA 6	_____	_____	_____

Astral Construct IX - Worksheet

Character Name: _____
 Player Name: _____

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<input type="checkbox"/>	Astral Construct IX (Huge Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	19d10 (104hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	20	_____	_____	
Attacks:	Slam +25/+20/+15 melee	_____	_____	
Damage:	Slam 1d4+1	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	3 abilities from Menu C	_____	_____	
Special Qualities:	Damage reduction 10/+3	_____	_____	
Saving Throws	CR:			
Fortitude:	+6 10	_____	_____	
Reflex:	+8	_____	_____	
Willpower:	+8	_____	_____	
Abilities				<u>Abilities</u>
STR	37 INT --	_____	_____	_____
DEX	15 WIS 15	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

<input type="checkbox"/>	Astral Construct IX (Huge Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	19d10 (104hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	20	_____	_____	
Attacks:	Slam +25/+20/+15 melee	_____	_____	
Damage:	Slam 1d4+1	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	3 abilities from Menu C	_____	_____	
Special Qualities:	Damage reduction 10/+3	_____	_____	
Saving Throws	CR:			
Fortitude:	+6 10	_____	_____	
Reflex:	+8	_____	_____	
Willpower:	+8	_____	_____	
Abilities				<u>Abilities</u>
STR	37 INT --	_____	_____	_____
DEX	15 WIS 15	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

<input type="checkbox"/>	Astral Construct IX (Huge Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	19d10 (104hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	20	_____	_____	
Attacks:	Slam +25/+20/+15 melee	_____	_____	
Damage:	Slam 1d4+1	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	3 abilities from Menu C	_____	_____	
Special Qualities:	Damage reduction 10/+3	_____	_____	
Saving Throws	CR:			
Fortitude:	+6 10	_____	_____	
Reflex:	+8	_____	_____	
Willpower:	+8	_____	_____	
Abilities				<u>Abilities</u>
STR	37 INT --	_____	_____	_____
DEX	15 WIS 15	_____	_____	_____
CON	-- CHA 6	_____	_____	_____