

APs Compendium



Requires The Dungeons and Dragons® Player's Handbook For Use.

1. Introduction

As probably everybody knows, who has ever finished something, whenever you think you are finished, there is more.

That is the reason behind this little add-on to the Alternative Psionic System (that and the anger of my players to have to do another printout of the base-system).

This is not a fixed document. I will add content by and by as soon as I got new stuff. To keep the printouts simple, the new stuff will mostly come on new pages after the old stuff, with the possible exception of new psionic powers.

Revisions of this guide can be found at <http://www.orfinlir.de>.

Feel free to comment on the APS-Compendium at the board or send me an email to singewald@yahoo.com

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2. Greymantle

Dorisande looked at the gnarly old man. He stood there with his crooked staff and his grey robes. He had saved her from sure death at the hands of some mad wizard, whose evocations had bypassed her defenses.

But Dorisande was not sure, how he did save her. Oh, sure, he had used some kind of power, that had increased his bodily functions. And there had been this strange sound, that had paralyzed her and the mage. But where did that come from.

Her aura-sight did sense neither divine nor arcane magic, which had not surprised her anyway, because the things he had done and the way he had done them resembled her own powers. But she could not sense any psionic powers either.

What kind of mage was he?

“Excuse me, my child, I hope I have done nothing wrong. I am just a humble healer.”

The Greymantle are an old order of healers, that predates even the first psionic towers. They were able to harness the power of the body without the talent to use psionic powers and never was a greymantle known to have psionic powers or a psionic using character able to use the powers a greymantle uses.

Endossi (end)

“I am no priest, but tomorrow you will be healed nonetheless.”

*Brother Es,
tending to the wounded
a battle-field*

Where psionic masters are the masters of the mind, Endossi are the masters of their body. Like monks, they are searching for enlightenment through self-perfection. But while monks use the powers they found in themselves, to hurt others, the Endossi are healers.

The Endossi are a monastic order of healers and searchers for enlightenment. They tend to the sick, the orphans and the old. In between their duties, they try to train their body and mind.

They are pacifists, although they will fight if they have no other choice. But they are not stupid and created a second branch of the order, the Arin, who are the servants and defenders of the original Endossi branch.

The name greymantle for the whole order stems from the grey robes all members of the order wear. This special grey mantle does not interfere with the abilities of the Endossi and the Arin.

Adventures: The Endossi will go everywhere where someone may get hurt. They are healers. While their healing may not come as easy as that of clerics, they tend stay with the ill, when even the priests give up.

Sometimes, they will follow a group of adventurers to reach some place of pain, or to help someone in the group. Other times, they will just find the opportunity to entice to search for new ways to their own enlightenment.

Alignment: Due to their rigorous training Endossi tend to be of a lawful alignment, but they can be of neutral good, neutral, lawful neutral and lawful good alignment.

Religion: Religion is just one way to enlightenment and some endossi embrace the worship of some higher being or concept, although sometimes just for a few days, when they find out, that this is not their way. They tend to see the gods as enlightened beings, that must be respected for their enlightenment, but nothing more.

Background: A great number of Endossi comes from the orphanages of the Endossi. Others where just looking for the path to inner peace and enlightenment. Endossi coming from this path of life are likely to be more religious.

Races: Although some of the abilities of the endossi work just like psionic- or ki-powers, the energy and ability to use these powers comes from hard training and inner enlightenment. Because there is no biological reason, any race can have endossi. That said, humans tend to be the most probable race to chose the endossi class, as so often.

Other Classes: Endossis are very easy to get along with. Most are educated, helpful and very useful. The classes, the endossi most often have problems with are, surprisingly, not barbarians, but overeducated magicians and overzealous priests.

Starting money: 2d4 * 10 gp

Game Rule Information

Abilities: Wisdom and Constitution are the most important ability scores of the endossi, the first, because only wisdom can lead to enlightenment, the second, because no one can stand the hardship of training and fasting without stamina.

Hit Die: d6

Class Skills: Autohypnosis, Balance, Concentration, Craft (Alchemy), Decipher Script, Escape Artist, Fluent Singing, Heal, Hide, Knowledge, Listen, Meditation, Move Silently, Perform, Read/ Write, Search, Sense Motif, Speak Language, Spot, Swim, Tumble.

Skill points at 1st Level: (6 + Int modifier) x 4

Skill points at each additional level: 6 + Int modifier.

Class Features

Weapon and Armor: Endossi never wear armor, because they add (armor-check-penalty+1)*2 on the DC to check for the success of greymantle feats. The only “armor” they may wear, are their grey mantles, which grant an armor-bonus of +1. Like monks, endossi can use their wisdom-bonus to



boost their AC, because their insights allow them to anticipate many moves of their opponents. They are only trained in the use of quarterstaff, dagger, net, bola and sling. They could use shields, but most can't be bothered to learn to use them.

Self-Awareness: The Endossi receives the self-awareness feat on first level for free.

Greymantle Feat: Each level an endossi receives one additional greymantle feat for free. The endossi may take the feats increased psionic range or any ki-feat instead. Increased psionic range is only useful for the aura-range and ki-powers of the endossi, but in no other way.

Improved Inner Awareness: The Endossi receives an inner-awareness-bonus of +2 on first level and a +1 per level to all inner awareness checks.

Evasion: At 2nd level, a endossi gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the rogue takes no damage with a successful saving throw. Evasion can only be used if the endossi is wearing light armor or no armor. It is an extraordinary ability.

Heal Bonus: On 3rd, 7th, 12th and 17th level, the character receives a bonus of +3 to his heal-checks. This bonus stacks and makes great healers out of the endossi-character.

Uncanny Dodge: At 4rd level and above, the endossi retains her Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 11th level , the endossi can no longer be flanked. A rogue or endossi at least four levels higher can still flank her.

Endossi do not learn the ability to evade traps.

Skill Mastery (heal): The endossi is able to take 10 when using the heal-skill, even if stress and distractions would normally prevent the endossi from doing so.

Ignore Fatigue: from 8th level on, once per day, the endossi may ignore a t-level, he receives through the use of his abilities. He needs to take the t-level 12 hours later or will be hit by an additional t-level instead. Most endossi take their t-levels just before they go to sleep.

On 13th level the endossi may ignore two t-levels in any 12 hour period, from 18th level on, he may ignore three.

Slow Aging: From 20th level on, the endossi will age only at a rate 10 times slower than other members of his race (i.e. while 10 years go by, the body of the endossi will only age one year). This even affects aging-effects from ghosts or spells.

The mind will still age and the endossi will receive age-modifications to wisdom, intelligence and charisma at the normal rate.

Oath and Duties: Endossis take an oath to use their abilities for the protection and betterment of the commonwealth and the needy. In addition they have the duty to train and discipline body and mind. All endossis are bound to help each other and take willingly and happily the orders of more experienced and more enlightened endossi of their order.

All endossi are entitled to give orders to any arin.

Multi-Classing: Because endossi value discipline above all, no endossi may change into the barbarian class and back. Every time, an endossi uses the rage or any similar ability, he may not use his endossi-abilities for 48 hours.

If a character wants to multi-class into the Endossi-class, he will not receive the self-awareness-feat for free on first level. He needs to take it beforehand or will have no use for the greymantle-feats without it.

Lv	BAB	F	R	W	Abilities
0	+0	+2	+0	+2	Self Awareness, Greymantle-Feat, Improved Inner Awareness
1	+1	+3	+0	+3	Greymantle-Feat Evasion
2	+1	+3	+1	+3	Greymantle-Feat Heal-bonus +3
3	+2	+4	+1	+4	Greymantle-Feat Uncanny Dodge (never caught flat-footed)
4	+2	+4	+1	+4	Greymantle-Feat
5	+3	+5	+2	+5	Greymantle-Feat Skill Mastery (Heal)
6	+3	+5	+2	+5	Greymantle-Feat Heal-bonus +3
7	+4	+6	+2	+6	Greymantle-Feat Ignore Fatigue 1/ day
8	+4	+6	+3	+6	Greymantle-Feat
9	+5	+7	+3	+7	Greymantle-Feat
10	+5	+7	+3	+7	Greymantle-Feat Uncanny Dodge (never flanked)
11	+6/+1	+8	+4	+8	Greymantle-Feat Heal-bonus +3
12	+6/+1	+8	+4	+8	Greymantle-Feat Ignore Fatigue 2/ day
13	+7/+2	+9	+4	+9	Greymantle-Feat
14	+7/+2	+9	+5	+9	Greymantle-Feat
15	+8/+3	+10	+5	+10	Greymantle-Feat
16	+8/+3	+10	+5	+10	Greymantle-Feat Heal-bonus +3
17	+9/+4	+11	+6	+11	Greymantle-Feat Ignore Fatigue 3/ day
18	+9/+4	+11	+6	+11	Greymantle-Feat
19	+10/+5	+12	+6	+12	Greymantle-Feat Slow Aging
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3. Greymantle Rules

Most greymantle feats require inner awareness checks. These checks, using the skill half the skill-value given for each feat plus any inner-awareness-bonus, a character may possess. But a successful skill-check does not suffice to activate the ability. The greymantle got to pay an energy-cost in subdual damage. For every 7 points in the DC required to activate the ability, one point of subdual damage is taken (i.e. a DC of 16 would cause 3 points of subdual damage). Afterwards, the character must succeed at a fortitude save vs. a DC set by 1/3 the DC of the feat rounded up or receive a t-level. If he would succeed automatically, he does not need to roll.

Whenever the character fails his inner awareness-check, he does not take the subdual damage, but takes a t-level automatically (although he does not need to make the fortitude-check).

All inner awareness-checks can be repeated as often as the character desires and is able to.



Activating a greymantle feat ability requires a standard action, that provokes an attack of opportunity, except when something different is stated.

Example: Bastan, a 3rd level endossi tries to use the slow motion feat. He got a tumble-skill of 9 (6 rank +3 Dex) and an inner awareness bonus of +5 (+2 first level +3 per level) which equals an inner-awareness-value for this feat of +9. The DC is 15. Bastan takes three points of subdual damage and must roll a 6 to succeed to gain the better bonus of this feat.

With his fortitude bonus of +5, he does not even need to roll the die for the fortitude check.

A Word about the Rules

The Alternate Psionic Handbook presents three different rules-systems (psi, wild-talents, ki) that use the same psionic abilities. This compendium now adds a fourth one. While the psi-system and the greymantle system are very similar, this normally would be a rules-overkill in most cases. The reason behind this diversity is manifold.

First, coming originally from the psi-system, the wild-talents would not have worked without a major remodeling of the psi-rules. The wild-talents rules use most of the rules for psi with the exception, that they are more akin to a spell-point magic system with a fixed number of points available to the character using the wild-talents. It would easily be possible to transfer the whole system to such a state, dropping all the forming and gaining and giving the psionic master just a fixed number of psionic points per level. The ki-system is a rather late add-on which was meant to have a different feeling than the other systems, to be rather easy and low-powered and to be easily integrated with Monks.

And now the Greymantle-rules. The greymantle uses similar rules to both psi-rules and ki-rules. The feeling of the greymantle is more that of ki-powers. It could replace the ki-rules.

The reason behind the special greymantle rules is more one of tradition, the greymantle being the oldest rules-system of them all.



4. New Skill and Feats

Skills

The Endossi use many skills in conjunction with the greymantle-feats. Two new skills, every endossi should know, are described here.

Meditation (Wis, Trained only, class skill: arin, cleric, druid, endossi, monk, psionic master, psionic monk, wizard)

Meditation is more than just relaxing and concentrating. A master of meditation may use it for healing and clearing of the mind.

A meditating character may make a skill-check vs. DC 18 to be able to hear and sense the surrounding environment as if he was awake and not meditating. With a check vs. DC 15, a character may draw as much rest from the hours of meditation as he would from the hours of sleep, even in regard to relearning spells and healing.

A willing character, who succeeds at a skill check vs. DC 17 is considered to be in trance and a psionic using character can do a trance-anchor accordingly, even if he does not know the trance-feat.

If a character meditates and tries to overcome the secondary damage of a poison, he may use his skill instead of his saving throw.

Special: It is impossible to use psionic powers while meditating, with the exception of otherworld psionics.

Characters with 5 ranks in autohypnosis-skill receive a synergy bonus of +2 to meditation and vice versa.

Perform (Fluent Singing) (Cha, Trained only, class skill for: endossi, bard)

This skill allows a character to sing very exact, very precise and very true tones. This skill does not allow to sing very beautifully. It is more that most people will find the songs sung with fluent singing very disturbing, because the sounds resound in the brain and in the muscles everybody who hears it. This skill got no use for anybody than someone with the right skills.

Feats

The greymantle-classes rely on feats, i.e. a lot of new feats follow. Greymantle feats are marked as such and require the use of some skill to be activated.

Greymantle feats use a slightly different template than other feats

Feat-Name (Greymantle)

Teaser

Prerequisites: Feats, Skills and Levels that are required for this feat.

Skill: The skill used for the inner awareness check.

DC: DC to check against to activate the skill (in brackets the required hit points taken as subdual damage)

Benefit: What the feat does. Some feats do different things depending on the rank, the character possesses in the skill given under the "Skill"-entry.

Special: Anything regarding other feats or rules.

Several feats are reprinted from other products, namely Character Customization from Throwing Dice Games and the SRD.

All Feats using the Perform (Fluent Singing) could be taken by bards as bardic music. The bard does not have to take the self-awareness feat to take one of these feats, but all other prerequisites have to be taken. Use the according ranks given for the feat-prerequisites to decide on which level the bard will be able to use the according sub-ability of the feat. Perform (Fluent Singing) is the only perform skill, that can be used with these abilities. Instead of taking subdual damage, a bard, who has taken one of these feats may use his full perform (Fluent Singing) skill and one of his bardic musics uses per day to activate the ability. Everything, with a DC of above 25 requires the use of two bardic music applications per da, everything with a DC of 35 and more requires three.

<i>Self Awareness</i>	Wis 11
<i>Anti-magic Song</i>	Perform (Fluent Singing) 21 Self Awareness Wis 15
<i>Bliss</i>	Perform (Fluent Singing) 15 Self Awareness Wis 15
<i>Countersong</i>	Perform (Fluent Singing) 6 Self Awareness Wis 15
<i>Counterspell</i>	Perform (Fluent Singing) 12 Self Awareness Wis 15
<i>Create Light</i>	Perform (Fluent Singing) Self Awareness Cha 11
<i>Anti Silence</i>	Profession (Fluent Singing) 6 Self Awareness Create Light
<i>Color Influencing</i>	Perform (Fluent Singing) 6 Self Awareness Create Light
<i>Stun</i>	Perform (Fluent Singing) 9 Self Awareness Create Light
<i>Hurt</i>	Color Influencing. Perform (Fluent Singing) 13 Self Awareness Create Light Color Influencing Stun Wis 15.
<i>Sleep</i>	Perform (Fluent Singing) 16 Self Awareness Create Light Color Influencing Stun Hurt Wis 15.
<i>Paralyze</i>	Perform (Fluent Singing) 18 Self Awareness Create Light Color Influencing Stun



	Hurt Sleep Wis 19
Kill	Perform (Fluent Singing) 21 Self Awareness Create Light Color Influencing Stun Hurt Sleep Paralyze Wis 19 Hide 4 Self Awareness Wis 11
Conceal	Concentration 5 Self Awareness
Convert Body Energy	Concentration 6 Self Awareness
Discharge Body Energy	Perform (Fluent Singing) 19 Self Awareness Wis 15
Dream	Self Awareness Int 11
Eidetic Memory	Perform (Fluent Singing) 6 Self Awareness Wis 15
Fascinate	Perform (Fluent Singing) 12 Self AwarenessFascinate Wis 15
Suggestion	Meditation 6 Self Awareness
Find Way	Perform (Fluent Singing) 9 Self Awareness Wis 15
Inspire Competence	Perform (Fluent Singing) 18 Inspire Competence Self Awareness Wis 15
Inspire Mastery	Perform (Fluent Singing) 6 Self Awareness Wis 15
Inspire Courage	Perform (Fluent Singing) 15 Self Awareness Wis 15
Inspire Greatness	Perform (Fluent Singing) 23 Self Awareness Inspire Greatness Wis 15
Inspire Legends	Jump 9 Self Awareness Str 13
Mental Leap	Self Awareness Cha 13.
Psychoanalyst	Sense Motive 3 Self Awareness Psychoanalyst
Psychic Inquisitor	Perform (Fluent Singing) 15 Self Awareness Wis 15
Reveal Illusion	Perform (Fluent Singing) 6 Self Awareness Wis 15
Reveal Magic	Spot 4 Self Awareness Wis 11
See	Spot 9 Self Awareness See
Feel Presence	Self Awareness Wis 11
Self-Healing	Heal 8 Self Awareness Self Healing
Heal Other	

Stunning Touch	Heal 9 Self Awareness Self Healing Dex 13, Wis 13 Sense Motive 3 Self Awareness
Sense Aura	Tumble 4 Self Awareness Dex 11
Slow Motion	Tumble 6 Self Awareness Slow Movement
Fast Movement	Tumble 9 Self Awareness Slow Motion Fast Movement Wis 13
Up the Walls	Tumble 8 Self Awareness Slow Motion Fast Movement
Smooth Muscle	Perform (Fluent Singing) 9 Self Awareness One or more of Reveal Illusion, Reveal Invisibility or Reveal Magic Wis 15
Suppress Spell	Meditation 4 Self Awareness Int 11
Thought Barrier	Meditation 12 Self Awareness Thought Barrier
Vision	Meditation 15 Self Awareness Thought Barrier Vision
Astral Travel	Balance 6 Self Awareness Str 13
Unavoidable Strike	Balance 4 Self Awareness Wis 11
Without Hunger	Balance 6 Self Awareness Without Hunger Feat
Control Body Heat	Balance 9 Self Awareness Without Hunger Control Body Heat
Extra Strength	Concentration 6 Self Awareness Without Hunger
Postpone Exhaustion	

The feat description is divided into two parts, with the first part displaying the the normal greymantle feats, and the second part showing the bardic feats from the Character Customization guide.

Anti Silence (Greymantle)

You are able to overcome magically or psionically induced silence.

Prerequisites: Profession (Fluent Singing) 6, Self Awareness, Create Light

Skill: Profession (Fluent Singing)

DC: var (var)

Benefit: Singing a very fluent note and making an inner awareness check vs. DC 13 + level of the creator of the silence allows the character to cancel



the silence-effect for as long as he maintains the note.

This feat can be used to counter bardic-music and sound-magic by making a i.a. check vs. DC 15 + level/ HD of the creature to counter

Astral Travel (Greymantle)

The character can enter the astral-plane.

Prerequisites: Meditation 15, Self Awareness, Thought Barrier, Vision.

Skill: Meditation

DC: 32 (5)/ 14 (2)/ 44 (7)

Benefit: After three hours of meditation and a successful inner awareness check vs. DC 32, the astral-body of the character enters the astral plane. If the check fails, the character has to meditate an additional hour to retry the check. To return to his body, the character has to succeed at an i.a. check vs. DC 14, which can be repeated every minute. The DC to enter the otherworld is 44.

Color Influencing (Greymantle)

By creating special sound-waves, the character is able to influence light.

Prerequisites: Perform (Fluent Singing) 6, Self Awareness, Create Light

Skill: Perform (Fluent Singing)

DC: var (var)

Benefit: With one note, the character can change the colour of an object, body, the light or any gas. Depending on the base-rank of the perform (fluent singing) skill the character can achieve different results. The colour change lasts for a number of minutes equalling the perform (fluent singing) skill.

rank 6: DC 17 (3): Light or dead bodies up to a volume of 27 m³ can be coloured with two colours of the choice of the character. The colours are not true but somehow misty. With an int-check vs. DC 7 the old colour can be discerned.

rank 8: DC 21 (3): as above, but in addition, gases can be influenced and up to a volume of 36 m³ or an area of 28 m² can be changed. The DC of the int-check is raised to 10 and up to 4 colours can be used.

rank 12: DC 27 (4): as above, but slowly moving creatures and objects can be changed (only one per application). The volume is increased to 54 m³ and the area to 42 m², the int-check DC is raised to 13 and 8 colours can be used.

rank 14: DC 32 (5): as above with volume 72 m³, area 60 m², 16 colours and an int-check DC of 15.

rank 16: DC: 37 (6): as above with volume 100 m³, area 80 m², all colours and an int-check DC of 18.

Conceal (Greymantle)

The character can conceal his aura.

Prerequisites: Hide 4, Self Awareness, Wis 11

Skill: Hide

DC: 15 (3)

Benefit: This feat grants an inner awareness bonus of +1 on the skills hide and move silently.

With a inner awareness-check vs. DC 15, the character initiates this ability. After initiation, he

receives a resistance of 10+hide-skill against all kinds of detection and divination magic and aura-sensing psionics. He can not be seen from the otherworld, too.

This concealment lasts for one minute per wisdom-bonus point.

Control Body Heat (Greymantle)

You control the temperature of your body.

Prerequisites: Balance 6, Self Awareness, Without Hunger Feat

Skill: Balance

DC: 21 (3)

Benefit: You receive on all saves that are caused by temperature changes (extrem weather conditions, fires, ice storms, fire-spells etc.) an inner awareness bonus of +2.

If the character makes an inner awareness check vs. DC 21, he receives for a duration equaling the skill *10 in minutes a resistance of 5 against temperature-effects.

To be able to activate this ability, the character may not have hungered for more than one day beforehand.

When the character raises his balance skill-rank to 20, the resistance becomes permanent as long as the character does not hunger for more than a day.

As an additional ability, is the character able to dry wet clothes on his body in under half an hour by making an inner awareness check vs. DC 31.

With a successful check vs. DC 42, the character can increase the temperature in a 10*10 ft. room by one degree after half an hour of meditation. (in this instance, the meditation skill is used instead of the balance skill).

Convert Body Energy (Greymantle)

You are able to convert your body energy into other kinds of energy.

Prerequisites: Concentration 5, Self Awareness

Skill: Balance

DC: var (var)

Benefit: Using your body-energy, you can transform this energy into other kinds of energy, like arcane or psionic energy. The body energy is measured in hp and these hit points are taken as normal damage in addition to the subdual damage taken when this ability is activated.

rank 5: DC 18 (3): one hit point of normal damage can be turned into two psi-points (as used in SRD).

rank 6: DC 17 (3): three hit points can be converted into enough energy to fuel the casting of one known arcane spell.

rank 8: DC 21 (3): one hit point can be converted into one psi-point of instant energy as described in the alternative psionic system.

rank 10: DC 25 (4): one hit point can be converted into two ghost points.

The charge can be kept for a number of rounds equalling the wisdom-bonus of the character +1 or untill discharged. It will dissipate afterwards.

Create Light (Greymantle)

You are able to create light with your voice.



Prerequisites: Perform (Fluent Singing), Self Awareness, Cha 11-

Skill: Perform (Fluent Singing)

DC: var (var)

Benefit: With the sound of your voice, you influence the vibrations of the air to create light. Depending of your rank in perform (fluent singing), your ability to create light varies:

rank 4: DC 11 (2): One fist-sized stone can be filled with vibrations, that let the stone emanate a soft light in a 30 ft. radius. The light will last a number of minutes equaling the skill perform (fluent singing) of the character.

rank 9: DC 18 (3): From now on, the character can produce light in wood. The radius in stone is increase to 20 ft.

In addition, the character is able to break the light by ½ cm, which grants a medium sized or smaller creature an obscurement-bonus of +2 to AC. This application requires the concentration of the character.

Both applications require their own use of this ability.

rank 13: DC 27 (4): The character becomes able to break the light by 20 cm which grants any creature of up to large size an AC-bonus of +5. In addition can this note be song in a way, that the light becomes blinding to one victim. This victim must be in hearing range and receives a reflex-save vs. DC 10 +1/2 the level of the character + Wis-bonus).

All applications of create light can be canceled by singing the same note (with the same DC and the same energy-cost) again.

Discharge Body Energy (Greymantle)

You are able to use your own body energy to harm others.

Prerequisites: Concentration 6, Self Awareness

Skill: Balance

DC: 12 (2)

Benefit: After a successful inner awareness check the character becomes able to turn his hit points into double the amount of force damage that can be delivered by touch. With the use of the psionic weapon feat, this energy can be channeled into a weapon.

By adding another 12 points to the DC, the character can add two more points of damage, causing 4 points of damage. A DC of 36 allows for 6 points of damage. The DC is set before the check. The subdual damage is calculated accordingly. (DC 36: with one hit point normal damage and 6 points of subdual damage, the character could cause 6 points of damage).

The character can take as many points of damage and convert them into potential damage to his victim as he got skill points (rank + all other modifications) in concentration.

The charge can be kept for a number of rounds equaling the wisdom-bonus of the character +1 or until discharged. It will dissipate afterwards.

The use of this feat is a free action.

Eidetic Memory (Greymantle)

You have trained your memory.

Prerequisites: Self Awareness, Int 11

Skill: Autohypnosis

DC: var (var)

Benefit: Through hard training, you have trained your memory in a way, that you are able to remember the smallest details. The DC to remember such details depends on the length of time that has elapsed since the event.

DC 16 (3): 1 day

DC 20 (3): 2 days

DC 22 (4): 1 week

DC 24 (4): 1 month

DC 28 (5): ½ year

DC 31 (5): 1 year

DC 36 (6): 2 years

DC 40 (6): Every thing since this feat was taken.

Extra Strength (Greymantle)

Mind over Matter allows the character to increase his strength for a short time.

Prerequisites: Balance 9, Self Awareness, Without Hunger, Control Body Heat

Skill: Balance

DC: 22 (4)

Benefit: After a successful check, the character receives a bonus of +4 to his strength for a duration equaling his constitution-bonus in minutes.

Fast Movement (Greymantle)

Your control over your muscles allows you to move faster.

Prerequisites: Tumble 6, Self Awareness, Slow Movement

Skill: Tumble

DC: 28 (4)

Benefit: Fast Movement got several applications. The character may use his tumble-skill instead of a reflex-save-bonus, which does not require the use of any hit points but causes a fortitude check vs. the DC set by the save DC divided by 3.

After succeeding at a inner awareness check vs. DC 28 the character receives a dodge bonus of +1 through his fast movement, his movement is increased by 5 ft. and his multiple attacks set in at +5 and not +6: +5/+1, +9/+5/+1 etc.

He receives a bonus of +1 on attack but -1 on damage.

All these modifications last for a number of rounds equaling the characters constitution-bonus +1 in rounds. Afterwards, the character receives a t-level for the rest of the encounter (or 4 rounds, if it is used outside of an combat).

Feel Presence (Greymantle)

You are able to feel the presence of thinking anything, that can move on its own.

Prerequisites: Spot 9, Self Awareness, See

Skill: Spot

DC: 28 (4)

Benefit: By making a successful inner awareness check, the character is treated as if he had the blindsight ability for a duration equaling the characters spot-skill in minutes. In addition to the

normal blindsight, the character is able to feel the presence of incorporeal creatures.

This ability senses allows the character to sense positive and negative energies, that animate a creature. Therefore both undead and living creatures are sensed. On the downside, a machine, powered by steam would not be sensed.

Find Way (Greymantle)

Sometimes mistaken for intuit direction, you are able to find the way to a known place.

Prerequisites: Meditation 6, Self Awareness.

Skill: Tumble

DC: 19 (2)

Benefit: You are able to sense the way to a place, you have already been to. You do not know the direction, but the best way to the place.

You got to make an inner awareness check at the start of his travel and every half day thereafter. If he fails his check, the GM sends him to a random direction.

Stunning Touch (Greymantle)

You are able to stun with the touch of your hand.

Prerequisites: Heal 9, Self Awareness, Self Healing, Dex 13+, Wis 13+.

Skill: Heal

DC: 18 (3)

Benefit: After you have made a successful inner awareness check as a free action, your next attack or touch with your hands or feats will stun the person touched. If the attack misses, the stun has failed and you would have to make another inner awareness check. It forces a foe damaged by the character's unarmed attack to make a Fortitude saving throw (DC 10 + one-half the character's level + Wis modifier), in addition to possibly dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before the character's next action). A stunned character can't act and loses any Dexterity bonus to Armor Class. Attackers get a +2 bonus on attack rolls against a stunned opponent.

Special: This feat can be used as a prerequisite instead of the stunning fist feat or the stunning fist ability.

Heal Other (Greymantle)

You are able to heal others

Prerequisites: Heal 8, Self Awareness, Self Healing.

Skill: Heal

DC: var (var)

Benefit: The most important ability to all endossi, the heal other feat is not easy to master. Heal other heals someone through the use of vibrations transmitted by a touch that got to last at least one round. This healing does not heal subdual damage, only real.

rank 8: DC 20 (3): relieves pain (see self-healing)

rank 8: DC 24 (4): awaken. The character is able to awaken somebody from sleep, unconsciousness and other states someone can be awakened from, even if it is induced by hit points below zero or subdual hit points. The creature awakened from such a state will stay awake for a

number of rounds equaling the heal-skill used but will only be able to walk with half their movement rate and talk slowly.

rank 10: DC 23 (4): heal light wounds (see self-healing)

rank 12: DC 27 (4): heal serious wounds (see self-healing)

rank 15: DC 36 (6): heal as rank 8 but at a distance of three feet per two skill points.

Hurt (Greymantle)

You cause pain at a distance.

Prerequisites: Perform (Fluent Singing) 13, Self Awareness, Create Light, Color Influencing, Stun, Wis 15.

Skill: Perform (Fluent Singing)

DC: 30 (5)

Benefit: This feat works just like the Stun-feat with the exception of the DC and that every one receives a save vs. DC 10 + 1/4 of the skill + wisdom-bonus of the character per round he hears the hurting sound to avoid the pain as well as one point of damage from the pain. The pain distract the victims and causes forces spellcasters to make concentration checks.

Kill (Greymantle)

You are able to emit a sound that kills

Prerequisites: Perform (Fluent Singing) 21, Self Awareness, Create Light, Color Influencing, Stun, Hurt, Sleep, Paralyze, Wis 19.

Skill: Perform (Fluent Singing)

DC: 46 (7)

Benefit: This feat works just like the Stun-feat with the exception, that it will kill any living creature in hearing range. Few greymantles will use this ability, because it kills friends, foes and animals alike.

Mental Leap (Greymantle)

You force your body to jump further and higher.

Prerequisite: Jump 9, Self Awareness, Str 13+.

Skill: Jump.

DC: 18 (3)

Benefit: You jump twice as far or as high as is indicated on your Jump check. Your maximum jump (a function of your height) is twice normal, and extra distance jumped (above and beyond the normal distance rolled) is not counted against your total allowed movement in the round.

This ability lasts for a number of rounds equaling your constitution bonus + 1.

Special: You can take this feat multiple times. Each time increases your jump multiple by one and increases your DC by +8.

Paralyze (Greymantle)

With a simple sound, you are able to paralyze.

Prerequisites: Perform (Fluent Singing) 18, Self Awareness, Create Light, Color Influencing, Stun, Hurt, Sleep, Wis 19.

Skill: Perform (Fluent Singing)

DC: 41 (6)

Benefit: Paralyze works exactly like the Stun-feat, with the exception, that the victims are paralyzed for as long as you go on sing and a number of rounds



thereafter equalling the wisdom bonus of the character.

Postpone Exhaustion (Greymantle)

Through concentration you are able to postpone fatigue and exhaustion.

Prerequisites: Concentration 6, Self Awareness, - Without Hunger.

Skill: Concentration

DC: 21 (3)

Benefit: With a successful inner awareness check the character subpresses his exhaustion for one hour. Once subpressed, the exhaustion requires double the time to recover. If one inner awareness check for postpone exhaustion fails, the character will not be able to use this ability, until he has recovered all his exhaustion at least once.

It is possible for the character to become exhausted after he has postponed the exhausiton and to postpone this exhaustion again. If the numbers of exhaustion the character has postponed equals his constitution score, he will die, once the exhausiton is not postponed anymore. Exhaustion postponed again after one hour counts as one exh austion.

Psychoanalyst (Greymantle)

You are trained to sense the intentions of people you talk to.

Prerequisite: Self Awareness, Cha 13+.

Benefit: You get a +2 bonus on all Diplomacy, Bluff, and Intimidate checks against living humanoids with an Intelligence score of 4 or higher. You get the same +2 bonus on Charisma checks used to influence or interact with living humanoids having an Intelligence score of 4 or higher.

Special: You do not need to make any check when using this greymantle feat.

Psychic Inquisitor (Greymantle)

Prerequisite: Sense Motive 6, Self Awareness, Psychoanalyst, Cha 13..

Skill: Sense Motive

DC: 13 (2)

Benefit: When a living humanoid lies directly to you, you perceive it. You detect a maximum number of lies per conversation equal to your Charisma modifier during. A conversation with an individual, once concluded, may not be renewed with Psychic Inquisitor active for a period of 8 hours. You decide when, or if, to begin using this feat during a conversation.

See (Greymantle)

You are trained to see better.

Prerequisites: Spot 4, Self Awareness, Wis 11.

Skill: Spot

DC: 20 (3)

Benefit: You receive an insight-bonus of +2 on all spot and search skill checks.

If you succeed at an inner awareness check, this bonus increases to +4 and the distance, you are able to see is 1 ½ your normal distance. This ability lasts for one minute per skill-point.

Self Awareness (General)

You know your body and his workings.

Prerequisites: Wis 11.

Benefit: Through long training and meditation, you have gained insight into the workings of his body and his mind, even his soul. This insight allows you to use your body in ways not possible to other beings. You are able to take greymantle feats and you may take ki-feats and the ki-skill substituting the latent psionic talent feat.

Special: Once a character has either taken the self awareness feat or the latent psionic talent feat, he can not take the other.

Self awareness does not allow to learn wild talents or psionics.

The self awareness feat can be substituted as a prerequisite to the true faith feat. In this case, a character may take the instant psionic energy feat and take the enlightened prestige class from the alternative psionic handbook.

Self-Healing (Greymantle)

Through concentration, you are able to heal yourself.

Prerequisites: Self Awareness, Wis 11.

Skill: heal

DC: var (var)

Benefit: A bit selfish, characters got to learn to heal themselves befor they are able to heal others. Self-healing is the ability to use complete body-contol and vibrations to heal the body on a celular level. This will not heal any subdual damage.

rank 3: DC 9 (2): releave pain. Heals one hit point. The character got one attempt to use this ability when his hit points drop below zero, even if he becomes unconscious immediately. But if this attempt fails, he does cannot use this ability again until his hit points where braught back above zero. If used in this way, no subdual damae is taken.

rank 3: DC 14 (spec.): the character can avoid falling unconscious through the loss of hit points. Hit points below zero will still drop at a rate of one per round.

The character got to repeat this check every minute. The subdual damage (2 points) is added as one hour per point to the time the character needs to recover from the damage and become conscious again.

rank 4: DC 15 (3): Heal light wounds: You heal 1d4 points of damage per application.

rank 8: DC 22 (4): Heal serious wounds: You heal 4d4 points of damage per application.

rank 11: DC 29 (7): Stop bleeding. stops any bleeding, either from special abilities or through magical means. Magical bleeding will be stopped for as long as the character concentrates. ¼ of the damage taken from one wound is instantly healed. Except when used against weapons of wounding, this is a free aciton.

Sense Aura (Greymantle)

You sense the aura of a creature and receive informations about this creature.

Prerequisites: Sense Motive 3, Self Awareness.

Skill: Sense Motive

DC: var (var)

Benefit: Similar to a creature using psionic aura-sense abilities, you are able to sense specific traits of other creatures. Per check, only one aura can be sensed and scanned. The character must look at the creature to be sensed.

rank 3: DC 12: Is the creature alive, dead or undead/ a construct.

rank 6: DC 12 + level/ HD of the creature: Health, age, plane of origin, cultural level in addition to the before mentioned informations.

rank 10: DC 16 + level/ HD: Intention (good/ bad/ neutral), alignment tendencies, might/ level in addition to the before mentioned information.

Sleep (Greymantle)

Creatures, who hear your singing fall asleep.

Prerequisites: Perform (Fluent Singing) 16, Self Awareness, Create Light, Color Influencing, Stun, Hurt, Wis 15.

Skill: Perform (Fluent Singing)

DC: 36 (6)

Benefit: This feat works just like the stun feat, with the exception, that everyone hearing you sing a single note will fall asleep for 1d6 hours if he fails his save.

Slow Motion (Greymantle)

You are able to move very slowly.

Prerequisites: Tumble 4, Self Awareness, Dex 11.

Skill: Tumble

DC: 15 (3)

Benefit: The character receives an insight bonus of +2 on his balance skill. After making an inner awareness check, this bonus is raised to +4, which lasts for a number of minutes equalling your constitution-bonus +1. In addition, the character receives a resistance of 10 + tumble skill against throws, trips, bull rushes and magic, that would throw him to the ground after he has made the check.

This is a free action, that can be used reactive, i.e. during the action of another character, that tries to throw him down.

As a side effect, the character is able to move very slowly but very smoothly. (about one three feet per minute).

Smooth Muscle (Greymantle)

You are able to relax your muscles.

Prerequisites: Tumble 8, Self Awareness, Slow Motion, Fast Movement

Skill: Tumble

DC: 22 (4)

Benefit: By relaxing your muscles, you increase your flexibility. After a successful inner awareness check, you receive an insight bonus of +6 on your dexterity and a dodge bonus of +2, which supercedes (does not stack) the bonus from fast movement.

Stun (Greymantle)

A simple sound from your stuns all who hear it.

Prerequisites: Perform (Fluent Singing) 9, Self Awareness, Create Light, Color Influencing.

Skill: Perform (Fluent Singing)

DC: 24 (4)

Benefit: You are able to create a note, that will stun all that hear it and who can be stunned. After the character has made his inner awareness check all victims receive a will-save vs. DC 10 + wis-bonus of the character + ¼ of the skill to resist this ability. Ear plugs and similar devices grant a circumstance bonus between +2 and +6. Deaf creatures are unaffected. Like all greymantle-feats, that depend on perform (fluent singing) stun can be countered by the bard's countersong ability.

Thought Barrier (Greymantle)

Your mind is better protected against attacks.

Prerequisites: Meditation 4, Self Awareness, Int 11.

Skill: Meditation

DC: var (var)

Benefit: The character receives a bonus of +2 to all willpower-saves. In addition, he can use his meditation skill instead of his willpower, but takes one point of subdual damage per 7 skill-points, just as if he was making an inner awareness check.

Unavoidable Strike (Greymantle)

Your body control allows you to strike more precisely.

Prerequisite: Balance 6, Self Awareness, Str 13.

Skill: Balance.

DC: 29 (5)

Benefit: After a successful inner awareness check you can resolve your unarmed attack as a touch attack for purposes of assessing your foe's Armor Class. You must decide whether or not to pay the cost prior to making the unarmed melee attack. Your hand or fist remains "charged" for a maximum number of rounds equal to your Strength modifier +1 or until your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

Up the Walls (Greymantle)

Mind over matter allows you to run up a wall.

Prerequisite: Tumble 9, Self Awareness, Slow Motion, Fast Movement, Wis 13

Skill: Tumble.

DC: 29 (5)

Benefit: You can take part of one of your move actions on a wall if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking damage as appropriate for your height above the floor. Treat the wall as a normal floor for the purposes of measuring your movement. Passing the boundary between horizontal and vertical is equivalent to 5 feet of movement along a normal floor. Opponents on the floor still get attacks of opportunity as you move up the wall within areas they threaten.

Special: You can take other move actions in conjunction with moving on a wall.

Vision (Greymantle)

Your eyes see into the future and the past.

Prerequisites: Meditation 12, Self Awareness, Thought Barrier.



Skill: Meditation

DC: 30 (5)

Benefit: After meditating for ten minutes, the character receives 2d10 visions, pictures from past present or future. The pictures always have something to do with the character and one question he asked when he started the meditation. If successful, he takes ¼ of his hit points as damage. In addition, the character is prone to spontaneous visions that regard himself. This is more a tool for the GM to sprinkle in some visions to (mis-)guide the player.

Without Hunger (Greymantle)

You can stay without food and drink longer..

Prerequisites: Balance 4, Self Awareness, Wis 11.

Skill: Balance

DC: 15 (3)

Benefit: Everytime you are forced to take modifications due to the hunger or thirst, he may make an inner awareness check to avoid these modifications and go on without any food and drink. The character can not make more than a number of checks equalling his constitution-score to go on without needing food and drink again.

Bardic Feats for Greymantles

Character Customization by Throwing Dice Games converts the bardic music abilities into feats available only to bards.

Characters with the self awareness feat may use these bardic feats as greymantle feat. Use the following changes:

Type: Greymantle

Prerequisites: Perform (Fluent Singing), Self Awareness. For the required rank of Perform (Fluent Singing) take the required rank in Perform and raise it by three. Add all required feats from the original description.

Skill: Perform (Fluent Singing)

DC: If a DC is given, add the required rank to this. If none is given take double the original rank required or 12, which ever is higher. Calculate the energy-costs accordingly.

Benefit: All perform-checks are made using inner awareness.

The following bardic feats can be taken as greymantle feats.

Anti-magic Song (Bardic)

You create an area where magic cannot go. Or you nullify one magic item or artifact.

Prerequisite: 18+ ranks in Perform, Suppress Spell

Benefit: When you begin this song an invisible field of anti-magic emanates to a maximum range of 10 feet from you. No magic operates within the shell. An active spell brought into the shell will cease functioning. If the subject exits the shell before the spell would have ended the spell return when the subject exits the shell.

Artifacts are normally not effected by anti-magic. You can at-tempt to tune your anti-magic Song to a particular artifact by mak-ing a bardic knowledge check (DC 35 or higher at the DM' s discretion). If successful, the artifact is affected by the anti-magic shell just like any other magic item is.

If a creature entering the range of the anti-magic song has spell resistance, you may substitute a bardic knowledge check for the normal spellcaster level check used to overcome spell resistance.

Greymantle-Prerequisites: Perform (Fluent Singing) 21, Self Awareness, Wis 15.

Skill: Perform (Fluent Singing)

DC: 36 (6)

Bliss (Bardic)

You can bring about a state of euphoria in others.

Prerequisite: 12+ ranks in Perform, Fascinate.

Benefit: You can instill *bliss* in anyone you have already *fasci-nated*. This bardic music ability expends one of your daily allot-ment of bardic music uses in addition to the one spent for the *fascinate* effect. All creatures within 30 feet gain a +4 bonus to fear saving throws. They must make a Will saving throw (DC 10 + ½character level + Charisma modifier) or they will remain in place, basking in their bliss. While basking in their bliss, subjects will not take any action except to defend themselves against attacks. The bliss effect lasts for 1d6 + your Charisma modifier rounds after you stop playing. Characters who make the saving throw still get the bonus to their fear saving throws. Anyone attempting to snap someone out of the effect may do so as a standard action that pro-vokes an attack of opportunity from other opponents. The effected character get a new saving throw against the bliss effect with a +2 bonus.

Greymantle-Prerequisites: Perform (Fluent Singing) 15, Self Awareness, Wis 15.

Skill: Perform (Fluent Singing)

DC: 24 (4)

Countersong (Bardic)

As the standard bardic music ability.

Prerequisite: 3+ ranks of Perform.

Greymantle-Prerequisites: Perform (Fluent Singing) 6, Self Awareness, Wis 15.

Skill: Perform (Fluent Singing)

DC: 12 (2)

Counterspell (Bardic)

You can ready an action to counter any spell as it is being cast.

Prerequisite: 9+ ranks of Perform, Countersong.

Benefits: By making a successful Spellcraft check to identify a spell as it is being cast, you may attempt to counterspell it by mak-ing a Perform check (DC 10 + opponent spellcaster level). This works in all other ways like the counterspell version of the *dispel magic* spell.

Greymantle-Prerequisites: Perform (Fluent Singing) 12, Self Awareness, Wis 15.

Skill: Perform (Fluent Singing)

DC: 18 (3)



Dream (Bardic)

You can help someone attain a dream-like state where he can gain knowledge.

Prerequisite: 16+ ranks in Perform.

Benefit: You can use song or poetics to instill a dream-like state within one person, other than yourself. The person may avoid the effect with a Will saving throw (DC 10 + $\frac{1}{2}$ character level + Charisma modifier), though the ability is normally performed with the subject's permission. Once affected, the subject may think of a question regarding a problem she has. After 5-30 (5d6) minutes, during which time you must continue playing, an answer to the question will come to the subject as if *contact higher plane* had been cast, seeking a lesser deity's response. There is no chance of Intelligence or Charisma loss with this ability because only one question may be asked. This ability may only be attempted once per day and uses one of your bardic music attempts for the day. If during the attempt you are interrupted for more than one round in a row, the dream attempt fails and may not be tried again until the next day. While dreaming, the subject is incapacitated and cannot defend herself.

Greymantle-Prerequisites: Perform (Fluent Singing) 19, Self Awareness, Wis 15.

Skill: Perform (Fluent Singing)

DC: 32 (5)

Fascinate (Bardic)

As the standard bardic music ability.

Prerequisite: 3+ ranks of Perform.

Greymantle-Prerequisites: Perform (Fluent Singing) 6, Self Awareness, Wis 15.

Skill: Perform (Fluent Singing)

DC: 12 (2)

Inspire Competence (Bardic)

As the standard bardic music ability.

Prerequisite: 6+ ranks of Perform.

Greymantle-Prerequisites: Perform (Fluent Singing) 9, Self Awareness, Wis 15.

Skill: Perform (Fluent Singing)

DC: (15)

Inspire Courage (Bardic)

As the standard bardic music ability.

Prerequisite: 3+ ranks of Perform.

Greymantle-Prerequisites: Perform (Fluent Singing) 6, Self Awareness, Wis 15.

Skill: Perform (Fluent Singing)

DC: (12)

Inspire Greatness (Bardic)

As the standard bardic music ability.

Prerequisite: 12+ ranks of Perform, Inspire Courage.

Greymantle-Prerequisites: Perform (Fluent Singing) 15, Self Awareness, Wis 15.

Skill: Perform (Fluent Singing)

DC: 24 (4)

Inspire Legends (Bardic)

Your inspiring performance enhances your allies.

Prerequisite: 20+ ranks of Perform, Inspire Greatness.

Benefit: You can use song or poetics to inspire legendary greatness in your allies, one ally per two bard levels within 100 feet of you. Each ally gains +4 competence bonus on attacks, +4 competence bonus on weapon damage rolls, +4 competence bonus on all saving throws.

Additionally, each round the bard can name a different ally, as a free action, a number of times equal to half of your Charisma modifier. From then until your inspiration ends, that person gains one of the following additional bonuses, chosen by you. Each bonus must be unique to each ally:

- The ally gains 50 temporary hit points,
- The DC of all spells cast by the ally is increased by 4,
- The ally is *hasted*,
- The ally gains a +20 competence bonus to a specific skill,
- The ally gains an additional +4 bonus to saving throws against one of the following: poison, disease, fire, acid, cold, lightning, sound, petrification, fear or death attacks.
- The ally gains damage reduction 15/+3.
- The ally does +2 additional damage with a specific weapon named by you. The weapon does not have to have a real name. If your ally is named Mathus, you can just call the weapon Mathus' longsword.

Greymantle-Prerequisites: Perform (Fluent Singing) 23, Self Awareness, Inspire Greatness, Wis 15.

Skill: Perform (Fluent Singing)

DC: 40 (8)

Inspire Mastery (Bardic)

As the standard bardic music ability.

Prerequisite: 15+ ranks of Perform, Inspire Competence.

Greymantle-Prerequisites: Perform (Fluent Singing) 18, Inspire Competence, Self Awareness, Wis 15.

Skill: Perform (Fluent Singing)

DC: 30 (5)

Reveal Illusion (Bardic)

Your songs creates an aura around magic items.

Prerequisite: 12+ ranks in Perform

Benefit: The creator of any illusions within 60 feet must make a spellcaster level check greater than your Perform check. Failure means the spellcaster's illusion become distorted by the sound of your playing, shimmering as if the image was reflected on the surface of a pond someone had just dropped a rock into.

Greymantle-Prerequisites: Perform (Fluent Singing) 15, Self Awareness, Wis 15.

Skill: Perform (Fluent Singing)

DC: 24 (4)

Reveal Invisibility (Bardic)

Your songs creates an aura around magic items.

Prerequisite: 6+ ranks in Perform

Benefit: Invisible creatures within 60 feet of you seem to shimmer as they move. This eliminates the concealment miss chance to hit them and reduces



the attack penalty to -2. This effect works against all invisible creatures and objects as long as you maintain the ability.

Greymantle-Prerequisites: Perform (Fluent Singing) 9, Self Awareness, Wis 15.

Skill: Perform (Fluent Singing)

DC: 15 (3)

Reveal Magic (Bardic)

Your songs creates an aura around magic items.

Prerequisite: 3+ ranks in Perform

Benefit: All magic items within 30 feet of you glow. On the first round of the effect all magic items have the same glow. After the first round, powerful magic items glow more intensely than minor magic items. After the second round, the auras give off sparks in a variety of colors that practitioners of the magic arts can interpret to determine the type of magic contained in the magic item. This last ability requires a Spellcraft check. You may substitute a Bardic Knowledge check in place of the Spellcraft check. After the third round, continued playing keeps the auras going but magic item brought into the area are not revealed and auras that leave the area disappear and cannot be returned without another use of this ability.

Greymantle-Prerequisites: Perform (Fluent Singing) 6, Self Awareness, Wis 15.

Skill: Perform (Fluent Singing)

DC: 15 (3)

Suggestion (Bardic)

As the standard bardic music ability.

Prerequisite: 9+ ranks of Perform, Fascinate.

Greymantle-Prerequisites: Perform (Fluent Singing) 12, Self Awareness, Fascinate, Wis 15.

Skill: Perform (Fluent Singing)

DC: 18 (3)

Suppress Spell (Bardic)

You can cause one spell, spell-like effect or supernatural effect not to work while you play.

Prerequisite: 6+ ranks of Perform and one or more of Reveal Illusion, Reveal Invisibility or Reveal Magic.

Benefit: A single spell or spell-like effect revealed by the use of Reveal Magic, Reveal Illusion or Reveal Invisibility is turned off as long as you continue to perform the Suppress Spell feat. This suppression acts the same way *anti-magic shell* works except that the suppression effect only affects one spell or spell-like ability out to a range of 60 feet.

Special: This effect uses a bardic music use for the day in addition to the use for the day used to reveal the targeted effect.

Greymantle-Prerequisites: Perform (Fluent Singing) 9, Self Awareness and one or more of Reveal Illusion, Reveal Invisibility or Reveal Magic, Wis 15.

Skill: Perform (Fluent Singing)

DC: 15 (3)



5. Prestige Classes

Arin (ari)

"My loyalties are true and no one will overcome them."

The Arin Yaldan to a mercenary captain trying to hire him

Somewhere along the way through history, the pacifistic endossi noticed, that not all conflicts could be overcome with peaceful guidance and general niceness. They had to defend themselves or else would die at the hands of those, who did not like their philosophy. Because they did not want to change their own way of living, they founded the lesser order of the Arin, the defenders of the endossi. Arin was the endossi, who started the training of non-endossi in the arts of the greymantle.

The arin are a sub-order of the endossi and every endossi may command every arin, although stupid commands can lead to repercussions from the elders of the endossi-order.

The main purpose of the arin is to protect the endossi. They may have their own wishes and intentions, but their duty, faith and loyalty lies with the endossi and any arin, who violates his duties gets only one chance to atone through hard work and punishment. If he ever again fails his oaths, he will be branded by his fellow arin and thrown out of the order.

Prerequisites	
Alignment:	lawful good or lawful neutral
Feats:	Self Awareness, Thought Barrier, Weapon Focus in any weapon
Other	Oath to the Order of the endossi

Game Rule Information

Alignment: lawful good or lawful neutral

Hit Die: d8

Class Skills

The arin class skills are Autohypnosis, Balance, Concentration, Craft (Alchemy), Decipher Script, Escape Artist, Fluent Singing, Heal, Hide, Knowledge, Listen, Meditation, Move Silently, Perform, Read/ Write, Search, Sense Motiv, Speak Language, Spot, Swim, Tumble.

Skill points at each additional level: 6 + Int modifier.

Class Features

Weapon and Armor: Arin never wear armor, because they add (armor-check-penalty+1)*2 on the DC to check for the success of greymantle feats. The only "armor" they may wear, are their grey mantles, which grant an armor-bonus of +1. Like monks, arin can use their wisdom-bonus to boost their AC, because their insights allow them to anticipate many

moves of their opponents. They are trained in the use of simple and martial weapons as well as shields.

Self-Awareness: The Arin receives the self-awareness feat on first level for free.

Bonus-Feat: Every second level an arin receives one bonus feat. The arin may take the feats increased psionic range or any ki-feat as well as all fighter and greymantle feats. Increased psionic range is only useful for the aura-range and ki-powers of the arin, but in no other way.

Improved Inner Awareness: The arin receives an inner-awareness-bonus of +2 on first level and a +1 per level to all inner awareness checks.

Evasion: At 2nd level, an arin gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the rogue takes no damage with a successful saving throw. Evasion can only be used if the arin is wearing light armor or no armor. It is an extraordinary ability.

Uncanny Dodge: At 4rd level and above, the arin retains her Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 12th level, the arin can no longer be flanked. A rogue or arin at least four levels higher can still flank her.

Arin do not learn the ability to evade traps.

Ignore Fatigue: From 8th level on, once per day, the Arin may ignore a t-level, he receives through the use of his abilities. He needs to take the t-level 12 hours later or will be hit by an additional t-level instead. Most arin take their t-levels just before they go to sleep.

On 14th level the arin may ignore two t-levels in any 12 hour period.

Oath and Duties: Arin take an oath to use their abilities for the protection of members of the order.

All arin must follow all orders of all endossi. The only exception is, when the order would lead to a harm to this or another endossi.

Arin Class Table

Lv.	BAE	Fort	Ref	Will	Special Abilities
1 st	+1	+2	+0	+2	Bonus-Feat, Improved Inner Awareness
2 nd	+2	+3	+0	+3	Evasion
3 rd	+3	+3	+1	+3	Bonus-Feat
4 th	+4	+4	+1	+4	Uncanny Dodge (never caught flat-footed)
5 th	+5	+4	+1	+4	Bonus-Feat
6 th	+6	+5	+2	+5	
7 th	+7	+5	+2	+5	Bonus-Feat
8 th	+8	+6	+2	+6	Ignore Fatigue 1/ day
9 th	+9	+6	+3	+6	Bonus-Feat
10 th	+10	+7	+3	+7	
11 th	+11	+7	+3	+7	Bonus-Feat
12 th	+12	+8	+4	+8	Uncanny Dodge (never flanked)
13 th	+13	+8	+4	+8	Bonus-Feat
14 th	+14	+9	+4	+9	Ignore Fatigue 2/ day
15 th	+15	+9	+5	+9	Bonus-Feat

Multi-Classing: Because arin value discipline above all, no arin may change into the barbarian class. Every time, an arin uses the rage or any similar ability, he may not use his endossi-abilities for 48 hours.

Arin can not change into the endossi class and few endossi will ever change into the arin prestige class because they would leave their path to enlightenment.

Combat Meditant (cme)

"Stay calm, little one. Only if you stay calm you can find the might to vanquish your foes"

*Krujan to his pupil
befor attacking 20 chuur*

Combat meditants are psionic warriors, that channel their psionic energy into their bodies to enhance their combat abilities. This group of warriors meets at random places and times to trade secrets and train together. Most combat meditants train a student and roam the world alone or with their students.

Students have the obligation to care for their former masters, when these are no longer able to care for themselves.

Prerequisites	
Skills:	Forming Force 10
Feats:	Latent Psionic Talent, Psionic Talent, Improved Psionic Talent, Weapon Proficiency with one melee weapon, 3 points of instant psionic energy.
Other	Finding a combat meditant, that is willing to train the student Body Psionics

Combat Meditant Class Table

Lv.	BAB	Fort	Ref	Will	Special Abilities
1 st	+1	+2	+0	+0	Combat Meditation +2 Fast Attack
2 nd	+2	+3	+0	+0	Psionic Glowing 1/- Psionic Jump
3 rd	+3	+3	+1	+1	Psionic Movement
4 th	+4	+4	+1	+1	Psionic Glowing 2/-
5 th	+5	+4	+1	+1	Combat Meditation +2
6 th	+6	+5	+2	+2	Psionic Glowing 3/-
7 th	+7	+5	+2	+2	Psionic Precision
8 th	+8	+6	+2	+2	Psionic Glowing 4/-
9 th	+9	+6	+3	+3	Combat Meditation +2
10 th	+10	+7	+3	+3	Psionic Glowing 5/-

Game Rule Information

Alignment: Any lawful

Hit Die: d10

Class Skills

The Combat Meditant class skills are Balance (Dex), Bluff (Int), Craft (Int), Forming Force (Wis), Jump (Str), Profession (Wis), Tumble (Dex)

Skill points at each additional level: 2 + Int modifier.

Class Features

Weapons and Armor: Combat Meditants are proficient with all simple and melee weapons as well as with light and medium Armor and shields.

Combat Meditation: Sometimes it seems strange, how the abilities of the most sophisticated combatants seem to be very similar to those of the most primal ones. The combat meditation, that gives this prestige class its name, is a state of mind and body, that temporarily increases the combat abilities of the character while reducing the ability of the character to use skills, that require concentration, just like the rage of the barbarians comes from his instincts un-controlled desires, combat meditation is a psionically induced state, which requires the controll of the basic needs of the character.

A combat meditant may initiate a combat meditation once per encounter as a free action by channeling 6 pp into his body (contrary to the normal rules, where 6 pp will require a move-equivalent action). Once combat meditation is initiated, the character receives a bonus of +2 on strength, dexterity and will-saves.

While in this state, the character will not be able to use psionic powers other than those from the body-psionics group and those, that have the body-psionics group as a prerequisite. That is, he can not use any powers from mind-psionics, aura-psionics etc. He can use any of his class abilities.

The combat meditation will last for a number of rounds equalling 5 plus the charisma modifier of the character. When he leaves the combat meditation the character takes two points of constitution damage, that will last till the character got at least 8 hours of rest, of which at least 4 hours had to be sleep.

On fifth level, the bonus on strength, dexterity and will saves increases to +4 on ninth level to +6.

Psionic Glowing: After spending one pp, the character starts to glow with a faint blue shimmer. For a number of rounds equalling the charisma score of the character the combat meditant receives damage reduction from the psionic energy cursing through his body. On first level, the DR is 1/-. Every second level, the DR will increase by one reaching DR 5/- on 10th level.

Fast Attack: After spending two pp, the character receives multiple attacks from high BAB one level earlier, i.e. normally, as soon as the BAB reaches +6 the character receives a second attack at an BAB of +1. If this ability is in use, he receives his second attack at a BAB of +5.

This ability lasts for a number of rounds equalling 3 plus the charisma-bonus of the character.

Psionic Jump: From 2nd level onwards, the character adds twice his level to his jump-checks, as long as he character has one pp of instant psionic energy left. The distance or height of the jump is not influenced by the size of the character.

Psionic Movement: From 3rd level on, the character becomes much faster, increasing his movement by 5 each level for as long as he got two pp of instant psionic energy left.



Psionic Precision: At 7th level, the character may spend 1pp to receive his class-level as a bonus to his attack bonus for one attack.



6. Customization

Following the rules for the character customization given in the book of the same name, both, psionic master and endossi can be mostly customized through the reduction of the number of feats available to them. Reduce the number of feats available to the psionic master by 5 to gain a track, dropping the feats on level 1, 4, 10, 14 and 18. The endossi got to lose the whole secondary feats track, that grants them bonus feats on 3rd and any other odd level.

In addition, the endossi got one more track, that can be dropped.

Level	Endossi: Secondary Track	Endossi: Feat Track	Awareness
1.			
2		Evasion	

3	Greymantle-Feat			
4		Uncanny caught flat-footed)	Dodge	(never
5	Greymantle-Feat			
6				
7	Greymantle-Feat			
8		Ignore Fatigue 1/ day		
9	Greymantle-Feat			
10				
11	Greymantle-Feat	Uncanny flanked)	Dodge	(never
12				
13	Greymantle-Feat	Ignore Fatigue 2/ day		
14				
15	Greymantle-Feat			
16				
17	Greymantle-Feat			
18		Ignore Fatigue 3/ day		
19	Greymantle-Feat			
20		Slow Aging		



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The feats Anti-magic Song, Bliss, Countersong, Counterstell, Dream, Fascinate, Inspire Competence, Inspire Courage, Inspire Greatness, Inspire Legends, Inspire Mastery, Reveal Illusion, Reveal Invisibility, Reveal Magic, Suggestion and Suppress Spell were first published in Character Customization by Throwing Dice Games.

The feats Mental Leap, Psychoanalyst, Psychic Inquisitor, Unavoidable Strike, Up the Wall are presented in the SRD but where changed slightly to accommodate the greymantle rules.

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