

The Psi Sorcerer Character Class by Alex Dominguez ©2001

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History

Ever since Psionics and Magic first butted heads scholars and self-proclaimed experts have been trying to ascertain which was more powerful or more important. Either side would claim the other is weaker, and usually viewed its opposition as a flawed art, to put it kindly. However there have always been some who desired to mix the two. While historical records have proven that wizards have at times given up the art to become psionists in the past, as well as vice versa, neither side could ever master both together. This is where the Sorcerer truly has dominance over the wizard. While the study of magic is completely apposed to the study of psionics, the inherent magical ability in a sorcerer is not. Many psionics would disagree claiming that sorcerers are potential psions who have been swayed by the corrupting force of magic, and thus have lost their ability to 'look within' as long as they use the crutch of 'what lies without'. However with proper guidance it is possible to achieve power over magic, as well as harness the power within. The balance of mind and magic must be weighed equally, else one overshadows and consumes the other. It is by this balance that the Psi Sorcerer thrives.

The Good Stuff

Prerequisites:

Int: 16

Wis:12

Con: 12

Hit Die: D4

Must begin class at Character level 1

Primary saves: Will only

Alignment: Any non chaotic

Base Attack Bonus: same as per Sorcerer

Skills:

Initial (4 + int modifier) x4

Per level: 4 + int modifier

Class Skills: Alchemy, Autohypnosis, Concentration, Knowledge (arcana), Knowledge (psionics), Profession, Psicraft, Remote View, Scry, Spellcraft, Stabilize Self

Weapons and armor:

Psi Sorcerers start with no proficiency in any type of armor or shield. They do however begin play with proficiency in simple weapons.

Spells/Psionics

1. Spell casting and spell learning are identical to sorcerers.
2. Number of spells that can be cast per day is as per the regular sorcerer table of spells known per day minus 1 spell for each category. (At 6th level a Psi sorcerer can cast 5 0-lvl, 5 1st, 4 2nd, 2 3rd).
3. Use Intelligence instead of Charisma as the governing ability for magic and psionics.
4. Psionic disciplines are discovered at the rate equal to half of the number of spells she can cast for each level round up. (a 6th level psi sorcerer knows 3 0-lvl, 3 1st, 2 2nd, 1 3rd).
5. Psionic points per day are same as psion, Int is used as stat governing bonus points/DC.
6. Psi Sorcerers do not get a primary discipline, nor do they get the added discipline spell per level.
7. Psi Sorcerers start with 2 psionic combat modes and gain 1 additional psionic combat mode every other level.

Limitations:

1. Any prestige classes taken count as multiclassed for all detrimental purposes. If she multiclassed she may never again increase in Psi Sorcerer level or ability, even if stated otherwise by a prestige class.
2. Suffers spell failure as normal for armor usage even when using a psionic ability.
3. May not take any item creation feats, be they magical or psionic.
4. May choose to possess a psycrystal or a familiar but may never have both at any one time.
5. Choose 1 school of magic and 1 psionic discipline. Due to the wide variety of magic and psionics available to the psi sorcerer, these two categories are beyond her grasp, and study into them has been forsaken in pursuit of maintaining the balance of what can be learned.
6. Choose 1 psionic attack mode and 1 psionic defense mode, these too are out of the psi sorcerer's possible knowledge limiting the total psionic combat modes she could ever learn to 8.
7. Some practitioners of magic or psionics may view the Psi Sorcerer as something 'unnatural' apply a -2 circumstantial reaction modifier to dealings with other spell casters and psionics.

Advantages: Due to the balance of psionics and magic, the psi sorcerer is able to manifest the following abilities in addition to her normal abilities:

Balance of Mind: The Psi Sorcerer can use psionic abilities by sacrificing usable spells at the cost of 2 spell slots of equal level as the ability being manifested. This only pays for the basic cost to manifest the power, anything more must be subtracted from power points normally. When this is done the psionic ability is cast as a spell with verbal and somatic components.

Balance of Soul: The Psi Sorcerer can cast spells by sacrificing power points at the cost of 10 power points per level of the spell. Once cast the spell functions normally. When this is done the spell is willed into being by pure thought and has no verbal or somatic components, but gains visible displays as per standard psionic displays as well as the spells normal effects.