

**Prestige Class Dakari Knight**
**HD d10**
**Skills (4+int) x4+4 1st level, 4+int+1 each level after**
**Powers Discovered**

Class Level	BAB	Fort	SaveRef	Save	Will	SavePower	point/day	0	1	2	3	4	5	6	7	8	9
1	2		0		2	2	3	2+d	d								
2	3		0		3	3	5	2+d	2+d								
3	5		1		3	3	7	3+d	2+d	d							
4	6\1		1		4	4	10	3+d	3+d	1+d							
5	8\3		1		4	4	15	4+d	3+d	2+d	d						
6	9\4		2		5	5	20	4+d	4+d	2+d	1+d	d					
7	11\6\1		2		5	5	27	5+d	4+d	3+d	2+d	1+d					
8	12\7\2		2		6	6	34	5+d	5+d	3+d	2+d	2+d	d				
9	14\9\4		3		6	6	43	6+d	5+d	4+d	3+d	2+d	2+d	d			
10	15\10\5		3		7	7	52	6+d	6+d	4+d	3+d	2+d	2+d	2+d	d		
11	17\12\7\2		3		7	7	63	7+d	6+d	5+d	4+d	3+d	3+d	2+d	2+d	d	
12	18\13\8\3		4		8	8	74	7+d	6+d	5+d	4+d	3+d	3+d	2+d	2+d	1+d	d
13	20\15\10\5		4		8	8	87	7+d	6+d	5+d	4+d	3+d	3+d	3+d	2+d	1+d	1+d
14	21\16\11\6\1		4		9	9	100	7+d	6+d	5+d	5+d	3+d	3+d	3+d	2+d	1+d	1+d
15	23\18\13\8\3		5		9	9	115	7+d	6+d	5+d	5+d	4+d	4+d	3+d	3+d	2+d	1+d
16	24\19\14\9\4		5		10	10	130	7+d	6+d	5+d	5+d	4+d	4+d	3+d	3+d	2+d	1+d
17	26\21\16\11\6\		5		10	10	147	7+d	6+d	5+d	5+d	4+d	4+d	3+d	3+d	2+d	2+d
18	27\22\17\12\7\		6		11	11	164	7+d	6+d	5+d	5+d	4+d	4+d	3+d	3+d	2+d	2+d
19	29\24\19\14\9\		6		11	11	183	7+d	6+d	5+d	5+d	5+d	4+d	3+d	3+d	3+d	2+d
20	30\25\20\15\10		6		12	12	202	7+d	6+d	5+d	5+d	5+d	4+d	4+d	3+d	3+d	2+d

**Class Level Special**

1	Psionic aura, Parry, Dakari Manifestation, Dakari Endurance, 3 psi combat modes, Bonus Feat*, Dakari Leap%, Dakari Burst%
2	Suggestion, Blind fight, Empathy%, 1 psi combat mode, Defect Arrows, Bonus Feat*
3	Dakari Danger Sense, Dakari Mobility, Detect Psionics
4	Dakari Alertness, 1 psi combat mode
5**	Self Train*, Bonus Feat*
6	Blind fight 5', 1 psi combat mode
7	1 psi combat mode
8	Advanced Parry, Bonus Feat*
9	Dakari Return Shot, 1 psi combat mode
10***	Dakari Combat Manifestation, Advanced Dakari Mobility
11	Bonus Feat, Blind Fight 10'
12	2 psi combat modes
13	Psiblade limit
14	Bonus Feat*
15	
16	
17	Bonus Feat*
18	
19	
20	Bonus Feat*

**Advanced Dakari Mobility:** You gain +6 AC against AoO and +4 AC vs. two opponents per round. These opponents can be changed each round.

This may be used with Dodge if Dodge and ADM are used against separate opponents.

**Advanced parry:** Same as parry but the Dakari is limited to two parries per combatant

**Craft Dakari Weapon:** This works like craft psionic weapon. The Dakari must craft his chosen weapon (Psiblade) from Ferroplasm

**Dakari Alertness:** +4 bonus to spot and listen checks. Does not stack with Alertness, it overrides Alertness.

**Dakari Burst:** [level 0] Same as Burst power, but when used with Tumble it does not provide AoO (DC 20)

**Dakari combat manifestation:** This work the same as quicken power but the Dakari can not manifest another power. He may only attack or move.

**Dakari Danger Sense:** Work like the danger sense power but works with 3 reserve power points and Dakari can not be surprised or flanked

**Dakari Endurance:** Mental and physical endurance. This works like the normal Endurance feat, but the Dakari also gets +2 to his jump, tumble, climb and balance rolls and +2 on Will saves vs. mind effecting spells.

**Dakari Leap:** [level 0] Same as Catfall and Mental Leap but x3 times distance and requires 3 reserve power points. With Tumble it does not provide AoO (DC 20)

**Dakari Manifestation:** The Dakari manifests powers with only discrete visuals (wave of the hand). The Dakari also does not grant AoO for manifesting powers and gets the combat manifesting bonus

**Dakari Mobility:** You gain +4 to AC against AoO and +2 to AC vs. one opponent per round.

This opponent can be changed each round. This power may be used with Dodge if Dodge and DM are applied to separate opponents.

**Dakari Return Shot:** This work as the Return shot psionic feat but the Dakari does not snatch the missile weapon.

He uses his weapon or unarmed hand to "redirect" it toward the original attacker. The attackers position must be known.

**Empathy:** [level 1] Same as the empathy power but can detect anyone in range regardless of line of sight.

**Parry:** The Dakari is granted a parry against all melee attacks against him, although he may never parry more then one attack per combatant

**Psionic Aura:** +2 on all saving throws

**Self Train:** No longer require a master for level increase

**Suggestion:** Cost 1pp, one target who must hear and understand the manifester. Failed will save means the target will do what the manifester suggests.

Manifester can not ask the target to do something against his alignment or something that means certain death. DC=1d20+caster level+chr mod.

Successful save means target does not obey but is unaware of any miscontent.

**Psiblade limit:** Dakari must have completed his Psiblade or he can not continue to gain experience

\* These are the only powers or bonuses a Dakari may use in a non-psionic area.

\*\* The Dakari can now begin to craft his Psiblade once he has the Craft Psiweapon feat. The Dakari must also have the following;

Tumble 6, Jump 6, Concentration 6, Balance 6, Climb 5, Autohypnosis 3. Without these prerequisites the Dako can not reach this level.

Once this level is attained the Dako is known as a Dakari Knight

\*\*\* Required for advancement; Spot 4, listen 4, Jump 8, Climb 8, Concentration 8, Balance 8, Tumble 8, Autohypnosis 6, Knowledge Psionics 4, Psicraft 4

Once this level is attained the Dakari Knight is now known as a Dakari Master

% these powers must be taken at this level. They count against the total powers learned by the Dakari

### **Requirements**

BAB +4, Human, Neutral Good alignment, no ethos, Combat Reflexes, Expertise, Improved Unarmed Strike, Iron Will  
Knowledge Astral Plane, knowledge Psionic, Listen 2, Spot 2, Tumble 2, Balance 2, Jump 3, Climb 3, Concentration 2,

### **Off limit feats**

Power attack, Any armor proficiency, Improved Bull rush, Cleave, Great Cleave, Sunder, Shield Proficiency, Spirited Charge  
The Dakari can not use two weapons at one time. He can use two sided weapons however.

### **Skills**

Jump, Climb, Autohypnosis, Balance, Concentration, Stabilize self, Swim, Tumble, Craft, Psicraft

### **Other information**

Dakari Knights must follow a code of ethics. They follow laws but are Neutral in alignment because they know the will of the "Force" is above the law.  
Dakari's must never be above light encumbrance when fighting. If over light they loose their parry ability and any additional attacks per round.  
The Dakari does not hoard money. He must donate 20% of his wealth to worthy causes (churches, families, party members, etc).  
He is allowed to save once he reaches the level to create his Psiblade.

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