

Among those with psionic potential exist a breed of warriors that believe enlightenment is impossible unless body is united with mind in the exploration of individual potential. Not content to meditate solely upon the passageways of the mind, as is the psion; they cultivate perfection of the flesh as well. Yet the warriors of the Triad, united as they are in mind, body, and spirit also reject the fighting styles of the psychic warriors; even as arcane magic is a crutch for the mind, so to are weapons a crutch for the body.

Class Skills for the Triad Warrior are as follows: Concentration, Move Silently, Remote View, Stabilize self, Autohypnosis, Tumble, Jump, Climb, Balance, Knowledge: Psionics, Psicraft, Listen, Swim, Escape Artist, Diplomacy

Skill points: (3+int.mod) X 4 3+int.mod every level

Hitpoints: d6

Proficiencies: The Triad Monk gains no weapon or armor proficiencies. They may not use the Triad Fist class ability when equipped with any weapon or armor.

*The Triad gains an insight bonus to AC equal to his Wisdom bonus, if any.

Alignment: Only a lawful soul can train both mind and body to harness the energies of psionics and chi to complete body, mind, and spirit.

Flurry of Blows: As a full round action, the Triad Warrior can make an additional attack at 2-his highest attack bonus. When used, he gains two attacks at 2 less than his highest attack in addition to other attacks gained through advancement.

Saves the same as that of a monk,
Ac bonus, Speed bonus, and unarmed damage the same

*Unarmed Strike- Triad warriors always gain the Unarmed Strike feat.

lvl	Base Attack (unarmed)	Fort	Reflex	Will	Ppts.	Special
1	+0	+2	+2	+2	2	Triad Fist, 2 Psionic Combat Modes
2	+1	+3	+3	+3	4	Evasion, <i>Verve</i>
3	+2	+3	+3	+3	5	Bonus Power, <i>Control Object</i>
4	+3	+4	+4	+4	6	<i>Biofeedback</i> , Psionic Combat Mode
5	+4/+1	+4	+4	+4	8	Still Mind, <i>Lesser Body Adjustment</i>
6	+4/+1	+5	+5	+5	12	Bonus Power, <i>Darkvision</i> (as power)
7	+5/+2	+5	+5	+5	16	
8	+6/+3	+6	+6	+6	21	Triad Dragon, <i>Body Adjustment</i>
9	+6/+3	+6	+6	+6	26	Bonus Power, <i>Control Body</i>
10	+7/+4/+1	+7	+7	+7	32	Psionic Combat Mode, <i>Displacement</i>
11	+8/+5/+2	+7	+7	+7	40	<i>Ectoplasmic Form</i>
12	+9/+6/+3	+8	+8	+8	47	Bonus Power
13	+10/+7/+4/+1	+8	+8	+8	56	
14	+10/+7/+4/+1	+9	+9	+9	65	Triad Rainbow, Psionic Combat Mode
15	+11/+8/+5/+2	+9	+9	+9	75	Bonus Power, <i>Telekinesis</i>
16	+12/+9/+6/+3	+10	+10	+10	85	Chi Strike +1
17	+13/+10/+7/+4/+1	+10	+10	+10	97	Psionic Combat Mode
18	+13/+10/+7/+4/+1	+11	+11	+11	113	Bonus Power
19	+14/+11/+8/+4/+1	+11	+11	+11	127	
20	+14/+11/+8/+4/+1	+12	+12	+12	141	Dragon Trigger, <i>Ethereal Jaunt</i>

Unarmed Damage Dice, AC bonus, and Speed are the same as Monk.

Powers Discovered: Periodically, the Triad learns psionic powers as class skills as he advances in level. (in italics) These powers are manifested normally with the Triad level as the Psion class level.

Bonus Power: At levels 3, 6, 9, 12, 15, 18 The Triad monk may choose one psionic power from the lists below:

3rd level: Combat Precognition/ Spider Climb/ Hammer/ Biocurrent.

6th level: Combat Prescience/ Levitate/ Claws of the Bear/ Concussion.

9th level: Danger Sense/ Dimension Slide/ Claws of the Vampire/ Greater Concussion.

12th level: Divination/ Dimension Door/ Polymorph Self/ Mass Concussion.

15th level: True Seeing/ Teleport/ Metamorphosis/ Psychic Vampire.

18th level: Precognition/ Ethereal Jaunt/ Improved Vigor/ Greater Biocurrent.

Triad Fist: As a standard action, by combining psionic energy and the body's natural Chi, the Triad monk is able to propel a bolt of pure energy from his body to launch a ranged touch attack against a single foe. This attack deals electricity damage according to the number of power points that the Triad expends. All blasts are accompanied by Mental, Visual, and Auditory secondary effects. The range is equal to 20ft+5 per level, there is no range increment. There are 4 possible levels of Triad Fist, each with a higher point cost and greater damage potential.

level 1: ppts: 1 d4 damage

level 2: ppts: 4 2d6+2 damage

level 3: ppts: 12 3d8+6 damage

level 4: ppts: 20 4d10+10

Triad Dragon: At 8th level, the Triad is able to focus his energy blast into a ray; granting +4 to hit when launching this range attack.

Triad Rainbow: At 14th level, the Triad can choose to fire an energy burst inflicting heat, cold, or sonic damage, instead of only electricity.

Dragon Trigger: At 20th level, the Triad monk is so deeply attuned to the astral plane, that he may use its energy to bolster his powers. He may attempt to fire a Triad Energy burst without paying the power point cost himself. The concentration check DC varies according to the level of the attack. He must possess 20+ power points to perform the trigger, and must select in advance how powerful the blast is to be. Even if his check qualifies for a lower level blast, if he does not succeed at his intended attack, he must pay the power point cost. He must succeed at a Concentration check according to the DC's below:

level 1: DC 10

level 2: DC 20

level 3: DC 30

level 4: DC 40