

Class skills same as Triad, Proficiencies same as Triad.

Saves as Monk.

Hitpoints: d6

*The Dipsyple 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.

*Unarmed Strike- Dipsyple always gain the Unarmed Strike feat.

lvl	Base Attack (unarmed)	Fort	Reflex	Will	Ppts.	Special	Powers Discovered						
							0	1	2	3	4	5	6
1	+0	+2	+2	+2	2	2 Psionic Combat Modes Bonus Feat Battle Trance 1/day	2						
2	+1	+3	+3	+3	4	Evasion, Psicrystal	3						
3	+2	+3	+3	+3	5	Psionic Combat Mode	4	1					
4	+3	+4	+4	+4	6	Deflect Arrows	4	2					
5	+4/+1	+4	+4	+4	9	Battle Trance 2/day	4	3					
6	+4/+1	+5	+5	+5	13	Psionic Combat Mode	4	4	1				
7	+5/+2	+5	+5	+5	17		4	4	2				
8	+6/+3	+6	+6	+6	22		4	4	3				
9	+6/+3	+6	+6	+6	27	Bonus Feat	4	4	4	1			
10	+7/+4/+1	+7	+7	+7	33	Battle Trance 3/day	4	4	4	2			
11	+8/+5/+2	+7	+7	+7	41	Bonus Feat	4	4	4	3			
12	+9/+6/+3	+8	+8	+8	48	Psionic Combat Mode	4	4	4	4	1		
13	+10/+7/+4/+1	+8	+8	+8	57	Psionic Combat Mode	4	4	4	4	2		
14	+10/+7/+4/+1	+9	+9	+9	66		4	4	4	4	3		
15	+11/+8/+5/+2	+9	+9	+9	76	Battle Trance 4/day	4	4	4	4	4	1	
16	+12/+9/+6/+3	+10	+10	+10	86	Chi-Strike +1	4	4	4	4	4	2	
17	+13/+10/+7/+4/+1	+10	+10	+10	98		4	4	4	4	4	3	
18	+13/+10/+7/+4/+1	+11	+11	+11	114	Psionic Combat Mode	4	4	4	4	4	4	1
19	+14/+11/+8/+4/+1	+11	+11	+11	128	Quivering Palm	4	4	4	4	4	4	2
20	+14/+11/+8/+4/+1	+12	+12	+12	142	Battle Trance 5/day	4	4	4	4	4	4	3

Unarmed damage, AC bonus, and Speed: Same as Monk.

Powers Discovered: The Dipsyple learns powers from the Psion list, though they must be powers from the Psychometabolism or Psychokinesis disciplines. Either of these may be a primary discipline.

Battle Trance: At 1st, 5th, 10th, 15th, and 20th level, the Dipsyple masters meditative techniques combining mental discipline with an infusion of psionic energy. These Trances augment a variety of attributes useful to the Dipsyple in combat. To manifest a Trance, she must make a Concentration check. With success, specific abilities may be augmented according to the following table:

DC 10 +3 bonus

DC 20 +6 bonus

DC 30 +9 bonus

DC 40 +12 bonus

This ability lasts for a number of rounds equal to the Dipsyple's Constitution bonus. If the concentration check fails, the Dipsyple may attempt another until she succeeds, expending her attempts for the day. The Trance may be completed as a move-equivalent action. This power always carries a *Mental* psionic display. The bonuses that can be granted from Battle Trances are:

- Temporary Hitpoints,
- Attack Bonus, (only to first attack, bonus not counted for determining critical hits)
- Damage Reduction, (As barbarian)
- Attack Damage, (only to first attack)
- Reflex Saves,
- Fortitude Saves,
- Will Saves,
- Bull Rush attacks,
- Overrun attacks,
- Trip attacks,
- Disarm attacks,
- Ranks in a skill other than Concentration, (Must be specified and cannot change)
- Armor Class, (Useless if flat-footed)
- Temporary Power Points,
- Extra damage for offensive psionic powers