

Cerebral Purist

A Cerebral Purist seeks to fine-tune the abilities of his mind to better use his psionic gifts. Cerebral Purists gain enhanced ability to make psionic attacks and defend themselves from like.

Requirements:

Combat Modes: any two Psionic Attack Modes, any two Psionic Defence Modes, Crushing Will, Mental Adversary, Psychic Bastion
Skills: Knowledge [Psionics]: 9 Ranks, Psicraft: 9 Ranks
Special: Mental Mastery class feature

Class Abilities:

Hit Dice: d4
Skills: 2 + Int mod
Class Skills: Autohypnosis (Wis), Concentration (Con), Knowledge [Psionics] (Int), Psicraft (Int), Remote View (Int)

Level	BAB	Fort	Ref	Will	Special	Combat Modes	Powers Known/PPs/Metapool
1	+0	+0	+0	+2	Mind Boon		+1 Manifester Level
2	+1	+0	+0	+3		Combat Mode	+1 Manifester Level
3	+1	+1	+1	+3		Combat Mode	+1 Manifester Level
4	+2	+1	+1	+4	Mind Boon	Combat Mode	+1 Manifester Level
5	+2	+1	+1	+4			+1 Manifester Level
6	+3	+2	+2	+5		Combat Mode	+1 Manifester Level
7	+3	+2	+2	+5	Mind Boon	Combat Mode	+1 Manifester Level
8	+4	+2	+2	+6		Combat Mode	+1 Manifester Level
9	+4	+3	+3	+6			+1 Manifester Level
10	+5	+3	+3	+7	Mind Sink	Combat Mode	+1 Manifester Level

Mind Boon: Choose one of the following (you may only choose each one once):
Defensive Focus: +2 to your saves versus Psionic Attack Modes
Defensive Might: All your Psionic Defence Modes cost 1 less power point (minimum 1)
Offensive Focus: +2 to the DCs of all your Psionic Attack Modes
Offensive Might: All your Psionic Attack Modes cost 1 less power point (minimum 1)

Mind Sink: Whenever you take power point damage from Psionic Combat, you may instead take the damage on your Metapool. If your Metapool is empty (or becomes empty) any excess damage flows over into your regular power point pool.