

## CRYSTAL SENTINEL

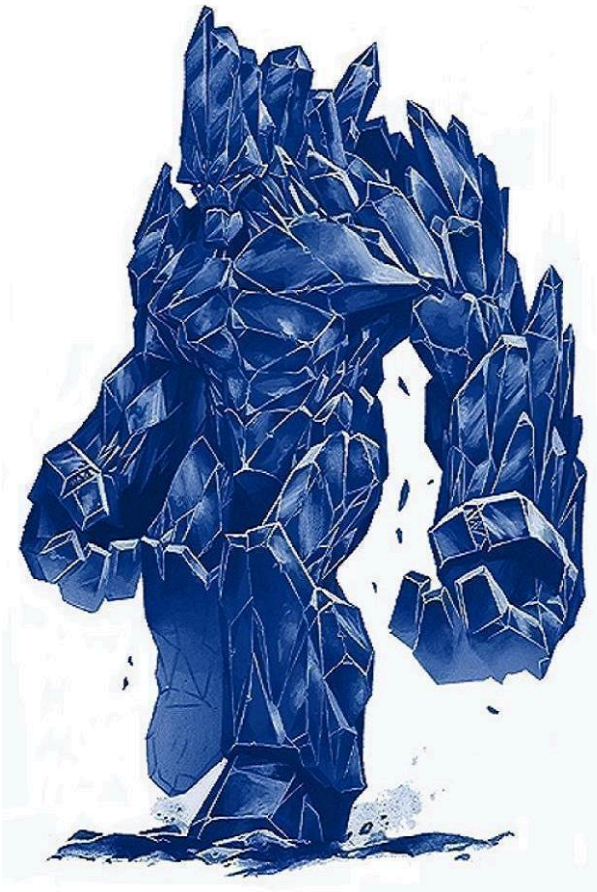
**Note:** This archetype uses rules available in Path of War by Dreamscarred Press.

Not all students of the astral suit are so single-minded in their practice of the art of crafting ectoplasmic armor. Some choose to split their focus between mastery of psionics and the honing of their own martial prowess, traveling the Path of War in pursuit of a more perfect union of the mind and body.

**Class Skills:** Acrobatics (Dex), Autohypnosis\* (Wis), Climb (Str), Craft (Int), Knowledge (psionics)\* (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Survival (Wis), Swim (Str).

### Form Astral Suit (Su)

A crystal sentinel splits their focus between psionic power and martial might, and thus has 2 fewer Customization Points to spend on his Astral Suit than normal, as shown on Table: Crystal Sentinel. This ability modifies Form Astral Suit.



### Maneuvers

A crystal sentinel begins his career with knowledge of three martial maneuvers. The disciplines available to him are Broken Blade, Primal Fury, Shattered Mirror, Solar Wind and Sleeping Goddess. Once he knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by a crystal sentinel is considered an extraordinary ability unless otherwise noted in its description. His maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one. He learns additional maneuvers at higher levels, as shown on Table: Crystal Sentinel. The crystal sentinel must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered crystal sentinel level after that, he can choose to learn a new maneuver in place of one he already knows. In effect, the crystal sentinel loses the old maneuver in exchange for the new one. The crystal sentinel need not replace the old maneuver with a maneuver of the same level. He can choose a new maneuver of any level he likes, as long as he observes his restriction on the highest-level maneuvers he knows. The crystal sentinel can swap only a single maneuver at any given level. A crystal sentinel's primary initiator attribute is Intelligence, and each crystal sentinel level is counted as a full initiator level.

This ability replaces the astral repair class feature and the increase to the craftsman class feature gained at level 10.

### Maneuvers Readied

A crystal sentinel can ready all three of his three starting maneuvers, but as he advances in level and learns more maneuvers, he must choose which maneuvers to ready. He readies his maneuvers by meditating over his astral suit for 10 minutes. The maneuvers he chooses remain readied until he decides to repeat this again and change them. Crystal sentinels do not need to sleep or be well rested to ready their maneuvers; any time he spends 10 minutes in meditation, he can change his readied maneuvers. He begins an encounter with all readied maneuvers unexpended, regardless of how many times he may have already used them since he chose them. When the crystal sentinel initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (until they are recovered, see below).

Crystal sentinels may recover their maneuvers in one of two ways. The crystal sentinel may recover one expended maneuver by adjusting the fit of his astral suit as a standard action. Alternately, when infusing his astral suit with psionic energy (by activating his crystalline focus class feature, see below), he recovers a number of expended maneuvers equal to his Intelligence modifier (minimum of 2).

**Table: Crystal Sentinel**

Level	Known	Readied	Stances	Max Level	Customization Points
1	3	3	1	1	1
2	4	3	1	1	2
3	5	3	1	1	3
4	5	4	2	2	5
5	6	4	2	2	6
6	6	4	2	2	7
7	7	4	2	3	8
8	7	4	2	3	9
9	8	4	2	4	11
10	8	5	3	4	12

11	9	5	3	5	13
12	9	5	3	5	14
13	10	5	3	6	15
14	10	5	3	6	17
15	11	6	4	6	18
16	11	6	4	6	19
17	12	6	4	6	20
18	12	6	4	6	21
19	13	6	4	6	23
20	13	7	4	6	24

### Stances Known

Crystal sentinels begin play with knowledge of one 1st level stance from any discipline open to them. At the indicated levels (see class table), the crystal sentinel selects an additional new stance. Unlike maneuvers, stances are not expended and he does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, the crystal sentinel cannot learn a new stance at higher levels in place of one he already knows.

### Crystalline Focus

When regaining Psionic Focus, the crystal sentinel's astral suit is charged with surging psionic energies that protect and empower him until the beginning of his next turn. If the crystal sentinel is subject to an attack that deals damage during this period, the crystal sentinel gains additional DR equal to his Initiation Modifier (which stacks with all other sources of DR) against that attack. If the crystal sentinel was not attacked during this period, he instead adds his Initiation Modifier in extra damage to all attacks made during his next turn. This ability replaces the craftsman class feature gained at level 2.

### Psionic Meditation

At 6th level the crystal sentinel gains Psionic Meditation as a bonus feat. The crystal sentinel must meet the prerequisites for this bonus feat. This ability replaces the increases to the craftsman class feature at level 6, 14 and 18.

## **Sentinel**

At 5th level, the crystal sentinel's mastery over his astral suit allows him to overcome the limits of his own imperfect form, refining and revitalizing himself to master his physical body as if it were an extension of his ectoplasmic armor. As a free action, the crystal sentinel may spend 1 power point when he regains his psionic focus to avoid provoking attacks of opportunity while he does so. In addition, for every extra power point spent on using this ability, the crystal sentinel gains 2 temporary hit points. The crystal sentinel may not spend more power points on a power than his class level. These temporary hit points last for one minute, and are overwritten by subsequent uses of this ability. This ability replaces the the master craftsman class feature.

## **Crystal Sentinel Customizations**

The new customizations presented below may only be selected by the crystal sentinel archetype. In addition to the new options below, the crystal sentinel can also select any of the customizations from this list.

Adhesive Feet, Augmented Weapon, Blindsense, Blindsight, Brawn, Burrow, Chameleon, Climb, Crystallized Weapon, Darkvision, Diehard, Energy Immunity, Energy Resistance, Energy Resistance, Improved, Evasion, Extra Passenger, Flexible Suit, Flight, Fortification, Hardened Strikes, Improved Armor, Improved Damage, Improved Damage Reduction, Improved Evasion, Improved Stalwart, Increased Size, Increased Size, Improved, Nimble, Power Resistance, Powerful Build, Psionic Attacks, Psionic Damage, Pull, Push, Quickened Attacks, Ram, Ranged Attack, Reach, Retaliate, Retaliate, Improved, Speed, Spiked Carapace, Stalwart, Swim, Tremorsense, Underwater Breath.

### **1-Point Customizations**

#### **Discipline Form**

Any attack made with the crystal sentinel's astral suit is considered a discipline weapon for all of the crystal sentinel's disciplines. In order to take advantage of this, the Astral Suit must be capable of providing an appropriate attack for the Maneuver in question. For example, to use a Ranged Strike, the Astral Suit must currently have the Ranged Attack Customization. Weapons formed through Sleeping Goddess' Call the Soul's Blade stance are also valid options for this ability. The crystal sentinel must be at least 5th level before selecting this customization.

#### **Focused Strikes**

By expending his psionic focus as a free action that does not provoke attacks of opportunity, the crystal sentinel may increase the damage of any strike maneuver he uses by +1d6. At 5th level and every 5 levels after that, this increases by +1d6 (to a maximum of +5d6 at level 20).

### **2-Point Customizations**

### **Broken Blade Focus**

When in a Broken Blade stance and either unarmed or wielding Broken Blade discipline weapons, the crystal sentinel deals an additional +2 damage with all attacks made with those weapons. This stacks with Discipline Focus and other such abilities. In addition, the crystal sentinel may enter Broken Blade stances as part of the same action as forming his astral suit.

### **Hardened Crystal**

The surface of the crystal sentinel's astral suit is covered in a sheet of tough crystals, giving the crystal sentinel an +1 Enhancement bonus to his Natural Armor. This customization can be taken once for every five aegis levels the crystal sentinel possesses. The crystal sentinel must be at least 5th level before selecting this customization.

### **Improved Hardened Strikes**

The crystal sentinel gains Greater Unarmed Strike as a bonus feat, and his unarmed strikes are treated as if they were magic for the purpose of overcoming damage reduction. In addition, his unarmed strikes are considered to be a masterwork weapon. The crystal sentinel must have the hardened strikes customization and be 4th level before selecting this customization.

### **Primal Fury Focus**

When in a Primal Fury stance, the crystal sentinel may add his Initiation modifier as a bonus to attack rolls (minimum +2) when making a charge attack or using strike maneuvers as part of a charge, instead of the normal charge bonus of +2. In addition, the crystal sentinel may enter Primal Fury stances as part of the same action as forming his astral suit.

### **Shattered Mirror Focus**

When in a Shattered Mirror stance, the crystal sentinel gains a +1 dodge bonus to AC for every 5 class levels (minimum +1). In addition, the crystal sentinel may enter Shattered Mirror stances as part of the same action as forming his astral suit.

### **Solar Wind Focus**

When in a Solar Wind stance and wielding a ranged weapon, the crystal sentinel may ignore an amount of energy resistance equal to their Initiation modifier (minimum 1). The Ranged Attack customization counts as wielding a ranged weapon for this ability. In addition, the crystal sentinel may enter Solar Wind stances as part of the same action as forming his astral suit. The crystal sentinel must be at least 4th level before selecting this customization.

### **Sleeping Goddess Focus**

When in a Sleeping Goddess stance, the crystal sentinel's maneuvers are automatically augmented, as if he had spent 1 power point on them. This augmentation stacks with the automatic augmentation from Battle Mantra, and is not counted against the maximum number of power points spent on an augment. In addition, the crystal sentinel may enter Sleeping Goddess stances as part of the same action as forming his astral suit.

### **Tempest Gale Focus**

When in a Tempest Gale stance and wielding a ranged weapon, the crystal sentinel deals an extra +2 damage of his active energy type. The Ranged Attack customization counts as wielding a ranged weapon for this ability. In addition, the crystal sentinel may enter Tempest Gale stances as part of the same action as forming his astral suit. The crystal sentinel must be at least 4th level before selecting this customization.

### **3-Point Customizations**

#### **Improved Discipline Form**

The crystal sentinel is considered to have Discipline Focus in all of its disciplines. They may benefit from this ability even if they do not meet the prerequisites for Discipline Focus. The crystal sentinel must have the discipline form customization and be of at least 8th level before selecting this customization.

### **4-Point Customizations**

#### **Improved Focused Strikes**

When using the Focused Strikes ability, the crystal sentinel also gains +3 to hit with strike maneuvers, increasing to +4 at level 15, and again to +5 at level 20. The crystal sentinel must have the focused strikes customization and be of at least 10th level before selecting this customization.

### **Thanks**

To Dreamscarred Press for all the neat stuff they've put out

To the Iron Soul Adept-anon who I shamelessly stole some great ideas from (building an archetype in an hour is damn impressive m8!)