

The Mind's Eye

Psychic Theurge (Prestige Class)

By Mark A. Jindra and Scott Brocius

This month, the Mind's Eye presents a new prestige class with a [darker side](#), a prestige class for the religious psionic folk, and a new creature to add to your campaign.

Similar in nature to the mystic theurge and the cerebremancer, the psychic theurge combines psionics with the divine.

The psychic theurge could feel right at home in the **Eberron** setting but might seem a little out of place in the arcane-dominated **Forgotten Realms** setting. The church of Sardior has many psychic theurges amongst its clergy. Ultimately it is up to the DM to determine what religions in her campaign world might support this class.

Hit Die: d4.

Requirements

To qualify to become a psychic theurge, a character must fulfill all the following criteria.

Skills: Knowledge (psionics) 6 ranks, Knowledge (religion) 6 ranks.

Spells: Able to cast 2nd-level divine spells.

Psionics: Able to manifest 2nd-level powers.

Class Skills

The psychic theurge's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (psionics) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Psicraft (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the psychic theurge prestige class.

Weapon and Armor Proficiency: Psychic theurges gain no proficiency with any weapon or armor.

Spells per Day/Powers Known: When a new psychic theurge level is attained, the character gains new spells per day as if he had also attained a level in any one divine spellcasting class he belonged to before he added the prestige class. He gains additional power points per day and access to new powers as if he had also gained a level in any one manifesting class he belonged to previously. He does not, however, gain any other benefit a

character of either class would have gained (bonus metamagic, metapsionic, or item creation feats, psicrystal special abilities, and so on). This essentially means that he adds the level of psychic theurge to the level of whatever other divine spellcasting class and manifesting class the character has, then determines spells per day, caster level, power points per day, powers known, and manifester level accordingly.

If a character had more than one divine spellcasting class or more than one manifesting class before he became a psychic theurge, he must decide to which class he adds each level of psychic theurge for purpose of determining spells per day, caster level, power points per day, powers known, and manifester level.

Table: The Psychic Theurge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day/Powers Known
1st	+0	+0	+0	+2	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
2nd	+1	+0	+0	+3	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
3rd	+1	+1	+1	+3	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
4th	+2	+1	+1	+4	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
5th	+2	+1	+1	+4	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
6th	+3	+2	+2	+5	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
7th	+3	+2	+2	+5	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
8th	+4	+2	+2	+6	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
9th	+4	+3	+3	+6	+1 level of existing divine spellcasting class/+1 level of existing manifesting class
10th	+5	+3	+3	+7	+1 level of existing divine spellcasting class/+1 level of existing manifesting class

- [The Body Leech \(new prestige class with a new creature\)](#)
- **Psychic Theurge (new prestige class)**

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