

## Psyche

*Blitzball requires intense amounts of training, requiring players to swim and hold their breath for long periods of time, all while competing with physical exertion. The contact of the sport encourages many to prepare for full fledged combat, and Al Bhed teams are no exception. Not only are long hours spent at target practice, but Al Bhed are trained for the fierce blitzes on the playing field.*

The psyche is an archetype of the ninja class, available only to al bhed ninjas.

**Archetype Main Ability Scores:** The psyche mainly focuses on Dexterity for martial combat and Wisdom for their class features.

**Archetype Feature Replacements:** **1st** – Weapon and Armor Proficiency, Limit Break (Shroud in Darkness), Throw Anything. **2nd** - Ki Pool. **3rd** –No Trace, Ki Power. **5th** - Ki Power. **6th** - Light Steps. **7th** - Ki Power. **10th** - Cloaked in Shadows. **11th** - Ki Power. **14th** - Hide in Plain Sight. **15th** - Ki Power. **16th** - Shadow Step. **19th** – Hidden Master, Ki Power. **20th** – Slicing Wind, Master Trick.

**Weapon and Armor Proficiency:** Psyches are proficient with all simple weapons, blitzballs, and spiked blitzballs. They are proficient with light armor, but not with any shields.

This ability modifies the ninja's normal weapon and armor proficiencies.

**Limit Break (Su):** At 1st level, the psyche receives the Limit Break (Blitz Off).

*Blitz Off (Su):* This Limit Break allows the psyche to surprise her enemies with her blitzball techniques. All enemies the psyche attacks with a blitzball or spiked blitzball are considered flat-footed for her attacks for a duration of 1 round + 1 round per four ninja levels after 1st. The psyche also receives a +1d6 sneak attack bonus + an additional 1d6 per four ninja levels after 1st while under this Limit Break. This Limit Break requires only a swift action.

This ability replaces the Limit Break (Shroud in Darkness).

**Showoff “Crufuvv” (Ex):** At 1st level, a psyche learns to use her blitzball techniques to catch foes off-guard. As a move action, she may make an Acrobatics check to feint against all enemies within the first ranged increment of her blitzball or spiked blitzball. If successful, these enemies are denied their Dexterity bonus to AC against her next blitzball or spiked blitzball attack. At 5th level, and every four ninja levels thereafter, this feint affects all enemies within an additional range increment. This reaches a maximum of 5 range increments at 17th level. At 8th level, she may make this feint as a swift action.

This ability replaces ninjutsu.

**Deadly Toss “Taytmo Ducc” (Ex):** The psyche gains Deadly Aim as a bonus feat at 1st level. The benefits of this feat apply only when she wears light or no armor. She loses all benefits of this ability when wearing medium or heavy armor. Additionally, she may use her Dexterity score in place of her Strength score when qualifying for combat feats that affect blitzballs or spiked blitzballs.

This ability replaces throw anything.

**Ki Pool (Su):** The psyche can spend ki to gain an insight bonus to Swim checks instead of Stealth.

This ability modifies ki pool.

**Swim Like a Fish “Cfes Mega Y Vecr” (Ex):** At 3rd level, a psyche learns better techniques to swim, and uses her Dexterity modifier in place of her Strength modifier for her bonus to Swim checks. When fully submerged in water, the psyche gains a +2 competence bonus to Dexterity. This bonus increases to +4 at 9th level, and to +6 at 15th level.

This ability replaces no trace.

**Sneak Attack (Ex):** A psyche gains another sneak attack damage die at 3rd level and every two levels thereafter, to a maximum of 10d6 at 19th level.

This ability modifies sneak attack and replaces the ki powers learned at 3rd, 7th, 11th, 15th, and 19th levels.

**Blitz Ace “Blitz Yla” (Ex):** At 5th level, the psyche gains a bonus equal to half her ninja level to Acrobatics and Swim checks.

This ability replaces the ki power gained at 5th level.

**Rebound “Napuiht” (Ex):** At 6th level, if the psyche makes a full attack and misses with at least one extra iterative attack remaining, her blitzball can bounce off of the intended target to attack another with her next iterative attack. The range increment penalties and limits are calculated using the distance between the psyche and her new target, and the distance between her new and old targets cannot exceed five range increments of her blitzball or spiked blitzball. She cannot designate an enemy she previously targeted with a ranged attack in this round as her new target.

This ability replaces light steps.

**Expert Deceiver “Aqband Talaejan” (Ex):** At 10th level, whenever a psyche successfully feints an enemy, that enemy will be considered flat-footed against all blitzball and spiked blitzball attacks until the end of the psyche’s turn.

This ability replaces cloaked in shadows.

**Swift Swimmer “Cfevd Cfessan” (Ex):** At 14th level, the psyche gains a swim speed of 5 feet for every 5 ranks she has in Swim. When spending a ki point to increase her speed, she may increase this swim speed.

This ability replaces hide in plain sight.

**Iron Lung “Enuh Mihk” (Ex):** At 16th level, a psyche can hold her breath underwater indefinitely. Spending time underwater no longer counts against the number of rounds she can hold her breath, but other abilities and attacks can cause her to lose her breath as normal.

This ability replaces shadow step.

**Water Master “Fydan Sycdan” (Su):** Also, at 19th level, as a standard action, she can cast *water walk* on herself or an ally. She uses her ninja level as her caster level for this ability. Using this ability consumes 2 ki points from her ki pool. Additionally, whenever the psyche deals sneak attack damage with a blitzball or spiked blitzball, she can sacrifice additional damage dice to try and inflict one of the following status effects for 1 minute; sleep, blind, silence, zombie. The DC for each status effect is 20 + her Wisdom modifier. A single attack can have multiple status effects applied to it, but each status effect will only be applied once.

This ability replaces hidden master.

**Star Player “Cdyn Bmyoan” (Ex):** At 20th level, a psyche becomes a star player at blitzball. All of her blitzball statistics receive a competence bonus equal to her Dexterity modifier.

This ability replaces a master trick gained at 20th level.

**Blitz Salvo “Blitz Cymju” (Ex):** Also, at 20th level, the psyche can make an additional attack at her highest base attack bonus whenever she performs a full-attack action. If she does so, all attacks she makes that round take a -2 penalty (including the extra attack). In addition, the distance between targets for her rebound “napuiht” class feature is no longer limited by the ranged increments of her blitzball or spiked blitzball, but she can still only attack targets up to five range increments away from herself.

This ability replaces slicing wind.