



## PSIONIC STALKER PRESTIGE CLASS: v1.0

Psionic Stalkers are those individuals, who sensitive to the Psychic energies of others, learn to feed and sustain themselves off that energy. Psionic Stalkers learn to tap into something predatory and primal in themselves in order to do this and are often quite feral and predatory as people in what they say, do and how they interact with others. They are also often found in the company of animals, wild or otherwise, whom they befriend. It is said that if a Stalker chooses you as prey, then running is pointless, as sooner or later they will track you down and feed on your thoughts.

In the Dragon Empire, the Emperor has learned to see these individuals as valuable tools, by taking them and training them, he has learned to turn them into the his Bloodhounds, ferreting out all resistance psychics, as well as for some of the more proficient Stalkers being able to bleed the information regarding the location of resistance bases and traitors within the emperors forces straight from their own peoples minds. As a result the Psionic Stalkers and their hunting packs of trained animals are a feared sight on many Imperial worlds.

**Hit Die:** d10

### Requirements

To qualify to become a Psionic Stalker, a character must fulfil all of the following criteria:

- **Base Attack:** +4
- **Base Power points/day:** 16+ (Not including bonus points)
- **Feats:** Track, Mental Adversary
- **Skills:** Wilderness lore 4 ranks, Handle Animals 1 rank, Gather information 2 ranks.
- **Statistic:** Must have a Cha 13+

### Class Skills

The Psionic Stalkers class skills (and the key ability for each skill) are Animal Handling (Cha), Animal Empathy (Cha), Concentration (Con), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Psicraft (Int), Sense Motive (Wis), Spot (Wis), Stabilise Self (Con), Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

### Class Features

- **Weapon and Armor Proficiency:** A Psionic Stalker is proficient with all High tech simple and martial weapons and light armor.

All the following are class features of the Psionic Stalker prestige class:

- **Sense Psionics (Su):** At 1<sup>st</sup> level, the Psionic Stalker gains the ability to sense all psionic activity within 1 mile/level of himself. He knows the direction and distance from himself to within 60 feet and the discipline being used, but no other information. This ability works constantly so long as the Psionic Stalker retains at least one power point. The Stalker must make Track rolls to follow the activity to it's source, but gains a +4 competence bonus to the rolls so long as the powers continue to be used. If the





powers being tracked cease the stalker can still track the residue, but loses the bonus. Note while tracking ignore all visibility modifiers, and for things like rain or snow.

- **Psychic Vampire (Su):** All Psionic Stalkers develop the need to feed on psionic energy (Power Points), it is for this reason they are so capable and dedicated, feeding on Psychic Energy for them is like mana from heaven. This need to feed on psychic energy is like an addiction they cannot function properly without it. To such extent that if they do not feed on at least 5 power points of psychic energy each week they suffer a -1 penalty to all Statistics, saves, skills and rolls. This physical decline continues for every further day beyond that time by another -1 penalty (cumulative), the Stalker dies once his Constitution has reached zero. To actually feed on power points a Psionic Stalker has developed the ability on a successful melee touch attack to drain the target of 2 power points/level, unless the victim makes a Fortitude saving throw (DC16+Con modifier), transferring them immediately to himself. The stalker can drain up to his Constitution score more than he can normally have, but these additional points disappear after one hour. When used against non-psionics this ability causes 1 point of Temporary Intelligence, Wisdom or Charisma damage (Stalkers choice), and he gains 1 Power point for every successful drain. At 7<sup>th</sup> level the Stalker needs 10 power points/week to satisfy his appetite, and can drain 4 points/level or 2 temporary statistic damage from non-psionics respectively. At 10<sup>th</sup> level the Stalkers appetite requires 20 power points/week, and allows them to drain 6 points/level or 3 temporary statistic damage from non-psionics.
- **Sustenance (Su):** A Psionic Stalker develops the ability to go without food and water, living solely on their psychic sustenance. The Stalker must retain at least one power point and feed on psychic energy to maintain this state.
- **Beast Friend (Su):** A Psionic Stalker has an affinity with all animals, except felines. As such they can have animal companions whose Hit Dice total is no more than his total level. No individual animal may have more hit dice than the Stalker. Note: Felines regard the Stalker as a fellow predator and as a result competition as such no feline can be affected by any roll to influence them from the Stalker, and will almost always be aggressive if not hostile.
- **The Hunger (Ex):** The Psionic Stalker, as a result of their appetite learns to track a target at speed, trying to reach them and drain them as fast as possible, as such they have developed the skill to track while maintaining normal speeds, and do not suffer the normal -5 penalty for moving at this rate while tracking.
- **Relentless (Ex):** A Psionic Stalker becomes relentless once they have a detected psionics being used, wanting to reach and feed on the quarry as fast as they can, as such they have become proficient at tracking psionic users down, they know what signs to look for and where to look. As a result they gain their Psionic Stalker levels as a bonus on Gather Information, Spot and Wilderness lore rolls to find Psychics.
- **Disarm Mind:** the Psionic Stalker gains the Disarming Mind feat as a bonus free feat.
- **Very Tough (Ex):** A Psionic Stalker is hardy, and unrelenting as a result they gain their Constitution modifier as a Natural Armor bonus at 6<sup>th</sup> level.
- **Fast Healing (Su):** A Psionic Stalker at 8<sup>th</sup> level develops the ability to heal wounds using their psychic energies at an alarming rate, granting them Fast healing 1, which heals 1 hit point/round. Further it can be boosted a Psionic Stalker can spend Power Points to increase this heal rate for the duration of the day at a rate of 10 points for an additional +1 hit point/round, to a maximum of 100 points for 10pt/round. Their fast healing only works so long as they retain at least 1 power point.
- **Mind Bleed (Su):** A Psionic Stalker learns to rip the memories from a victims mind as they feed, as a result if a victim fails their save against the Stalker power point draining, they must then make another Fortitude save (DC 16+Cha modifier) or the stalker learns the answers to three questions, answered to the best of the victims knowledge. This ability is excruciating for the victim and gets it's name by the fact that the victim usually haemorrhages from the ears, eyes and nose (no actual damage) from the mental assault.





**The Psionic Stalker**

Level	Attack	Fort	Ref	Will	Special	PP/Day	0	1	2	3
1 <sup>st</sup>	+0	+0	+0	+2	Sense Psionics	+3	--	--	--	--
					Psychic Vampire					
2 <sup>nd</sup>	+0	+0	+0	+3	Sustenance	+5	--	--	--	--
					Beast Friend					
3 <sup>rd</sup>	+1	+1	+1	+3	The Hunger	+5	--	--	--	--
4 <sup>th</sup>	+1	+1	+1	+4	Relentless	+5	1	--	--	--
5 <sup>th</sup>	+1	+1	+1	+4	Disarm Mind	+7	2	--	--	--
6 <sup>th</sup>	+2	+2	+2	+5	Very Tough	+7	2	1	--	--
7 <sup>th</sup>	+2	+2	+2	+5	Psychic Vamp 2	+7	2	2	--	--
8 <sup>th</sup>	+2	+2	+2	+6	Fast Healing	+9	2	2	1	--
9 <sup>th</sup>	+3	+3	+3	+6	Mind Bleed	+9	2	2	2	--
10 <sup>th</sup>	+3	+3	+3	+7	Psychic Vamp 3	+9	2	2	2	1

