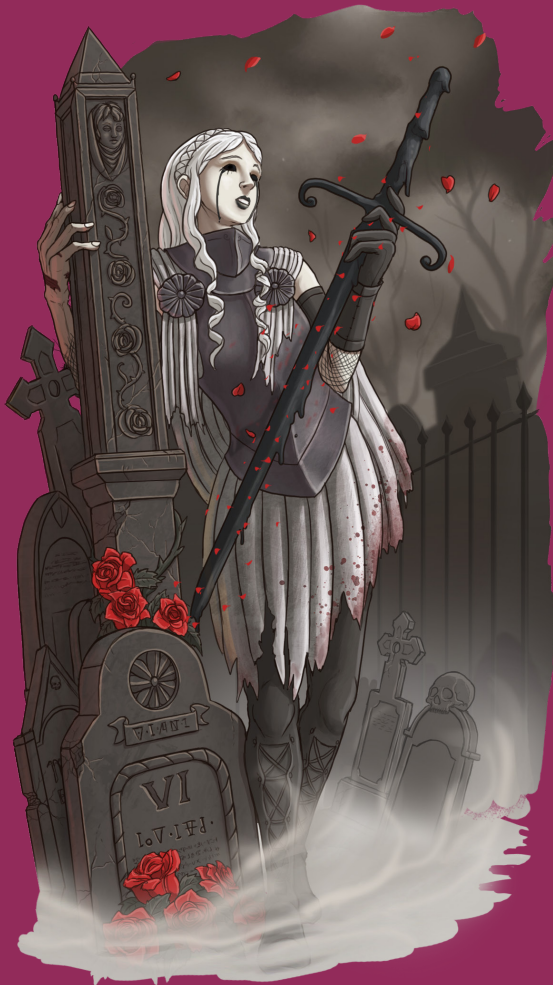




Hybrid Class: Lurker



Porphyran
Patrons

Aaron
Hollingsworth



*Is this a dagger which I see before me,
The handle toward my hand? Come, let me clutch thee.
I have thee not, and yet I see thee still.
Art thou not, fatal vision, sensible
To feeling as to sight? Or art thou but
A dagger of the mind, a false creation,
Proceeding from the heat-oppressèd brain?
I see thee yet, in form as palpable
As this which now I draw.
Thou marshall'st me the way that I was going,
And such an instrument I was to use.*

-Macbeth Act 2, Scene 1

Hybrid Class: Lurker

The desire to kill can spring from any intensely felt emotion; ambition, fear, even love. In some individuals, this homicidal urge unlocks psychic power and lays down a bridge between life and death, real and false, material and phantasmagorical. Lurkers, often resistant to and confused by their waking powers, manifest weapons forged from their unfulfilled desires for death and violence. Many go mad or embrace their gift too readily, becoming vicious and corrupt murderers. Others take up their blades for a higher purpose, dealing justice however they deem fit. Despite their moral and philosophical leanings, all lurkers are driven by emotional instinct and kill their foes with methods others might deem unnatural or inglorious. To call a lurker disturbed is no insult.

Role: Lurkers are melee-focused combatants that excel when using stealth, or as part of a skirmishing assault. They can scout ahead regardless of obstacles, and can sabotage enemies with their occult powers.

Alignment: Any

Hit Die: d10

Parent Classes: Soulknife and Spiritualist

Starting Wealth: 5d6 × 10 (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Table: Lurker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Emotional focus, form mind blade, knack-like ability, shape mind blade
2nd	+2	+0	+3	+3	Blade skill
3rd	+3	+1	+3	+3	Phantastic enhancement +1, phase lurch
4th	+4	+1	+4	+4	Blade skill
5th	+5	+1	+4	+4	Detect undead, phantastic enhancement +2
6th	+6/+1	+2	+5	+5	Blade skill
7th	+7/+2	+2	+5	+5	Emotional focus, invisibility 1/day
8th	+8/+3	+2	+6	+6	Blade skill
9th	+9/+4	+3	+6	+6	Phantastic enhancement +3, see invisibility
10th	+10/+5	+3	+7	+7	Blade skill
11th	+11/+6/+1	+3	+7	+7	Invisibility 2/day, phantastic enhancement +4
12th	+12/+7/+2	+4	+8	+8	Blade skill
13th	+13/+8/+3	+4	+8	+8	Emotional focus
14th	+14/+9/+4	+4	+9	+9	Blade skill
15th	+15/+10/+5	+5	+9	+9	Invisibility 3/day, phantastic enhancement +5
16th	+16/+11/+6/+1	+5	+10	+10	Blade skill
17th	+17/+12/+7/+2	+5	+10	+10	Emotional focus
18th	+18/+13/+8/+3	+6	+11	+11	Blade skill
19th	+19/+14/+9/+4	+6	+11	+11	Invisibility 4/day, phantastic enhancement +6
20th	+20/+15/+10/+5	+6	+12	+12	Blade skill, empowering mind blade

Class Skills: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Abilities

All of the following are class features of the lurker.

Weapon and Armor Proficiencies: A lurker is proficient with all simple weapons, with her own mind blade (regardless of form), with light and medium armor, and with shields (but not tower shields).

Form Mind Blade (Su): As a move action, a lurker can form a semi-solid weapon composed of psychic energy distilled from her own mind.

A lurker must choose the form of her mind blade at 1st level. She can either form it into a light weapon, a one-handed weapon, or a two-handed weapon. Once chosen, her mind blade stays in this form every time the lurker forms her mind blade. The light weapon deals 1d6 points of damage, the one-handed weapon deals 1d8 points of damage, and the two-handed weapon deals 2d6 points of damage. All damages are based on a Medium creature wielding Medium weapons; adjust the weapon damage as appropriate for different sized weapons. In all forms, the mind blade has a critical range of 19-20/x2. A lurker with a powerful build or any similar ability forms an appropriately-sized mind blade dealing the size-appropriate amount of damage. A lurker's mind blade stems from a single emotion, and so she can create only one mind blade at a time.

Regardless of the weapon form a lurker has chosen, her mind blade does not have a set damage type. When shaping her weapon and assigning abilities to it, the lurker chooses whether it will deal bludgeoning, piercing, or slashing damage. The lurker may change the damage type of an existing mind blade, or may summon a new mind blade with a different damage type, as a full-round action; otherwise, the mind blade retains the last damage type chosen every time it is summoned.

The blade can be broken (it has hardness 10 and 20 hit points); however, a lurker can simply create another on her next move action. The moment she relinquishes her grip on her blade, it dissipates (unless she intends to throw it; see below). A mind blade is considered a magic weapon for the purpose of overcoming damage reduction and is considered a masterwork weapon.

A lurker can use feats such as Power Attack or Combat Expertise in conjunction with the mind blade just as if it were a normal weapon. She can also choose her mind blade for feats requiring a specific weapon choice, such as Weapon Focus and Improved Critical. Powers or spells that upgrade weapons can be used on a mind blade. The lurker can use feats such as Weapon Finesse that work on light weapons with her mind blade, but such feats only work on mind blades in a light weapon form.

Even in places where psionic effects do not normally function (such as within a *null psionics field*), a lurker can attempt to sustain her mind blade by making a DC 20 Will save. On a successful save, the lurker maintains her mind blade for a number of rounds equal to her class level before she needs to check again, although the mind blade is treated for all purposes as a non-magical, masterwork weapon while in a place where psionic effects do not normally function. On an unsuccessful attempt, the mind blade vanishes. As a move action on her turn, the lurker can attempt a new Will save to rematerialize her mind blade while she remains within the psionics-negating effect. She gains a bonus on Will saves made to maintain or form her mind blade equal to the total enhancement bonus of her mind blade (see below). Though nominally considered a psionic class, the lurker is not eligible to take psionic feats, and is not vulnerable to effects that specifically target or affect psionic characters, except as noted.

The lurker chooses the appearance of her mind blade, although its shape must reflect the selections the lurker has chosen: a bludgeoning mind blade would be blunt, slashing would have an edge, etc.

Emotional Focus: Each lurker has an emotional focus—a powerful emotion based on some experience in life that keeps him obsessed with combat and killing. This emotional focus also grants the lurker special abilities. The type of each ability and its power are determined by the lurker's level. For all aura abilities relating to Emotional Focus, the lurker can keep this aura active for a number of minutes equal to his Charisma bonus + his class level. These minutes must be used in one minute increments and they may end the aura as a free action.

Anger

Lurkers with this emotional focus are filled with seething anger from events in their past. Lurkers with this focus are often hulking brutes with furrowed brows or frenzied creatures that always seem ready to strike down those who come too near. Many times, these lurkers exude a bright red aura, especially when they are engaged in com-

bat, or they seem to breathe a red mist in shallow pants from behind clenched teeth.

Power Attack: The lurker gains Power Attack as a bonus feat.

Powerful Strike (Ex): A lurker with the anger focus can deal more damage with his mindblade. As a swift action, the lurker can increase the damage die of his mind blade by one step for one round. The lurker can use this ability for a number of times per day equal to 3 + his class level.

Aura of Fury (Su): When the lurker reaches 7th level, as a swift action, he can emit a 20-ft-radius aura of fury. Creatures within the aura gain a +2 bonus on melee attack rolls but take a –2 penalty to AC.

Ferocious Mien (Su): When the lurker reaches 12th level, once per day as a swift action, he can grow more ferocious and frightening. He becomes one size category larger than his current size, as affected by an *enlarge person* spell, and grows fiercer in combat, as if affected by a *rage* spell. This effect lasts for 1 round per class level of the lurker. When the lurker reaches 18th level, he also gains the frightful presence extraordinary ability (range 30 feet, duration 5d6 rounds).

Furious Wail (Su): When the lurker reaches 17th level, once per day as a standard action, the lurker can emit a single angry wail that acts as *wail of the banshee*. The lurker uses his class level as his caster level for the effect, and the DC of the effect is 10 + 1/2 the lurker's Hit Dice + the lurker's Charisma modifier.

Dedication

Either through a sense of love or the desire to finish some unfinished task, a lurker with this emotional focus has an undying devotion to something or someone in the world. It's often the case that a lurker with this emotional focus has a strong familial tie with an ally. A dedication lurker most often appears as a strong and stern protector with a watchful gaze. These warriors exude auras of blue, or sometimes rose if their love for their ally is great. Many times these auras manifest as a halo, giving these lurkers a divine appearance, no matter their actual alignment or opinions on matters of religion.

Iron Will: The lurker gains Iron Will as a bonus feat.

Dutiful Strike (Su): When a creature makes an attack against a lurker's ally, the lurker gains a +2 bonus on attack and damage rolls against that target. For the purposes of this ability, an attack includes any harmful spell targeting the ally. Dutiful strike lasts for 1 minute,

until another creature attacks the lurker's ally (at which point this effect transfers to the new attacker), or until the attacking creature is reduced to fewer than 0 hit points, whichever occurs first.

Defending Aura (Su): When the lurker reaches 7th level, the lurker can emit a 10-foot-radius aura that grants protection to nearby allies. He can activate this aura at will as a swift action. Allies within the aura gain a +2 deflection bonus to AC and a +2 bonus to CMD and on all saving throws. Deactivating the aura is a free action.

Devoted Respondent (Su): When the lurker reaches 12th level, he can no longer be caught flat-footed during a surprise round and adds his Wisdom modifier to Initiative rolls.

Steadfast Devotion (Su): When the lurker reaches 17th level, the lurker becomes immune to detrimental mind-affecting effects and all forms of possession, such as magic jar and possession.

Despair

Some creatures live through such horrific events, or live such pointless and senseless lives, that despair grips their very beings. Lurkers with this focus use misery as a weapon, inflicting the living with the gloom of the lurkers' continued existence. Despair lurkers often appear twisted or wounded, showing the grisly circumstances of their trauma. Their coloration tends to have a grayish or sickly green cast. When they speak, they do so in terrifying whispers or high-pitched screeches.

Power from Despair: The lurker gains a +2 bonus on attack and damage rolls against creatures that are shaken, frightened, panicked, cowering, or subject to effects such as aura of despair or crushing despair.

Miserable Strike (Su): If the lurker hits a creature with a mind blade attack, that creature must succeed at a Will saving throw (DC = 10 + 1/2 the lurker's Hit Dice + the lurker's Charisma modifier) or take a -2 penalty on attack and damage rolls for 1 round. This is a mind-affecting fear and emotion effect. Penalties from multiple hits don't stack with themselves. The lurker can use this ability for a number of rounds per day equal to 3 + his class level. These rounds need not be consecutive. Activating this ability is a swift action. Deactivating this ability is a free action.

Aura of Despair (Su): When the lurker reaches 7th level, as a swift action, the lurker can emit a 10-foot aura of despair. Enemies within the aura take a -2 penalty on all saving throws. This is a fear effect.

Deactivating the aura is a free action.

Despairing Shout (Su): When the lurker reaches 12th level, three times per day as a standard action, the lurker can emit a shout that acts as *crushing despair*. The lurker uses his class level as his caster level for the effect, and the DC of the effect equals $10 + 1/2$ the lurker's Hit Dice + the lurker's Charisma modifier.

Inescapable Despair (Su): When the lurker reaches 17th level, if the lurker hits with his mind blade attack, the creature hit doesn't get a save to resist the effects of miserable strike.

Fear

A lurker with this emotional focus suffered from overwhelming fear in life. As a lurker, he is able to channel that fear into a terrifying weapon. Fear lurkers are often horrifying to behold. Sometimes they appear as ghastly figures in tattered funeral garb or wrapped in chains or other bindings. Their features may be distorted into gaunt and haunting forms, making them seem more like ghosts or spectres than living persons. A miasma of livid gray swirling motes often surrounds their forms as they stalk their surroundings, seeking to bestow their terror on others.

Stealthy: The lurker gains Stealthy as a bonus feat.

Horriifying Strike (Ex): If the lurker hits a creature with a mind blade attack, that creature must succeed at a Will saving throw (DC = $10 + 1/2$ the lurker's Hit Dice + the lurker's Charisma modifier) or be shaken for 1d4 rounds. Multiple attacks against the same creature do not cause the creature to become frightened. This is a mind-affecting fear effect. The lurker can use this ability for a number of rounds per day equal to $3 +$ his class level. These rounds need not be consecutive. Activating this ability is a swift action.

Increase Fear (Su): When the lurker reaches 7th level, as a swift action, the lurker can emit a 20-foot-radius aura that amplifies the fear conditions of enemies within it if they fail their Will saving throws (DC = $10 + 1/2$ the lurker's Hit Dice + the lurker's Charisma modifier). A shaken enemy in the aura becomes frightened, a frightened creature becomes panicked, and a panicked creature cowers. This effect lasts either as long as the enemy stays within the aura and is under the condition of the initial fear effect, or for a number of rounds after it leaves the aura equal to $1/2$ the lurker's level, or until the end of the original fear effect's duration, whichever comes first. A creature that succeeds at the saving throw is immune to this effect from the

same lurker for 24 hours. This is a mind-affecting fear effect.

Frightful Attack (Su): When the lurker reaches 12th level, if the lurker hits with his horrifying strike, he can frighten those he hits instead of causing them to be shaken (the lurker chooses when he makes the attack). This is a mind-affecting fear effect.

Shelter Allies (Su): When the lurker reaches 17th level, the lurker protects his allies from terror. Allies within the lurker's increase fear aura are immune to fear as long as they are within the aura.

Hatred

Few things draw a person to killing like the emotion of hatred. Lurkers with this focus often are blinded by—and blind others with—this powerful emotion. These lurkers are frequently darker and more foreboding than all but those lurkers with the fear emotional focus. Many of them appear as dark and dreadful knights, their armor bristling with spikes and their hands seeming to grasp barbed and terrible mind blades. Other times they appear as tall, gaunt figures staring down arrogantly at those who approach. These lurkers typically spew a string of curses at their foes, often profane, sometimes poetic. Their auras are pulsating and pitch black, and thrum violently when these horrible lurkers attack.

Weapon Finesse: The lurker gains Weapon Finesse as a bonus feat.

Hated Target (Su): The lurker can take a move action to designate one creature within his line of sight as a hated target. The lurker gains a +2 bonus on attack rolls against his hated target, and a bonus on damage rolls equal to 1/2 the lurker's Hit Dice (minimum 1). The lurker is so focused on this hated target that he takes a –2 penalty on attack rolls against all other creatures. The lurker can maintain these bonuses against only one target at a time, and these bonuses remain in effect until either the hated opponent is dead or it has been out of the lurker's line of sight for at least 1 minute. When the lurker reaches 7th level, the lurker can use this ability as a swift action, and takes no penalty when attacking creatures that are not designated as his hated enemy.

Hateful Aura (Su): When the lurker reaches 7th level, as a swift action, the lurker can emit a 10-foot-radius aura that inflicts pain upon the minds of those who dare damage he or his allies. Enemies within the aura that deal damage to the lurker or the lurker take an amount of damage equal to the lurker's Charisma bonus. This is a mind-affecting pain effect.

Sneak Attack (Su): When the lurker reaches 12th level, the lurker gains sneak attack +3d6, but only against his hated enemy. At 18th level, the sneak attack damage increases to +5d6.

Shared Hatred (Su): When the lurker reaches 17th level, the lurker can grant the benefits of his hatred to others. When the lurker designates a hated enemy, his allies also gain a +2 bonus on attack rolls and a +4 bonus on damage rolls against that enemy.

Jealousy

A lurker with this emotional focus is covetous of everything—his allies, those who wish to do him harm, and any who do not pay attention to him. He demands to be the center of attention at all times. The forms these lurkers take are as diverse as the forms of jealousy in life. Often they take pleasing forms, wishing to draw others in. Other times they take the form of crawling and lurching things, grasping at all they covet when they come within reach. The auras of these needy lurkers quickly change in color, going from an oily green to orange, to brownish red as they swirl through emotions in their efforts to gain the objects of their dark desires.

Deceitful: The lurker gains Deceitful as a bonus feat.

Jealous Combatant (Su): Each time the lurker hits a creature with a melee attack, for 1 round that creature takes a –2 penalty on all attack rolls made against anyone other than the lurker. This effect does not stack with itself. The lurker can use this ability for a number of rounds per day equal to 3 + his class level. These rounds need not be consecutive. Activating this ability is a swift action. Deactivating this ability is a free action.

Resentful Aura (Su): When the lurker reaches 7th level, as a swift action, the lurker can emit a 20-foot-radius aura that forces enemies within the aura who make an attack or cast a spell that does not include the lurker in his effect to succeed at a Will saving throw (DC = 10 + 1/2 the lurker's Hit Dice + the lurker's Charisma modifier) or become staggered until the end of the enemy's next turn. Ending the aura is a free action.

Retribution (Su): When the lurker reaches 12th level, each time a creature attacks the lurker's allies, whether that attack hits or misses, it enrages the lurker. Until the end of the lurker's next turn, any attack the lurker makes that hits the creature that has attacked her deals 2d8 extra points of damage. This extra damage is precision damage.

Mine to Take (Su): When the lurker reaches 17th level, once per day

as an immediate action, just before the lurker's ally is about to attempt a saving throw or be targeted by an attack roll, the lurker and the ally can swap places as long as both are on the same plane and the lurker is aware of the attack or effect. After the swap occurs, the lurker is targeted by the attack or effect that triggered this ability, though the lurker may be immune or resistant to the effect. This is a teleportation effect.

Zeal

A lurker with this emotional focus fixates on every task given as if it were the lurker's last. The most basic commands are treated as life-and-death situations, and the truly dangerous ones are faced with a resolve and tenacity that sometimes defies common sense. Zeal lurkers take the form of steadfast protectors or daring and manic creatures looking for the next challenge or opportunity to prove himself to either his allies or himself. Often very prideful, these lurkers display an orange aura upon completing their tasks. They are prone to boast about their accomplishments and chastise those around them for not accomplishing more.

Improved Initiative: The lurker gains Improved Initiative as a bonus feat.

Ruthless Combatant (Su): The lurker threatens a critical hit with his mind blade on a roll of 18–20 (instead of the normal 19–20). When the lurker reaches 11th level, the lurker's critical modifier increases to $\times 3$. This doesn't stack with Improved Critical, the *keen* weapon ability, or similar effects.

Determination Aura (Su): When the lurker reaches 7th level, as a swift action, the lurker can emit a 20-foot-radius aura that grants his zeal to nearby allies. Allies within the aura gain a +2 competence bonus on attack rolls and saving throws.

Steadfast Servant (Su): When the lurker reaches 12th level, the lurker no longer requires sleep and becomes immune to sleep effects. If the lurker already has immunity to sleep effects, they gain the Alertness as a bonus feat instead.

Zeal's Resolve (Su): When the lurker reaches 17th level, three times per day as a free action, when the lurker misses with an attack roll or fails a saving throw, he can reroll the failed attack or saving throw. He must take the new result, even if that result is worse.

Knack-like Ability (Sp): At first level, the lurker can select one 0-level spiritualist spell. He can use this spell-like ability, at will. Once this spell is chosen, it cannot be changed. The lurker uses Charisma as their spellcasting ability score.

Shape Mind Blade: The lurker's mind blade retains the last chosen form every time it is formed until the lurker reshapes it. If the lurker chooses to reshape her blade, it requires a full-round action to do so. She may also reassign the type of damage dealt as part of reshaping her mind blade if she so chooses. A lurker can reassign the ability or abilities she has added to her mind blade; see below. To do so, she must first spend 8 hours in concentration. These cannot be the normal 8 hours used for rest, even if the lurker does not require sleep. After that period, the mind blade materializes with the new ability or abilities selected by the lurker.

Blade Skills: Beginning at 2nd level and every even lurker level thereafter, a lurker may choose one of a number of abilities to add to her repertoire. Some blade skills have prerequisites that must be met before they can be chosen. All blade skills may only be chosen once and require the lurker to be using her mind blade unless otherwise stated in the skill's description.

The following is a list of blade skills for the lurker. For the purpose of this hybrid class, the standard Throw Mind Blade lurker class ability has been added and converted to this list.

Bladestorm: As a full attack, when wielding her mind blade, the lurker can give up her regular attacks and instead throw one mind blade at her full attack bonus at all opponents within 30 feet, ignoring the normal range increments for throwing a mind blade. Regardless of the number of attacks she makes, she only provokes attacks of opportunity as though she made a single ranged attack. The lurker must possess the bladewind blade skill to take this ability, and the lurker must be at least 16th level to choose this blade skill. The lurker must possess throw mind blade to select this blade skill.

Bladewind: The lurker gains the ability to momentarily fragment her mind blade into numerous identical blades, each of which strikes at a nearby opponent. As a full attack, when wielding her mind blade, a lurker can give up her regular attacks and instead fragment her mind blade to make one melee attack at her full base attack bonus against each opponent within reach. Each fragment functions identically

to the lurker's regular mind blade. When using bladewind, a lurker forfeits any bonus or extra attacks granted by other feats or abilities (such as *Cleave* or *haste*). The mind blade immediately reverts to its previous form after the bladewind attack. A lurker must be at least 8th level to choose this blade skill.

Combat Slide: Upon successfully striking an enemy in melee, the lurker may immediately make a 5-foot step (even if she's already moved in the round, but not if she's taken a 5-foot step). In addition, when someone misses the lurker with a melee attack, she may spend an immediate action to take a 5-foot step.

Dazzling Blade: The lurker may, as a standard action, channel psionic energy into her mind blade, dazzling all creatures within 30 feet. A successful Fortitude save negates this effect. The save DC is 10 + the lurker's base attack bonus.

Deadly Blow: The lurker's mind blade critical multiplier increases by 1. A lurker must be at least 10th level to choose this blade skill.

Deadly Shield: The lurker may choose to empower her mind shield with weapon special abilities, instead of shield special abilities, and may select to apply the enhancement bonus of the mind shield for attacks, rather than for armor. The lurker must have the mind shield blade skill and be at least 5th level in order to select this blade skill.

Deceptive Blade: When the lurker feints in combat, she may also form her mind blade in the same action as the feint. Additionally, Bluff is now a class skill for the lurker. If the lurker has the Improved Feint feat, once per round she can add +1d6 damage per 3 class levels the lurker possesses to her damage roll when performing a feint and forming her mind blade in the same action.

Disrupting Strike: As a full-round action, a lurker can make one melee attack against each enemy adjacent to her. If she hits, the attack deals no damage, but each enemy hit takes a -5 penalty to all melee and ranged damage rolls until the start of the lurker's next turn.

Dueling Blade: When a lurker is fighting defensively, or using the Combat Expertise feat, with a mind blade, and an opponent misses

her in melee, she may make an attack of opportunity against that opponent with her mind blade. She can use this blade skill once per round. The lurker ignores the penalty to attack rolls from fighting defensively for this attack.

Emulate Melee Weapon: The lurker can form her mind blade to replicate any single melee weapon, chosen at the time she takes this blade skill. The lurker is proficient with her mind blade in this form and it functions in all ways as the chosen weapon. This blade skill may be taken multiple times; each time, it allows the lurker to form her mind blade to replicate a different melee weapon

Enhanced Range: The lurker's range increment when throwing her mind blade in any form doubles. The lurker must possess throw mind blade to select this blade skill.

Energized Shield: As an immediate action when the lurker is attacked in melee, she may charge her mind shield with one of the energy types she could normally make her mind blade deal, dealing +1d6 damage per 3 class levels to her attacker. This effect lasts only for one attack. The lurker must be at least 8th level and have the mind shield blade skill and one of the fire blade, ice blade, lightning blade, or thunder blade blade skills to choose this blade skill.

Evasion: The lurker can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the lurker is wearing light armor, medium armor, or no armor. A helpless lurker does not gain the benefit of evasion.

Expand Shield: When using the total defense action or attacking defensively, as a free action on her turn the lurker can transform her mind shield into a tower shield until the start of her next turn. All of the standard penalties for having a mind shield shaped as a tower shield apply. The lurker must have the mind shield blade skill to choose this blade skill.

Exploding Critical: When a lurker confirms a critical hit, she can add +1d6 damage per 3 class levels the lurker possesses to her damage roll.

A lurker must be at least 12th level to choose this blade skill.

Extended Strike: A lurker may, as a standard action, make a single attack as if her reach was 5' longer. This blade skill may be combined with the twin strike blade skill. A lurker must be at least 12th level to choose this blade skill.

Fire Blade: When the lurker makes an attack with her mind blade, she can choose to have it deal fire damage instead of its normal damage. In addition, the lurker can deal an additional +1d10 fire damage on a critical hit. The lurker must be at least 8th level to choose this blade skill.

Fluid Form: The lurker may as a swift action make a minor modification to her mind blade. She may remove up to one weapon special ability (if any) from her mind blade's configuration, and add the ability's value to the mind blade's enhancement bonus. She may also add up to one weapon special ability to her mind blade's configuration, and subtract the ability's value from the mind blade's enhancement bonus. Once she had made either or both of these changes, the mind blade suffers a -1 penalty to its enhancement bonus; this penalty is cumulative with each time this blade skill is used, and lasts until the lurker rests for 8 hours or spends 8 hours in concentration to reconfigure her mind blade. This blade skill may not be used if this would reduce the mind blade's enhancement bonus below +1, or if the final enhancement bonus would be above the lurker's maximum.

Fluid Form, Improved: When the lurker uses the Fluid Form blade skill, she may change all of her mind blade's weapon special abilities simultaneously. The mind blade still suffers a cumulative -1 penalty to its enhancement bonus when the Fluid Form blade skill is used. A lurker must have the fluid form blade skill to choose this blade skill.

Focused Defense: When fighting defensively or using Combat Expertise or the total defense action, the lurker adds her Wisdom modifier as a dodge bonus to her AC. The lurker must be at least 4th level in order to select this blade skill.

Focused Offense: The lurker adds her Wisdom modifier to her attack and damage rolls instead of her Strength modifier.

Full Enhancement: When forming her mind blade into multiple items, the lurker suffers no reduction in enhancement bonus.

Furious Charge: A lurker with this ability deals an additional 2 points of damage on every attack made at the end of a charge. The increased damage is only 1 per attack for off-hand attacks, but becomes 3 per attack when using the two-handed form of the mind blade.

Furious Charge, Improved: A lurker with this ability can make an additional attack with her main hand while making a charge, albeit at a -5 penalty on the attack roll, at the end of a charge action. The lurker may only gain the benefit of this blade skill once on any charge. The lurker must have the furious charge blade skill and be at least 8th level to choose this blade skill.

Freezing Ice: When the lurker confirms a critical hit when using the Ice Blade blade skill, if the slowed target is adjacent to the lurker at the end of its next turn, its speed is reduced to 0 until the end of the lurker's next turn. The lurker must have the ice blade blade skill to choose this blade skill.

Grasping Shield: The lurker's mind shield takes on an adhesive quality. Once per round, she may make a free disarm attempt against any enemy that makes a melee attack that misses her. This disarm attempt counts as an attack of opportunity and does not provoke attacks of opportunity. The lurker must have the shield block blade skill and the mind shield skill to choose this blade skill.

Gruesome Riposte: The lurker may as an immediate action attack an enemy who has successfully struck her in melee with a confirmed critical hit. This attack is assumed to happen after the successful attack, so she cannot use this ability if the attack would put her below 0 hit points, nor does dropping her enemy below 0 hit points prevent the attack from hitting. A lurker must be at least 10th level to choose this blade skill.

Ice Blade: When the lurker makes an attack with her mind blade, she can choose to have it deal cold damage instead of its normal damage. In addition, when she hits with a confirmed critical hit when using this blade skill, the target's speed is reduced by half until the end of

the lurker's next turn. The lurker must be at least 8th level to choose this blade skill.

Improved Enhancement: The lurker's enhancement bonus on her mind blade increases by 1. This increase may be used to increase the actual enhancement bonus of the mind blade (to a maximum of +5) or be spent on weapon special abilities, as normal. A lurker must be at least 12th level to choose this blade skill.

Improved Evasion (Ex): This works like evasion, except that while the lurker still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless lurker does not gain the benefit of improved evasion. A lurker must have the evasion blade skill, and be at least 10th level before selecting this blade skill.

Improved Mind Shield: The shield bonus to AC granted by the lurker's mind shield increases by 1. The lurker must have the mind shield blade skill in order to select this blade skill.

Interrupting Throw: If an enemy within 10 feet of the lurker performs an action that would provoke an attack of opportunity, such as casting a spell without casting on the defensive, she may, as an immediate action, throw her mind shield at that enemy as an attack of opportunity, doing damage as a light shield. The lurker may not use this blade skill if her mind shield is in the form of a tower shield. The lurker must be at least 12th level and have the mind shield blade skill to choose this blade skill. The lurker must also possess the throw mind blade blade skill to select this blade skill.

Knife to the Soul: When a lurker with knife to the soul confirms a critical hit with her mind blade, she deals 1 point of damage per 3 lurker levels to the mental ability score she chooses (Intelligence, Wisdom, or Charisma). Knife to the soul may only be used once per round. Knife to the soul is entirely reliant on the creature's mind, and cannot be used on creatures immune to mind-affecting abilities. A lurker must be at least 12th level to choose this blade skill.

Lightning Arc: When the lurker penalizes an enemy via the lightning blade blade skill, if the penalized target is adjacent to the lurker at the

end of its next turn, it is dazzled for one round and another enemy within 30 feet of the target takes 3d6 electricity damage. A successful Reflex Save (DC 10 + the lurker's base attack bonus) halves the damage taken. The lurker must have the lightning blade blade skill to choose this blade skill.

Lightning Blade: When the lurker makes an attack with her mind blade, she can choose to have it deal electricity damage instead of its normal damage. In addition, when she confirms a critical hit when using this blade skill the target takes a -2 penalty to attack and damage rolls until the end of her next turn. If the target is wearing metal armor, the penalty increases to -3. The lurker must be at least 8th level to choose this blade skill.

Lurking Striker: If the lurker's mind blade is manifested, as a full round action, the lurker can take on an effect identical to *blur* for 1 minute.

Mark of the Challenger: The lurker charges her mind blade with the ability to cause an enemy to focus on her. As a standard action, the lurker makes a melee attack against a creature. If the attack is successful, the target takes a -2 penalty to attacks made against targets other than the lurker until the end of its next turn.

Mind Blade Finesse: The benefits of the Weapon Finesse feat apply to the mind blade even when it is in forms that cannot normally be the subject of Weapon Finesse.

Mind Shield: The lurker gains a +2 shield bonus to Armor Class, as long as she has a hand free.

Multiple Throw: The lurker can throw a number of mind blades per round equal to the number of melee attacks she could make. A lurker must be at least 14th level to choose this blade skill. The lurker must possess the throw mind blade blade skill to select this blade skill.

Phantom Strike: As a move action, the lurker can give his mind blade the *ghost touch* special quality for 1 round.

Ranged Shield Block: When using the Shield Block blade skill, the lurker may block a ranged attack, but not ranged touch attacks. The lurker must have the mind shield blade skill and the shield block blade skill to choose this blade skill.

Reaching Blade: The lurker may expend her focus to increase her reach with her mind blade by 5 feet until the start of her next turn. Unlike normal reach weapons, a lurker may also attack adjacent opponents with her mind blade. A lurker must be at least 8th level to choose this blade skill.

Rending Blades: Hooks extend from the lurker's mind blade, dealing an additional 1d6 bleed damage on a critical hit, and giving a competence bonus on Climb checks equal to the enhancement bonus of the mind blade.

Rogue Talent: The lurker can select a rogue talent from the following list: befuddling strike, fast stealth, slow reactions, sniper's eye, surprise attack. The lurker can select this blade skill multiple times and each time he must select a different rogue talent.

Shield Block: As an immediate action the lurker may block one melee attack, but not touch attack, against her by making an attack roll. If her attack roll is higher than the attack roll she is attempting to block, the attack misses. The lurker can use this blade skill once per round. The lurker must have the mind shield blade skill to choose this blade skill.

Throw Mind Blade: The lurker can throw his mind blade. Light weapon mind blades have a range increment of 20 ft. One-handed weapon mind blades have a range increment of 15 ft. Two-handed weapon mind blades cannot be thrown without the two-handed throw blade skill. Whether or not the attack hits, a thrown mind blade then dissipates and must be reformed.

Thunder Blade: When the lurker makes an attack with her mind blade, she can choose to have it deal sonic damage instead of its normal damage, although the damage of the attack is halved. In addition, when she confirms a critical hit with an attack that uses this type of damage the target is staggered until the end of her next turn unless

the target makes a successful Fortitude save (DC 10 + the lurker's base attack bonus). The lurker must be at least 8th level to choose this blade skill.

Toppling Strike: If the lurker's mind blade has the Trip special feature, she may use it to make a single attack at her full base attack bonus as a standard action. If the attack hits, it deals damage normally and the lurker can make a free trip attack (using her full base attack bonus) against the same foe. She does not provoke an attack of opportunity for this trip attempt. A lurker must have the weapon special blade skill before selecting this blade skill.

Toppling Strike, Improved: If the lurker's mind blade has the Trip special feature, she may use it to make a single attack at her full base attack bonus as a standard action. If the attack hits, it deals damage normally and the lurker can make a free trip attack (using her full base attack bonus) against the same foe. If she successfully trips that foe, she may make an additional trip attack (using her full base attack bonus) against another foe within reach and adjacent to the first foe. As long as she successfully trips her foe, she may continue to make trip attempts against foes adjacent to the previous foe, so long as they are within her reach. She does not provoke attacks of opportunity for these trip attempts. A lurker must have the toppling strike and weapon special blade skills before selecting this blade skill.

Tower Mind Shield: The lurker's mind shield can be shaped into a tower shield. Altering the mind shield in this fashion is a move action that does not provoke attacks of opportunity. The mind shield remains in this form until shaped back into its standard form. The mind shield is treated in all ways (except visually) as a masterwork tower shield, granting a +4 shield bonus to AC, imposing a +2 Maximum Dexterity Bonus, a -9 Armor Check Penalty, and a 50% Arcane Spell Failure Chance. The lurker must have the mind shield blade skill to select this blade skill.

Tower Shield Skill: The lurker reduces the attack and Armor Check penalties by 1 (to a minimum of 0) if her mind shield is in tower shield form. The lurker may take this blade skill multiple times, his effects stack. The lurker must have the mind shield blade skill and the ability to shape her mind shield into a tower shield to choose this

blade skill.

Trade Blows: When the lurker uses the total defense action, she may make a melee attack at her normal attack bonus on anyone that makes a melee attack against her, regardless of whether the opponent's attack hits. This attack is resolved immediately after the opponent's attack. The lurker may make one such attack for each attack made against her. If multiple opponents attack the lurker, each attack she makes must be against the enemy that triggered it. All such attacks are made with a -4 penalty on the attack roll, and are an exception to the rule that you cannot attack during the total defense action. A lurker must be at least 10th level to choose this blade skill.

Trapfinder: The lurker gains the trapfinding ability of a rogue of his level. In addition, the lurker treats Disable Device as a class skill.

Twin Strike: When making a single standard attack and wielding two mind blades, the lurker may attack with both of her mind blades at the normal penalties for two-weapon fighting. She may also utilize this ability when making attacks of opportunity, but not for any other special attacks, unless specifically stated otherwise. The lurker must be at least 8th level to choose this blade skill.

Two-Handed Throw: The lurker gains the ability to throw her mind blade if it is in two-handed form, with a range increment of 10 ft. The lurker must possess the throw mind blade blade skill to select this blade skill.

Weapon Special: The lurker may assign one of the following special abilities to her mind blade when she shapes her mind blade: brace, trip, or disarm. She may change the assigned ability by reshaping her mind blade. This blade skill may be taken more than once, allowing the lurker to assign multiple abilities at once.

Whiplash: The lurker can throw her mind shield as a thrown weapon with a range increment of 10. Lurkers with the form mind shield blade skill deal damage as a heavy shield. The lurker makes a ranged attack roll for each enemy in the line of effect. The lurker may not use this blade skill if her mind shield is in the form of a tower shield. The lurker must be at least 8th level and have the mind shield blade skill

to choose this blade skill.

Wing Clip: As a standard action, the lurker may make a single melee attack against a single creature. If she hits, instead of dealing damage, the vibrations in her mind blade damages the creature's ability to move, rendering it unable to move for a number of rounds equal to the lurker's Strength modifier (minimum 1). A successful Fortitude save negates the effect. The DC of this save is 10 + the lurker's base attack bonus.

Phantastic Enhancement (Su): A lurker's mind blade improves as the character gains higher levels. At levels 3, 5, 9, 11, 15, and 19, the mind blade gains a cumulative +1 enhancement bonus that she may spend on an actual enhancement bonus or on weapon special abilities. The player can select any weapon special ability allowed by the GM. A lurker can choose any combination of weapon special abilities and/or enhancement bonus before assigning any special abilities. Once these abilities and/or enhancements are assigned, they cannot be changed until the lurker gains a new lurker level.

Phase Lurch (Su): At 3rd level, a lurker has the ability to pass through walls or material obstacles. In order to use this ability, he must begin and end his turn outside whatever wall or obstacle he is moving through. A lurker can't move through corporeal creatures with this ability, and his movement speed is halved while moving through a wall or obstacle. Any surface he moves through is coated with a thin, silvery mucus that lingers for 1 minute. This power comes with a painful price; the lurker takes 1d6 non-lethal damage and 1 point of Strength damage for each 5 ft. of solid material he moves through when using this ability. Lurkers that are immune to pain-effects are also immune to this damage but not the Strength damage.

Detect Undead (Sp): At 5th level, a lurker's connection with the Ethereal Plane becomes so strong that she can use detect undead at will as a spell-like ability with a caster level equal to her lurker level. With the GM's permission, a different 1st level spiritualist spell can be selected in place of *detect undead*. Once the selection has been made, it cannot be changed.

Invisibility (Sp): At 7th level, a lurker gains the ability to use *invisibility* as a spell-like ability once per day. At 11th level and every 4 levels thereafter, the lurker can use this ability an additional time per day (to a maximum of 4 times per day at 19th level). With the GM's permission, a different 2nd level

spiritualist spell can be selected in place of *invisibility*. Once the selection has been made, it cannot be changed.

See Invisibility (Sp): At 9th level, a lurker gains the ability to see many things normally hidden from sight. She gains the ability to use *see invisibility* as a spell-like ability once per day, with a duration of 10 minutes.

Empowering Mind Blade (Su): At 20th level, while a lurker's mind blade is activated, he is immune to mind-affecting effects and spells and effects that involve possession, such as magic jar and possession. If the lurker already has Steadfast Devotion from the Devotion emotional focus, he instead becomes immune to poison and death-effects.

Feats

The following feats are for the lurker hybrid class.

Improved Phase Lurch

You can pass through walls with greater ease.

Prerequisites: 9th-level lurker, phase lurch class feature

Benefit: The lurker's movement speed is no longer halved while moving through a wall or obstacle. Additionally, the lurker no longer takes non-lethal damage when moving through solid material in this way. Strength damage is only 1 point per 10 ft. travelled.

Incorporeal Flight

You are able to fly like a phantom.

Prerequisites: 11th-level lurker

Benefit: As a swift action, you can become incorporeal. In this form, you have a fly speed of 40 feet (good). You can use this ability a number of rounds equal to your lurker level. These rounds need not be consecutive.

Lurker Magic

You can tap into spiritualist magic to help you in your dark missions.

Prerequisites: Wisdom 13, 1st-level lurker

Benefit: You may use three additional 0-level spiritualist spells, along with your knack-like ability. If taken a second time, you may choose one 1st level spiritualist spell, and cast it as a spell-like ability 3 times per day, with a casting level equal to your lurker level.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have lurker as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward. All listed bonus are considered racial bonuses.

- Add +1/6 of a new blade skill
(Boggard, Dragonblood, Erkunae, Femanx, Half-Human, Hobgoblin, Human, Ogrillon, Satyrine, Tiefling)
- Add a +1/4 bonus to confirm critical hits with the mind blade. This bonus does not stack with Critical Focus.
(Enigmon, Gnome, Half-Cyclops, Half-Orc, Ith'n Ya'roo, Lurker, Orcam, Taddol, Xenarthan)
- Add +1 bonus to Knowledge (local) or Knowledge (religion).
(Boggle, Deigen, Gathlain, Goblin, Half-Elf, Half-Medusa, Kval, Muse)
- Add +1/2 to the lurker's CMB when attempting a sunder or overrun.
(Anpur, Anumus, Forlarren, Knuk, Living Ghoul, Marunite, Oakling, Orc, Polkan, Strix, Xoalings, Zendiqi)
- Add +1 to the lurker's CMD against disarm or sunder attempts.
(Dwarf, Gnoll, Half-Ogre, Half-Giant, Mahrog, Qit'ar, Rel-luk, Saurianm, Zif)
- Add +1 to the lurker's CMD against disarm or overrun attempts.
(Aasimar, Avoodim, Dhosari, Fetchling, Half-Drow, Half-Rakshasa, Kobold, Obitu, Oread, Samsaran, Squole, Zif)
- Add a +1 to the lurker's CMD against disarm or trip attempts.
(Elan, Eventual, Half-Harpy, Kitsune, Nagaji, Partatingi, Skulk, Undine, Xesa)
- Add +1 to the lurker's CMD against grapple or trip attempts.
(Drow, Grippli, Halfling, Maenad, Numistian, Tengu, Xax)
- Add a +1 to the lurker's base land speed. This does not have an effect until a multiple of 5 feet is attained.
(Catfolk, Changeling, Dromite, Elf, Ifrit, Kripar, Nange, Ratfolk, Sylph, Xeph)

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