

Prestige Class

The Psi Thief

The ability to manifest psionic powers is coveted by many. The psi thief has this ability in a limited way, but learns to augment her personal power by stealing psionic potential from other gifted individuals.

NPC psi thieves tend to be solitary types. They often masquerade as common rogues, only to surprise an empowered enemy by turning that enemy's psi abilities against him.

Psi thieves tend to come from various skilled backgrounds. Spell thieves often take levels in psi thief to extend their existing abilities into the realm of psionic powers and psi-like abilities. Some rogues develop an interest in mental power and pursue the psi thief path because it dovetails nicely with their sneak attack ability. Occasionally a soulknife desiring to augment her psychic strike ability and gain some ability to manifest powers will take levels in psi thief.

Requirements

To become a psi thief, a character must meet the following requirements:

Skills: Knowledge(psionics) 4 ranks, Concentration 4 ranks

Base Attack Bonus: +4

Special: Sneak attack, Skirmish, Sudden Strike or Psychic Strike class ability; must have a psionic power point reserve.

Class Features

Class Skills: Appraise (Int), Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge(psionics) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Psicraft (Int), Search (Int), Speak Language, Spot (Wis), Swim (Str), Tumble (Dex), Use Psionic Device (Cha).

Skill points per level: 4 + Int bonus

Hit die: d6

All of the following are class features of the Psi Thief prestige class:

Weapon and Armor Proficiency: Psi thieves gain no new armor or weapon proficiencies.

Psionic Powers and Power Points: Psi thieves gain psionic power points and powers known at each level as if they had taken a level in psychic warrior. For instance, a 6th-level soulknife/1st-level psi thief knows one first-level power from the psychic warrior power list and can use his existing power point reserve to manifest it. If the psi thief already has levels in psychic warrior, those levels stack for purposes of determining power points per day and powers known. A psi thief gains bonus power points for having high ability scores just as any other psionic character, but the bonus only applies once (ie, a psi thief with levels in another psionic class does not get to add the bonus power points twice). A psi thief's manifester level is the same as his psi thief level or his manifester level in another psionic class, whichever is higher.

Improved Precision Attack: At first level the psi thief gains an additional die of damage to her precision attack class feature (sneak attack, skirmish, sudden strike, or psychic strike). The die gained is the same type used for the class feature (d6 for sneak attack, d8 for psychic strike). The number of added damage dice increases to two at 4th level.

Steal Psionic Power: At first level a psi thief can forego doing one die of additional damage on a sneak attack in order to steal a psionic power from another creature. This ability works exactly like the spell thief's *steal spell* ability except as follows: the highest level power a psi thief can steal is equal to his own psi thief level; the power can be used once and is unavailable to the target for one minute after the theft; and when stealing a power the psi thief also steals from the target sufficient power points to manifest the power once without augmentation. If the target has insufficient points remaining, the target is left with one power point and the psi thief gains any points the target had left above one. A stolen power cannot be augmented even if the psi thief has power points of his own available. The psi thief can manifest the stolen power even if the minimum cost is above his manifester level. The psi thief can also choose to use the power points to manifest one of his own powers instead.

Steal Psi Effect: A second-level psi thief can steal the effects of a power currently manifested on another creature. This ability works exactly like the *steal spell affect* ability of a spell thief.

Steal Psi-like Ability: A third-level psi thief can steal a daily use of a target's psi-like ability, as the spell thief *steal spell-like ability* class feature. The maximum level equivalent of stolen ability is the psi thief's class level.

Absorb Power: A fourth level psi thief who successfully saves against a psionic power can make a manifester level check (d20 + psi thief level vs. 10 + manifester level) to gain one use of that power with no power point expenditure. This works the same way as the spell thief's *absorb spell* class ability.

Steal Advanced Power: A fifth level psi thief can steal a psionic power of 6th level or higher by making a normal Steal Power attempt combined with a successful Psicraft check. The check DC is 20 plus the level of the power. If the check fails the psi thief does not steal any power in that attempt. The psi thief must announce her intention to steal a power of a given level before making the attack roll and Psicraft check.

The Psi Thief

<i>Lvl</i>	<i>Base Atk</i>	<i>Fort</i>	<i>Ref</i>	<i>Will</i>	<i>Special</i>	<i>Psionic powers & power points</i>
1	+0	+0	+1	+2	Improved precision attack +1d; steal psionic power	+1 level of Psychic Warrior
2	+1	+0	+1	+2	Steal psionic effect	+1 level of Psychic Warrior
3	+1	+1	+2	+3	Steal psi-like ability	+1 level of Psychic Warrior
4	+2	+1	+2	+3	Improved precision attack +2d; absorb power	+1 level of Psychic Warrior
5	+2	+2	+3	+4	Steal advanced power	+1 level of Psychic Warrior