

Teeker

A Teeker specialises in manipulating forces and objects. Through practice and study of their powers, many Savants learn the ways of the Teeker.

Teekers prefer to choose powers that focus on physical force or manipulating objects. Thus many Teekers forgo the selection of Light, Sound or Energy manipulation powers.

Requirements:

Feats: Kinetic Shell, Psychokinetic Shield, plus either Improved Unarmed Strike, Point Blank Shot, or Power Attack
Skills: Disable Device: 6 Ranks, Open Locks: 6 Ranks, Pick Pockets: 6 Ranks
Special: must know at least 3 Psychokinesis powers (one of which must be at least 2nd level), and in addition you must know the Far Hand talent.

Class Abilities:

Hit Dice: d4
Skills: 4 + Int mod
Class Skills: Autohypnosis (Wis), Concentration (Con), Disable Device (Int), Knowledge [Psionics] (Int), Open Lock (Dex), Pick Pocket (Dex), Psicraft (Int), Remote View (Int), Search (Int)

Level	BAB	Fort	Ref	Will	Special/Combat Modes	Powers Known/PPs/Metapool
1	+0	+0	+2	+0	Force Hand, Telekinetic Shield	+1 Manifester Level
2	+1	+0	+3	+0	Far Fingers, TK Boost	+1 Manifester Level
3	+1	+1	+3	+1	Combat Mode	+1 Manifester Level
4	+2	+1	+4	+1	TK Feat	+1 Manifester Level
5	+2	+1	+4	+1		+1 Manifester Level
6	+3	+2	+5	+2	Combat Mode	+1 Manifester Level
7	+3	+2	+5	+2	TK Feat	+1 Manifester Level
8	+4	+2	+6	+2		+1 Manifester Level
9	+4	+3	+6	+3	Combat Mode	+1 Manifester Level
10	+5	+3	+7	+3	TK Feat	+1 Manifester Level

Far Fingers: You can use the Disable Device, Open Locks and Pick Pocket skills at a range of up to 30' so long as you maintain a power point reserve of at least 9.

Force Hand: You can freely use the *Far Hand* talent so long as your power point reserve is at least 1.

Telekinetic Shield: You gain a special bonus to your armour class that stacks with all other bonuses. At 1st level you gain a +1 bonus to your AC. This bonus increases at 4th (to +2), 7th (to +3) and 10th (to +4) levels. Telekinetic Shield grants its AC bonus against touch attacks of corporeal beings, but not against incorporeal beings such as Wraiths.

TK Boost: When using the Psionic Fist, Psionic Shot or Psionic Weapon feats, the Teeker may instead add his class level in d4 damage for a cost of 1 power point per dice. A Teeker may only add this extra damage to one attack each round.

TK Feat: The Teeker gains one of the following TK feats at 4th, 7th and 10th levels, although he must possess any prerequisites:
Deep Impact, Fell Shot, Force Barrier, Greater Psionic Focus (Psychokinesis), Inertial Armour, Psionic Fist, Psionic Focus (Psychokinesis), Psionic Shot, Psionic Weapon, Return Shot, Stand Still, Telekinetic Wall, Unavoidable Strike.