

Lurker (Monk)

Role: Striker

Power Source: Martial and Psionic

Key Abilities: Intelligence and Charisma

Armor Proficiency: Cloth

Implement Proficiency: Ki focus

Weapon Proficiency: Simple melee, simple ranged

Bonus to Defense: +1 Reflex, +1 Will

Hit Points at 1st Level: 10 + Constitution Score

Bonus Hit Points per Level: 4

Healing Surges per Day: 6 + Constitution Modifier

Trained Skills: Choose four from your list of class skills.

Class Skills: Acrobatics (Dex), Bluff (Cha), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

Class Features: Cloud Mind, Inertial Barrier, Lurker Stances, Mental Might, Mind Over Body, Psychic Array

INERTIAL BARRIER (Lurker)

While you are wearing cloth armor or no armor and aren't using a shield, you gain a +1 bonus to all defenses.

MENTAL MIGHT (Lurker)

You can determine your bonus to attack and damage rolls with basic attacks using your Intelligence modifier instead of your Strength modifier.

You also gain a bonus to the damage rolls of psionic powers. This bonus is equal to your Charisma modifier at 1st level. The bonus increases to 2 + your Charisma modifier at 5th level, 4 + your Charisma modifier at 15th level, and 6 + your Charisma modifier at 25th level.

MIND OVER BODY (Lurker)

You can determine your starting hit points using your Intelligence modifier instead of your Constitution. In addition, you may determine your healing surges per day using your Charisma modifier instead of your Constitution.

While you're wielding a ki focus implement, you can add its enhancement bonus to your healing surge value.

CLOUD MIND (Lurker)

You gain the **cloud mind** power.

Cloud Mind	[Psionic, Invisibility]
Minor action	Close burst 5 (burst 10 at 13th level; burst 15 at 23rd level)
Target: One creature in burst. Level 17: One or two creatures Level 27: One, two, or three creatures	
Effect: You are invisible to the target until the end of the encounter, or until you make an attack roll against it. When your invisibility ends for one target, it ends for all of them, and this power recharges.	
Special: You can only use this power once per round.	

LURKER STANCES (Lurker)

You gain the **telekinetic leap** and **unseen step** power.

Telekinetic Leap	[Psionic, Stance]
Minor action	Personal range
Effect: You assume a stance that lasts until you fall unconscious or die, you assume another stance, or you choose to end it as a minor action. While in the stance, you can use a Move action to fly a number of squares equal to your speed. If you don't land at the end of this movement, you fall.	

Unseen Step	[Psionic, Stance]
Minor action	Personal range
Effect: You assume a stance that lasts until you fall unconscious or die, you assume another stance, or you choose to end it as a minor action. While in the stance, you gain a bonus to defenses against opportunity attacks equal to your Charisma modifier.	

PSYCHIC ARRAY (Lurker)

You gain the **destructive impulse**, **ego whip**, and **mind thrust** powers.

Destructive Impulse	[Psionic, Charm]
Standard action	Ranged 5
Target: One creature	
Attack: Intelligence +3 vs. Will Level 11: Intelligence +6 vs. Will Level 21: Intelligence +9 vs. Will	
Hit: You slide the target up to 3 squares. The target then makes a melee basic attack as a free action against one target of your choice with a +4 bonus to the attack roll.	

Ego Whip (Lurker)	[Psionic, Implement, Psychic]
Standard action	Ranged 5
Target: One creature	
Attack: Intelligence vs. Will	
Hit: 1d10 + Intelligence modifier psychic damage, and the target grants combat advantage until the end of your next turn. Level 21: 2d10 + Intelligence modifier psychic damage.	
Special: You can use this power in place of a ranged basic attack.	

Mind Thrust (Lurker)	[Psionic, Implement, Psychic]
Standard action	Melee 1
Target: One creature	
Attack: Intelligence vs. Fortitude	
Hit: 1d8 + Intelligence modifier psychic damage, and you can push the target a number of squares up to your Charisma modifier (minimum 1). Level 21: 2d8 + Intelligence modifier psychic damage.	
Special: You can use this power in place of an opportunity attack.	