LURK

Manifester Level [ ]

Level Bonus [+]

LURK

Lurk Level			Psionic Sneak Attack
1	☐	**Lurk Augment**	
		Activate an augment to bolster your attacks	
2	☐	**Psionic Sneak Attack**	1d6
		While psionically focused, sneak attack unsuspecting enemies.	
6	☐	**Initiative Boost**	
		Add your INT to initiative.	
7			2d6
9	☐	**Evasion**	
		Take no damage on a successful Reflex save.	
10	☐	**Lurk Augment**	
		Two at once	
12			3d6
15	☐	**Slippery Mind**	
		If you fail a save against enchantment, try again next round.	
17			4d6
18	☐	**Lurk Augment**	
		Three at once	

LURK AUGMENTS

Lurk Level	Available Augments	Basic Benefit	Extra Point Cost	Extra Benefit
1	Additional Sneak Attack	Damage **+1d6**	2	Damage **+1d6**
	Unfocusing Strike	Lose psionic focus; Will DC = 10 + INT	2	DC **+1**
3	Solid Strike	Damage **+1**	1	Damage **+1**
	Stunning Strike	Stunned 1 round, Fort DC = 10 + INT	2	DC **+1**
5	Ignore Concealment	Ignore miss chance		
	Mental Assault	Intelligence or Wisdom nerf -**2 points**	2	Nerf -**1**
8	Deceptive Strike	Deny DEX bonus to AC		
	Sneak Attack Undead	Allow sneak attack, if applicable		
11	Ghost Touch	Strike incorporeal creatures		
	Power Drain	Steal power points = half of damage		
	Aligned Attack	Overcome DR/good or DR/evil		
14	Sneak Attack Constructs	Allow sneak attack, if applicable		
	Stygian Weapon	**1d4** negative levels, 1 round	4	Duration **+1** round
17	Planar Attack	Damage **+2d6** to good/evil creatures	1	Damage **+1d6**
	Synaptic Disconnect	Prevent magic, psionics and abilities Will DC = 10 + INT	2	DC **+1**
20	Greater Power Drain	Steal power points = all of damage		

LURK AUGMENTS

AUGMENTS AT ONCE
[ ]

MAX EXTRA POINT BUY
[ ] = _____ Lurk Level

AUGMENTS PER DAY
[ ] = _____ Lurk Level + **INT** ------
Augments Today

[ ]

PSIONICS

POWER POINTS PER DAY
[ ] = _____ Base Points + _____ Bonus Points + _____ Racial + _____ Misc

Bonus Points ← Manifester Level

_____ = **INT** × _____ Manifester Level ÷ **2** (Round down)
_____ Power Points

[ ]

POWER LEVELS

Power Level	Point Cost	Power Save DC
1	1	
2	3	
3	5	
4	7	
5	9	
6	11	

Power Save DC = 10 + INT + Power Level

KNOWN POWERS

POWERS KNOWN
[ ]

MAX POWER LEVEL
[ ]

POWER POINTS MAX COST
[ ] = -------- Manifester Level

	Power	Level	Cost
1			
2			
3			
4			
5			
6			
7			
8			
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