

Manifester Level	
Level Bonus	+

*	LURK	
Lurk Level		Psionic Sneak Attack
1	Lurk Augment Activate an augment to bolster your attacks	
2	Psionic Sneak Attack While psionically focused, sneak attack unsuspecting enemies.	1d6
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	

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W.C.	LURK	Level +	Lurk Level	Available Augments	Basic Benefit	Extra Point Cost	Extra Benefit
	LURK		1	Additional Sneak Attack	Damage +1d6	2	Damage +1d6
	LOM	Psionic		Unfocusing Strike	Lose psionic focus; Will DC = 10 + INT	2	DC +1
		Sneak	3	Solid Strike	Damage +1	1	Damage +1
	Lurk Augment	Attack		Stunning Strike	Stunned 1 round, Fort DC = 10 + INT	2	DC +1
	Activate an augment to bolster your att		5	Ignore Concealment	Ignore miss chance		
_	Psionic Sneak Attack While psionically focused, sneak attack	1d6		Mental Assault	Intelligence or Wisdom nerf -2 points	2	Nerf -1
	unsuspecting enemies.	`	8	Deceptive Strike	Deny DEX bonus to AC		
	Initiative Boost			Sneak Attack Undead	Allow sneak attack, if applicable		
	Add your INT to initiative.		11	Ghost Touch	Strike incorporeal creatures		
		2d6		Power Drain	Steal power points = half of damage		
_	Evasion			Aligned Attack	Overcome DR/good or DR/evil		
	Take no damage on a successful Reflex	save.	14	Sneak Attack Constructs	Allow sneak attack, if applicable		
	Lurk Augment Two at once			Stygian Weapon	1d4 negative levels, 1 round	4	Duration +1 round
		3d6	17	Planar Attack	Damage +2d6 to good/evil creatures	1	Damage +1d6
	Slippery Mind If you fail a save against enchantment,			Synaptic Disconnect	Prevent magic, psionics and abilities Will DC = 10 + INT	2	DC +1
	try again next round.		20	Greater Power Drain	Steal power points = all of damage		
		4d6					
	Lurk Augment Three at once						
	LURK AUGMENTS						
rM:	'S MAX EXTRA	Lurk					

AUGMENTS AT ONCE	1			MAX I	EXTRA F BUY	Lurk Level
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		Aug	gmer	its Today		
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Power	Po	int POW		Power	וא	
Level		ost		Save DC		
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Power Save DC = 10 + INT + Power Level

`*		KNOWI	N POWERS	*
	OWERS NOWN	MAX POWE LEVEL	R POWER PO MAX COST	DINTS Manifester Level
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LURK AUGMENTS