

LURK

Manifester Level	1
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	

	+	Lurk Level	Available Augments	Basic Benefit	Extra Point Cost	Extra Benefit
		1	Additional Sneak Attack	Damage +1d6	2	Damage +1d6
	Psionic		Unfocusing Strike	Lose psionic focus; Will DC = 10 + INT	2	DC +1
	Sneak Attack	3	Solid Strike	Damage +1	1	Damage +1
	Alldek		Stunning Strike	Stunned 1 round, Fort DC = 10 + INT	2	DC +1
S		5	Ignore Concealment	Ignore miss chance		
	1d6		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		
	2d6	11	Ghost Touch	Strike incorporeal creatures		
			Power Drain	Steal power points = half of damage		
/e.			Aligned Attack	Overcome DR/good or DR/evil		
/e.		14	Sneak Attack Constructs	Allow sneak attack, if applicable		
			Stygian Weapon	1d4 negative levels, 1 round	4	Duration +1 round
	3d6	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		
	4d6					

LURK AUGMENTS

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Power Save DC = 10 + INT + Power Level

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