

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	

	Level						
LURK	Level Bonus	+	Lurk Level	Available Augments	Basic Benefit	Extra Point Cost	Extra Benefit
LURK	,		1	Additional Sneak Attack	Damage +1d6	2	Damage +1d6
Bonn		Psionic		Unfocusing Strike	Lose psionic focus; Will DC = 10 + INT	2	DC +1
		Sneak Attack	3	Solid Strike	Damage +1	1	Damage +1
☐ Lurk Augment		Allack		Stunning Strike	Stunned 1 round, Fort DC = 10 + INT	2	DC +1
Activate an augment to bolster yo	ur attacks		5	Ignore Concealment	Ignore miss chance		
□ Psionic Sneak Attack While psionically focused, sneak a	attack	1d6		Mental Assault	Intelligence or Wisdom nerf -2 points	2	Nerf -1
unsuspecting enemies.	attack		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	D - { - · · · - · · ·			Aligned Attack	Overcome DR/good or DR/evil		
Take no damage on a successful l Lurk Augment	Reflex save.		14	Sneak Attack Constructs	Allow sneak attack, if applicable		
Two at once				Stygian Weapon	1d4negative levels, 1 round	4	Duration +1round
		3d6	17	Planar Attack	Damage +2d6to good/evil creatures	1	Damage +1d6
Slippery Mind If you fail a save against enchante	ment			Synaptic Disconnect	Prevent magic, psionics and abilities Will DC = 10 + INT	2	DC +1
try again next round.	ment,		20	Greater Power Drain	Steal power points = all of damage		
		4d6					
Lurk Augment Three at once							
LURK AUGMENT	S						
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AUGMENTS AT ONCE					EXTRA IT BUY	Lurk Level
AUGMENTS		Lurk				
PER DAY		Level				
	=		+	INT		
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POWER POI	NTS	Base Points		Bonus Points	Racia	l Misc
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Bonus Points				Manifest Level	er	
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Power Level	Po Co		(Power Save DC		
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Power Save DC = 10 + INT + Power Level

KNOWN POWERS						
POWERS KNOWN	MAX POWER LEVEL	POWER POINTS Manifester MAX COST Level				
		=				
Power		Level Cost				
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LURK AUGMENTS