

LURK

Manifester	
Level	
Level	+

	-4-	>	7	
	*		LURK	,
	Lurk Level			Psionic Sneak Attack
	1		Lurk Augment Activate an augment to bolster your att	
	2		Psionic Sneak Attack While psionically focused, sneak attack unsuspecting enemies.	1W%⊠d6
	6		Initiative Boost Add your INT to initiative.	
	7			2W6
	9		Entrinnen Take no damage on a successful Reflex	c save.
	10		Lurk Augment Two at once	
	12			3W%⊠d6
nalty f	or rid	i□ફ	Spapely Atikd If you fail a save against enchantment, try again next round.	
	17			4W%⊠d6
	18		Lurk Augment Three at once	
	*		LURK AUGMENTS	
	AUGM	EN'	TS MAX EXTRA	Lurk

*		LURK AUGMENTS		#
Lurk Level	Available Augments	Basic Benefit	Extra Point Cost	Extra Benefit
1	Additional Sneak Attack	Damage +1W%d6	2	Damage +1W%d6
	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	1W%d4W% negative levels, 1 round	4	Duration +1 round
17	Planar Attack	Damage +2W%d6W% to good/evil creature	s 1	Damage +1W%d6
	Synaptic Disconnect	Prevent magic, psionics and abilities Will DC = 10 + INT	2	DC +1
20	Greater Power Drain	Steal power points = all of damage		
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KNOWN POWERS

POWER POINTS Manifester MAX COST Level

MAX POWER LEVEL

POWERS KNOWN

×	LURK A	UGMENTS	-
AUGMENTS AT ONCE		MAX EXTRA POINT BUY	Lurk Level
		=	
AUGMENTS PER DAY	Lurk Level		
=	+	IN	
	Augme	nts Today	
×	PSIC	ONICS	*
POWER POINT PER DAY	S Base Points	Bonus Points Feats	Sonstiges
=	+	+	+
		<u> </u>	
Bonus Points		Manifester Level	
=	IN ×	÷ 2	(abrunden)
	Powe	r Points	

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						=	
			Power			Stufe	Kosten
		1				 	
		2				 	
		3				 	
		4				 	
	,	5				 	
	Sonstiges	6					
Feats	+	7					
		8					
		9					
		10					
÷ 2		11				 	
. 2	(abrunden)	12				 	
		13					
		14					
no p	enalty fo		ding barel	oack			
		16					
S		17				 	
		18				 	
		19					
		20					
		21				 	
		22				 	

	``	PO	WER 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						