LURK

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

Bonus Points = _INT_ × _____ ÷ **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			
9			
10			
11			
12			
13			
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25			

GOOD LAWFUL CHAOTIC EVIL