

LURK

Nível de Manifestação	!	_
	/-	_

iiicstação	1
Nível Bônus	+

×	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	Evasão 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
Allack		Stunning Strike	Stunned 1 round, Fort DC = 10 + INT	2	DC +1
	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		
		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
d6	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		

AT ONCE POINT BUY Level AUGMENTS Lurk	_
AT ONCE POINT BUY Level AUGMENTS PER DAY Level + INT	_
AT ONCE POINT BUY Level AUGMENTS Lurk Level = + INT	_
Level = + INT	_
Level = + INT	-
Level = + INT	
= + INT	
Augments Today	
	7
	-
PSIONICS	-
POWER POINTS Base Pontos Racial Outro	10
PER DAY Points Bônus Racial Outro	,3
= + + +	
	_
Bonus Points Nível de	
Manifestação	
= INT × 2	
= INT ×(Arredonda para Bai	ixo)
Power Points	
	7
	_]
	- 1
	-1
	_(
NÍVEIS DE PODER	
Power Point Power	
Level Cost Save DC	
Level Cost Save DC 1 1	

Power Save DC = 10 + INT + Power Level

*		KNOWN POWE	RS	# 1
	POWERS KNOWN	MAX POWER LEVEL	POWER POINTS Nível de MAX COST Manifestaç	ão
			=	-
	Power		Nível (Custo
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				
21				
2.2				
23				
24				
25				