



LURK

Poziom
Manifestującego

Poziomy
Premiowe

+

LURK

Lurk Level		Psionic Sneak Attack
1	<input type="checkbox"/> Lurk Augment Activate an augment to bolster your attacks	
2	<input type="checkbox"/> Psionic Sneak Attack While psionically focused, sneak attack unsuspecting enemies.	1k6
6	<input type="checkbox"/> Initiative Boost Add your INT to initiative.	
7		2k6
9	<input type="checkbox"/> Uchylanie Take no damage on a successful Reflex save.	
10	<input type="checkbox"/> Lurk Augment Two at once	
12		3k6
15	<input type="checkbox"/> Slippery Mind If you fail a save against enchantment, try again next round.	
17		4k6
18	<input type="checkbox"/> Lurk Augment Three at once	

LURK AUGMENTS

AUGMENTS
AT ONCE

MAX EXTRA
POINT BUY

Lurk
Level

 =

AUGMENTS
PER DAY

Lurk
Level

 = + **INT**
Augments Today

PSIONIKA

PUNKTY MOCY
PER DAY

Bazowe
Punkty

Premiowe
Punkty

Rasowe

Inne

 = + + +

Punkty Premiowe

Poziom
Manifestującego

 = **INT** × ÷ 2 (Zaokrąglane w dół)
Punkty Mocy

POZIOMY MOCY

Poziomy Mocy	Koszt	ST Rz. Obr. na Moc
1	1	<input type="text"/>
2	3	<input type="text"/>
3	5	<input type="text"/>
4	7	<input type="text"/>
5	9	<input type="text"/>
6	11	<input type="text"/>

ST Rz. Obr. Na Moc = 10 + INT + Poziom Mocy

LURK AUGMENTS

Lurk Level	Available Augments	Basic Benefit	Extra Point Cost	Extra Benefit
1	Additional Sneak Attack	Damage + 1k6	2	Damage + 1k6
	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	Czas Trwania +1 round
17	Planar Attack	Damage +2d6 to good/evil creatures	1	Damage + 1k6
	Synaptic Disconnect	Prevent magic, psionics and abilities Will DC = 10 + INT	2	DC +1
20	Greater Power Drain	Steal power points = all of damage		

ZNANE MOCE

MOCE
KNOWN

MAKSYMALNA MOC
POZIOM

PUNKTY MOCY
MAX COST

Poziom
Manifestującego

 =

Moc

Poziom

Koszt

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2			
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