



LURK

Manifestation
Niveau

Niveau
Bonus

+

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.	1d6
6	<input type="checkbox"/> Initiative Boost Add your INT to initiative.	
7		2d6
9	<input type="checkbox"/> Evasion Take no damage on a successful Reflex save.	
10	<input type="checkbox"/> Lurk Augment Two at once	
12		3d6
15	<input type="checkbox"/> Slippery Mind If you fail a save against enchantment, try again next round.	
17		4d6
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

PSIONIQUES

POINTS DE POUVOIR
PAR JOUR

Base
Points

Bonus
Points

Racial

Divers

=

+

+

+

+

Points de Bonus

Manifestation
Niveau

=

INT

×

÷ 2

(arrondi à l'inférieur)

Points de Pouvoir

NIVEAUX DE POUVOIR

Pouvoir
Niveau

Coût
Points

Pouvoir
Sauvegarde DD

1

1

2

3

3

5

4

7

5

9

6

11

DD Jet de Sauvegarde = 10 + INT + Niveau de Pouvoir

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		

POUVOIRS CONNUS

POUVOIRS
CONNUS

POUVOIR MAX
NIVEAU

POINTS DE POUVOIR
COUT MAX

Manifestation
Niveau

=

Pouvoir

Niveau

Coût

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