

LURK

Nivel de Manifestador

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| `` | LURK | |
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| 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 | Evasión 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 | J |

| 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 | Daño +1 | 1 | Daño +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 |
| | Greater Power Drain | Steal power points = all of damage | | |

| AUGMENTS AT ONCE | | | EXTRA T BUY | Lurk Level |
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Power Save DC = 10 + INT + Power Level

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