

LURK

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		Psionic Sneak Attack
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augment to holster vol	ır attacks	

Psionische Stufe

Lurk Level		Sneak Attack	
1	Lurk Augment Activate an augment to bolster your attacks		
2	Psionic Sneak Attack While psionically focused, sneak attack unsuspecting enemies.	1w6	
6	Initiative Boost Add your INT to initiative.		
7		2W6	
9	Entrinnen Take no damage on a successful Reflex save.		
10	Lurk Augment Two at once		
12		3w6	
15	Slippery Mind If you fail a save against enchantment, try again next round.		
17		4w6	

Unfocusing Strike Jose psionic focus; Will DC = 10 + INT Solid Strike Damage +1 Joanage Stunning Strike Stunned 1 round, Fort DC = 10 + INT Joanage Stunning Strike Stunned 1 round, Fort DC = 10 + INT Mental Assault Intelligenz- oder Weisheits-Nerf -2 points Deceptive Strike Deny DEX bonus to AC Sneak Attack Undead Allow sneak attack, if applicable Strike incorporeal creatures Power Drain Aligned Attack Overcome DR/good or DR/evil Sneak Attack Constructs Stygian Weapon W4 negative levels, 1 round A Dauer +*		Available Augments	Grund- Vorteil	Extra Point Cost	Extra Benefit
3 Solid Strike Damage +1 1 Damage Stunning Strike Stunned 1 round, Fort DC = 10 + INT 2 SG +1 5 Ignore Concealment Ignore miss chance Mental Assault Intelligenz- oder Weisheits-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 1W4 negative levels, 1 round 4 Dauer +1 17 Planar Attack Damage + 2W6 to good/evil creatures 1 Damage Synaptic Disconnect Prevent magic, psionics and abilities 2 SG +1	1	Additional Sneak Attack	Damage +1W6	2	Damage +1W6
Stunning Strike Stunned 1 round, Fort DC = 10 + INT Ignore Concealment Mental Assault Intelligenz- oder Weisheits-Nerf -2 points Deceptive Strike Sneak Attack Undead Intelligenz- oder Weisheits-Nerf -2 points Mental Assault Intelligenz- oder Weisheits-Nerf -2 points Nerf -1 Ref -1 Sneak Attack Undead Allow sneak attack, if applicable Strike incorporeal creatures Power Drain Steal power points = half of damage Aligned Attack Overcome DR/good or DR/evil Allow sneak attack, if applicable Stygian Weapon W4 negative levels, 1 round Planar Attack Damage + 2W6 to good/evil creatures Synaptic Disconnect Prevent magic, psionics and abilities 2 SG +1		Unfocusing Strike	Lose psionic focus; Will DC = 10 + INT	2	SG +1
5 Ignore Concealment Mental Assault Intelligenz- oder Weisheits-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 Power Drain Aligned Attack Overcome DR/good or DR/evil 14 Sneak Attack Constructs Stygian Weapon 1W4 negative levels, 1 round 4 Dauer + 17 Planar Attack Damage + 2W6 to good/evil creatures Synaptic Disconnect Prevent magic, psionics and abilities 2 SG +1	3	Solid Strike	Damage +1	1	Damage +1
Mental Assault Beceptive Strike Sneak Attack Undead Chost Touch Power Drain Aligned Attack Sneak Attack Sneak Attack Overcome DR/good or DR/evil Stygian Weapon Damage + 2W6 to good/evil creatures Prevent magic, psionics and abilities Power Drain Steal power points = half of damage Aligned Attack Damage + 2W6 to good/evil creatures Prevent magic, psionics and abilities Merf -1 Nerf -1 Nerf -1 Damage + 1 Nerf -1 Nerf -1 Nerf -1 Damage + 2W6 to good/evil creatures Damage + 2W6 to good/evil creatures Synaptic Disconnect		Stunning Strike	Stunned 1 round, Fort DC = 10 + INT	2	SG +1
8 Deceptive Strike Sneak Attack Undead Allow sneak attack, if applicable 11 Ghost Touch Power Drain Aligned Attack Overcome DR/good or DR/evil 14 Sneak Attack Constructs Stygian Weapon 1W4 negative levels, 1 round 17 Planar Attack Damage + 2W6 to good/evil creatures Synaptic Disconnect Prevent magic, psionics and abilities 2 SG +1	5	Ignore Concealment	Ignore miss chance		
Sneak Attack Undead Allow sneak attack, if applicable Strike incorporeal creatures Power Drain Aligned Attack Overcome DR/good or DR/evil Allow sneak attack, if applicable Stygian Weapon TW4 negative levels, 1 round Allow sneak attack Stygian Weapon TW4 negative levels, 1 round Allow sneak attack Stygian Weapon TW4 negative levels, 1 round Allow sneak attack, if applicable Stygian Weapon TW4 negative levels, 1 round Allow sneak attack, if applicable Stygian Weapon Tw4 negative levels, 1 round Allow sneak attack, if applicable Stygian Overcome DR/good or DR/evil		Mental Assault	Intelligenz- oder Weisheits-Nerf -2 points	2	Nerf -1
11 Ghost Touch Power Drain Aligned Attack Steal power points = half of damage Aligned Attack Overcome DR/good or DR/evil 14 Sneak Attack Constructs Stygian Weapon 1W4 negative levels, 1 round 4 Dauer + 17 Planar Attack Damage + 2W6 to good/evil creatures Synaptic Disconnect Prevent magic, psionics and abilities 2 SG +1	8	Deceptive Strike	Deny DEX bonus to AC		
Power Drain Aligned Attack Overcome DR/good or DR/evil Sneak Attack Constructs Stygian Weapon 1W4 negative levels, 1 round 4 Dauer + Planar Attack Damage + 2W6 to good/evil creatures Synaptic Disconnect Prevent magic, psionics and abilities 2 SG +1		Sneak Attack Undead	Allow sneak attack, if applicable		
Aligned Attack Overcome DR/good or DR/evil 14 Sneak Attack Constructs Stygian Weapon 1W4 negative levels, 1 round 4 Dauer + 17 Planar Attack Damage + 2W6 to good/evil creatures 1 Damage Synaptic Disconnect Prevent magic, psionics and abilities 2 SG +1	1	Ghost Touch	Strike incorporeal creatures		
14 Sneak Attack Constructs Stygian Weapon 1W4 negative levels, 1 round 4 Dauer + 17 Planar Attack Damage + 2W6 to good/evil creatures Synaptic Disconnect Prevent magic, psionics and abilities 2 SG +1		Power Drain	Steal power points = half of damage		
Stygian Weapon 1W4 negative levels, 1 round 4 Dauer + 17 Planar Attack Damage + 2W6 to good/evil creatures 1 Damage Synaptic Disconnect Prevent magic, psionics and abilities 2 SG +1		Aligned Attack	Overcome DR/good or DR/evil		
17 Planar Attack Damage + 2W6 to good/evil creatures 1 Damage Synaptic Disconnect Prevent magic, psionics and abilities 2 SG +1	4	Sneak Attack Constructs	Allow sneak attack, if applicable		
Synaptic Disconnect Prevent magic, psionics and abilities 2 SG+1		Stygian Weapon	1W4 negative levels, 1 round	4	Dauer +1 round
	7	Planar Attack	Damage + 2W6 to good/evil creatures	1	Damage +1W6
		Synaptic Disconnect		2	SG +1
20 Greater Power Drain Steal power points = all of damage	0.0	Greater Power Drain	Steal power points = all of damage		

LURK AUGMENTS

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11 Power Save DC = 10 + INT + Power Level

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