

LURK

Manifester Level	
Level Bonus	+

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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	Уклонение 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	

17 Planar Attack Synaptic Disconnect Prevent magic, psionics and abilities Will DC = 10 + INT Damage +1d6 2 DC +1	Available Augments	Basic Benefit	Extra Point Cost	Extra Benefit
3 Solid Strike Stunning Strike Stunned 1 round, Fort DC = 10 + INT 1 Damage +1 5 Ignore Concealment Mental Assault Intelligence or Wisdom nerf -2 points 2 Nerf -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 1d4 negative levels, 1 round 4 Duration +1 round 17 Planar Attack Damage +2d6 to good/evil creatures Will DC = 10 + INT	Additional Sneak Attack	Damage +1d6	2	Damage +1d6
Stunning Strike Stunned 1 round, Fort DC = 10 + INT Ignore Concealment Mental Assault Intelligence or Wisdom nerf -2 points Deceptive Strike Sneak Attack Undead Intelligence or Wisdom nerf -2 points Mental Assault Deny DEX bonus to AC 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 Sneak Attack Constructs Stygian Weapon Id4 negative levels, 1 round Planar Attack Damage +2d6 to good/evil creatures Damage +1d6 Synaptic Disconnect Prevent magic, psionics and abilities Will DC = 10 + INT	Unfocusing Strike	Lose psionic focus; Will DC = 10 + INT	2	DC +1
Ignore Concealment Ignore miss chance Mental Assault Intelligence or Wisdom nerf -2 points 2 Nerf -1	Solid Strike	Damage +1	1	Damage +1
Mental Assault 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 Strygian Weapon 1d4 negative levels, 1 round Planar Attack Damage +2d6 to good/evil creatures Will DC = 10 + INT Nerf -1 Nerf -1 Nerf -1 A Nerf -1 A Nerf -1 A Duration +1 Damage +1d6 Damage +1d6	Stunning Strike	Stunned 1 round, Fort DC = 10 + INT	2	DC +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 16 Planar Attack Damage +2d6 to good/evil creatures Disconnect Prevent magic, psionics and abilities Will DC = 10 + INT	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 Sneak Attack Constructs Stygian Weapon Ald negative levels, 1 round Flanar Attack Synaptic Disconnect Prevent magic, psionics and abilities Will DC = 10 + INT Allow sneak attack, if applicable Stygian Weapon Damage +1d6 Synaptic Disconnect Prevent magic, psionics and abilities Will DC = 10 + INT	Mental Assault	Intelligence or Wisdom nerf -2 points	2	Nerf -1
11 Ghost Touch Power Drain Aligned Attack Overcome DR/good or DR/evil 14 Sneak Attack Constructs Stygian Weapon 16 Planar Attack Damage +2d6 to good/evil creatures Synaptic Disconnect Will DC = 10 + INT Strike incorporeal creatures Planar Adamage Aligned Attack Overcome DR/good or DR/evil Allow sneak attack, if applicable Stygian Weapon 16 Duration +1 rou 17 Planar Attack Damage +2d6 to good/evil creatures Will DC = 10 + INT	Deceptive Strike	Deny DEX bonus to AC		
Power Drain Aligned Attack Overcome DR/good or DR/evil Sneak Attack Constructs Stygian Weapon Allow sneak attack, if applicable Stygian Weapon Damage +2d6 to good/evil creatures Synaptic Disconnect Prevent magic, psionics and abilities Will DC = 10 + INT Steal power points = half of damage Allow sneak attack, if applicable Stygian Weapon Damage +1d6 Damage +1d6 DC +1	Sneak Attack Undead	Allow sneak attack, if applicable		
Aligned Attack Overcome DR/good or DR/evil Sneak Attack Constructs Stygian Weapon Id4 negative levels, 1 round Planar Attack Damage +2d6 to good/evil creatures Synaptic Disconnect Prevent magic, psionics and abilities Will DC = 10 + INT Overcome DR/good or DR/evil Aligned Attack Duration +1 round Duration +1 round Damage +1d6 Damage +1d6 DC +1	Ghost Touch	Strike incorporeal creatures		
14 Sneak Attack Constructs Stygian Weapon 1d4 negative levels, 1 round 4 Duration +1 round 17 Planar Attack Synaptic Disconnect Prevent magic, psionics and abilities Will DC = 10 + INT Allow sneak attack, if applicable 4 Duration +1 round 1 Damage +1d6 2 DC +1	Power Drain	Steal power points = half of damage		
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	Aligned Attack	Overcome DR/good or DR/evil		
17 Planar Attack Damage +2d6 to good/evil creatures 1 Damage +1d6 Synaptic Disconnect Prevent magic, psionics and abilities Will DC = 10 + INT Damage +1d6 2 DC +1	Sneak Attack Constructs	Allow sneak attack, if applicable		
Synaptic Disconnect Prevent magic, psionics and abilities 2 DC +1 Will DC = 10 + INT	Stygian Weapon	1d4 negative levels, 1 round	4	Duration +1 round
Will DC = 10 + INT	Planar Attack	Damage +2d6 to good/evil creatures	1	Damage +1d6
20 Greater Power Drain Steal power points = all of damage	Synaptic Disconnect		2	DC +1
	Greater Power Drain	Steal power points = all of damage		
		Additional Sneak Attack Unfocusing Strike Solid Strike Stunning Strike Ignore Concealment Mental Assault Deceptive Strike Sneak Attack Undead Ghost Touch Power Drain Aligned Attack Sneak Attack Constructs Stygian Weapon Planar Attack Synaptic Disconnect	Additional Sneak Attack Unfocusing Strike Solid Strike Stunning Strike Stunning Strike Stunned 1 round, Fort DC = 10 + INT Ignore Concealment Ignore miss chance Mental Assault Intelligence or Wisdom nerf -2 points Deceptive Strike Deny DEX bonus to AC Sneak Attack Undead Ghost Touch Strike incorporeal creatures Power Drain Aligned Attack Overcome DR/good or DR/evil Stygian Weapon Planar Attack Synaptic Disconnect Prevent magic, psionics and abilities Will DC = 10 + INT	Available Augments Benefit Benefit Denint Cost Additional Sneak Attack Unfocusing Strike Unfocusing Strike Damage +1d6 Lose psionic focus; Will DC = 10 + INT Solid Strike Damage +1 Stunning Strike Stunned 1 round, Fort DC = 10 + INT Ignore Concealment Ignore miss chance Mental Assault Intelligence or Wisdom nerf -2 points Deceptive Strike Deny DEX bonus to AC Sneak Attack Undead Allow sneak attack, if applicable Ghost Touch Strike incorporeal creatures Power Drain Steal power points = half of damage Aligned Attack Overcome DR/good or DR/evil Sneak Attack Constructs Allow sneak attack, if applicable Stygian Weapon 1d4 negative levels, 1 round 4 Planar Attack Damage +2d6 to good/evil creatures 1 Prevent magic, psionics and abilities Will DC = 10 + INT

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