



# 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 Ajoutez votre INT à votre 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	<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"/>

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	DD +1
3	Solid Strike	Damage +1	1	Damage +1
	Stunning Strike	Stunned 1 round, Fort DC = 10 + INT	2	DD +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	DD +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

1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
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25			