



LURK

Nível de
Manifestação

Nível de Bônus

+

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"/> Evasão 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

EXTRA MAX
COMPRAR PONTO

Lurk Level

=

AUGMENTS
PER DAY

Lurk Level

= + INT

Augments Today

PSIONICS

PONTOS DE PODER
POR DIA

Pontos Base

Pontos de Bônus

Racial

Outros

= + + +

Pontos de Bônus

Nível de
Manifestação

= INT × ÷ 2
(Arredonda para Baixo)

Pontos de Poder

NÍVEIS DE PODER

Nível de Poder

Power
Save DC

1	1	
2	3	
3	5	
4	7	
5	9	
6	11	

Power Save DC = 10 + INT + Power Level

LURK AUGMENTS

Lurk Level	Available Augments	Basic Benefit	Extra Point Cost	Extra Benefit
1	Additional Sneak Attack	Dano +1d6	2	Dano +1d6
	Unfocusing Strike	Lose psionic focus; Will DC = 10 + INT	2	CD +1
3	Solid Strike	Dano +1	1	Dano +1
	Stunning Strike	Stunned 1 round, Fort DC = 10 + INT	2	CD +1
5	Ignore Concealment	Ignore miss chance		
	Mental Assault	Intelligence or Wisdom nerf -2 points	2	Nerf -1
8	Deceptive Strike	Remove DES Bônus da CA		
	Sneak Attack Undead	Allow sneak attack, if applicable		
11	Toque Fantasma	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	Dano +2d6 para criaturas boas/mals	1	Dano +1d6
	Synaptic Disconnect	Prevent magic, psionics and abilities Will DC = 10 + INT	2	CD +1
20	Greater Power Drain	Steal power points = all of damage		

PODERES CONHECIDOS

PODERES
CONHECIDO

PODER MAX
NÍVEL

PONTOS DE PODER
CUSTO MAX

Nível de
Manifestação

=

Poder

Nível

Custo

1		
2		
3		
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