LURK

Nível de Manifestação

Nível Bônus +

LURK

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	☐ **Evasão** 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	

LURK AUGMENTS

AUGMENTS AT ONCE [ ]

MAX EXTRA POINT BUY [ ] = Lurk Level

AUGMENTS PER DAY [ ] = Lurk Level + INT

Augments Today

PSIONICS

POWER POINTS PER DAY [ ] = Base Points + Pontos Bônus + Racial + Outros

Bonus Points

Nível de Manifestação

= INT × ÷ 2 (Arredonda para Baixo)

Power Points

NÍVEIS DE PODER

Power Level	Point Cost	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	Damage **+1d6**	2	Damage **+1d6**
	Unfocusing Strike	Lose psionic focus; Will DC = 10 + INT	2	DC **+1**
3	Solid Strike	Damage **+1**	1	Damage **+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**
20	Greater Power Drain	Steal power points = all of damage		

KNOWN POWERS

POWERS KNOWN [ ]

MAX POWER LEVEL [ ]

POWER POINTS MAX COST [ ] = Nível de Manifestação

	Poder	Nível	Custo
1			
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