



# LURK

Poziom  
Manifestującego

Poziomy  
Premiowe

+

## 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.	1k6
6	<input type="checkbox"/> Initiative Boost Add your INT to initiative.	
7		2k6
9	<input type="checkbox"/> Uchylanie Take no damage on a successful Reflex save.	
10	<input type="checkbox"/> Lurk Augment Two at once	
12		3k6
15	<input type="checkbox"/> Slippery Mind If you fail a save against enchantment, try again next round.	
17		4k6
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

## PSIONIKA

PUNKTY MOCY  
NA DZIEŃ

Bazowe  
Punkty

Premiowe  
Punkty

Rasowe

Inne

=

+

+

+

+

Punkty Premiowe

Poziom  
Manifestującego

=

INT

×

÷ 2

(Zaokrąglane w dół)

Punkty Mocy

## POZIOMY MOCY

Poziomy Mocy	Koszt	ST Rz. Obr. na Moc
1	1	
2	3	
3	5	
4	7	
5	9	
6	11	

ST Rz. Obr. Na Moc = 10 + INT + Poziom Mocy

## LURK AUGMENTS

Lurk Level	Available Augments	Basic Benefit	Extra Point Cost	Extra Benefit
1	Additional Sneak Attack	Damage + 1k6	2	Damage + 1k6
	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	Czas Trwania +1 round
17	Planar Attack	Damage +2d6 to good/evil creatures	1	Damage + 1k6
	Synaptic Disconnect	Prevent magic, psionics and abilities Will DC = 10 + INT	2	DC +1
20	Greater Power Drain	Steal power points = all of damage		

## ZNANE MOCE

MOCE  
ZNANE

MAKSYMALNA MOC  
POZIOM

PUNKTY MOCY  
MAKSYMALNY

Poziom  
Manifestującego

=

Moc

Poziom

Koszt

1

2

3

4

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16

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