



# ACECHADOR

Nivel de  
Manifestador

Bon  
de Nivel

+

## ACECHADOR

Nivel de  
Acechador

Psionic  
Sneak  
Attack

1 ☐ Lurk Augment  
Activate an augment to bolster your attacks

2 ☐ Psionic Sneak Attack  
While psionically focused, sneak attack  
unsuspecting enemies.

6 ☐ Initiative Boost  
Add your INT to initiative.

7 ☐ Evasión  
Take no damage on a successful Reflex save.

10 ☐ Lurk Augment  
Two at once

12 ☐ Slippery Mind  
If you fail a save against enchantment,  
try again next round.

15 ☐ Lurk Augment  
Three at once

1d6

2d6

3d6

4d6

## LURK AUGMENTS

AUGMENTS  
AT ONCE

MAX EXTRA  
POINT BUY

Nivel de  
Acechador

=

AUGMENTS  
PER DAY

Nivel de  
Acechador

= + INT

Augments Today

## PSIÓNICA

POWER POINTS  
AL DÍA

Puntos  
Base

Puntos  
Adicionales

Racial

Misc

= + + +

Puntos Adicionales

Nivel de  
Manifestador

= INT × ÷ 2 (Redondear abajo)

Puntos de Poder

## NIVELES DE PODER

Nivel de  
Poder

Coste  
Puntos

CD Salv  
Poder

1

1

2

3

3

5

4

7

5

9

6

11

Power Save DC = 10 + INT + Power Level

## LURK AUGMENTS

Nivel de Available  
AcechadorAugments

Basic  
Benefit

Extra  
Point  
Cost

Extra  
Benefit

1	Ataque Furtivo Adicional	Daño +1d6	2	Daño +1d6
	Unfocusing Strike	Lose psionic focus; Will DC = 10 + INT	2	CD +1
3	Solid Strike	Daño +1	1	Daño +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	Deny DEX bonus to AC		
	Sneak Attack Undead	Allow sneak attack, if applicable		
11	Ghost Touch	Impacta criaturas incorporeas		
	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	Ataque Planario	Damage +2d6 to good/evil creatures	1	Daño +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 CONOCIDOS

PODERES  
CONOCIDOS

MAX POWER  
NIVEL

PUNTOS DE PODER  
COSTO MAXIMO Nivel de  
Manifestador

=

Poder

Nivel

Coste

1			
2			
3			
4			
5			
6			
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