



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.

1d6

6 ☐ Initiative Boost
Add your INT to initiative.

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

2d6

10 ☐ Lurk Augment
Two at once

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

3d6

17 ☐ Lurk Augment
Three at once

4d6

LURK AUGMENTS

AUGMENTS
AT ONCE

MAX EXTRA
POINT BUY

Nivel de
Acechador

=

AUGMENTS
PER DAY

Nivel de
Acechador

= + INT
Augments Today

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		
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