



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

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

7

8

9

10

11

12

13

14

15

16

17

18

19

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