PSIONICS UNLEASHED
INNATO

Livello da Innato

Livello psionico

PSIONICI

PUNTI POTERE PER DAY = Punti Base + Punti Bonus + Razziale + Varie

Punti Bonus — Livello psionico

= CAR × ÷ 2 (per difetto)

Punti Potere usati oggi

LIVELLI DI POTERE

Livello Potere	Costo Punto	CD TS Potere	Wild Surge Save DC
1	1		
2	3		
3	5		
4	7		
5	9		
6	11		
7	13		
8	15		
9	17		

CD Salvezza Potere = 10 + CHA + Liv. Potere

ELUDE ATTACK

Livello 2 — **DODGE BONUS** + CA = (Livello da Innato + 2) ÷ 4 (per difetto)

ESPLOSIONE INCONTROLLATA

Surge Type

+ **WILD SURGE BONUS**

Psychic Enervation

15 % Rischio Debilitazione Psichica

SURGE BLAST
Make a ranged touch attack (range 30ft)
Surge blasts do not trigger psychic enervation

Surge Blast Damage d6 = Wild Surge Bonus

Surge Bond

Livello 5 — Improved Surge Bond

Livello 4 — **SURGING EUPHORIA**
While surging, receive a morale bonus to attack rolls, damage and saving throws.
The effect of this bonus ends if you succumb to psychic enervation.

Euphoria Bonus +

Euphoria Duration rd = Wild Surge Bonus

Livello 20 — **PERFECT SURGE**
Once per day, manifest one power with a **+10** wild surge bonus.
Also add **+3** to the power's save DC, **+3** to any attack rolls and treat the power as if it were **5** levels higher.
Double the power's effect radius, and its visual intensity.
Anyone touching you during a perfect surge suffers 1d4 fire damage.

+ 10 **WILD SURGE BONUS**

100 % Rischio Debilitazione Psichica

Psychic enervation: Using perfect surge triggers psychic enervation for 1d4 rounds.
Also lose power points or hp equal to manifester level +10, and take 2 points burn to every ability score.

POTERI NOTI

POTERI NOTI | **LIVELLO MAX POTERE** | **PUNTI POTERE COSTO MAX** = Livello psionico

	POTERE	Livello	Costo
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			