

PSIONICS

POWER POINTS
PER DAY

Base
Points

Bonus
Points

Racial

Misc

= + + +

Bonus Points

Manifester
Level

= **CHA** × ÷ 2 (Round down)

Power Points used today

POWER LEVELS

Power Level	Point Cost	Power Save DC	Wild Surge Save DC
1	1	<input type="text"/>	<input type="text"/>
2	3	<input type="text"/>	<input type="text"/>
3	5	<input type="text"/>	<input type="text"/>
4	7	<input type="text"/>	<input type="text"/>
5	9	<input type="text"/>	<input type="text"/>
6	11	<input type="text"/>	<input type="text"/>
7	13	<input type="text"/>	<input type="text"/>
8	15	<input type="text"/>	<input type="text"/>
9	17	<input type="text"/>	<input type="text"/>

Power Save DC = 10 + CHA + Power Level

ELUDE ATTACK

DODGE
BONUS

Wilder
Level

2 + AC = (+ 2) ÷ 4 (Round down)

WILD SURGE

Surge Type

+

WILD SURGE
BONUS

Psychic Enervation

15 %

Risk of Psychic
Enervation

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

Improved Surge Bond

Level

5

SURGING EUPHORIA

Level 4 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

rds

=

Wild Surge
Bonus

PERFECT SURGE

Level 20 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.

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

+ 10

WILD SURGE
BONUS

100 %

Risk of Psychic
Enervation

KNOWN POWERS

POWERS
KNOWN

MAX POWER
LEVEL

POWER POINTS
MAX COST

Manifester
Level

=

Power

Level

Cost

1

2

3

4

5

6

7

8

9

10

11