PSIONICS UNLEASHED
WILDER

Wilder Level ☐

Manifester Level ☐

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		
2	3		
3	5		
4	7		
5	9		
6	11		
7	13		
8	15		
9	17		

Power Save DC = 10 + CHA + Power Level

ELUDE ATTACK

DODGE BONUS

Level **2**

(**+ AC**) = (____ + **2**) ÷ **4** (Round down)

Wilder Level

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 _____

Level **5** Improved Surge Bond _____

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.

+ 10 **WILD SURGE BONUS**

100 % Risk of Psychic Enervation

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.

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			