

PSIÓNICA

POWER POINTS  
AL DÍA

Puntos  
Base

Puntos  
Adicionales

Racial

Misc

=  +  +  +

Puntos Adicionales

Nivel de  
Manifestador

= **CAR** ×  ÷ 2 (Redondear abajo)

Puntos Poder usados hoy

NIVELES DE PODER

Nivel de Poder	Coste Puntos	CD Salv. Poder	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

ESQUIVA  
BONUS

Nivel

Wilder  
Level

2  + **CA** = (  + 2 ) ÷ 4 (Redondear abajo)

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

Nivel

5

SURGING EUPHORIA

Nivel 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.

Bonus  
Euforia

+

Duración  
Euforia

turnos

=

Wild Surge  
Bonus

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.

**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.

+ 10

WILD SURGE  
BONUS

100 %

Risk of Psychic  
Enervation

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