

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

Wilder
Level

Nivel **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
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.
Nivel **20** 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.

PODERES CONOCIDOS

PODERES CONOCIDOS	MAX POWER NIVEL	PUNTOS DE PODER COSTO MAXIMO	Nivel de Manifestador	
<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>	
Poder			Nivel	Coste
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				