

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

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

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.

Level

20

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	
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Power			Level	Cost
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				