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

Level 2 **DODGE BONUS** + AC = (Wilder Level + 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

Level 5 Improved Surge Bond

Level 4 **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.

Euphoria Bonus +

Eurphoria Duration rds = Wild Surge Bonus

Level 20 **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.

+ 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			