

PSIONICS UNLEASHED

WILDER

Wilder  
Level

Manifester  
Level

PSIONICS

POWER POINTS  
PER DAY

Base  
Points

Bonus  
Points

Razziale

Altro

=  +  +  +

Bonus Points

Manifester  
Level

= CAR ×  ÷ 2

Power Points used today

POWER LEVELS

Power Level	Point Cost	Power Save DC	Wild Surge Save DC
1	1	<input type="text"/>	<input type="text"/>
2	3	<input type="text"/>	<input type="text"/>
3	5	<input type="text"/>	<input type="text"/>
4	7	<input type="text"/>	<input type="text"/>
5	9	<input type="text"/>	<input type="text"/>
6	11	<input type="text"/>	<input type="text"/>
7	13	<input type="text"/>	<input type="text"/>
8	15	<input type="text"/>	<input type="text"/>
9	17	<input type="text"/>	<input type="text"/>

Power Save DC = 10 + CHA + Power Level

ELUDE ATTACK

DODGE  
BONUS

Wilder  
Level

<sup>2</sup> + CA = (  + 2 ) ÷ 4

WILD SURGE

Surge Type

+

WILD SURGE  
BONUS

Psychic Elevation

15 %

Risk of Psychic  
Elevation

SURGE BLAST

Make a ranged touch attack (range 30ft)

Surge blasts do not trigger psychic elevation

Surge Blast  
Damage

d6

=

Wild Surge  
Bonus

Surge Bond

Improved Surge Bond

Livello

5

SURGING EUPHORIA

Livello 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 elevation.

Euphoria  
Bonus

+

Euphoria  
Duration

rds

=

=

Wild Surge  
Bonus

PERFECT SURGE

Livello 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.

Psychic elevation: Using perfect surge triggers psychic elevation 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  
Elevation

KNOWN POWERS

POWERS  
KNOWN

MAX POWER  
LEVEL

POWER POINTS  
MAX COST

Manifester  
Level

=

Power

Livello

Costo

1

2

3

4

5

6

7

8

9

10

11