

PSIONICS

POWER POINTS PER DAY

Base Points

Bonus Points

Feats

Sonstiges

=

+

+

+

Bonus Points

Manifester Level

=

CH

×

÷ 2

(abrunden)

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

Stufe

Wilder Level

2

+

RK

=

+

2

÷ 4

(abrunden)

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

W6

=

Wild Surge Bonus

Surge Bond

Improved Surge Bond

Stufe

5

SURGING EUPHORIA

Stufe

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

Runden

=

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.

Stufe

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.

WILD SURGE BONUS

+ 10

Risk of Psychic Enervation

100 %

KNOWN POWERS

POWERS KNOWN	MAX POWER LEVEL	POWER POINTS MAX COST	Manifester Level	
<div></div>	<div></div>	<div></div>	= .....	
Power			Stufe	Kosten
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				