

PSIONICS

POWER POINTS
PER DAY

Base
Points

Bonus
Punkt

Feats

Sonstiges

=

+

+

+

Bonus Points

Psionische Stufe

=

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 manifester 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	Psionische Stufe
			=
Power	Stufe	Kosten	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			