

PSIONIQUES

POINTS DE POUVOIR
PAR JOUR

Base
Points

Bonus
Points

Racial

Divers

= + + +

Points de Bonus

Manifestation
Niveau

= **CHA** × ÷ 2 (arrondi à l'inférieur)

Points de Pouvoirs utilisés aujourd'hui

NIVEAUX DE POUVOIR

Pouvoir Niveau	Coût Points	Pouvoir Sauvegarde DD	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

Niveau

Wilder
Level

2 + **CA** = (+ 2) ÷ 4 (arrondi à l'inférieur)

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

Niveau

5

SURGING EUPHORIA

Niveau 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

trs

=

Wild Surge
Bonus

PERFECT SURGE

Niveau 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.

+ 10

WILD SURGE
BONUS

100 %

Risk of Psychic
Elevation

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.

POUVOIRS CONNUS

POUVOIRS
CONNUS

POUVOIR MAX
NIVEAU

POINTS DE POUVOIR
COUT MAX

Manifestation
Niveau

=

Pouvoir

Niveau

Coût

1

2

3

4

5

6

7

8

9

10

11