

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

Wilder Level

2

+

CA

=

+

2

÷ 4

(arrondi à l'inférieur)

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

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 enervation.

Euphoria Bonus

+

Euphoria Duration

trs

=

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.

Niveau

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.

WILD SURGE BONUS

+ 10

Risk of Psychic Enervation

100 %

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			