

PSIONICI

POWER POINTS
al GIORNO

Punti
Base

Punti
Bonus

Razziale

Varie

= + + +

Punti Bonus

Livello
psionico

= **CAR** × ÷ 2 (per difetto)

Punti Potere usati oggi

LIVELLI DI POTERE

| Livello Potere | Costo Punto | CD TS Potere | Wild Surge Save DC |
|-------------------|----------------|-----------------|-----------------------|
| 1 | 1 | | |
| 2 | 3 | | |
| 3 | 5 | | |
| 4 | 7 | | |
| 5 | 9 | | |
| 6 | 11 | | |
| 7 | 13 | | |
| 8 | 15 | | |
| 9 | 17 | | |

CD Salvezza Potere = 10 + CHA + Liv. Potere

ELUDE ATTACK

DODGE
BONUS

Wilder
Level

+ **CA** = (+ 2) ÷ 4 (per difetto)

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

r

=

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 manifester level +10, and take 2 points burn to every ability score.

+ 10

WILD SURGE
BONUS

100 %

Risk of Psychic
Elevation

POTERI NOTI

POTERI
NOTI

LIVELLO MAX
POTERE

PUNTI POTERE
COSTO MAX

Livello
psionico

=

POTERE

Livello

Costo

1

2

3

4

5

6

7

8

9

10

11