

PSIONIKA

PUNKTY MOCY NA DZIEŃ

Bazowe Punkty

Premiowe Punkty

Rasowe

Inne

=

+

+

+

Punkty Premiowe

Poziom Manifestującego

=

CHA

×

÷

2

(Zaokrąglane w dół)

Punkty Mocy zużyte dzisiaj

POZIOMY MOCY

Poziomy Mocy	Koszt	ST Rz. Obr. na Moc	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

UNIKOWA PREMIA

Poziomy Dzikusa

2

+

KP

=

+

2

÷

4

(Zaokrąglane w dół)

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

k6

=

Wild Surge Bonus

Surge Bond

Improved Surge Bond

Poziom

5

SURGING EUPHORIA

Poziom

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

rund

=

Wild Surge Bonus

PERFECT SURGE

Poziom

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 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

ZNANE MOCE

MOCE ZNANE

MAKSYMALNA MOC POZIOM

PUNKTY MOCY MAKSYMALNY

Poziom Manifestującego

=

Moc

Poziom

Koszt

1

2

3

4

5

6

7

8

9

10

11