

PSIÓNICA

POWER POINTS
AL DÍA

Puntos
Base

Puntos
Adicionales

Racial

Misc

= + + +

Puntos Adicionales

Nivel de
Manifestador

= **CAR** × ÷ 2 (Redondear abajo)

Puntos Poder usados hoy

NIVELES DE PODER

Nivel de Poder	Coste Puntos	CD Salv Poder	Wild Surge Save DC
1	1	<input type="text"/>	<input type="text"/>
2	3	<input type="text"/>	<input type="text"/>
3	5	<input type="text"/>	<input type="text"/>
4	7	<input type="text"/>	<input type="text"/>
5	9	<input type="text"/>	<input type="text"/>
6	11	<input type="text"/>	<input type="text"/>
7	13	<input type="text"/>	<input type="text"/>
8	15	<input type="text"/>	<input type="text"/>
9	17	<input type="text"/>	<input type="text"/>

Power Save DC = 10 + CHA + Power Level

ELUDE ATTACK

ESQUIVA
BONUS

Nivel

Wilder
Level

2 + **CA** = (+ 2) ÷ 4 (Redondear abajo)

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

Nivel

5

SURGING EUPHORIA

Nivel 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.

Bonus
Euforia

+

Duración
Euforia

turnos

=

Wild Surge
Bonus

PERFECT SURGE

Nivel 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
Enervation

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.

PODERES CONOCIDOS

PODERES
CONOCIDOS

NIVEL DE
PODER MÁXIMO

PUNTOS DE PODER
COSTO MAXIMO

Nivel de
Manifestador

=

Poder

Nivel

Coste

1

2

3

4

5

6

7

8

9

10

11