

# WILDER

Manifester Level

Level Bonus

## PSIONICS

**POWER POINTS PER DAY**

Base Points  = Bonus Points  + Racial  + Misc

Bonus Points  Manifester Level

= **CHA** x  ÷ 2 (Round down)

Power Points used today

## POWER LEVELS

Power Level	Point Cost	Power Save DC
1	1	<input type="text"/>
2	3	<input type="text"/>
3	5	<input type="text"/>
4	7	<input type="text"/>
5	9	<input type="text"/>
6	11	<input type="text"/>
7	13	<input type="text"/>
8	15	<input type="text"/>
9	17	<input type="text"/>

Power Save DC = 10 + CHA + Power Level

## WILD SURGE

**MANIFESTER LEVEL MAX BONUS**

Risk of Psychic Enervation  % =  x 5%

Manifester Level Bonus

From level 4:  
Temp Attack Bonus

**SURGING EUPHORIA DURATION**

Surging Euphoria Bonus  rds =

Temp Damage Bonus

Temp Saving Throw Bonus

## PSICRYSTAL

Name

Personality

<input type="checkbox"/> Artiste	<input type="checkbox"/> Liar	<input type="checkbox"/> Resolved
<input type="checkbox"/> Bully	<input type="checkbox"/> Meticulous	<input type="checkbox"/> Sage
<input type="checkbox"/> Coward	<input type="checkbox"/> Nimble	<input type="checkbox"/> Single-minded
<input type="checkbox"/> Friendly	<input type="checkbox"/> Observant	<input type="checkbox"/> Sneaky
<input type="checkbox"/> Hero	<input type="checkbox"/> Poised	<input type="checkbox"/> Sympathetic
<input type="checkbox"/> <input type="text"/>	<input type="checkbox"/> <input type="text"/>	
<input type="checkbox"/> <input type="text"/>	<input type="checkbox"/> <input type="text"/>	

## KNOWN POWERS

**POWERS KNOWN**

**MAX POWER LEVEL**

**POWER POINTS MAX COST**  =

Manifester Level

Power	Level	Cost
1	<input type="text"/>	<input type="text"/>
2	<input type="text"/>	<input type="text"/>
3	<input type="text"/>	<input type="text"/>
4	<input type="text"/>	<input type="text"/>
5	<input type="text"/>	<input type="text"/>
6	<input type="text"/>	<input type="text"/>
7	<input type="text"/>	<input type="text"/>
8	<input type="text"/>	<input type="text"/>
9	<input type="text"/>	<input type="text"/>
10	<input type="text"/>	<input type="text"/>
11	<input type="text"/>	<input type="text"/>
12	<input type="text"/>	<input type="text"/>
13	<input type="text"/>	<input type="text"/>
14	<input type="text"/>	<input type="text"/>
15	<input type="text"/>	<input type="text"/>
16	<input type="text"/>	<input type="text"/>
17	<input type="text"/>	<input type="text"/>
18	<input type="text"/>	<input type="text"/>
19	<input type="text"/>	<input type="text"/>
20	<input type="text"/>	<input type="text"/>

## ELUDE TOUCH

From level 2:  
**TOUCH AC BONUS**

= **CHA**

## VOLATILE MIND

From level 5:  
**POINT COST ADJUSTMENT**

= (  - 1 ) ÷ 5

Wilder Level

## POWER STONES

## TATTOOS

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20