



# DIVINE MIND

DEITY

Manifester  
Level

Level  
Bonus

+



## MANTLES

## PSIONICS

**POWER POINTS PER DAY**

Base Points Bonus Points Misc Wild Talent Reserve

= + + + 2

Bonus Points

Manifester  
Level

= **WIS** × ÷ 2 (Round down)

Power Points

## POWER LEVELS

Power Level	Point Cost	Power Save DC
1	1	
2	3	
3	5	
4	7	
5	9	
6	11	

Power Save DC = 10 + CHA + Power Level

## DIVINE GRACE

**SAVING THROW BONUS**

+ = **CHA**

## DORJES

CHARGES	#

CHARGES	#

CHARGES	#

CHARGES	#

CHARGES	#

## PSYCHIC AURA

**AURA RANGE**

ft sq

**MAX AURAS**

**CHANGE AURAS**

- ☐ 1 hour meditation
- ☐ Standard action
- ☐ Move action
- ☐ Swift action

Aura	Active Aura	Bonus Affects	Bonus	Divine Mind Level
1 Attack	<input type="checkbox"/>	Attack and damage	= 1 +	÷ 5
2 Defense	<input type="checkbox"/>	Armor class	= 1 +	÷ 5
3 Perception	<input type="checkbox"/>	Initiative, Listen, and Spot	= 2 +	÷ 5
4	<input type="checkbox"/>		= +	÷
5	<input type="checkbox"/>		= +	÷
6	<input type="checkbox"/>		= +	÷
5	<input type="checkbox"/>		= +	÷
6	<input type="checkbox"/>		= +	÷

## KNOWN POWERS

**POWERS KNOWN**

**MAX POWER LEVEL**

**POWER POINTS MAX COST**

Manifester Level

=

Power	Level	Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		

## POWER STONES




## TATTOOS

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16