



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 Defence	<input type="checkbox"/>	Armour 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