

## DIVINE MIND

DEITY

Manifester  
Level

Level  
Bonus

+



## MANTLES

## PSIONICS

POWER POINTS PER DAY	Base Points	Bonus Punten	Misc	Wild Talent Reserve
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$$\boxed{\phantom{000}} = \underline{\phantom{00}} + \underline{\phantom{00}} + \underline{\phantom{00}} + 2$$

### Bonus Points

Manifester  
Level

=  $\frac{\text{WIS}}{\text{Power Points}} \times \frac{\text{Naar beneden afgerond}}{2}$

## POWER LEVELS

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

$$\text{Power Save DC} = 10 + \text{CHA} + \text{Power Level}$$

## DIVINE GRACE

## SAVING THROW BONUS

$$+ \quad = \text{CHA}$$

## DORJES

CHARGES # 

**# CHARGES**

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## PSYCHIC AURA

**AURA  
RANGE**

ft	sq
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MAX  
AURAS

11/11/2019

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**

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MAX POWER  
LEVEL

\_\_\_\_\_

**POWER POINTS**  
**MAX COST**

\_\_\_\_\_

Manifester  
Level

—

nd)	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