		Manifester	KNOWN POWERS						
TX 7	ILDER	Level ;	POWERS	3	MAX POWER		POWER POIN	TS Manife	
•	ILDLK	Level Bonus +	KNOWN		LEVEL	l	MAX COST	Leve	el
-	DETONICE	20						=	
POWER POINTS	PSIONICS S Base Bonus		Power					Level	Cost
PER DAY	Points Points	Racial Misc	1						
=	+	+ +	2						
			3						
D. i. I.	M 16 1		4						
Bonus Points	Manifesto Level	er	5						
=	CHA X	÷ 2 (Round down)	6						
	Power Points used to	(noulla dowli)							
7	1 ower 1 omts used to	day	7						
			8						
			9						
			10						
	POWER LEVE	LS	11						
	oint Power		12						
Level C	Cost Save DC		13						
	1		14						
	3		15						
3	5		16						
	7								
	9		17						
6	11		18						
	13		19						
	15		20						
9	17		×	ELUDE TOUCH	H F		VOLATILE I	MIND	" (
Power Save DC =	= 10 + CHA + Power Leve		From level 2: TOUCH AC			From level 5: POINT COS	r Wilder		
×	WILD SURG		BONUS			ADJUSTME	NT Level		
MANIFESTER I MAX BONUS	LEVEL Risk of Psychic Enervation	c Manifester Level Bonus	+	= CHA		+	= (-	· 1) ÷	5
+	%	= × 5%		POWER STONE	ES .		TATTOO		<i>y</i> (
-	70	. , , , ,		POWERSTONE	20 -	1	IAIIOO	<i>.</i>	
From level 4: SURGING Temp Attack EUPHORIA Manifester						2			
Temp Attack Bonus	Tellip Attack					3			
+		rds =				4			
Turk	Surging Euphoria	ius				5			
Temp Damage Bonus Euphoria Bonus						6			
+	=								
Temp Saving						7 8			
Throw Bonus									
+						9			
						10			
*	PSICRYSTAI					11			
Name						12			
						13			
Personality Artiste	☐ Liar	☐ Resolved				14			
□ Bully	☐ Meticulous	☐ Resolved☐ Sage☐ Single-minded☐				15			
□ Coward	□ Nimble					16			
☐ Friendly	☐ Observant	☐ Sneaky				17			
☐ Hero	☐ Poised	☐ Sympathetic				18			
	□					19			
\						20			