

Manifester Level	
Level Bonus	+

$$\boxed{} = + + + \text{Feats}$$

Power Level	Point Cost	Power Save DC
1	1	
2	3	
3	5	
4	7	
5	9	
6	11	
7	13	
8	15	
9	17	

WILD SURGE

MANIFESTER LEVEL MAX BONUS	Risk of Psychic Enervation	Manifester Level Bonus
<div><div>+</div></div>	<div><div>%</div></div>	<div><div>=</div></div> <div><div></div></div> <div><div>× 5%</div></div>

From level 4:

Temp. Angriffsbonus

+

Temp. Schadensbonus

+

Temp Saving Throw Bonus

+

} = _____

Surging Euphoria Bonus

SURGING EUPHORIA
DURATION

Runden = _____

Manifester Level Bonus

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="checkbox"/> _____	
<input type="checkbox"/> _____	<input type="checkbox"/> _____	

POWERS KNOWN	MAX POWER LEVEL	POWER POINTS MAX COST	Manifestor Level

[illegible]

From level 2:

TOUCH AC

BONUS

+ **= CH**

From level 5:

POINT COST
ADJUSTMENT

Wilder
Level

+ = (- 1) ÷ 5

[illegible]

1
2
3
4
5
6
7
8
9
10
11
12
13
14
no penalty for riding bareback
16
17
18
19
20