

WILDER

Manifester
Level

Level
Bonus

+

PSIONICS

POWER POINTS
PER DAY

Base
Points

Bonus
Points

Razziale

Altro

=

+

+

+

Bonus Points

Manifester
Level

= CAR x ÷ 2 (Arrotondato per difetto)

Power Points used today

POWER LEVELS

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	

Power Save DC = 10 + CHA + Power Level

WILD SURGE

MANIFESTER LEVEL
MAX BONUS

Risk of Psychic
Enervation

Manifester
Level Bonus

+

%

=

x 5%

From level 4:
Bonus Attacco
Temporaneo

+

Bonus Danno
Temporaneo

+

Temp Saving
Throw Bonus

+

SURGING
EUPHORIA
DURATION

Manifester
Level Bonus

rds

=

Surging
Euphoria
Bonus

=

PSICRYSTAL

Nome

Personality

- ☐ Artiste
- ☐ Bully
- ☐ Coward
- ☐ Friendly
- ☐ Hero
- ☐ Liar
- ☐ Meticulous
- ☐ Nimble
- ☐ Observant
- ☐ Poised
- ☐ Resolved
- ☐ Sage
- ☐ Single-minded
- ☐ Sneaky
- ☐ Sympathetic

☐ _____☐ _____☐ _____☐ _____

KNOWN POWERS

POWERS
KNOWN

MAX POWER
LEVEL

POWER POINTS
MAX COST

Manifester
Level

=

Power	Livello	Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

ELUDE TOUCH

From level 2:
TOUCH AC
BONUS

+

=

CAR

VOLATILE MIND

From level 5:

POINT COST
ADJUSTMENT

Wilder
Level

+ = (- 1) ÷ 5

POWER STONES

TATTOOS

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20