ARDENT

GOTTHEIT

Manifester Level

Level Bonus +

MANTLES

PRIMARY

SECONDARY

PSIONICS

POWER POINTS PER DAY = Base Points + Bonus Points + Feats + Sonstiges

Bonus Points — Manifester Level

= WE × ÷ 2 (abrunden)

Power Points

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

DORJES

LADUNGEN #

LADUNGEN #

LADUNGEN #

LADUNGEN #

KNOWN POWERS

POWERS KNOWN | MAX POWER LEVEL | POWER POINTS MAX COST = Manifester Level

	Power	Stufe	Kosten
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
	no penalty for riding bareback		
16			
17			
18			
19			
20			
21			
22			
23			
24			
25			

POWER STONES

TATTOOS

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