

WILDER

Manifester Level

Level Bonus

PSIONICS

POWER POINTS PER DAY

Base Points = Bonus Points + Racial + Misc

Bonus Points

Manifester Level

= $\frac{CHA}{2}$ (Round down)

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 % = × 5%

Manifester Level Bonus

From level 4:
Temp Attack Bonus

Temp Damage Bonus

Temp Saving Throw Bonus

Surging Euphoria Bonus

SURGING EUPHORIA DURATION

rds =

Manifester Level Bonus

PSICRYSTAL

Name

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
<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>

Power	Level	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

+ = $\frac{CHA}{2}$

VOLATILE MIND

From level 5:

POINT COST ADJUSTMENT

Wilder Level

+ = $(\text{Wilder Level} - 1) \div 5$

POWER STONES

TATTOOS

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