

WILDER

Manifester Level

Livello 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	Costo
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