DIVINE MIND

Manifester Level

Level Bonus +

DEITY

MANTLES

PSIONICS

POWER POINTS PER DAY		Base Points		Bonus Points		Misc		Wild Talent Reserve
	=		+		+		+	2

Bonus Points

Manifester Level

= WIS × ÷ 2 (Round down)

Power Points

POWER LEVELS

Power Level	Point Cost	Power Save DC
1	1	
2	3	
3	5	
4	7	
5	9	
6	11	

Power Save DC = 10 + CHA + Power Level

DIVINE GRACE

SAVING THROW BONUS

+ = CHA

DORJES

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

PSYCHIC AURA

AURA RANGE: ft sq

MAX AURAS

CHANGE AURAS
- ☐ 1 hour meditation
- ☐ Standard action
- ☐ Move action
- ☐ Swift action

	Aura	Active Aura	Bonus Affects	Bonus		Divine Mind Level	
1	Attack	☐	Attack and damage	=	1 +	÷	5
2	Defense	☐	Armour class	=	1 +	÷	5
3	Perception	☐	Initiative, Listen and Spot	=	2 +	÷	5
4		☐		=	+	÷	
5		☐		=	+	÷	
6		☐		=	+	÷	
5		☐		=	+	÷	
6		☐		=	+	÷	

KNOWN POWERS

POWERS KNOWN

MAX POWER LEVEL

POWER POINTS MAX COST = Manifester Level

	Power	Level	Cost
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			

POWER STONES

TATTOOS

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