

WILDER

Manifester
LevelNiveau
Bonus

+

PSIONICS

POWER POINTS
PER DAYBase
PointsBonus
Points

Racial

Divers

 = + + +

Bonus Points

Manifester
Level= **CHA** x ÷ 2 (arrondi à l'inférieur)

Power Points used today

POWER LEVELS

Power
LevelPoint
CostPower
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 BONUSRisk of Psychic
EnervationManifester
Level Bonus

+

%

=

x 5%

From level 4:
Temp Attack
Bonus

+

Temp Damage
Bonus

+

Temp Saving
Throw Bonus

+

Surging
Euphoria
BonusSURGING
EUPHORIA
DURATION

trs

=

Manifester
Level Bonus

PSICRYSTAL

Nom

Personality

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

KNOWN POWERS

POWERS
KNOWNMAX POWER
LEVELPOWER POINTS
MAX COSTManifester
Level

=

Power

Niveau

Coût

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

+

=

CHA

VOLATILE MIND

From level 5:

POINT COST
ADJUSTMENTWilder
Level

+

=

(

- 1

) ÷ 5

POWER STONES

TATOUAGES

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20