

# WILDER

Nível de  
ManifestaçãoNível  
Bônus

+

## PSIONICS

POWER POINTS  
PER DAYBase  
PointsPontos  
Bônus

Racial

Outros

=

+

+

+

Bonus Points

Nível de  
Manifestação

=

CAR x

÷ 2

(Arredonda para Baixo)

Power Points used today

## NÍVEIS DE PODER

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

rds

=

Manifester  
Level Bonus

## PSICRYSTAL

Nome

Personality

☐ Artiste☐ Liar☐ Resolved☐ Bully☐ Meticulous☐ Sage☐ Coward☐ Nimble☐ Single-minded☐ Friendly☐ Observant☐ Sneaky☐ Hero☐ Poised☐ Sympathetic☐ \_\_\_\_\_☐ \_\_\_\_\_☐ \_\_\_\_\_☐ \_\_\_\_\_

## KNOWN POWERS

POWERS  
KNOWNMAX POWER  
LEVELPOWER POINTS  
MAX COSTNível de  
Manifestação

=

-----

Power

Nível

Custo

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

## POWER STONES

## VOLATILE MIND

From level 5:

POINT COST  
ADJUSTMENTWilder  
Level

+

=

(

- 1

) ÷ 5

## TATTOOS

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20