

# WILDER

Manifester

Level

Level

Bonus

+

## PSIONICS

**POWER POINTS  
PER DAY**Base  
PointsBonus  
Points

Racial

Misc

=

+

+

+

Bonus Points

Manifester  
Level

=

CHA

x

÷ 2

(Round down)

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 BONUS**Risk of Psychic  
EnervationManifester  
Level Bonus

+

%

=

x 5%

From level 4:  
Temp Attack  
Bonus

+

Temp Damage  
Bonus

+

Temp Saving  
Throw Bonus

+

Surging  
Euphoria  
Bonus**SURGING  
EUPHORIA  
DURATION**Manifester  
Level Bonus

rds

=

## PSICRYSTAL

Name

Personality

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

## KNOWN POWERS

**POWERS  
KNOWN****MAX POWER  
LEVEL****POWER POINTS  
MAX COST**Manifester  
Level

=

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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**

+

=

CHA

## POWER STONES

## VOLATILE MIND

From level 5:

**POINT COST  
ADJUSTMENT**Wilder  
Level

+

=

( \_\_\_\_\_ - 1 )

÷ 5

## TATTOOS

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20