



DIVINE MIND

DIVINITÀ

Manifester Level

Livello bonus

+



MANTLES

PSIONICS

POWER POINTS
PER DAY

Base
Points

Bonus
Points

Altro

Wild Talent
Reserve

= + + + 2

Bonus Points

Manifester
Level

= **SAG** × ÷ 2
(Arrotondato per difetto)
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

+

= **CAR**

DORJES

CARICHE

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CARICHE

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PSYCHIC AURA

AURA
RANGE

m q

MAX
AURAS

CHANGE
AURAS

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

Aura

Active
Aura

Bonus
Affects

Bonus

Divine
Mind
Level

1	Attack	<input type="checkbox"/>	Attack and damage	= 1 +	÷ 5
2	Defence	<input type="checkbox"/>	Armour class	= 1 +	÷ 5
3	Percezione	<input type="checkbox"/>	Initiative, Listen and Spot	= 2 +	÷ 5
4		<input type="checkbox"/>		= +	÷
5		<input type="checkbox"/>		= +	÷
6		<input type="checkbox"/>		= +	÷
5		<input type="checkbox"/>		= +	÷
6		<input type="checkbox"/>		= +	÷

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			

POWER STONES

TATTOOS

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16