DIVINE MIND

GOOD LAWFUL CHAOTIC EVIL

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	Defence	☐	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