

WILDER

Manifester

Level

Level

Bonus

+

PSIONICS

**POWER POINTS
PER DAY**Base
PointsBonus
Points

Feats

Sonstiges

 = + + +

Bonus Points

Manifester

Level

= **CH** x ÷ 2 (abrunden)

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. Angriffs-
bonus

+

Temp. Schadens-
bonus

+

Temp Saving
Throw Bonus

+

**SURGING
EUPHORIA
DURATION**Manifester
Level Bonus

Runden =

Surging
Euphoria
Bonus

=

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

=

Power

Stufe

Kosten

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**

+

=

CH

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