

# WILDER

Nível de  
Manifestação

Nível  
Bônus

+

## PSIONICS

POWER POINTS  
PER DAY

Base  
Points

Pontos  
Bônus

Racial

Outros

=  +  +  +

Bonus Points

Nível de  
Manifestação

= **CAR** x  ÷ 2 (Arredonda para Baixo)

Power Points used today

## NÍVEIS DE PODER

Power  
Level

Point  
Cost

Power  
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  
Enervation

Manifester  
Level Bonus

+

% =  x 5%

From level 4:  
Temp Attack  
Bonus

+

Temp Damage  
Bonus

+

Temp Saving  
Throw Bonus

+

SURGING  
EUPHORIA  
DURATION

Manifester  
Level Bonus

rds =

Surging  
Euphoria  
Bonus

=

## PSICRYSTAL

Nome

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

Nível de  
Manifestação

=

Poder

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**

## VOLATILE MIND

From level 5:

POINT COST  
ADJUSTMENT

Wilder  
Level

+

= (  - 1 ) ÷ 5

## POWER STONES

## TATTOOS

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20