

## DIVINE MIND

## DEITY

Manifester  
Level

Level  
Bonus



## MANTLES

## PSIONICS

POWER POINTS  
PER DAY

Base  
Points

### Bonus Points

Misc

Wild Talent  
Reserve

$$\boxed{\phantom{000}} = \underline{\phantom{00}} + \underline{\phantom{00}} + \underline{\phantom{00}} + 2$$

### Bonus Points

Manifester  
Level

$$= \frac{\text{WIS} \times \text{Power Points}}{2} \quad (\text{Round down})$$

## POWER LEVELS

Power Level	Point Cost	Power Save DC
1	1	
2	3	
3	5	
4	7	
5	9	
6	11	

$$\text{Power Save DC} = 10 + \text{CHA} + \text{Power Level}$$

## DIVINE GRACE

## SAVING THROW BONUS

**+** = CHA

## DORJES

[illegible]

## PSYCHIC AURA

**AURA**  
RANGE

ft	sq
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MAX  
AURAS

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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	Perception	<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

 Springer

Power	Level	Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		

## POWER STONES

[illegible]

## TATTOOS

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16