

PSIONICS EXPANDED

CRYPTIC

Cryptic
Level

Manifester
Level

PSIONICS

POWER POINTS
PER DAY

Base
Points

Bonus
Points

Racial

Misc

= + + +

Bonus Points

Manifester
Level

= **INT** × ÷ 2 (Round down)
Power Points used today

POWER LEVELS

Power Level	Point Cost	Power Save DC	Wild Surge Save DC
0	0		
1	1		
2	4		
3	5		
4	7		
5	9		
6	11		

Power Save DC = 10 + **CHA** + Power Level

ALTERED DEFENCE

As a swift action, choose one of:

Absorb
Deflect
Retaliate

Damage reduction / –
Dodge bonus to **AC**
Bonus to attack in return

Cryptic
Level

BONUS

+ = ÷ 4 (Round up)

USES PER DAY

rds = 4 + **INT** Uses today

Level 4 Use your altered defence as a free action, even when not your turn, by expending psionic focus

Level 14 **ENDURING DEFENCE**
Keep one ability active indefinitely

DISRUPT PATTERN

On gaining psionic focus, choose one enemy type:

<i>Aberration</i>	<i>Animal</i>	<i>Construct</i>	<i>Dragon</i>
<i>Fey</i>	<i>Humanoid</i>	<i>Magical beast</i>	<i>Monstrous humanoid</i>
<i>Ooze</i>	<i>Outsider</i>	<i>Plant</i>	
<i>Undead</i>	<i>Vermin</i>	<i>Construct</i>	

Attack range 30ft, half damage to targets of the wrong type

Cryptic
Level ÷ 2

Misc

DISRUPTION DAMAGE = **d6** + **INT** +
(Round up)

TRAPS

Perception

Cryptic
Level

Locate Traps = + (÷ 2)

Craft:
traps

Cryptic
Level

Craft Traps = +

Level 6 **SWIFT TRAPPER**
Create traps in half the normal time

INSIGHTS

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

KNOWN POWERS

POWERS
KNOWN

Cryptic
Level

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		
16		
17		
18		
19		
20		