

PSIONICS EXPANDED

Cryptic
LevelManifester
Level

CRYPTIC

PSIONICS

POWER POINTS
PER DAYBase
PointsBonus
Punten

Racial

Misc

	=	+	+	+
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Bonus Points

Manifester
Level

$$= \text{INT} \times \frac{\div 2}{\text{(Naar beneden afgerond)}}$$

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

BONUS

Cryptic
Level

$$+ \text{ } = \div 4 \quad \text{(Naar boven afgerond)}$$

USES PER DAY

Uses today

$$\text{rds} = 4 + \text{INT} \quad \begin{array}{|c|c|c|c|c|c|} \hline \square & \square & \square & \square & \square & \square \\ \hline \square & \square & \square & \square & \square & \square \\ \hline \square & \square & \square & \square & \square & \square \\ \hline \end{array}$$

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

Level **ENDURING DEFENCE**

14 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

$$\text{DISRUPTION DAMAGE} = d6 + \text{INT} + \text{ } \quad \text{(Naar boven afgerond)}$$

TRAPS

Perception

Cryptic
Level

$$\text{Locate Traps} \text{ } = \text{ } + \left(\div 2 \right)$$

Craft:
trapsCryptic
Level

$$\text{Craft Traps} \text{ } = \text{ } + \text{ }$$

Level **SWIFT TRAPPER**

6 Create traps in half the normal time

INSIGHTS

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

KNOWN POWERS

POWERS
KNOWNCryptic
LevelMAX POWER
LEVELPOWER POINTS
MAX COSTManifester
Level

$$\text{ } = \text{ } \quad \text{ } = \text{ } \quad \text{ } = \text{ }$$

Power	Level	Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		