KNOWN POWERS PSionics unleashed Level MAX POINTS **POWERS** MAX POWER Manifester Manifester POWER COST Level = Power Discipline **Additional Class Skills** 1 ☐ Generalist UMD, □ Seer (clairsentience) Diplomacy, Perception ☐ **Egoist** (psychometabolism) Acrobatics, Heal □ Shaper (metacreativity) Bluff, Disguise, UMD Climb, Fly, Survival, Swim □ Nomad (psychoportation) ☐ Kineticist (psychokinesis) Disable Device, Intimidate ☐ **Telepath** (telepathy) Bluff, Diplomacy, Sense Motive 6 Discipline Talents 7 8 9 Level Discipline Abilities 2 11 8 14 13 20 15 **PSIONICS** POWER POINTS Base Bonus Misc Racial PER DAY Points Points 17 pts 19 **Bonus Points** Manifester Level 21 = INT \times ÷ 2 (Round down) Power Points 25 pts 27 POWER LEVELS Power Point Power Save DC Level Cost 29 1 1 2 3 31 3 5 4 7 5 9 6 11 35 7 13 8 15 9 17 Power Save DC = 10 + INT + Power Level **BONUS FEATS** Level 1 5 10 15 20

Psion

Bonus feats should be Psionic Feats, Metapsionic Feats

or Psionic Item Creation Feats