

DISCIPLINE

| Discipline | Additional Class Skills |
|--|--------------------------------|
| <input type="checkbox"/> Generalist | UMD, _____ |
| <input type="checkbox"/> Seer(clairsentience) | Diplomacy, Perception |
| <input type="checkbox"/> Egoist(psychometabolism) | Acrobatics, Heal |
| <input type="checkbox"/> Shaper(metacreativity) | Bluff, Disguise, UMD |
| <input type="checkbox"/> Nomad(psychoportation) | Climb, Fly, Survival, Swim |
| <input type="checkbox"/> Kineticist(psychokinesis) | Disable Device, Intimidate |
| <input type="checkbox"/> Telepath(telepathy) | Bluff, Diplomacy, Sense Motive |

Discipline Talents

Level Discipline Abilities

2

8

14

20

PSIONICS

POWER POINTS PER DAY

Base Points

Bonus Points

Racial

Misc

pts

=

+

+

+

+

Bonus Points

Manifester Level

=

INT

x

÷ 2

(Round down)

Power Points

pts

POWER LEVELS

| 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 + INT + Power Level

BONUS FEATS

Level

1

5

10

15

20

Bonus feats should be Psionic Feats, Metapsionic Feats, or Psionic Item Creation Feats

KNOWN POWERS

| POWERS KNOWN | MAX POWER LEVEL | MAX POINTS POWER COST | Manifester Level |
|--------------|-----------------|-----------------------|------------------|
| | | | = |
| Power | | | Level Cost |
| 1 | | | |
| 2 | | | |
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