

Poziom
PsionaPoziom
Manifestującego

ZNANE MOCE

MOCE
ZNANEMAKSYMALNA MOC
POZIOMMAX POINTS
POWER COSTPoziom
Manifestującego

=

DISCIPLINE

| Dyscyplina | 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

Poziom Discipline Abilities

2

8

14

20

PSIONIKA

PUNKTY MOCY
NA DZIEŃBazowe
PunktyPremiowe
Punkty

Rasowe

Inne

 ptk = + + +

Punkty Premiowe

Poziom
Manifestującego = INT × ÷ 2 (Zaokrąglane w dół)

Punkty Mocy

ptk

POZIOMY MOCY

| Poziomy Mocy | Koszt | ST Rz. Obr. na Moc |
|-----------------|-------|-----------------------|
| 1 | 1 | <input type="text"/> |
| 2 | 3 | <input type="text"/> |
| 3 | 5 | <input type="text"/> |
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ST Rz. Obr. Na Moc = 10 + INT + Poziom Mocy

ATUTY PREMIOWE

Poziom

1

5

10

15

20

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

| Moc | Poziom | Koszt |
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