PSIONICS UNLEASHED

PSION

Psion Level

Manifester Level

DISCIPLINE

Discipline	Additional Class Skills
☐ **Generalist**	UMD, _____
☐ **Seer** (clairsentience)	Diplomacy, Perception
☐ **Egoist** (psychometabolism)	Acrobatics, Heal
☐ **Shaper** (metacreativity)	Bluff, Disguise, UMD
☐ **Nomad** (psychoportation)	Climb, Fly, Survival, Swim
☐ **Kineticist** (psychokinesis)	Disable Device, Intimidate
☐ **Telepath** (telepathy)	Bluff, Diplomacy, Sense Motive

Discipline Talents

Level	Discipline Abilities
2	
8	
14	
20	

PSIONICS

POWER POINTS PER DAY

pts	=	Base Points	+	Bonus Points	+	Racial	+	Misc

Bonus Points

Manifester Level

_____ = INT × _____ ÷ 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			
3			
4			
5			
6			
7			
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