

DISCIPLINE

Discipline	Additional Class Skills
<input type="checkbox"/> Generalista	UOM, _____
<input type="checkbox"/> Seer (clairsentience)	Diplomacia, Percepción
<input type="checkbox"/> Egoist (psychometabolism)	Acrobacias, Curar
<input type="checkbox"/> Shaper (metacreativity)	Engañar, Disfrazarse, UOM
<input type="checkbox"/> Nomad (psychoportation)	Trepar, Volar, Supervivencia, Nadar
<input type="checkbox"/> Kineticist (psychokinesis)	Disable Device, Intimidate
<input type="checkbox"/> Telepath (telepathy)	Engañar, Diplomacia, Averiguar Intenciones

Discipline Talents

Nivel Discipline Abilities

2

8

14

20

PSIONICS

POWER POINTS AL DÍA

pts

 =  +  +  +

Bonus Points

Manifester Level

= INT ×  ÷ 2 (Redondear abajo)

Power Points

pts

POWER LEVELS

Nivel de Poder	Coste Puntos	CD Salv. Poder
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

DOTES ADICIONALES

Nivel

1

5

10

15

20

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

PODERES CONOCIDOS

PODERES CONOCIDOS	MAX POWER NIVEL	MAX POINTS POWER COST	Manifester Level
			=
Poder			Nivel Coste
1			
2			
3			
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