

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 × ÷ 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 | | | |
| 8 | | | |
| 9 | | | |
| 10 | | | |
| 11 | | | |
| 12 | | | |
| 13 | | | |
| 14 | | | |
| 15 | | | |
| 16 | | | |
| 17 | | | |
| 18 | | | |
| 19 | | | |
| 20 | | | |
| 21 | | | |
| 22 | | | |
| 23 | | | |
| 24 | | | |
| 25 | | | |
| 26 | | | |
| 27 | | | |
| 28 | | | |
| 29 | | | |
| 30 | | | |
| 31 | | | |
| 32 | | | |
| 33 | | | |
| 34 | | | |
| 35 | | | |
| 36 | | | |