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

Stufe	Discipline Abilities
2	
8	
14	
20	

PSIONICS

POWER POINTS PER DAY

pts = Base Points + Bonus Points + Feats + Sonstiges

Bonus Points

Manifester Level

= IN × ÷ 2 (abrunden)

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		
9	17	

no penalty for riding bareback

Power Save DC = 10 + INT + Power Level

BONUS FEATS

Stufe	
1	
5	
10	
20	

alty for riding bareback

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	Stufe	Kosten
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			

for riding bareback