PSionics unlea	SHED Psion Level	) ×		KNOWN POWERS	5		,
DCTON		POWERS KNOWN		X POWER VEL	MAX POINTS POWER COST	Manifest	
psion	Manifester Level	KNOWN	LEV	/EL	FOWER COST	Level	
DISCI	PLINE					=	
Discipline	Additional Class Skills	Power				Livello	Costo
Generalist	UMD,	1					
☐ Seer (clairsentience)	Diplomacy, Perception	2					
☐ <b>Egoist</b> (psychometabolism)	Acrobatics, Heal	3					
☐ Shaper (metacreativity)	Bluff, Disguise, UMD	4					
<ul><li>□ Nomad (psychoportation)</li><li>□ Kineticist (psychokinesis)</li></ul>	Climb, Fly, Survival, Swim Disable Device, Intimidate	5					
☐ Telepath (telepathy)	Bluff, Diplomacy, Sense Motive	6					
Discipline Talents	Bian, Biplomady, dende monve						
		7					
		8					
Livello Discipline Abilities		9					
2		10					
8		11					
		12					
14		13					
20		14					
PSIO	NICS	15					
	Danua	16					
	Points Razziale Altro						
punt <b>∓ +</b>	+ +	17					
		18					
		19					
Bonus Points	Manifester Level	20					
= INT ×	÷ 2	21					
	(Arrotondato per di	fetto)2					
Power	Points	23					
		24					
		25					
	pun	i 26					
POWER		27					
Power Point Pow		28					
Level Cost Save							
1 1		29					
2 3		30					
3 5		31					
4 7		32					
5 9		33					
6 11		34					
7 13		35					
8 15		36					
9 17							
Power Save DC = 10 + INT + Po	wer I evel						
TALENT		(					
Livello		•					
1		_					
5		_					
10							
		_					
15		-					
20							
Bonus feats should be Psic or Psionic Item Creation Fe	onic Feats, Metapsionic Feats eats						