

# PSIONICS EXPANDED

## CRYPTIC

Cryptic Level

Manifester Level

### PSIONICS

POWER POINTS  
PER DAY

Base Points

Bonus Points

Feats

Sonstiges

=  +  +  +

Bonus Points

Manifester Level

=  IN  ×  ÷ 2 (abrunden)  
Power Points used today

### POWER LEVELS

Power Level	Point Cost	Power Save DC	Wild Surge Save DC
0	0		
1	1		
2	4		
3	5		
4	7		
5	9		
6	11		

Power Save DC = 10 + CHA + Power Level

### ALTERED DEFENCE

As a swift action, choose one of:

**Absorb**  
**Deflect**  
**Retaliate**

Damage reduction /-  
Dodge bonus to AC  
Bonus to attack in return

BONUS

Cryptic Level

+  =  ÷ 4 (aufrunden)

USES PER DAY

Uses today

Runden  +  IN

Stufe 4 Use your altered defence as a free action, even when not your turn, by expending psionic focus

Stufe 14 **ENDURING DEFENCE**  
Keep one ability active indefinitely

### DISRUPT PATTERN

On gaining psionic focus, choose one enemy type:

<i>Aberration</i>	<i>Animal</i>	<i>Construct</i>	<i>Dragon</i>
<i>Fey</i>	<i>Humanoid</i>	<i>Magical beast</i>	<i>Monstrous humanoid</i>
<i>Ooze</i>	<i>Outsider</i>	<i>Plant</i>	
<i>Undead</i>	<i>Vermin</i>	<i>Construct</i>	

Attack range 30ft, half damage to targets of the wrong type

Cryptic Level ÷ 2

Sonstiges

DISRUPTION DAMAGE =  $W\% \times d6W\%$  to penalty for riding bareback  
(aufrunden)

### FALLEN

Wahrnehmung

Cryptic Level

Fallen finden  =  + (  ÷ 2 )

Craft: traps

Cryptic Level

Craft Traps  =  +

Stufe 6 **SWIFT TRAPPER**  
Create traps in half the normal time

### INSIGHTS

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

6 \_\_\_\_\_

7 \_\_\_\_\_

8 \_\_\_\_\_

9 \_\_\_\_\_

10 \_\_\_\_\_

### KNOWN POWERS

POWERS  
KNOWN

Cryptic Level

MAX POWER  
LEVEL

POWER POINTS  
MAX COST

Manifester Level

=   =

Power

Stufe

Kosten

1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
16		
17		
18		
19		
20		