KNOWN POWERS PSIONICS UNLEASHED Level **POWERS MAX POWER MAX POINTS** Manifester Manifester KNOWN LEVEL **POWER COST** Level =DISCIPLINE Discipline Additional Class Skills 1 ☐ Generalist UMD, □ Seer (clairsentience) Diplomacy, Perception ☐ Egoist (psychometabolism) Acrobatics, Heal ☐ Shaper (metacreativity) Bluff, Disguise, UMD $\ \square$ Nomad (psychoportation) Climb, Fly, Survival, Swim ☐ Kineticist (psychokinesis) Disable Device, Intimidate □ Telepath (telepathy) Bluff, Diplomacy, Sense Motive 6 Discipline Talents 7 8 9 Level Discipline Abilities 2 11 8 **12** 14 13 20 14 15 **PSIONICS** 16 **POWER POINTS** Base Bonus Misc Racial PER DAY Points Points **17** pts 19 Bonus Points Manifester Level 21 = INT × ÷ 2 (Round down) 22 Power Points 23 25 26 pts 27 POWER LEVELS Power Point Power Save DC Level Cost 29 1 1 2 3 31 3 5 7 4 33 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

Psion

or Psionic Item Creation Feats