

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

Base Points

Bonus Punkt

Feats

Sonstiges

pts

=

+

+

+

Bonus Points

Psionische Stufe

=

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

15

9

17

Power Save DC = 10 + INT + Power Level

BOUNS TALENT

Stufe

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
=		
Power		Stufe Kosten
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