

DISCIPLINE

Discipline

Additional Class Skills

☐ Generalist

UMD,

☐ Seer (clairsentience)

Diplomacy, Perception

☐ Egoist (psychometabolism)

Acrobatics, Heal

☐ Shaper (metacreativity)

Bluff, Disguise, UMD

☐ Nomad (psychoportation)

Klettern, Fliegen, Überlebenskunst, Schwimmen

☐ Kineticist (psychokinesis)

Mechanismus ausschalten, Einschüchtern

☐ Telepath (telepathy)

Bluffen, Diplomatie, Motiv erkennen

Discipline Talents

Stufe Discipline Abilities

2

8

14

20

PSIONICS

POWER POINTS

PRO TAG

Base Points

Bonus Punkt

Rasse

Sonst. Mod.

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

BONUSTALENTE

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	Psionische Stufe
			=
Power			Stufe Kosten
1			
2			
3			
4			
5			
6			
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