PSIONICS UNLEASHED

PSION

Psion Level

Manifester Level

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

Niveau	Discipline Abilities
2	
8	
14	
20	

PSIONICS

POWER POINTS PER DAY

pts	=	Base Points	+	Bonus Points	+	Racial	+	Divers

Bonus Points — Manifester Level

= INT × ÷ 2 (arrondi à l'inférieur)

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

DONS SUPPLEMENTAIRES

Niveau	
1	
5	
10	
15	
20	

Bonus feats should be Psionic Feats, Metapsionic Feats or Psionic Item Creation Feats

POUVOIRS CONNUS

POWERS KNOWN	MAX POWER LEVEL	MAX POINTS POWER COST	= Manifester Level

	Pouvoir	Niveau	Coût
1			
2			
3			
4			
5			
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