

PSIONICS EXPANDED

Cryptic
LevelManifester
Level

CRYPTIC

PSIONICS

POWER POINTS
PER DAYBase
PointsBonus
Points

Racial

Misc

	=	+	+	+
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Bonus Points

Manifester
Level

$$= \text{INT} \times \div 2 \quad (\text{Round down})$$

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

$$+ = \div 4 \quad (\text{Round up})$$

USES PER DAY

Uses today

$$\text{rds} = 4 + \text{INT}$$

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

Level **ENDURING DEFENCE**Level **14** 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 typeCryptic
Level ÷ 2

Misc

DISRUPTION
DAMAGE

$$= \text{d6} + \text{INT} +$$

(Round up)

TRAPS

Perception

Cryptic
Level

$$\text{Locate Traps} = + (\div 2)$$

Craft:
trapsCryptic
Level

$$\text{Craft Traps} = +$$

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

INSIGHTS

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

KNOWN POWERS

POWERS
KNOWNCryptic
LevelMAX POWER
LEVELPOWER POINTS
MAX COSTManifester
Level

$$=$$

Power	Level	Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		