KNOWN POWERS PSionics unleashed Level **POWERS** MAX POWER **MAX POINTS** Manifester Manifester KNOWN POWER COST Level = DISCIPLINE Power Kosten Discipline **Additional Class Skills** ☐ 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 Discipline Talents 8 Stufe Discipline Abilities 2 11 8 14 13 20 15 **PSIONICS** POWER POINTS Base Bonus Sonstiges PER DAY Points Points Feats 17 pts 19 **Bonus Points** Manifester Level 21 ÷ 2 (abrunden) Power Points 23 25 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 35 7 13 8 15 9 17 Power Save DC = 10 + INT + Power Level **BONUS FEATS** Stufe 1 5 10 15 20

Psion

Bonus feats should be Psionic Feats, Metapsionic Feats

or Psionic Item Creation Feats