

POWERS
KNOWNMAX POWER
LEVELMAX POINTS
POWER COST

=

DISCIPLINE

Discipline	Additional Class Skills
<input type="checkbox"/> Generalist	UMD,
<input type="checkbox"/> Seer (clairsentience)	Diplomacy, Perception
<input type="checkbox"/> Egoist (psychometabolism)	Acrobatics, Heal
<input type="checkbox"/> Shaper (metacreativity)	Bluff, Disguise, UMD
<input type="checkbox"/> Nomad (psychoportation)	Klettern, Fliegen, Überlebenskunst, Schwimmen
<input type="checkbox"/> Kineticist (psychokinesis)	Mechanismus ausschalten, Einschüchtern
<input type="checkbox"/> Telepath (telepathy)	Bluffen, Diplomatie, Motiv erkennen

Discipline Talents

Stufe Discipline Abilities

2

8

14

20

PSIONICS

POWER POINTS
PRO TAGBase
PointsBonus
Punkt

Rasse

Sonst. Mod.

pts

=

+

+

+

Bonus Points

Psionische Stufe

=

IN

x

÷ 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

Power

Stufe

Kosten

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

30

31

32

33

34

35

36