

## PSIONICS EXPANDED

Cryptic  
LevelManifester  
Level

## CRYPTIC

## PSIONICS

POWER POINTS  
PER DAYBase  
PointsBonus  
Points

Racial

Misc

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Bonus Points

Manifester  
Level

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

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

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

USES PER DAY

Uses today

$$\text{Uses} = 4 + \text{INT} \div 2 \quad (\text{Round up})$$

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

$$\text{DISRUPTION DAMAGE} = d6 + \text{INT} \div 2 \quad (\text{Round up})$$

## TRAPS

Perception

Cryptic  
Level

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

Craft:  
trapsCryptic  
Level

$$\text{Craft Traps} = \text{Craft: traps} + \text{Cryptic Level}$$

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

$$\text{Powers Known} = \text{Cryptic Level} \times \text{Max Power Level} \times \text{Power Points Max Cost} \times \text{Manifester Level}$$

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