

PSYCHIC

Caster
Level

PSYCHIC DISCIPLINE

Discipline powers

Level
1

Level
5

Level
13

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		INT - 4 INT - 8 INT - 12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		7		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		8		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		9		<input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + INT + Spell Level

TELEPATHY

DETECT THOUGHTS

Once a day, or by spending any level spell slot: ☐ Today

Level
2

1st round Presence of thinking being

2nd round Number of thinking beings and their INT

3rd round Surface thoughts

Level
9

TELEPATHIC BOND

Once a day, or by spending a 4th level spell slot, ☐ Today
forge a bond between yourself and other willing creatures.

Level
17

TELEPATHY

Communicate telepathically with anyone within 100 ft.

REMADE SELF

- Level **20**
- ☐ Arcane Sight
 - ☐ Fly
 - ☐ Haste
 - ☐ Heroism
 - ☐ Nondetection
 - ☐ Tongues

KNOWN SPELLS

0

Bonus Spell

1

☐ ☐ ☐
☐ ☐ ☐
☐

Bonus Spell

2

☐ ☐ ☐
☐ ☐ ☐
☐

Bonus Spell

3

☐ ☐ ☐
☐ ☐ ☐
☐

Bonus Spell

4

☐ ☐ ☐
☐ ☐ ☐
☐

Bonus Spell

5

☐ ☐ ☐
☐ ☐ ☐
☐

Bonus Spell

6

☐ ☐ ☐
☐ ☐ ☐
☐

Bonus Spell

7

☐ ☐ ☐
☐ ☐ ☐
☐

Bonus Spell

8

☐ ☐ ☐
☐ ☐ ☐
☐

Bonus Spell

9

☐ ☐ ☐
☐ ☐ ☐
☐

PHRENIC AMPLIFICATIONS

POINTS
PER DAY

Psychic
Level

Stat

Misc

Points
Today

=

(÷ 2)

+

+

☐ WIS
☐ CHA

☐ ☐ ☐ ☐
☐ ☐ ☐ ☐

Level
1

Level
3

Level
7

Level
11

Level
15

Level
19