

DISCIPLINE

Discipline

Additional Class Skills

☐ Generalist

UMD,

☐ Seer (clairsentience)

Diplomacy, Perception

☐ Egoist (psychometabolism)

Acrobatics, Heal

☐ Shaper (metacreativity)

Bluff, Disguise, UMD

☐ Nomad (psychoportation)

Climb, Fly, Survival, Swim

☐ Kineticist (psychokinesis)

Disable Device, Intimidate

☐ Telepath (telepathy)

Bluff, Diplomacy, Sense Motive

Discipline Talents

Level Discipline Abilities

2

8

14

20

PSIONICS

POWER POINTS PER DAY

Base Points

Bonus Points

Racial

Misc

pts

=

+

+

+

Bonus Points

Manifester Level

=

INT

×

÷ 2

(Round down)

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

BONUS FEATS

Level

1

5

10

15

20

Bonus feats should be Psionic Feats, Metapsionic Feats or Psionic Item Creation Feats

KNOWN POWERS

POWERS KNOWN	MAX POWER LEVEL	MAX POINTS POWER COST	Manifester Level
			=
Power			Level Cost
1			
2			
3			
4			
5			
6			
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