**Psion class - 8 HP/Level, 6 skills. Good Will save. Choice on Reflex or Fortitude.**

**KOM – Varies, based on discipline.**

**KDM – DEX**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Base Attack Bonus** | **Will + Good Save** | **Poor Save** | **Wilder / Focus** | **Mental Juggernaut** | **Psionics** | **Power points** |
| **1** | **+0** | **+2** | **+0** |  | **Mental Shard** | **1st Circle** | **2** |
| **2** | **+1** | **+3** | **+1** | **1** |  |  | **4** |
| **3** | **+2** | **+4** | **+1** |  |  | **2nd Circle** | **7** |
| **4** | **+3** | **+4** | **+2** |  | **Telepathy** |  | **10** |
| **5** | **+3** | **+5** | **+2** | **2** |  |  | **14** |
| **6** | **+4** | **+6** | **+3** |  |  | **3rd Circle** | **18** |
| **7** | **+5** | **+6** | **+3** |  | **Telekinesis** |  | **23** |
| **8** | **+6** | **+7** | **+4** | **3** |  |  | **28** |
| **9** | **+6** | **+8** | **+4** |  |  | **4th Circle** | **34** |
| **10** | **+7** | **+8** | **+5** |  | **Mental Propulsion** |  | **40** |
| **11** | **+8** | **+9** | **+5** | **4** |  |  | **47** |
| **12** | **+9** | **+10** | **+6** |  |  | **5th Circle** | **54** |
| **13** | **+9** | **+10** | **+6** |  | **Psychic Shield** |  | **62** |
| **14** | **+10** | **+11** | **+7** | **5** |  |  | **70** |
| **15** | **+11** | **+12** | **+7** |  |  | **6th Circle** | **79** |
| **16** | **+12** | **+12** | **+8** |  | **Scism** |  | **88** |
| **17** | **+12** | **+13** | **+8** | **6** |  |  | **98** |
| **18** | **+13** | **+14** | **+9** |  |  | **7th Circle** | **108** |
| **19** | **+14** | **+14** | **+9** |  | **Precognition** |  | **119** |
| **20** | **+15** | **+15** | **+10** | **7** |  |  | **130** |

**Psionic Focus (Slow track)**

**1 – Psionic Focus EX** - As a move action gain [Focus] until you expend it or the end of the scene. While [Focused] you gain +2 bonus to Perception and Vigor checks.

**2 – Sharpen the mind EX** - Expend [Focus] as a partial move action to take 10 on a trained skill check no matter the circumstances. In addition choose one of the following abilities, choice is permanent:

A. While [Focused] you gain KOM as bonus precision damage to powers, spells, spell-like and psi-like abilities.

B. While [Focused] gain +5 per circle to your movement speed.

**3 –Situation, Under Control** SU. – Once per round as an Immediate action you may expend [Focus] to gain +2 bonus to AC or a single save for 1 round.

**4 -Third Eye** SU - While you are [Focused], when you are rolling to overcome [Concealment], [Total Concealment], or [Miss chance], you reduce your miss chance by 20% to a minimum of 0%. You may expend [Focus] as an immediate action to automatically confirm the hit.

**5 – Psychic meditation** EX. – You may now gain [Focused] as a swift or partial move action.

**6 – Ignore all Distractions** SU - While [Focused] you gain [Immunity] to [Mind-Affecting] and [Fear] effects, as well as the in-combat use of the Intimidate skill, in addition twice per encounter you may expend your [Focus] as a free action to add +2 bonus to the DC of any ability originating from you.

**7 – Eidetic memory** SU – You may expend [Focus] once per scene as a standard action to recover an ability with limited uses. For example, if you already used Precognition this scene, you may use this standard action to recover it and use it twice in one scene. You may also use that ability with the same standard action if it required a standard action or less to activate.

**Wilder (Slow track) all bonuses are fury bonuses, and does not stack with others.**

**1 - Chaotic Surge SU**- As a swift action, as long as you are not [Energy Drained] or already in a Chaotic Surge, you may enter a Chaotic Surge. You gain a bonus to weapon attacks and damage rolls of powers, spells, spell-like and psi-like abilities equal to 1/circle of this track for KOM + 3 rounds. You also gain fast healing 5 and +1 to Will saves during your Chaotic Surge. At the end of the Surge you are [Energy Drained] for the number of rounds you Surged and cannot Chaotic Surge again until the [Energy Drained] condition expires. You may voluntarily end your chaotic surge at any time as a free action

**2 - Moving like crazy EX**– You gain initiative bonus +1 per 2 levels, minimum +1.

**3 - Where am I going with it? SU**- Whenever you deal damage to an opponent while in a Chaotic Surge, they become [Dazzled] for 1 round, the duration of this con­dition increases by one [Round] for every time you hit the opponent again. Additionally, once per [Round], if you hit a [Dazzled] opponent with an attack while in a Chaotic Surge, that opponent becomes [Confused] for one [Round]. A successful Will save (DC 10 + ½ your level + your KOM) ne­gates the [Confused] condition, this is a [Mind Affecting] ability.

**4 - Greater Chaotic Surge SU**- Chaotic Surge Will save bonus doubles to +2 and fast healing is now 10, you are now only [Energy Drained] for 1 round after your Chaotic Surge ends.

**5 - Unraveled SU**– Choose one of the following abilities, this choice is permanent:

A. While in a Chaotic Surge, you gain [Immunity] to effects with the [Binding] descriptor

B. You no longer provoke Attacks of Opportunity while casting spells or powers.

**6 - Perfect Chaos SU**- Double again Chaotic Surge Will save bonus to +4 and fast healing to 20. You may now use a free action to enter or exit your chaotic surge.

**7 - Reality Maelstrom SU**- You pull yourself from up to 2 rounds in the future as an immediate action. You cannot be targeted, you no longer fast heal and durations do not pass for you. You are effectively out of this reality until you choose to return in the exact same condition you left.

**Mental Juggernaut (Medium track)**

**1 Mental Shard EX** – Once per [Encounter],

if you make a successful Fortitude or Will save against an effect that would normally have a lesser effect on a successful save (such as a spell with a save of “Fortitude half ”), you instead ignore the effect entirely.

**2 –Telepathy PLA** - Cast world mind at will as the spell.

**3 -Telekinesis PLA** – Once per [Round], as a standard action, you may replicate an effect of the Telekinetic Scion feat (Pg 167). You do not actually possess the Telekinetic Scion feat for the purposes of prerequisites. You may choose to use a mental statistic of your choice in place of Intelligence for determining the DC and damage of the Telekinetic Scion effect, this choice is permanent. If you possess the actual Telekinetic Scion feat, you instead automatically gain the effects of the Telekinetic Strength feat (Pg 167), again using the mental statistic of your choice in place of Intelligence. You use these effects as Psi-Like abilities, not Supernatural or Spell-like abilities.

**4 Mental Propulsion SU**- Gain Flight movement mode

**5 Psychic Shield SU**– You gain Damage reduction equal to the number of Mental Juggernaut circles you possess. You also automatically stabilize when [Dying].

**6 - Schism SU**– Once per round at the start of your turn, if you are affected by a condition, you may as a free action, attempt a saving throw to try to ignore that condition for one round. DC is the same as the original effect that gave you the condition. If the original effect did not initially allow a save you may make a Will save dc= 10+ originators KOM + 1/2 it's level. If you succeed the save, you are treated as not having that condition for 1 round, ignoring the effect has no affect on its duration.

**7 Precognition SU**. - Once per scene you may add your level to any die roll

**Psionics (Fast Track)**

Your modifier for Casting powers is your Power Ability Modifier (PAM) for this track, which is determined by your Discipline. The DC for your spells is equal to 10 + ½ your character level + your PAM. You gain 2 General powers and 1 Disciple power known every time you gain a new circle in this track. You also gain access to a pool of power points used to cast your powers, with additional points determined by your PAM. Your Discipline also determines your KOM, if you multiclass out of this track you may use any ability as your KOM, as long as it is not the same as your KDM

Each power has a base Power point cost, equal to its circle. You can only spend a number of power points on powers equal to the highest circle you have access to. For example, if you have access to third circle powers, you can spend up to 3 power points on any power.

If a power lists Augment +X: means that if you spend X number of extra power points in addition to the base cost, your power will alter or grant additional effects as the description follows. If you have the points to spend on it, you can stack multiple augments together. Unless otherwise noted, augmenting does not change the Circle of the power.

|  |  |
| --- | --- |
| **PAM** | **Bonus Points** |
| **> -1** | **n/a** |
| **0** | **0** |
| **1** | **1** |
| **2** | **1** |
| **3** | **2** |
| **4** | **3** |
| **5** | **5** |
| **6** | **8** |
| **7** | **13** |
| **8** | **21** |
| **9** | **34** |
| **10** | **55** |
| **11** | **89** |