**Psion/Wilder Class**

Wilder

Discipline Track (see the 4 disciplines below the power list)

Psion Power List

<https://docs.google.com/document/d/1MoJwokWcMSaWy3nytPYw8QalA1XOqu05JKmeILG_650/edit>

KOM Any Mental

KDM Any Mental (Cannot be the same as your KOM)

10 HP

6 Skills

¾ BAB

Poor Fort

Good Reflex

Good Will

**Psychic Warrior/Soul Knife/War Mind Class**

Psychic Warrior Track

<https://docs.google.com/document/d/1uaNInajjM5LjlIde-Cg4lPVQ9bMxWQg-TeOg4osNtA0/edit>

Defensive Track

Psychic Warrior PLA Track

KOM Any Physical

KDM Any Physical (Cannot be the same as your KOM)

10 HP

5 Skills

1 BAB

Good Fort

Good Reflex

Poor Will

**Extra Tracks**

Mana Track

<https://docs.google.com/document/d/1KOawzMKqHv4j8yeauh7XunB0d6ib0ezRM9clKdhknz0/edit>

Focus Track

Maybe another power list

1 Deceleration psychoportation

1 Energy Ray psychokinesis

1 Expand metacreation

1 Inertial Armor metacreation

1 Mind Thrust psychokinesis

1 Sensory Link telepathy

2 Aura of Misfortune telepathy

2 Body Adjustment metacreation

2 Energy Push psychokinesis

2 Metafaculty telepathy

2 Precognition telepathy

2 Share Pain metacreation

3 Apport psychoportation

3 Dispel Psionics metacreation

3 Energy Flash psychokinesis

3 Prowess telepathy

3 Psionic Movement metacreation

3 Touchsight metacreation

4 Death Urge telepathy

4 Dispelling Buffer psychokinesis

4 Phase Door psychoportation

4 Psionic Scrying telepathy

4 Time Hop psychoportation

4 Vampiric Blade metacreation

5 Cloud Mind telepathy

5 Force Field psychokinesis

5 Hustle psychoportation

5 Psionic Teleport psychoportation

5 Psychofeedback metacreation

5 Time Shift psychoportation

6 Divert Teleport psychoportation

6 Energy Conversion psychokinesis

6 Energy Wave psychokinesis

6 Mindwipe telepathy

6 Recall Life metacreation

6 Tower of Iron Will metacreation

7 Affinity Field metacreation

7 Bend Reality metacreation

7 Disintegrate psychokinesis

7 Energy Stun psychokinesis

7 Null Field psychokinesis

7 Psychic Chirurgery telepathy

Make into PLA tracks

Kineticist (Psychokinesis)

1 Bolt

2 Energy Missile

3 Energy Ball

4 Inertial Barrier

5 Become Living Energy

6 Reddopsi

7 Tornado Blast

Nomad (Psychoportation)

1 Spatial Exchange

2 Hinder

3 Psionic Haste

4 Psionic Slow

5 Rewind

6 Temporal Acceleration

7 Retrieve

Shaper (Metacreativity)

1 Mind Blade

2 Retribution

3 Dancing Weapon

4 Concealing Amorpha

5 Oak Body

6 Hail of Crystals

7 Astral Construct

Telepath (Telepathy)

1 Psionic Charm

2 Read Thoughts

3 False Sensory Input

4 Remote Viewing

5 Metaconcert

6 Crisis of Life

7 Psionic Dominate

Other Track Ideas/abilities

Psychic Warrior (Generalist)

1 Catfall psychoportation

2 Dissolving Touch psychokinesis

3 Dimensional Slide psychoportation

4 Truevenom psychokinesis

5 Psionic Reversal metacreation

6 Immovability metacreation

7 Power Leech metacreation

Incarnate

**Other Notes**

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| 00:03 | Nohwl | what's a wilder in 3.5? |
| 00:04 | Nohwl | trying to figure out how to write up different power lists. wondering if i could get away with treating it like egoist or something and just have it give extra powers you can pick up. |
| 00:04 | Nohwl | i guess, what makes a wilder different from a psion, in terms of powers they get? |
| 00:17 | Claudius\_Maximus | They basically just don;t get discipline powers |
| 00:17 | Claudius\_Maximus | Also sorry about teh delay |
| 00:17 | Nohwl | no problem. |
| 00:17 | Claudius\_Maximus | They also get a good deal fewer powers |
| 00:18 | Nohwl | what are your thoughts on the two classes just getting straight up fused for one class in legend? |
| 00:18 | Claudius\_Maximus | And they get them slower. They're kind of screwed over compared to psions |
| 00:18 | Nohwl | same list of powers, a choice between two tracks (one could be the psion track, the other could be the wilder track), and then a common defensive track? |
| 00:19 | Claudius\_Maximus | That makes sense, though what would the psion track have? |
| 00:20 | Claudius\_Maximus | They just had more powers/selection and bonus feats really |
| 00:20 | Nohwl | i'm sure someone would be happy with 7 bonus feats, but i'm not sure. maybe a couple powers that i wanted to put in to the power list as plas. |
| 00:22 | Claudius\_Maximus | Well if the counterpart is a surge-based track there could be another that affects the powers. Maybe something like metapsionics (but with mechanics that fit for Legend), which could be interesting and help simulate the feats |
| 00:22 | Nohwl | the plas sounds like a decent idea. it would even give them more power points than the wilder option (i was going to allow augmenting plas). |
| 00:23 | Nohwl | and i had metapsionics as feats already. |
| 00:24 | Nohwl | they were just the generic augmentations i was considering for powers. enlarge power for example. spend some power points and a move action and increase the range of the power. |
| 00:24 | Claudius\_Maximus | Ah. Anyway psions never really had more power points than wilders (except for loss of PP through enervation) but it's not like you really have to stick to 3.5 stuff |
| 00:24 | Nohwl | so a surge based track focusing around something like that could work. |
| 00:24 | Nohwl | thanks |

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| 00:08 | Nohwl | in 3.5, what makes a wilder different from a psion? |
| 00:09 | Nohwl | i'm writing up a psionics system (going to toss it in homebrew whenever i finished), and i'm not too sure what the differences really are between the two classes in terms of powers they get. |
| 00:12 | Childe | Really it's just Psion gets more powers known at the expense of not getting Wilder's features (but getting bonus feats in exchange too). It's not really a balanced tradeoff altogether, but hey. Also Psions get access to their discipline lists in addition to the Psion/Wilder list |
| 00:12 | Nohwl | so it's the same basic list for both classes? |
| 00:13 | Nohwl | and then psion gets discipline specific powers that are added in. |
| 00:15 | Nohwl | well, that means i'm probably not going to make 2 separate lists for the classes. i'm considering keeping the discipline specific list thing and just making a generalist list of powers from all the disciplines and calling that the wilder list or whatever. |
| 00:15 | Childe | Yeah |
| 00:15 | Childe | And Psion gets more powers known from the list |
| 00:16 | Nohwl | it would mean not having to write 20ish new powers. |
| 00:16 | Childe | In return, Wilder can boost its Manifester Level (but risks being stunned for doing it) |
| 00:16 | Childe | and gets some other bennies |
| 00:16 | Childe | (and loses the bonus feats) |
| 00:17 | Nohwl | maybe i could do a choice between two tracks, like force of will or just blade to represent the different features they get. |
| 00:17 | Childe | Frankly, I'd just fuse the classes together straight-up if you're doing Legend |
| 00:17 | Nohwl | that's what i was considering. |
| 00:26 | Nohwl | well, thanks for your help. |
| 00:27 | Childe | np |

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| 14:28 | Anzyr | I don't know how far along you but we could just collaborate it |
| 14:29 | Nohwl | that's fine with me. |
| 14:29 | Nohwl | i had an idea for a list that i was kicking around.<https://docs.google.com/document/d/1fdPrTUjMOSXKLrYOFJW2NW8gHAa74YxXDeXu5hhtAOc/edit> |
| 14:30 | Nohwl | since wilder and psion were basically the same thing, i was just going to combine them into one class |
| 14:30 | Anzyr | thought |
| 14:31 | Anzyr | hrm... |
| 14:32 | Anzyr | ya... we can't combine the spel lists obv. |
| 14:32 | Anzyr | but we can rename wilder's casting |
| 14:33 | Anzyr | Psion/Wilder/X seems good for one of the base classes |
| 14:33 | Nohwl | i was thinking one list for powers, 4 lists (one for each discipline) to represent a psions specialization, and then the 3rd track would be wilder condensed into a class or something based off of [Focused] |
| 14:33 | Anzyr | hrm... we could make it one list |
| 14:33 | Nohwl | err 4 tracks to represent a specialization. like time manipulation whatever |
| 14:34 | Anzyr | make it CHA based? |
| 14:34 | Nohwl | yeah |
| 14:34 | Nohwl | legend needs a cha based caster. |
| 14:34 | Anzyr | that... works quite well |
| 14:35 | Anzyr | I do have on question on the discipline track |
| 14:35 | Nohwl | what? |
| 14:35 | Anzyr | are they going to work like normal tracks? |
| 14:35 | Nohwl | yeah. i was thinking make a bunch of them plas |
| 14:36 | Nohwl | and they'd just be like rogues offensive track, where you can pick only one of them. |
| 14:36 | Anzyr | hrm... in that case the powers will need buffed |
| 14:36 | Anzyr | (well the ones I've actually written all what 2 of them) |
| 14:36 | Anzyr | cause they need to be strong enough to stand alone |
| 14:37 | Nohwl | that's not too hard to do. |
| 14:38 | Nohwl | i'm more concerned about getting something written for all of the powers/plas. |
| 14:38 | Nohwl | balance is easy once you have something to work with. |
| 14:38 | Anzyr | truth |
| 14:39 | Anzyr | well I got have a basic idea for most of the stuff I wrote down |
| 14:40 | Anzyr | just gotta sit down and put print to paper |
| 14:40 | Nohwl | i started on some of the powers, but don't have much solid yet. kind of wanted to go over the concepts for everything again to make sure i was happy with it before writing a bunch of stuff. |
| 14:41 | Nohwl | i mean, if you look at the lists for tactician or for shaman, they have a theme (battlefield control or elemental damage and healing) |
| 14:41 | Anzyr | hrm... |
| 14:41 | Nohwl | don't really think there was one for all the powers i picked, but i'm not sure if one is needed. |
| 14:41 | Anzyr | well the way I was originally working |
| 14:42 | Anzyr | Psion was blasting/debuff |
| 14:42 | Anzyr | Wilder was Selfish Buff/Control |
| 14:42 | Anzyr | um... maybe make it into sort of a generalist? |
| 14:43 | Nohwl | yeah, that's the thing. i'm not sure if one list would be better or if two would. |
| 14:43 | Anzyr | thats something that can be worked out once powers are written lol |
| 14:43 | Nohwl | i don't think there's enough for two different classes to be made easily. |
| 14:43 | Anzyr | ya the existing two cover everything |
| 14:44 | Nohwl | psychic warrior doesn't have too much going for it to really be a class either. |
| 14:44 | Anzyr | well... my initial idea was |
| 14:44 | Nohwl | since most of its powers appear on the wilder/psion list. |
| 14:44 | Nohwl | and just blade is a thing already |
| 14:44 | Anzyr | to make Warmind into a track |
| 14:44 | Anzyr | and replace Psychic Warrior with that |
| 14:45 | Nohwl | that would work. |
| 14:45 | Nohwl | i was thinking combine the extra powers psychic warrior got with soul knife and maybe war mind for a track. |
| 14:45 | Anzyr | was going to riff off of Ranger's track that's name escapes me at me this moment |
| 14:46 | Anzyr | well... I figured Soul knife was covered by just blade so I was just gonna write it off as a wash |
| 14:46 | Nohwl | iron magi? |
| 14:46 | Anzyr | that ya |
| 14:46 | Anzyr | but with PP to charge stuff |
| 14:46 | Anzyr | the other thing I wanted to add as a track was tattooed monk |
| 14:47 | Nohwl | similar to that gish spellcaster track you made? |
| 14:47 | Anzyr | (not nescessarily named that) |
| 14:47 | Anzyr | uh.... yes... but not |
| 14:47 | Anzyr | well... actually ya very much like that |
| 14:48 | Anzyr | Tattooed Monk was going to be based around bunch of chosen different ability sets at each circle that could get stronger via PP expenditure |
| 14:49 | Anzyr | Warmind was gonna get wilder casting (since it was selfish buffs and control) |
| 14:50 | Anzyr | and that's pretty much as far as thought ahead |
| 14:50 | Nohwl | ok. |
| 14:51 | Nohwl | splitting the list could work. i'm not sure how many powers are really needed to pick from. i was thinking 2 powers per circle (spell casting gets 3, but they can't be augmented). |
| 14:52 | Anzyr | as learned per level? |
| 14:52 | Anzyr | ya 2 should be plenty |
| 14:52 | Nohwl | per circle, not per level, but yeah. |
| 14:53 | Anzyr | ya that |
| 14:53 | Nohwl | but it was pick 3 of 6 for your spell list, i'm not sure if it should be pick 2 of 4 for your power list or pick 2 of 5 or 2 of 6. |
| 14:54 | Anzyr | I was originally going for 5 per circle |
| 14:55 | Anzyr | to choose from seemed to be a decent middle ground |
| 14:55 | Nohwl | that works. |
| 14:55 | Anzyr | which means we can get rid one of the AC powers then |
| 14:57 | Nohwl | actually, i threw away some ideas for powers to get that list. could add those back in and see what happens if we split them into 2 lists. |
| 14:57 | Anzyr | ^ |
| 14:57 | Anzyr | lets jsut generate some powers and then worry about list/dividing later |
| 14:58 | Nohwl | i was kicking around a couple different ways to handle the disciplines. one of them was you get 5 powers to choose from, and then your specialization would add another power every circle. |
| 14:58 | Nohwl | had a list for a generalist and for psychic warrior because i didn't know what i wanted to do with it. |
| 14:58 | Anzyr | well I think the mind blade for example |
| 14:59 | Anzyr | would fit excellently into the Wilder "selfish buff/control" list |
| 15:00 | Nohwl | ok |
| 15:00 | Anzyr | well I'll make the kineticist stuff up as powers |
| 15:01 | Anzyr | then we can always upgrade them to track status/steal them for general list (Dispelling Buffer is already written in my head) |
| 15:02 | Nohwl | yeah, i figured make everything a power would be the easiest way to go about it to start with. |
| 15:03 | Nohwl | a spell is roughly equal to a circle, so it wouldn't be hard to balance from there. |
| 15:03 | Nohwl | kind of depends on how situational the spell is. |
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| 15:03 | Anzyr | ya they'd need just a slight buff to compensate for the utility loss |
| 15:04 | Nohwl | well i have to go pretty soon, but i'll start working on some of them tonight. |
| 15:05 | Anzyr | sounds good I should have kineticist at least started on by then |
| 15:05 | Nohwl | what's your email? |
| 15:05 | Nohwl | we can toss everything in the same place. |
| 15:06 | Anzyr | theanzyr@gmail.com |
| 15:07 | Nohwl | <https://docs.google.com/document/d/18Fo6IDPUZvVzrCugwTpowaR5FcRh2zru1RZoQ3PouAE/edit> |
| 15:08 | Anzyr | thank ya |