

Will save DC against attack is 1d20 + attack's ability modifier + DC modifier

	<input type="checkbox"/> Ego Whip (Dex)	<input type="checkbox"/> Id Insin. (Str)	<input type="checkbox"/> Mind Blast (Cha)	<input type="checkbox"/> Mind Thrust (Int)	<input type="checkbox"/> Psychic Crush (Wis)	Mental Hard.	PP
<input type="checkbox"/> Empty Mind	+1	-2	+3	-3	-5	0	1
<input type="checkbox"/> Intellect Fortress	-2	+1	0	+6	+4	3	5
<input type="checkbox"/> Mental Barrier	-1	+4	-3	+1	+3	2	3
<input type="checkbox"/> Thought Shield	-4	-1	-2	+4	+2	1	1
<input type="checkbox"/> Tower of Iron Will	+3	0	-1	+5	-3	2	5
Nonpsionic Buffer	-8	-9	+4	-8	-8	stun	n/a
Flat-footed/no PP	+8	+7	+8	+8	+8		
Ability Damage	1d4 Dex	1d2 Str	1d4 Cha	1d2 Int	2d4 Wis		
Power Points	3	3	9	1	5		

Id Insinuation ignores mental hardness
 Mind blast affects all creatures in 60' cone
 All other attacks have close range
 Tower of iron will affects all in 10'. Saves do not stack, mental hardness does.

ALTERATIONS	COST	DESCRIPTION

COMBAT

buffer

PP DIVIDER

REMAINING BUFFER

METAPSIONICS	COST	DESCRIPTION

METAPSIONIC CAP

manifest - 1

POWERS DC for save against powers is 1d20 + level of power + key ability

Dungeons & Dragons psionics sheet v1.0 10/3/2003 by Isazul Syde - a Photographer at Large production
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NAME	LEVEL	DISCIPLINE	MODIFIER	DISPLAY(S)	MANIFES. TIME	RANGE/AREA	TARGET	DURATION	SAVE	RESISTANCE	
PP	DESCRIPTION										PAGE
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