

# PSYCHIC

Zauber-  
stufe

## PSYCHIC DISCIPLINE

Discipline powers

Stufe  
1

Stufe  
5

Stufe  
13

## ZAUBER

Bekannte Zauber	RW gegen Zauber	Zauber pro Tag	= Grund- zauber + Bonuszauber
		0	
		1	
		2	
		3	
		4	
		5	
		6	
		7	
		8	
		9	

RW gegen Zauber (SG) = 10 + IN + Zaubergrad

## TELEPATHIE

### DETECT THOUGHTS

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

Stufe  
2

1st round Presence of thinking being

2nd round Number of thinking beings and their INT

3rd round Surface thoughts

Stufe  
9

### TELEPATHIC BOND

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

Stufe  
17

### TELEPATHIE

Communicate telepathically with anyone within 100 ft.

## REMADE SELF

- Stufe  
20
- ☐ Arcane Sight
  - ☐ Fliegen
  - ☐ Hast
  - ☐ Heroism
  - ☐ Nondetection
  - ☐ Tongues

## BEKANNTE ZAUBER

0

Bonuszauber

1

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□□□  
□

Bonuszauber

2

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Bonuszauber

3

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Bonuszauber

4

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Bonuszauber

5

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Bonuszauber

6

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Bonuszauber

7

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Bonuszauber

8

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Bonuszauber

9

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## PHRENIC AMPLIFICATIONS

POINTS  
PER DAY

Psychic  
Level

Attributsmodifikation

Points  
Today

= (  ÷ 2 ) +  +

☐ WE  
☐ CH

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Stufe  
1

Stufe  
3

Stufe  
7

Stufe  
11

Stufe  
15

Stufe  
19