

DREAD TALENTS

1

2

FEARSOME INSIGHT

EINSCHÜCHTERN DREAD BONUS

= (÷ 2)

(Round down, min 1)

DEVASTATING TOUCH

FEAR DAMAGE

= d6 +

Dread Level

Stufe 3 CHANNEL TERROR

Choose to replace the devastating touch damage with the effects of one terror

AURA OF FEAR

Stufe 3

Foes within 10ft take -4 on saving throws against fear

Foes within 10ft lose any immunity to fear

Stufe 7 IMMERSED IN FEAR

Immune to fear, psionic or otherwise

SHADOW TWIN

Shadow twin must stay within 30ft at all times

Stufe 11 SHADOW TWIN DAUER

=

Dread Level

If any creature within 30ft of either self or twin is shaken, frightened or panicked, both self and twin get a full round.

Stufe 15

Shadow twin must stay within 100ft at all times

If anyone within 30ft of self or twin is shaken, frightened or panicked, twin gains the effects of Form of Doom

19

Shadow twin must stay within 400ft at all times

PSIONICS

MACHTPUNKTE PRO TAG

=

Base Points

+

Bonus Punkte

+

Volksbonus

+

Sonstiges

=

CH

×

Psionische Stufe

÷ 2

(abrunden)

Machtpunkte heute eingesetzt

MACHTSTUFE

Macht Stufe	Punkt Kosten	Macht Rettungswurf (SG)	Wilde Wogen Rettungswurf (SG)
0	0		
1	1		
2	4		
3	5		
4	7		
5	9		
6	11		

Power Save DC = 10 + CHA + Power Level

MACHTSTUFE

Become a native outsider

Stufe 15

Damage resistance 10 / psionic

Turn ethereal at will

Use Nightmare Form at will

TERROR

TERRORS PRO TAG

=

Bonus Punkte

+

CH

Beute benützt

1

2

3

4

5

6

7

8

9

10

BEKANNTE MÄCHTE

MÄCHTE BEKANNT	Dread Level	MAX. MACHT STUFE	MACHTPUNKTE MAX. KOSTEN	Psionische Stufe
<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Macht	Stufe	Kosten		
1				
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