

DREAD TALENTS

1

2

FEARSOME INSIGHT

EINSCHÜCHTERN

Dread Level

BONUS

= (÷ 2)

(Round down, min 1)

DEVASTATING TOUCH

FEAR

DREAD

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

Volks-bonus

Sonstiges

=

+

+

+

+

Bonus Punkte

Psionische Stufe

= CH × ÷ 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

=

=

Macht	Stufe	Kosten
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		