PSIONICS EXPANDED Dread Level	TERROR			
Level	TERRORS PER DAY	Bonus Points		Uses today
DREAD Manifester Level		= + C	НΔ	
DREAD TALENTS				
1	1			
2	2			
FEARSOME INSIGHT	3			
INTIMIDATE Dread BONUS Level				
= ( ÷ 2) (Round down, min 1)	4			
DEVASTATING TOUCH	4			
FEAR Dread Level	5 ——			
Level CHANNEL TERROR				
Choose to replace the devastating touch damage with the effects of one terror	6 —			
AURA OF FEAR				
Level Foes within 10ft take -4 on saving throws against fear Foes within 10ft lose any immunity to fear	7 —			
Level IMMERSED IN FEAR				
7 Immune to fear, psionic or otherwise	8 —			
SHADOW TWIN Shadow twin must stay within 30ft at all times				
Level SHADOW TWIN = Dread DURATION Level	9 ——			
DURATION — Level  If any creature within 30ft of either self or twin is shaken,				
frightened or panicked, both self and twin get a full round.	10			
Level Shadow twin must stay within 100ft at all times				
If anyong within 20ft of colf or twin is shaken, frightened or				
15 If anyone within 30ft of self or twin is shaken, frightened or panicked, twin gains the effects of Form of Doom	DOWERS	D	KNOWN POWER	
panicked, twin gains the effects of Form of Doom  19 Shadow twin must stay within 400ft at all times	POWERS KNOWN	Dread Level	MAX POWER LEVEL	POWER POINTS Manifester MAX COST Level
panicked, twin gains the effects of Form of Doom  19 Shadow twin must stay within 400ft at all times  PSIONICS		Level	MAX POWER	POWER POINTS Manifester
panicked, twin gains the effects of Form of Doom  19 Shadow twin must stay within 400ft at all times		Level	MAX POWER	POWER POINTS Manifester MAX COST Level
panicked, twin gains the effects of Form of Doom  19 Shadow twin must stay within 400ft at all times  PSIONICS  POWER POINTS Base Bonus Basis Miss	KNOWN	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
panicked, twin gains the effects of Form of Doom  19 Shadow twin must stay within 400ft at all times  PSIONICS  POWER POINTS Base Bonus Points Racial Misc  = + + + +	Power 1 2	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
panicked, twin gains the effects of Form of Doom  19 Shadow twin must stay within 400ft at all times  PSIONICS  POWER POINTS Base Bonus Points Racial Misc	Power 1 2 3	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
panicked, twin gains the effects of Form of Doom  19 Shadow twin must stay within 400ft at all times  PSIONICS  POWER POINTS Base Bonus Points Points Points Points Hacial Misc  = + + + +  Manifester Level	Power 1 2 3 4	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
panicked, twin gains the effects of Form of Doom  19 Shadow twin must stay within 400ft at all times  PSIONICS  POWER POINTS Base Bonus Points Racial Misc  = + + +  Manifester Level	Power 1 2 3 4 5	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
panicked, twin gains the effects of Form of Doom  19 Shadow twin must stay within 400ft at all times  PSIONICS  POWER POINTS Base Bonus Points Racial Misc  = + + + +  Manifester Level  = CHA × ÷ 2 (Round down)	Power 1 2 3 4 5 6	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
panicked, twin gains the effects of Form of Doom  19 Shadow twin must stay within 400ft at all times  PSIONICS  POWER POINTS Base Bonus Points Racial Misc  = + + + +  Manifester Level  = CHA × ÷ 2 (Round down)	Power 1 2 3 4 5 6 7	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
panicked, twin gains the effects of Form of Doom  19 Shadow twin must stay within 400ft at all times  PSIONICS  POWER POINTS Base Bonus Points Racial Misc  = + + + +  Manifester Level  = CHA × ÷ 2 (Round down)  Power Points used today	Power 1 2 3 4 5 6 7 8	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
panicked, twin gains the effects of Form of Doom  19 Shadow twin must stay within 400ft at all times  PSIONICS  POWER POINTS Base Bonus Points Racial Misc  = + + +  Manifester Level  = CHA × ÷ 2 (Round down)  Power Points used today	Power 1 2 3 4 5 6 7 8 9	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
panicked, twin gains the effects of Form of Doom  19 Shadow twin must stay within 400ft at all times  PSIONICS  POWER POINTS Base Bonus Points Racial Misc  = + + +  Manifester Level  = CHA × ÷ 2 (Round down)  Power Points used today  POWER LEVELS  Power Point Power Wild Surge	Power 1 2 3 4 5 6 7 8 9	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
POWER LEVELS  Power Points Power Points used today  Power Point Power Wild Surge Level Cost Save DC  Power Pomer Save DC  Power Point Power Save DC  Power Point Power Save DC  Power Point Power Save DC	Power 1 2 3 4 5 6 7 8 9	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
POWER LEVELS  Power Points Power Points used today  Power Point Power Wild Surge Level Cost Save DC  Power Down Power Dow	Power 1 2 3 4 5 6 7 8 9 10 11	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
POWER Points  POWER Points  Bonus Points  POWER Points  Power Points  Power Points Used today  Power Point Power Save DC  O O  1 1 1	Power 1 2 3 4 5 6 7 8 9 10 11	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
POWER LEVELS  Power Points Power Points used today  Power Point Power Wild Surge Level Cost Save DC  O O  1 1  2 4  3 5  4 7	Power 1 2 3 4 5 6 7 8 9 10 11 12 13	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
POWER LEVELS  Power Points Power Points used today  Power Point Power Save DC  O O  1 1  2 4  3 5  4 7  5 9	Power 1 2 3 4 5 6 7 8 9 10 11 12 13	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
POWER POINTS Base Points Points Power Points Used today  Power Point Power Level Cost Save DC  O O  1 1 1 2 4  3 5 9  6 11	Power 1 2 3 4 5 6 7 8 9 10 11 12 13 14	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
POWER POINTS Base Points Points Power Points Used today  POWER POINTS Bound down  POWER LEVELS  POWER POINTS Bound down  Power Points Used today  Power Point Power Wild Surge Save DC  O O  1 1 1  2 4  3 5  4 7  5 9  6 11  Power Save DC = 10 + CHA + Power Level	Power 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
POWER POINTS Base Bonus Points Points Power Points Level  Cost Save DC Save DC  Power Save DC = 10 + CHA + Power Level  Pomer Save DC = 10 + CHA + Power Level	Power 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	Level	MAX POWER	POWER POINTS Manifester MAX COST Level
POWER LEVELS  Power Point Power Points Save DC  Cost Save DC  O O  1 1 1  2 4  3 5  4 7  5 9  6 11  Power Save DC = 10 + CHA + Power Level  POWER LEVELS  POWER LEVELS  Power Save DC = 10 + CHA + Power Level  POWER LEVELS  Power Level  Power Level  Power Level  Power Save DC = 10 + CHA + Power Level  POWER LEVELS	Power 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18	Level	MAX POWER	POWER POINTS Manifester MAX COST Level