PSionics EXPANDED Dread Level	TERROR				
Level	TERRORS PER DAY	Bonus Points		Uses today	
DREAD Manifester Level		= + 0	НΔ		
DREAD TALENTS					
1	1				
2	2				
FEARSOME INSIGHT	3				
INTIMIDATE Dread BONUS Level					
= (÷ 2) (Round down, min 1)	4				
DEVASTATING TOUCH	4				
FEAR = d6 + 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	0 - 1	KNOWN POWER		<i>*</i>
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 Manifes MAX COST Leve	ster
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 Manifes MAX COST Leve	ster I
panicked, twin gains the effects of Form of Doom 19 Shadow twin must stay within 400ft at all times		Level	MAX POWER	POWER POINTS Manifes MAX COST Leve	ster I
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 Manifes MAX COST Leve	ster
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 Manifes MAX COST Leve	ster
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 Manifes MAX COST Leve	ster
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 - CHA X = 2	Power 1 2 3 4	Level	MAX POWER	POWER POINTS Manifes MAX COST Leve	ster
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 Manifes MAX COST Leve	ster
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 Manifes MAX COST Leve	ster
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 Manifes MAX COST Leve	ster
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 Manifes MAX COST Leve	ster
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 Manifes MAX COST Leve	ster
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 10	Level	MAX POWER	POWER POINTS Manifes MAX COST Leve	ster
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 10 11	Level	MAX POWER	POWER POINTS Manifes MAX COST Leve	ster
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 Manifes MAX COST Leve	ster
POWER POINTS Base Bonus Points Points Points Power Points used today POWER POINTS Used today POWER LEVELS Power Point Power Save DC O O 1 1 1	Power 1 2 3 4 5 6 7 8 9 10 11 12 13	Level	MAX POWER	POWER POINTS Manifes MAX COST Leve	ster
POWER LEVELS Power Points Power Points used today Power Point Power Wild Surge Level Cost Save DC O O 1 1 1 2 4	Power 1 2 3 4 5 6 7 8 9 10 11 12 13	Level	MAX POWER	POWER POINTS Manifes MAX COST Leve	ster
POWER LEVELS Power Points Power Points used today Power Point Power Cost 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 Manifes MAX COST Leve	ster
POWER POINTS Base Points Points Power Points Used today POWER POINTS Bound Award Points Power Points Used today Power Point Power Save DC O O 1 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 Manifes MAX COST Leve	ster
POWER POINTS Base Points Points Power Points Used today POWER POINTS Bound down POWER POINTS Bound Points Points Points Power Points Used today POWER LEVELS POWER LEVELS Power Point Power Wild Surge Level Cost Save DC 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 16	Level	MAX POWER	POWER POINTS Manifes MAX COST Leve	ster
POWER POINTS Base Points Points Power Points Used today POWER POINTS Bound House Points Power Points Used today Power Point Power Save DC O O 1 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 15 16	Level	MAX POWER	POWER POINTS Manifes MAX COST Leve	ster
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 Manifes MAX COST Leve	ster