PSIONICS EXPANDED Dread	×		TERROR		,
Level	TERRORS PER DAY	Bonus		Uses today	
DREAD Manifester Level	IERDAI	Points + CHA		nn nán	
DREAD TALENTS		- · CHA			
1	1				
2 —	2 ——				
FEARSOME INSIGHT					
INTIMIDATE Dread BONUS Level	3				
= (÷ 2) (Round down, min 1)	4				
DEVASTATING TOUCH					
FEAR = d6 + Dread Level	5 ——				
Niveau CHANNEL TERROR Choose to replace the devastating touch damage with the effects of one terror	6 —				
AURA OF FEAR					
Niveau Foes within 10ft take -4 on saving throws against fear 3 Foes within 10ft lose any immunity to fear	7 —				
Niveau IMMERSED IN FEAR	0				
7 Immune to fear, psionic or otherwise SHADOW TWIN	8 ——				
Shadow twin must stay within 30ft at all times					
Niveau SHADOW TWIN Dread DURATION Level	9				
If any creature within 30ft of either self or twin is shaken, frightened or panicked, both self and twin get a full round.					
Shadow twin must stay within 100ft at all times	10 —				
If anyone within 30ft of self or twin is shaken, frightened or		PC	UVOIRS CONNUS	 S	-
panicked, twin gains the effects of Form of Doom	POWERS	Dread	MAX POWER	POWER POINTS Manifes	ter
19 Shadow twin must stay within 400ft at all times PSIONICS	KNOWN	Level	LEVEL	MAX COST Level	
1 SIONICS		=			
POWER POINTS Base Bonus Bonus					
POWER POINTS Base Bonus Points Points Points Divers	Pouvoir			Niveau	Coût
	1				
Per DAY Points Points Racial Divers	1 2				
PER DAY Points Points Racial Divers	1 2 3				
Points Points Points Hacial Divers + + + Manifester Level	1 2 3 4				
Points Points Points Hacial Divers + + + Manifester Level	1 2 3 4 5				
Points Points Hadial Divers + + + Bonus Points Points Hadial Divers Manifester Level = CHA × - (arrondi à l'inférieur)	1 2 3 4 5				
Points Points Hadial Divers + + + Bonus Points Points Hadial Divers Manifester Level = CHA × - (arrondi à l'inférieur)	1 2 3 4 5 6 7				
Points Points Hacial Divers Facility of the points and provide the points and provide the points are also below the points and provide the points are also below	1 2 3 4 5 6 7 8				
Points Points Hacial Divers + + + Manifester Level = CHA × - (arrondi à l'inférieur) Power Points used today	1 2 3 4 5 6 7 8				
Points Points Hacial Divers Facial Divers Hacial Divers Hacial Divers Facial Divers Hacial Divers Hacial Divers Hacial Divers Facial Divers Hacial Divers Hacial Divers Facial Divers Hacial Divers Hacial Divers Hacial Divers Facial Divers Hacial Divers Hacial Divers Hacial Divers Hacial Divers Hacial Divers Facial Divers Hacial	1 2 3 4 5 6 7 8				
Points Points Points Hacial Divers Hacial Divers	1 2 3 4 5 6 7 8 9 10 11				
Points Points Points Bonus Points	1 2 3 4 5 6 7 8 9				
Points Points Points Bonus Points = + + + + Manifester Level = CHA ×	1 2 3 4 5 6 7 8 9 10 11 12				
Points Points Points Bonus Points CHA *	1 2 3 4 5 6 7 8 9 10 11 12 13				
Points Points Points Points Points Points Points Points Points Power Level Power Points used today Power Point Power Save DC Save DC O O 1 1 2 4 3 5 4 7 5 9	1 2 3 4 5 6 7 8 9 10 11 12 13 14				
Points Points Points Points Points Points Points Points Points Power Level Power Point Power Save DC Save DC O O 1 1 2 4 3 5 4 7 5 9 6 11	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15				
Points Points Points Points Points Points Points Points Power Level = CHA ×	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16				
Points Points Points Points Points Points Points Points Points Power Level Power Point Power Save DC Save DC O O 1 1 2 4 3 5 4 7 5 9 6 11	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17				
Points Points Points Points Points Points Points Power Level Power Point Power Wild Surge Save DC Save DC O O O 1 1 1 2 4 3 5 4 7 5 9 6 11 Power Save DC = 10 + CHA + Power Level	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18				