

# PSYCHIC

Zauber-  
stufe

## PSYCHIC DISCIPLINE

Discipline powers

Stufe  
**1**

Stufe  
**5**

Stufe  
**13**

## ZAUBER

Bekannte Zauber	RW gegen Zauber	Zauber pro Tag	= Grund- zauber + Bonuszauber
		<b>0</b>	IN - 4 IN - 8 IN - 12
		<b>1</b>	
		<b>2</b>	
		<b>3</b>	
		<b>4</b>	
		<b>5</b>	
		<b>6</b>	
		<b>7</b>	
		<b>8</b>	
		<b>9</b>	

RW gegen Zauber (SG) = 10 + IN + Zaubergrad

## TELEPATHY

### DETECT THOUGHTS

Once a day, or by spending any level spell slot: ☐ Heute

Stufe  
**2**

1st round Presence of thinking being

2nd round Number of thinking beings and their INT

3rd round Surface thoughts

Stufe  
**9**

### TELEPATHIC BOND

Once a day, or by spending a 4th level spell slot, ☐ Heute  
forge a bond between yourself and other willing creatures.

Stufe  
**17**

### TELEPATHY

Communicate telepathically with anyone within 100 ft.

## REMADE SELF

- Stufe **20**
- ☐ Arcane Sight
  - ☐ Fliegen
  - ☐ Hast
  - ☐ Heroism
  - ☐ Nondetection
  - ☐ Tongues

## BEKANNTE ZAUBER

**0**

Bonuszauber

**1**

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Bonuszauber

**2**

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Bonuszauber

**3**

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Bonuszauber

**4**

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Bonuszauber

**5**

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Bonuszauber

**6**

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Bonuszauber

**7**

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Bonuszauber

**8**

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Bonuszauber

**9**

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## PHRENIC AMPLIFICATIONS

POINTS  
PER DAY

Psychic  
Level

Attributsmodifikator Sonst.

Points  
Today

= (

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+

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☐ CH

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Stufe  
**1**

Stufe  
**3**

Stufe  
**7**

Stufe  
**11**

Stufe  
**15**

Stufe  
**19**