

PSYCHIC

LEVEL 1

Rivani is studious but imaginative, and she sees it as her duty to experience life and develop a mature philosophy by using her psychic gifts to help others grow.

RIVANI

Human psychic 1

LN Medium humanoid (human)

Init +1; **Senses** Perception +6

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 8 (1d6+2)

Fort +3, **Ref** +3, **Will** +4

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4/19–20)

Ranged light crossbow +1 (1d8/19–20)

Special Attacks phrenic amplification (mindtouch), phrenic pool (2)

Psychic Spells Known (CL 1st; concentration +5)

1st (4/day)—*burst of adrenaline*^{OA}, *comprehend languages*, *mind thrust* ^{1OA} (DC 15)

0 (at will)—*detect magic*, *mage hand*, *message*, *telekinetic projectile*^{OA}

Psychic Discipline Lore

STATISTICS

Str 10, **Dex** 12, **Con** 13, **Int** 18, **Wis** 14, **Cha** 10

Base Atk +0; **CMB** +0; **CMD** 11

Feats Great Fortitude, Lightning Reflexes

Traits inspired^{UCA}, mentored^{UCA}

Skills Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (history) +8, Knowledge (religion) +8, Perception +6, Profession (scribe) +7, Spellcraft +8

Languages Celestial, Common, Garuda, Kelish, Vudrani

SQ illuminating answers, mnemonic cache (10 pages/30 minutes), psychic discipline (lore)

Combat Gear *potion of cure light wounds*, *scroll of cause fear*, *scroll of mage armor*; **Other Gear** dagger, light crossbow with 10 bolts and 5 alchemical silver bolts, backpack, bedroll, belt pouch, flint and steel, ink, inkpen, parchment (5 sheets), torches (10), trail rations (5 days), waterskin, 2 gp

SPECIAL ABILITIES

Illuminating Answers Twice per day, if Rivani casts a spell that grants her answers to questions (such as *augury*, *blood biography*, *contact other planes*), she regains 1 point in her phrenic pool.

Inspired Once per day before attempting a skill check, Rivani can choose to roll twice and take the better result.

Mentored Rivani gains a +1 bonus on skill checks to aid another.

Mnemonic Cache Rivani can memorize 10 pages of text or 30 minutes

of speech word-for-word. She can attempt to mentally disable written magical traps as if she had a total Disable Device bonus of +8.

Phrenic Amplification Rivani has the following phrenic amplification.

Mindtouch: Rivani can spend 1 point from her phrenic pool while casting a spell to read the surface thoughts of her spell's target. If the target successfully saves against her spell, Rivani cannot read its thoughts. If the spell does not already require a saving throw or an attack roll, a successful DC 14 Will save negates this effect.

Spells Rivani can cast the following spells. For the full descriptions of the spells listed below, see the *Pathfinder RPG Core Rulebook* or *Pathfinder RPG Occult Adventures*.

Burst of Adrenaline: As an immediate action, Rivani gains a +8 enhancement bonus to her Strength, Dexterity, or Constitution score for 1 roll (equivalent to a +4 bonus on the roll), but she is fatigued the next round.

Comprehend Languages: Rivani can understand all languages she reads or hears for 10 minutes, though she can't speak those languages.

Detect Magic: Rivani notices magic in a 60-foot cone. If she concentrates, the next round she can learn how many magic auras there are. The round after that, she can try to learn more about one aura.

Mage Hand: Rivani can move an object up to 25 feet away and weighing up to 5 pounds with her mind.

Message: Rivani can whisper messages to the target for 10 minutes as long as it remains within 110 feet and isn't obstructed, and the target can respond each time Rivani sends a whisper. Nearby creatures might be able to overhear the messages (Perception DC 25).

Mind Thrust I: Rivani deals 1d6 points of damage (Will half) to one creature within 25 feet. This is a mind-affecting spell.

Telekinetic Projectile: Rivani flings a tiny object at a single target within 25 feet as a ranged attack with a +1 bonus, dealing 1d6 points of bludgeoning damage.

Combat Gear Rivani's combat gear is described below.

Potion of Cure Light Wounds: Rivani's potion heals 1d8+1 points of damage.

Scroll of Cause Fear: One creature within 25 feet becomes frightened for 1d4 rounds. If it succeeds at a DC 11 Will save, it is instead shaken for 1 round.

Scroll of Mage Armor: Rivani can touch a creature to grant it a +4 armor bonus to AC for 4 hours.

The path of the initiate is long and fraught with danger. For Rivani, the journey began as a young girl in Vudra, when she took the Trial of the White Lotus, a test to determine a child's psychic aptitudes. Rivani passed the trial, but her unexpected foray into the consciousness of the court's members revealed dangerous secrets.



"We are all one. The pain you bring others, you bring yourself."

Proclaimed a great scholar reborn, Rivani was shuffled off to the distant lands of the Inner Sea to teach and learn what she could. A life filled with travel has only fed Rivani's wanderlust, and while she's kind and generous to all, she avoids forming long-lasting connections, knowing that her path is one of constant exploration.