

PSYCHIC

LEVEL 7

RIVANI

Human psychic 7

LN Medium humanoid (human)

Init +1; **Senses** Perception +12

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)

hp 51 (7d6+21)

Fort +8, **Ref** +7, **Will** +9

OFFENSE

Speed 30 ft.

Melee mwk cold iron dagger +4 (1d4/19–20)

Ranged +1 *light crossbow* +5 (1d8+1/19–20)

Special Attacks phrenic amplifications (mindtouch, overpowering mind, will of the dead), phrenic pool (5)

Psychic Spell-like Abilities (CL 7th; concentration +11)

1/day—*detect thoughts* (DC 16)

Psychic Spells Known (CL 7th; concentration +11)

3rd (5/day)—*dispel magic*, *fly*, *mind thrust III* (DC 18)

2nd (7/day)—*augury*, *hypercognition*^{OA}, *id insinuation*^{OA} (DC 17), *levitate*

1st (8/day)—*burst of adrenaline*^{OA}, *command* (DC 16), *comprehend languages*, *endure elements*, *mage armor*, *magic missile*, *remove fear*, *shield*

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

Psychic Discipline Lore

STATISTICS

Str 10, **Dex** 12, **Con** 14, **Int** 20, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 15

Feats Combat Casting, Expanded Arcana^{APG}, Great Fortitude, Lightning Reflexes, Third Eye^{OA}

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

Skills Appraise +12, Knowledge (arcana) +15, Knowledge (dungeoneering) +15 (+17 to navigate underground), Knowledge (history) +15, Knowledge (religion) +15, Perception +12, Profession (scribe) +7, Sense Motive +11, Spellcraft +15

Languages Celestial, Common, Garuda, Kelish, Vudrani

SQ detect thoughts, illuminating answers, mnemonic cache (40 pages/70 minutes), superior automatic writing

Combat Gear *potion of lesser restoration*, *runestone of power*^{ACG} (1st), *scroll of bull's strength*, *wand of cure light wounds* (7 charges), *wand of resist energy* (5 charges), alchemist's fire (3); **Other Gear** +1 *light crossbow*, mwk cold iron dagger, *cloak of resistance* +2, *headband of vast intellect* +2, *ring of protection* +1, backpack, bedroll, belt pouch, compass, flint and steel, ink, inkpen, oil (2 flasks), oil lamp, parchment (5 sheets), trail rations (5 days), waterskin, 58 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 40 pages of text or 70 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 +14.

Phrenic Amplifications Rivani has the following phrenic amplifications.

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 attack roll, a successful DC 18 Will save negates this effect.

Overpowering Mind: Rivani can spend 2 points from her phrenic pool to increase the Will save DC of a spell she is casting by 1.

Will of the Dead: Rivani can spend 2 points from her phrenic pool as she casts a spell to overcome an undead creature's normal immunity to mind-affecting effects.

Spells and Spell-Like Abilities 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*.

Augury: Over the course of 1 minute, Rivani determines whether a particular action taken in the next 30 minutes would result in a good outcome ("weal"), a bad outcome ("woe"), a combination of the two ("weal and woe"), or an outcome that is neither good nor bad ("nothing"). There is a 77% chance that Rivani receives a meaningful reply, and a failure automatically indicates "nothing."

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.

Command: Rivani can order a target within 40 feet to use its next action to either approach her, drop whatever it is holding, fall to the ground, flee, or stand in place and take no action (Will DC 16). This is a mind-affecting spell.

Comprehend Languages: Rivani can understand all languages she reads or hears for 70 minutes, though she can't speak those languages.

Detect Thoughts: Rivani can sense the presence or absence of thoughts in a 60-foot cone. If she concentrates as a standard action, she learns how many thinking minds there are (and what their Intelligence scores are) on the next round. The round after that, she can try to listen to a creature's surface thoughts (Will DC 16 negates).



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

Dispel Magic: Rivani can attempt to end a magical effect within 170 feet. To do so, she must roll 1d20+7, and the result must equal or exceed 11 + the target effect's caster level. If successful, the magical effect ends immediately. Alternatively, Rivani can ready an action to counter an enemy spellcaster's spellcasting. This works in

much the same way, but if successful, she causes the enemy's spell to fail.

Endure Elements: One touched creature withstands hot and cold weather with no ill effects for 24 hours.

Fly: A touched target gains a 60 foot fly speed and a +3 bonus on Fly checks (+4 if Rivani targets herself) for 7 minutes.

Hypercognition: Rivani can accomplish a single mental task—such as a Knowledge check, Linguistics check to decipher script, or Intelligence check—in one-fifth the normal time. If it would take 3 rounds or less to complete, she does so instantly. Either way, she gets a +7 bonus on the check, but the result cannot exceed what she could have accomplished if she had rolled a natural 20.

Id Insinuation: A single creature within 35 feet of Rivani must succeed at a DC 17 Will save, or it becomes confused and remains confused so long as Rivani spends a standard action each round to concentrate, plus 1 round longer. This is a mind-affecting spell.

Levitate: For 7 minutes, Rivani can move one creature or object (up to 700 pounds) up or down 20 feet each round as a move action. The creature must be willing, and any object must be unattended or not in another creature's possession.

Magical Armor: Rivani can touch a creature to grant it a +4 armor bonus to AC for 7 hours.

Magical Hand: Rivani can move an object up to 40 feet away and weighing up to 5 pounds with her mind.

Magic Missile: Rivani fires 4 missiles at up to 4 targets, all within 170 feet of her and no more than 15 feet from each other. The missiles automatically hit, and each deals 1d4+1 points of force damage.

Message: Rivani can whisper messages to up to seven targets for 70 minutes as long as they remain within 170 feet and aren'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 III: Rivani deals 7d8 points of damage (Will DC 18 half) to one creature within 40 feet. She can instead use a 1st-level spell slot to undercast this spell, reducing the damage to 5d6 (Will DC 16 half). This is a mind-affecting spell.

Read Magic: Rivani can read scrolls and other magical writings.

Remove Fear: Rivani selects two creatures within 40 feet of her and within 30 feet of each other. She suppresses all current fear effects on those creatures for 10 minutes. During that time, the creatures gain a +4 morale bonus against further fear effects.

Shield: Rivani gains a +4 shield bonus to AC for 7 minutes and becomes immune to *magic missile*.

Telekinetic Projectile: Rivani can fling a tiny object at a single target within 40 feet as a ranged attack with a +4 bonus, dealing 1d6 points of bludgeoning damage.

Superior Automatic Writing Once per week, Rivani can spend an hour writing at random, then attempt a DC 20 check with a total bonus of +9. If she succeeds, she learns whether an upcoming choice will cause her weal, woe, both, or neither.

Third Eye Rivani can open her third eye for up to 7 minutes each day, gaining a +8 bonus on Perception checks to notice invisible creatures and see through magic disguises. While her third eye is open, Rivani can read a creature's aura with 1 minute of concentration instead of 10 minutes, and gains a +4 bonus on Perception checks to read auras.

Combat Gear Rivani's combat gear is described below.

Potion of Lesser Restoration: This potion heals 1d4 points of ability damage to any ability score or eliminates most magical effects reducing ability scores. The imbiber is no longer fatigued, and if exhausted, she is fatigued instead.

Runestone of Power: Once per day, Rivani can cast a 1st-level spell without expending one of her 1st-level spell slots.

Scroll of Bull's Strength: Rivani can give a touched target a +4 enhancement bonus to Strength for 3 minutes, which gives most creatures a +2 bonus on melee attack rolls, melee damage rolls, and Strength-based skill checks.

Wand of Cure Light Wounds: Rivani's wand heals a touched creature of 1d8+1 points of damage.

Wand of Resist Energy: For 30 minutes, a touched creature gains resistance 10 to her choice of acid, cold, electricity, fire, or sonic damage.

Born in Vudra, Rivani spent her childhood studying to become a civil servant, until the rishis at the rajah's court saw promise and implored the rajah to put Rivani to the Trial of the White Lotus. They brought the girl to a secret room within the rajah's highest tower, at the center of which lay a pedestal and a simple white lotus.

Relying on techniques she'd read in an archaic manuscript, Rivani closed her eyes and concentrated, pushing her consciousness beyond her physical body. In her mind's eye, Rivani stepped further and further into the light until she could no longer distinguish herself from the flower. Yet her psychic gifts also pressed out into the world, revealing the minds of court advisors and the rishis' own secrets.

Certain that her unexpected foray had revealed scandals, the rishis proclaimed Rivani a great scholar reborn to guide the people into a new age—just not in Vudra. In short order, Rivani was ushered off to the Inner Sea, to learn and teach what she could.

A life filled with travel has only heightened Rivani's wanderlust. Always fixated on the next stop on her journey, she's kind and friendly, yet avoids deep connections with others. Through all of this, she's begun to develop her own philosophy, yet knows it will take many more adventures before she's ready to share it.



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