

PSYCHIC

LEVEL 4

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 4

LN Medium humanoid (human)

Init +1; **Senses** Perception +9

DEFENSE

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

hp 30 (4d6+12)

Fort +5, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4/19–20)

Ranged mwk light crossbow +4 (1d8/19–20)

Special Attacks phrenic amplifications (mindtouch, will of the dead), phrenic pool (4)

Psychic Spell-like Abilities (CL 4th; concentration +8)

1/day—*detect thoughts* (DC 15)

Psychic Spells Known (CL 4th; concentration +8)

2nd (4/day)—*hypercognition*^{OA}, *id insinuation*^{OA} (DC 16)

1st (7/day)—*burst of adrenaline*^{OA}, *command* (DC 15), *comprehend languages*, *mage armor*, *mind thrust* ^{OA} (DC 15), *remove fear*

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** 18, **Wis** 14, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 14

Feats Expanded Arcana^{APG}, Great Fortitude, Lightning Reflexes

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

Skills Knowledge (arcana) +11, Knowledge (dungeoneering) +11

(+13 to navigate underground), Knowledge (history) +11, Knowledge (religion) +11, Perception +9, Profession (scribe) +7, Sense Motive +8, Spellcraft +11, Survival +2 (+4 to avoid becoming lost)

Languages Celestial, Common, Garuda, Kelish, Vudrani

SQ detect thoughts, illuminating answers, mnemonic cache (25 pages/45 minutes)

Combat Gear +1 bolts (10), *potion of cure light wounds* (2), *potion of lesser restoration*, *runestone of power*^{ACG} (1st), *scroll of augury*, *scroll of bull's strength*, *scroll of darkvision*, *scroll of fox's cunning*, silver crossbow bolts (20); **Other Gear** dagger, mwk light crossbow with 20 bolts, *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, 57 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 +11.

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 an attack roll, a successful DC 16 Will save negates this effect.

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 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.

Command: Rivani can order a target within 35 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 15). This is a mind-affecting spell.

Comprehend Languages: Rivani can understand all languages she reads or hears for 40 minutes, though she can't speak those languages.

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

Detect Psychic Significance: Rivani can sense the presence of all psychically charged objects within 40 feet.

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 15 negates).

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



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

3 rounds or less to complete, she does so instantly. Either way, she gets a +4 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 16 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.

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

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 4d6 points of damage (Will DC 15 half) to one creature within 35 feet. 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.

Telekinetic Projectile: Rivani can fling a tiny object at a single target within 35 feet as a ranged attack with a +3 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.

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 she was 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 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 73% chance that Rivani receives a meaningful reply, and a failure automatically indicates "nothing."

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.

Scroll of Darkvision: Rivani can give a touched creature the ability to see in the dark up to 60 feet for 30 minutes. This vision is in black-and-white.

Scroll of Fox's Cunning: Rivani can give a touched target a +4 enhancement bonus to Intelligence for 3 minutes, which gives most creatures a +2 bonus on Intelligence-based skill checks. Intelligence-

based spellcasters like Rivani also increase the DCs of all of their spells by 2 while under the spell's effects.

Always a precocious child, Rivani began life studying to become a civil servant in Vudra. She spent hours in the library studying complex tomes, favoring lavishly illustrated accounts of fantastic creatures and far-off lands. Rivani thrilled at imagining herself traveling to those distant lands as a questing hero, and soon these whimsical idylls consumed her every thought.

The rishis at court saw promise in the young girl's whimsy, and implored the rajah to put Rivani to the Trial of the White Lotus, a simple test to determine a child's mental aptitudes. Following a few minor challenges and exams, the rishis brought Rivani to a secret room within the rajah's highest tower, and there revealed a lush garden. At the center of the room lay a pedestal, and on that pedestal a simple white lotus—Rivani's final challenge.

Rivani closed her eyes and concentrated, relying on techniques she'd read in an archaic manuscript. With each exhalation, she pushed her consciousness deeper beyond her physical body, and a beatific calm overcame her. In her mind's eye, Rivani stepped further and further into the light until she could no longer distinguish herself from the flower. But she felt other presences, too. The poets of the court were also part of the fabric of life, and Rivani brushed against their innermost thoughts. She saw their anticipation, their pride, their amazement at her unexpected power—and also their betrayals, scandals, and ambitions.

Rivani had passed the Trial of the White Lotus, but none of the rajah's rishis celebrated her victory.

Certain that her unexpected foray into their consciousness had revealed their own secrets, the rishis proclaimed Rivani a mahatma reborn, a precious scholar and teacher returned to Golarion to guide the people into a new age. Just not in Vudra.

With the blessings of the rajah, the rishis dispatched their student to the Isle of Jalmeray, but the masters of that nation's Houses of Perfection denied her tutelage as well. "Go out into the world and learn to live," they said. "Once you know something for yourself, come back to Jalmeray and teach us what you have learned."

A life filled with so much travel has filled Rivani with wanderlust. Her relationships burn intensely but briefly, as she constantly guards against delving too deeply—accidentally or otherwise—into the minds of her friends and lovers. She's always fixated on the next stop on her journey, and while generally kind and friendly, avoids deep connections with others. Through all of this she's begun to develop her own philosophy, but it will be many years, and many more adventures, before she'll be ready to share it with the world.



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