PHRENIC ADEPT

ARCHETYPE OF

Minei	

PHRENIC AWAKENING

Gain telepathy, or increase the range of your telepathy 60ft.

Nível Psychic-only languages **2**

PHRENIC DEFENCE

Spend 1 resolve to reroll a failed saving throw with the emotion, fear, mind-affecting or pain descriptor.

Nível REDUCÃO DE DANO



Effect duration is reduced to half, if it was at least two rounds.

PHRENIC SENSES

As a standard action, spend one resolve point to see sources of emotion, fear, mind-affecting or pain magic.

Pass a Mysticism check to identify the Nível magic school.

6 Concentrate on an individual within 120ft to learn if it can cast any emotion, fear, mind-affecting or pain magic; and the caster level of the most advanced of these.

Gain blindsense [emotion] 30ft.

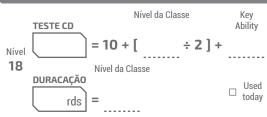
LESSER PHRENIC POWER

	Once a day as a standard action, cast:	Magia Nível	Used today			
	Charm monster	3				
Nível 9	Clairaudience / clairvoyance					
	Psychokinetic strangulation	3	5"			
Teste de Resistência îb + Magia + Nível +		Key Ability				
13 Twice a day 2 17 Three times a day						

PHRENIC POWER

	Once a day as a standard acti	on, cast:	Magia Nível	
Nível	Confusion		4	Used today
12	Mind probe		4	
	Telepathic bond		4	
₹ 16 Twice a day ₹ 20 Three times a c				

GREATER PHRENIC POWER



MASS SYNAESTHESIA

Nível da Classe

TARGETS

= ÷2

No more than 30ft apart or 100ft from you.

Creatures must pass a Will save or are staggered and treat all targets as having concealment.

PSYCHIC CRUSH

15d8

Nonlethal damage done to the mind of a creature. Target is sickened.

A target passing their Will save takes half damage and is not sickened.

THOUGHT SHIELD



Bonus to saves against mind-affecting effects.

Immune to effects that read your thoughts.