

# PHRENIC ADEPT

## ARCHETYPE OF

Nível

### PHRENIC AWAKENING

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

Nível 2 Psychic-only languages

### PHRENIC DEFENCE

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

Nível 4 **REDUÇÃO DE DANO**  
Nível da Classe

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.

Nível 6 Pass a Mysticism check to identify the magic school.

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	
	Charm monster	3	
Nível 9	Clairaudience / clairvoyance	3	Used today <input type="checkbox"/>
	Psychokinetic strangulation	3	<input type="checkbox"/>
	Teste de Resistência CD = 10 + Magia Nível + Key Ability		

Nível 13 Duas vezes por dia Nível 17 Three times a day

### PHRENIC POWER

	Once a day as a standard action, cast:	Magia Nível	
Nível 12	Confusion	4	Used today <input type="checkbox"/>
	Mind probe	4	<input type="checkbox"/>
	Telepathic bond	4	

Nível 16 Duas vezes por dia Nível 20 Three times a day

### GREATER PHRENIC POWER

	TESTE CD	Nível da Classe	Key Ability
Nível 18	<input type="text"/>	$= 10 + [ \dots \div 2 ] + \dots$	
	DURACÃO rds = <input type="text"/>	Nível da Classe	<input type="checkbox"/> Used today

### MASS SYNAESTHESIA

	TARGETS	Nível da Classe	
	<input type="text"/> CD = <input type="text"/> $\div 2$	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

**+5** Bonus to saves against mind-affecting effects.

Immune to effects that read your thoughts.