

PHRENIC ADEPT

ARCHETYPE OF

Level

PHRENIC AWAKENING

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

Level 2 Psychic-only languages

PHRENIC DEFENCE

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

Level 4 DAMAGE REDUCTION

= Class Level

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.

Level 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: Spell Level

Charm monster 3

Level 9 Clairaudience / clairvoyance 3 Used today ☐ ☐

Psychokinetic strangulation 3

Spell Save DC = 10 + Spell Level + Key Ability

Level 13 Twice a day Level 17 Three times a day

PHRENIC POWER

Once a day as a standard action, cast: Spell Level

Level 12 Confusion 4 Used today ☐ ☐

Mind probe 4 ☐

Telepathic bond 4

Level 16 Twice a day Level 20 Three times a day

GREATER PHRENIC POWER

SAVE DC Class Level Key Ability

Level 18 = 10 + [÷ 2] +

DURATION Class Level rds = ☐ Used today

MASS SYNAESTHESIA

TARGETS Class Level DC = ÷ 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.