PHRENIC ADEPT

ARCHETYPE OF

	N	lίν	e	l

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



Núvel 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.

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

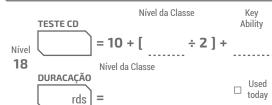
	Once a day as a standard action, cast:	Nível	
Nível 9	Charm monster	3	
	Clairaudience / clairvoyance	3	
	Psychokinetic strangulation	3	
R	Teste de lesistência CD 10 + Magia Nível +	Key Ability	
<u></u>	B Duas vezes por dia 💆 17 Three	times a da	av

Mania

PHRENIC POWER

Nível 12	Once a day as a standard actio	n, cast: Magia Nível	2
	Confusion	4	
	Mind probe	4	
	Telepathic bond	4	
. 1 0	6 Duas vezes por dia	. ₹ 20 Three times a day	

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.