# PHRENIC ADEPT

**ARCHETYPE OF** 

	Nivel	
Г		

### PHRENIC AWAKENING

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

Nivel Psychic-only languages **2** 

# PHRENIC DEFENCE

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

Nivel Reducción de Daño



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 Nivel 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.

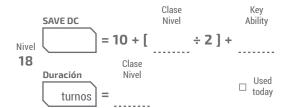
# LESSER PHRENIC POWER

	Once a day as a standard action, cast:			Conjuro	
	Charm monster			3	
Nivel <b>9</b>	Clairaudience / clairvoyance	e		3	Used today
	Psychokinetic strangulation			3	
	CD Salv de Conjuros = 10 + Nivel de Conjuro	+		Key Ability	
. 1	<b>3</b> Twice a day	17	Three t	imes a da	у

# **PHRENIC POWER**

	Once a day as a standard acti	on, cast:	Nivel de Conjuro		
Nivel	Confusion		4	Used today	
12	Mind probe		4		
	Telepathic bond		4		
	Twice a day		times a da	V	

# GREATER PHRENIC POWER



#### MASS SYNAESTHESIA

TARGETS	Clase Nivel	
CD	=÷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

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.