PHRENIC ADEPT

ARCHETYPE OF

Stufe	

PHRENIC AWAKENING

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

Stufe Psychic-only languages

2

PHRENIC DEFENCE

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

Stufe SCHADENSREDUZIERUNG



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 Stufe 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:		Zauber Level	
	Charm monster		3	
Stufe 9	Clairaudience / clairvoyance		3	Used today
	Psychokinetic strangulat	ion	3	
	RW gegen zauber = 10 + Zaub	er +	Key Ability	
Stufe 15	Twice a day	Stufe 17	Three times a d	ay

PHRENIC POWER

	Once a day as a standard action, cast:		Zauber Level	
Stufe	Confusion		4	Used today
12	Mind probe		4	
	Telepathic bond		4	
16 Twice a day $\frac{a}{b}$ 20 Three times a day		ıy		

GREATER PHRENIC POWER

	RETTUNGSWURF SG	Klassen- stufe		Key Ability
Stufe	= 10 + [÷2]+	
18	Klassen- DAUER stufe			
	Runden =			□ Used today

MASS SYNAESTHESIA

TARGETS	Kiassen- stufe		
SG	=	÷ 2	No more than 30ft apart or 100ft from you.

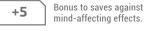
Creatures must pass a Will save or are staggered and treat all targets as having concealment.

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



Immune to effects that read your thoughts.