# PHRENIC ADEPT

**ARCHETYPE OF** 



## PHRENIC AWAKENING

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

Level Psychic-only languages

2

## PHRENIC DEFENCE

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

#### Level DAMAGE REDUCTION



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 Level 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.

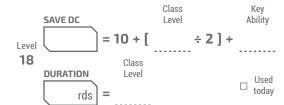
## LESSER PHRENIC POWER

Level 9	Once a day as a standard action, cast:	Spell Level	
	Charm monster	3	
	Clairaudience / clairvoyance		Jsed oday
	Psychokinetic strangulation	3	
	Spell Save DC = 10 + Spell Level +	Key Ability	
level	Twice a day	Three times a day	

# PHRENIC POWER

	Once a day as a standard act	ion, cast:	Spell Level		
Level 12	Confusion		4	Used today	
	Mind probe		4		
	Telepathic bond		4		
16 Twice a day					

## GREATER PHRENIC POWER



#### MASS SYNAESTHESIA



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.