

PHRENIC ADEPT

ARCHETYPE OF

Niveau

PHRENIC AWAKENING

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

Niveau Psychic-only languages

2

PHRENIC DEFENCE

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

Niveau RÉDUCTION DE DÉGÂTS

4

= Classe Niveau

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.

Niveau Pass a Mysticism check to identify the 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: | | Niveau du sort |
| Charm monster | 3 | |
| Niveau 9 Clairaudience / clairvoyance | 3 | Utilisé aujourd'hui <input type="checkbox"/> |
| Psychokinetic strangulation | 3 | <input type="checkbox"/> |
| Sort DD sauvegarde = 10 + Niveau du sort + Carac. Essen. | | |
| Niveau 13 Deux fois par jour | Niveau 17 | Three times a day |

PHRENIC POWER

| | | |
|--|-----------|--|
| Once a day as a standard action, cast: | | Niveau du sort |
| Niveau 12 Confusion | 4 | Utilisé aujourd'hui <input type="checkbox"/> |
| Mind probe | 4 | <input type="checkbox"/> |
| Telepathic bond | 4 | |
| Niveau 16 Deux fois par jour | Niveau 20 | Three times a day |

GREATER PHRENIC POWER

| | | | |
|--------------------------------|---------------|--|---------------|
| SAVE DC | | Classe Niveau | Carac. Essen. |
| Niveau 18 <input type="text"/> | = 10 + [| ÷ 2] + | |
| DUREE | Classe Niveau | Utilisé aujourd'hui <input type="checkbox"/> | |
| <input type="text"/> trs | = | | |

MASS SYNAESTHESIA

| | | |
|---|---------------|--|
| CIBLES | Classe Niveau | |
| <input type="text"/> DD | = | ÷ 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

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|---|--|
| 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

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| +5 | Bonus to saves against mind-affecting effects. |
| Immune to effects that read your thoughts. | |