

# 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:		Sort Niveau	
Charm monster		3	
Niveau 9 Clairaudience / clairvoyance		3	Utilisé aujourd'hui <input type="checkbox"/>
Psychokinetic strangulation		3	<input type="checkbox"/>
DD Jets de Sauv.	= 10 +	Sort Niveau +	Carac. Essen.
Niveau 13 Deux fois par jour		Niveau 17 Three times a day	

### PHRENIC POWER

Once a day as a standard action, cast:		Sort Niveau	
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 + [ <input type="text"/> ÷ 2 ] +	
DUREE	Classe Niveau	Utilisé aujourd'hui <input type="checkbox"/>
<input type="text"/> trs	=	

### MASS SYNAESTHESIA

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

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