PHRENIC ADEPT

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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



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 Niveau 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.

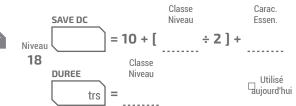
LESSER PHRENIC POWER

	Once a day as a standard action, cast:	Niveau du sort	
	Charm monster	3	- Utilisé aujourd'hui
Niveau 9	Clairaudience / clairvoyance	3 a	
	Psychokinetic strangulation	3	
D	Sort D sauvegarde 10 + Niveau + L	Carac. Essen.	
liveau	B Deux fois par jour	Three times a d	ay

PHRENIC POWER

	Once a day as a standard action, cast:		Niveau du sort	
Niveau 12	Confusion		4 a	Utilisé ujourd'hui
	Mind probe		4	
	Telepathic bond		4	
Niveau	5 Deux fois par jour	20 Three	e times a d	ay

GREATER PHRENIC POWER



MASS SYNAESTHESIA

IBLES	Classe Niveau	
DD	=÷2	No more than 30ft apart or 100ft from you.

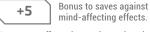
Creatures must pass a Will save or are staggered and treat all targets as having concealment.

PSYCHIC CRUSH

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.