PHRENIC ADEPT

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PHRENIC AWAKENING

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

Poziom Psychic-only languages

2

PHRENIC DEFENCE

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

Poziom REDUKCJA OBRAŻEŃ



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 Poziom 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	Poziom Czaru		
Poziom 9	Charm monst	er	3	Used today
	Clairaudience	/ clairvoyance	3	
	Psychokinetic	strangulation	3	
	ST Rzutu Obronnego = 1	10 + Poziom + Czaru +	Key Ability	
Poziom	3 Twice a day	Poziom izo	Three times a da	ay

PHRENIC POWER

	0		Poziom		
Poziom 12	Once a day as a standard actio	Czaru			
	Confusion		4	Used today	
	Mind probe		4		
	Telepathic bond		4		
ozio 16	Twice a day	0Ziom 20	Three times a da	ıy	

GREATER PHRENIC POWER



MASS SYNAESTHESIA

TARGETS	Poziom Klasy	
ST] =÷	No more than 30ft apart or 100ft from you.

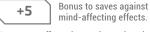
Creatures must pass a Will save or are staggered and treat all targets as having concealment.

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.