

PHRENIC ADEPT

ARCHETYPE OF

Nivel

PHRENIC AWAKENING

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

Nivel 2 Psychic-only languages

PHRENIC DEFENCE

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

Nivel 4 Reducción de Daño

4 = Clase Nivel

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.

Nivel 6 Pass a Mysticism check to identify the magic school.

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:

Charm monster 3

Nivel 9 Clairaudience / clairvoyance 3

Psychokinetic strangulation 3

CD Salv de Conjuros = 10 + Nivel de Conjuro + Key Ability

Nivel 13 Twice a day

Nivel 17 Three times a day

PHRENIC POWER

Once a day as a standard action, cast:

Nivel 12 Confusion 4

Mind probe 4

Telepathic bond 4

Nivel 16 Twice a day

Nivel 20 Three times a day

GREATER PHRENIC POWER

SAVE DC Clase Nivel Key Ability

Nivel 18 = 10 + [÷ 2] +

Duración Clase Nivel turnos = Used today

MASS SYNAESTHESIA

TARGETS Clase Nivel CD = ÷ 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.