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.

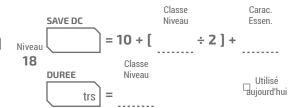
LESSER PHRENIC POWER

	Once a day as a standard action, cast:	Sort Niveau	
Niveau 9	Charm monster	3	
	Clairaudience / clairvoyance	3	− Utilisé aujourd'hui – □□
	Psychokinetic strangulation	3	
D	Sort To the Niveau + Sort Sort Sort Sort Niveau + Sort Sort Sort Sort Sort Sort Sort Sort	Carac. Essen.	
Niveau	B Deux fois par jour	Three times a	day

PHRENIC POWER

	Once a day as a standard action, cast:		Sort Nivea	J
Niveau	Confusion		4	Utilisé aujourd'hui
12	Mind probe		4	
	Telepathic bond		4	
Niveau	5 Deux fois par jour	Niveau	Three times a	day

GREATER PHRENIC POWER



MASS SYNAESTHESIA

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

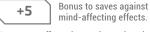
Creatures must pass a Will save or are staggered and treat all targets as having concealment.

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.