# PHRENIC ADEPT

**ARCHETYPE OF** 

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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.

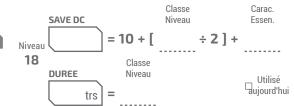
# LESSER PHRENIC POWER

	Once a day as a standard action, cast:	Sort Niveau	
Niveau 9	Charm monster	3	
	Clairaudience / clairvoyance	3	– Utilisé aujourd'hui □□
	Psychokinetic strangulation	3	
	DD Jets de Sauv. = 10 + Sort Niveau +	Carac. Essen.	
Niveau	3 Deux fois par jour	Three times a	day

# PHRENIC POWER

	Once a day as a standard act	on, cast:	Sort Niveau	
Niveau 12	Confusion		4 a	Utilisé ujourd'hui
	Mind probe		4	
	Telepathic bond		4	
Niveau	<b>5</b> Deux fois par jour	Niveau 1 02	hree times a d	ay

# **GREATER PHRENIC POWER**



#### MASS SYNAESTHESIA

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

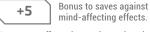
Creatures must pass a Will save or are staggered and treat all targets as having concealment.

#### 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.