

PHRENIC ADEPT

ARCHETYPE OF

Stufe

PHRENIC AWAKENING

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

Stufe Psychic-only languages

2

PHRENIC DEFENCE

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

Stufe **SCHADENSREDUZIERUNG**

4

= Klassenstufe

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.

Stufe Pass a Mysticism check to identify the 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: Zaubers Level

Stufe	Charm monster	3	Used today
9	Clairaudience / clairvoyance	3	<input type="checkbox"/> <input type="checkbox"/>
	Psychokinetic strangulation	3	<input type="checkbox"/>

RW gegen Zaubers = 10 + Zaubers Level + Key Ability

Stufe 13 Twice a day

Stufe 17 Three times a day

PHRENIC POWER

Once a day as a standard action, cast: Zaubers Level

Stufe	Confusion	4	Used today
12	Mind probe	4	<input type="checkbox"/> <input type="checkbox"/>
	Telepathic bond	4	<input type="checkbox"/>

Stufe 16 Twice a day

Stufe 20 Three times a day

GREATER PHRENIC POWER

RETTUNGSWURF SG Klassenstufe Key Ability

Stufe = 10 + [

÷ 2] +

18 DAUER Klassenstufe

Runden

 = ☐ Used today

MASS SYNAESTHESIA

TARGETS

SG

 = ÷ 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.