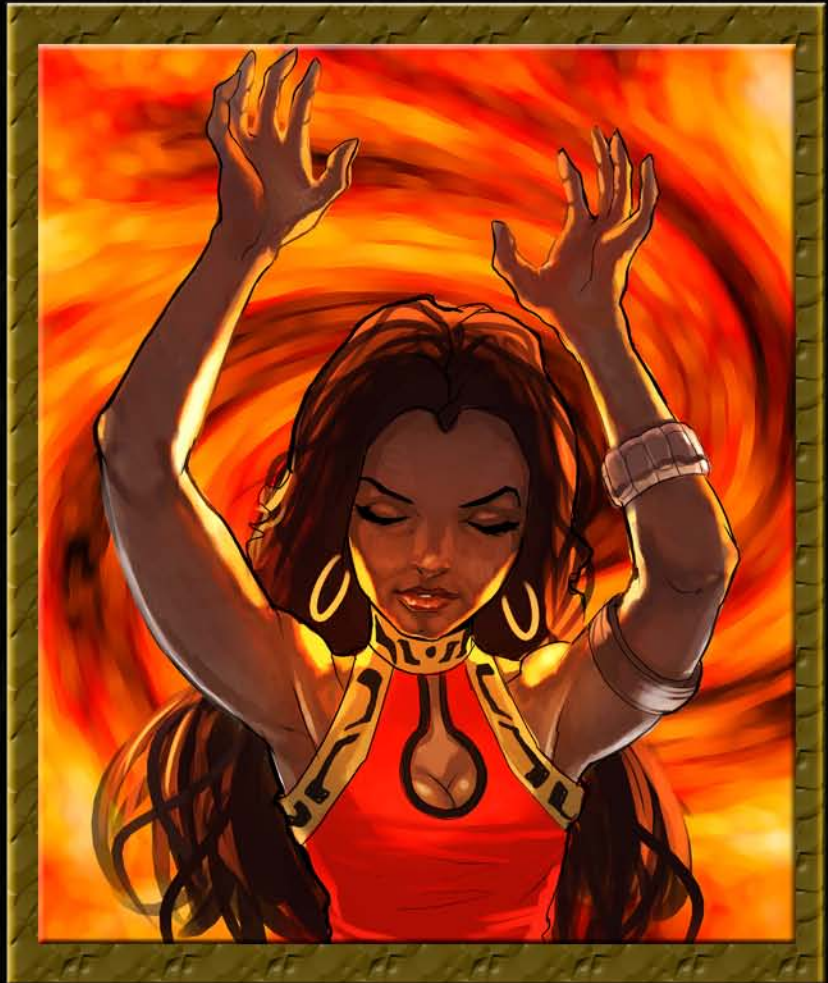


PHRENIC POWER

# MENTALIST



by Chris Kümmel

A 4th Edition Roleplaying Game Supplement

DREAMSCARRED  
PRESS



# PHRENIC POWER

# MENTALIST

**Author:** Chris Kummel

**Editing:** Andreas Rönqvist

**Proofreading:** Jake Rudd

**Design / Layout:** Jeremy Smith

**Interior Illustrations:** Toby Gregory, Shaman's Stock Art, V. Shane, Aaron Henson

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## MENTALIST

*"No need to draw that axe, good sir. I am already in your mind, and I won't be leaving anytime soon..."*

Phrenic Power - the internal energies of all sentient beings, made evident through the expression of emotions and harnessed either with a steel discipline or complete abandonment of controlling those emotions.

### CLASS TRAITS

**Role:** Controller. You control the battlefield by the might of your will and your devotions, impairing and hindering your enemies' movements.

**Power Source:** Phrenic

**Key Abilities:** Intelligence, Charisma, Constitution

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** All simple (one-handed) melee weapons and simple (one-handed) ranged weapons.

**Implements:** Orbs, psicrystals

**Bonus to Defense:** +2 Will

**Hit Points at 1st Level:** 10 + Constitution score

**Hit Points per Level Gained:** 4

**Healing Surges per Day:** 6 + Constitution modifier

**Trained Skills:** Insight (Wis). From the class skills list below, choose three more trained skills at 1st level.

**Class Skills:** Arcana (Int), Bluff (Cha), Diplomacy (Cha), History (Int), Nature (Int), Religion (Int)

**Build Options:** Empath, Kineticist

**Class Features:** Telekinesis, Telepathy, Psi focus, Meditate, Force of Will, Forceful Blast, Lingering Fire

At the dawn of recorded history, most sentient races were enslaved by tentacled horrors from the Great Beyond who had created a plane-spanning empire. When the empire collapsed and the horrors disappeared, a remnant of them remained. This legacy of the mind has since been developed and expanded. Today, the people who adhere to the legacy are called

mentalist.

According to some, mentalists are the result of some bizarre magical and/or biological experiments conducted by the tentacled overlords. Other sages claim that the mentalists are a secret order dedicated to the return of these same overlords. Yet another theory is that the first mentalists stole a holy relic from the tentacled horrors. This sacred relic is called the Book of the Mind, which explains and unlocks the secrets to control the mind and the emotions. They then founded a secret cabal to protect the relic, because if it should ever fall into the hands of the original owners, the tentacled overlords would once again return in force and rule the cosmos. The only thing that seems certain is that no one really knows for sure.

Mentalists are the masters of the mind. Other classes rely on exterior influences to produce mystical effects. The mentalist, instead, taps into the inner core of themselves in order to produce truly staggering achievements. However these mental juggernauts, able to squeeze the metaphysical until it conforms to their desires, almost bending reality to their will by tapping into their emotions, do not come easily to this power. Almost all have a long road of learning absolute control of body, spirit, and emotions before they can call themselves a mentalist. When they get that far, they gain a wide arsenal of powers. Whether it is blasting their enemies with a cone of mental anguish, completely and utterly dominating other creatures, or setting fire to people, the mentalists have many ways of effectively dealing with their enemies and controlling the battlefield.

### THE PHRENIC POWER SOURCE EXPLORED

Where some heroes draw their power from the magical energy that permeates the cosmos, the gods, or even from intense physical training, there are those that draw on the strength of their psyche and emotions. The phrenic power source represents the power inherent in all sentient beings, the ability to draw forth the spark of life, that inner fire which gives strength to convictions. In some, it takes the form of extreme dedication, unusual courage, or an unbreakable discipline. But in others, it takes on physical form. Their font of power is so great that they can manipulate the world around them by using it. This is the phrenic power source.



*A mentalist needs little from the material world, theirs is the power of the mind and heart.*

## CREATING A MENTALIST

Mentalists have a wide range of different powers, but tend to specialize into two character builds: Empath or Kineticist. Every mentalist relies on intelligence for attack powers and secondarily on Charisma and/or Constitution in order to augment his powers.

### EMPATH

All mentalists rely on mastering their emotions and maintaining strict discipline, but it is how you use those emotions which differentiate you from other mentalists. As an Empath, you take your emotions and lock them away deep inside your core self, causing you to become cold, distant, and to have difficulties feeling empathy for others. You then feed off and manipulate these locked away emotions to power and amplify your will and thus control another's will and emotions.

Most of your powers are not loud or flashy, but that is the way you prefer them. You stay at range to hinder and slow down your enemies, crippling them so that your allies gain a significant advantage. First and foremost though, you control your enemies. You get inside their heads and force them to fight on your side. Your attacks are all based on your intelligence score, so make that your best score. Any augmentation of the powers that you will typically favor is based on your charisma, so make that your second-best score. A good constitution score is also useful in case you should select other powers. You gain the Telepathy and the Force of Will class feature.

**Suggested Feat:** Improved Initiative (Human feat: Toughness)

**Suggested Skills:** Bluff, Diplomacy, Insight, History

**Suggested At-Will Powers:** Mind Assault, Mindblast

**Suggested Encounter Power:** Phobia

**Suggested Daily Power:** Charm

### KINETICIST

If the Empath is cold and distant, you are exactly the opposite. While as a kineticist you also lock your emotions away and harness them, you channel those outwards more often in great outbursts of psychic force or fire. You follow your emotions where they take you, and you love nothing more than getting in the middle of the battle, literally blasting the minds out of your enemies.

Your attacks are all based on your intelligence score, so make that your best score. Any augmentation of the powers that you will typically favor is based on your constitution, so make

that your second-best score. A good charisma score is also useful in case you should select other powers. You gain the Telekinesis and either the Forceful Blast or the Lingering Fire class features.

**Suggested Feat:** Astral Fire (Human feat: Toughness), or Toughness (Human feat: Action Surge)

**Suggested Skills:** Arcana, Endurance, Insight, Nature

**Suggested At-Will Powers:** Binding Flames or Force Grasp

**Suggested Encounter Power:** Pyrokinetic Blast or Forceful Retort

**Suggested Daily Power:** Energy Storm or Invasion

### IMPLEMENTS

Mentalists make use of orbs and psi-crystals to help enhance and direct their phrenic powers. A mentalist wielding a magic orb or a magic psicrystal can add its enhancement bonus to the attack rolls and the damage rolls of his mentalist powers as well as mentalist paragon path powers that have the implement keyword. Without an orb or a psicrystal, a mentalist can still use these powers, but he doesn't gain the bonus provided by the magic implement.

**Psicrystals** - Small focus crystals imbued with a sliver of psionic energy and personality, thus becoming more in tune with certain manifestations of phrenic power. Psicrystals vary in shape and size, but are usually somewhere between the size of a walnut and an apple.

### MENTALIST CLASS FEATURES

You have the following class features:

#### TELEKINESIS

Telekinesis is a minor devotion that you get at 1st level and can use as an at-will power. All kineticists know the Telekinesis at-will power.

#### TELEPATHY

Telepathy is a minor devotion that you get at 1st level and can use as an at-will power. All empathes know the Telepathy at-will power.

## FOCUS SURGES

Like all other phrenic classes, you have a number of focus surges equal to your Charisma or Constitution modifier, whichever is higher. This choice must be made at character creation and may not be altered. When you spend a focus surge (via Mediate or a power) you recharge your psi focus.

## MEDITATE

Once per encounter, you can recharge your psi focus and gain a bonus against attacks that target Will.

## FORCE OF WILL

Using Force of Will, an Empath makes it more difficult for a creature to shake off the condition the Empath has inflicted upon it. All empathes know the Force of Will encounter power.

## FORCEFUL BLAST

Using Forceful Blast, kineticists push and knock over a creature hit by any of their powers. All kineticists know either the Forceful Blast encounter power or the Lingering Fire encounter power.

## LINGERING FIRE

Using Lingering Fire, kineticists sets fire to an enemy, causing him to have a difficult time hitting anything. All kineticists know either the Forceful Blast encounter power or the Lingering Fire encounter power.

## PSI FOCUS

Expending your psi focus causes your devotion to become even more powerful.

## MENTALIST POWERS

Your powers are known as devotions. All devotions use your intelligence score. Some devotions are better for an Empath, while others are better for a Kineticist, but you are free to choose any power. Some of your class features work like powers and are thus presented below.

## CLASS FEATURES

### Meditate

### Mentalist Class Feature

*You shift your mind, refocusing and bolstering yourself against mental attacks.*

### Encounter \* Phrenic

#### Standard Action

#### Personal

**Effect:** You spend a focus surge and gain a +2 bonus to your Will defense until the beginning of your next turn.

### Telekinesis

### Mentalist Devotion

*An infinitely small part of your mind focuses on a nearby object. As if by magic, the object starts to move through the air to the desired location.*

### At-Will \* Phrenic

#### Minor Action

#### Ranged 5

**Effect:** Using only your will, you pick up, move, or manipulate a number of objects weighing a combined 20 pounds or less and carry them each up to 5 squares. If you are holding the object when you use this power, you can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand.

As a move action, you can move objects up to 5 squares. As a free action, you can drop an object you are holding, and as a minor action, you can pick up or manipulate a different object.

**Sustain Minor:** You can sustain the power indefinitely.

### Telepathy

### Mentalist Devotion

*You send out mental tangents, contacting a nearby creature.*

### At-Will \* Phrenic

#### Minor Action

#### Close Burst 10

**Effect:** You establish a telepathic link that allows you to communicate telepathically with the target out to a range of 10 squares until the end of your next turn.

The target must be intelligent and have a language. Telepathy allows for two-way communication.

**Sustain Minor:** The effect persists.

### Psi Focus

### Mentalist Class Feature

*Utilizing your phrenic power, you heighten a power or ability beyond what others could fathom.*

### At-will (special)\* Phrenic

#### Free Action

#### Personal

**Trigger:** You attack using a Phrenic power that can be augmented.

**Effect:** You use the Augment on a Phrenic power you activate.

**Special:** You cannot use Psi Focus unless it is recharged. Psi focus recharges on a 4, 5 and 6 after using it to augment an at-will power, on a 5 and 6 after using it to augment an encounter power, or on a 6 after using it to augment a daily power.



**Force of Will** **Mentalist Class Feature**

*Your enemy learns the hard way that your mental might is hard to get rid off.*

**Encounter \* Phrenic**

**Immediate Interrupt** **Close Burst 5**

**Trigger:** An enemy in burst makes a save against one of your powers.

**Effect:** The target rerolls the saving throw.

**Augmentation:** The reroll suffers a penalty equal to half your Charisma modifier.

**Forceful Blast** **Mentalist Class Feature**

*You enhance your mental attack, and your enemy is hindered in his movements.*

**Encounter \* Phrenic**

**Free Action** **Close Burst 5**

**Trigger:** An enemy in burst is affected by one of your powers

**Effect:** The target is pushed 1 square and knocked prone.

**Augmentation:** The target is pushed a number of squares equal to 1 + Constitution modifier.

**Lingering Fire** **Mentalist Class Feature**

*You enhance your mental attack, and your enemy burns a little bit more*

**Encounter \* Phrenic**

**Free Action** **Close Burst 5**

**Trigger:** An enemy in burst is affected by one of your powers.

**Effect:** The target takes a -2 penalty to his attack rolls and a -2 penalty to his saves against ongoing fire damage until the end of your next turn.

**Augmentation:** The penalty to his save is equal to 2 + your Constitution modifier.

**LEVEL 1 AT-WILL DEVOTIONS**

**Mind Assault** **Mentalist Attack 1**

A mental bombardment causes your foe to stumble around on the battlefield.

**At-Will \* Phrenic, Implement, Psychic**

**Standard Action** **Ranged 10**

**Targets:** One or two creatures

**Attack:** Intelligence vs. Will

**Hit:** 1d6 + Intelligence modifier psychic damage and you slide the target 1 square.

Increase damage to 2d6 + Intelligence modifier at 21st level.

**Augmentation:** The target slides 1 + Charisma modifier squares.

**Binding Flames** **Mentalist Attack 1**

*You set your enemy on fire, and when he moves, the fires flare up.*

**At-Will \* Phrenic, Implement, Fire**

**Standard Action** **Area burst 1 within 10**

**Target:** Each creature in burst

**Attack:** Intelligence vs. Reflex

**Hit:** 1d6 + Intelligence modifier fire damage. If the target moves before the end of your next turn, it takes 5 fire damage. Increase damage to 2d6 + Intelligence modifier fire damage and 10 fire damage at 21st level.

**Augmentation:** Add Constitution modifier damage to the extra damage.

**Force Grasp** **Mentalist Attack 1**

The invisible and physical manifestation of your will ensnares your enemy.

**At-Will \* Phrenic, Implement, Force**

**Standard Action** **Close burst 3**

**Target:** Each creature in burst

**Attack:** Intelligence vs. Fortitude

**Hit:** Intelligence modifier force damage and the target is slowed until the end of your next turn.

Increase damage to 1d10 + Intelligence modifier at 21st level.

**Augmentation:** The target grants combat advantage until the end of your next turn.



*A dwarven kineticist unleashes his fiery emotions upon the world.*

**Mindblast** **Mentalist Attack 1**

*A single thought from you, and your enemies are screaming from the pain in their heads.*

**At-Will \*Phrenic, Implement, Psychic**

**Standard Action** **Close blast 3**

**Target:** Each creature in blast

**Attack:** Intelligence vs. Will

**Hit:** 1d6 + Intelligence modifier psychic damage.

Increase damage to 2d6 + Intelligence modifier at 21st level.

**Augmentation:** The target grants combat advantage to any adjacent creature until the end of your next turn.

### LEVEL 1 ENCOUNTER DEVOTIONS

**Phobia** **Mentalist Attack 1**

*You confront your enemy with his worst fears.*

**Encounter \* Phrenic, Implement, Fear, Psychic**

**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Will

**Hit:** 1d6 + Intelligence modifier psychic damage and the target can not move closer to you until the end of your next turn.

**Augmentation:** The target moves a number of squares away from you equal to twice your Charisma modifier.

**Forceful Retort** **Mentalist Attack 1**

*The wave of force you unleash from your mind knocks over your enemies.*

**Encounter \*Phrenic, Implement, Force**

**Standard Action** **Close burst 3**

**Target:** Each creature in burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d6 + Intelligence modifier force damage and the target is knocked prone

**Augmentation:** The target is knocked prone and can not stand up until the end of your next turn.

**Pyrokinetic Blast** **Mentalist Attack 1**

*The explosion created with your mind blasts your enemies away*

**Encounter \* Phrenic, Implement, Fire**

**Standard Action** **Area burst 1 within 10**

**Target:** Each creature in burst

**Attack:** Intelligence vs. Reflex

**Hit:** 1d8 + Intelligence modifier fire damage and you push the target 2 squares.

**Augmentation:** Push the target 1 + your Constitution modifier squares instead.

**Psychic Blast** **Mentalist Attack 1**

*Your foes all reel under your mental assault.*

**Encounter \*Phrenic, Implement, Psychic**

**Standard Action** **Close blast 5**

**Target:** Each enemy in blast

**Attack:** Intelligence vs. Will

**Hit:** The target is dazed and slowed until the end of your next turn.

**Augmentation:** The target takes a penalty to his Will defense equal to your Charisma modifier until the end of your next turn.

**Telekinetic Barrage** **Mentalist Attack 1**

*With a burst of telekinesis, you throw loose and unattended objects at your foes.*

**Encounter \* Phrenic, Implement**

**Standard Action** **Area burst 1 within 10**

**Target:** Each creature in burst

**Attack:** Intelligence vs. Reflex

**Hit:** 1d10 + Intelligence modifier damage and you slide the target 1 square.

**Special:** On a critical hit, the target is dazed until the end of your next turn,

**Augmentation:** The target takes a penalty to hit equal to half your Constitution modifier until the end of your next turn.

### LEVEL 1 DAILY DEVOTIONS

**Charm** **Mentalist Attack 1**

*In a split second, you invade the mind of your enemy. Now he belongs to you.*

**Daily \* Phrenic, Implement, Charm**

**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Will

**Hit:** The target is dominated until the end of your next turn.

**Sustain Minor:** Repeat the attack against the target as long as the target is within range.

**Miss:** The target is dazed until the end of your next turn.

**Special:** If you or any of your allies does damage or inflict any conditions to the charmed creature, the creature immediately ceases to be dominated.

**Augmentation:** The target adds your Charisma modifier to its damage rolls.

**Invasion** **Mentalist Attack 1**

*The force of your mental intrusion renders your enemy incapable of moving around while it revitalizes your mental focus.*

**Daily \*Phrenic, Implement, Force**

**Standard Action** **Close blast 3**

**Target:** Each enemy in blast

**Attack:** Intelligence vs. Will

**Hit:** 1d10 + Intelligence modifier force damage, the target is immobilized (save ends), and you may spend a focus surge.

**Miss:** The target takes half damage and is slowed (save ends)

**Augmentation:** The target suffers a penalty to its save equal to half your Constitution modifier.

**Disjoint Brain** **Mentalist Attack 1**

*Your mental thrust disjoins the target's brain, causing great pain every time he moves, while your mental focus refreshes.*

**Daily \* Phrenic, Implement, Psychic**

**Standard Action** **Area burst 2 within 10**

**Target:** Each creature in burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d8 + Intelligence modifier psychic damage, and you may spend a focus surge.

**Effect:** Until the end of your next turn, if the target moves more than one square, he takes 1d8 + Intelligence modifier psychic damage.

**Augmentation:** The target suffers ongoing psychic damage equal to your Charisma modifier (save ends).

**Kinetic Storm** **Mentalist Attack 1**

*Your assault batters your enemies with kinetic punches, rendering them senseless.*

**Daily \*Phrenic, Implement, Force**

**Standard Action** **Close burst 2**

**Target:** Each enemy in burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d6 + Intelligence modifier force damage, and the target is dazed (save ends)

**Miss:** The target takes half damage and is slowed until the end of your next turn.

**Augmentation:** The target suffers a penalty to its save equal to half your Constitution modifier.

**LEVEL 2 UTILITY DEVOTIONS****Conceal Thoughts** **Mentalist Utility 2**

*You mask your thoughts, showing no outward signs of what you think.*

**Daily \* Phrenic**

**Minor Action** **Personal**

**Effect:** You gain a +4 power bonus to Bluff checks until the end of the encounter.

**Augmentation:** Add your Charisma modifier to the power bonus.

**Link** **Mentalist Utility 2**

*Your mind becomes the communication hub of your friends.*

**Daily \* Phrenic**

**Minor Action** **Close burst 20**

**Target:** All chosen allies in burst

**Effect:** You can all communicate telepathically until the end of the encounter.

In order to communicate telepathically with an ally, it must be intelligent and have a language.

**Augmentation:** You and all your allies gain a bonus to insight and perception checks equal to your Charisma modifier.

**Burst of Speed** **Mentalist Utility 2**

*Your mental faculties take control of your muscles and move impossibly quick through the battlefield.*

**Encounter \* Phrenic**

**Minor Action** **Personal**

**Effect:** You move your speed.

**Augmentation:** Add your Constitution modifier to the movement.

**Shield the Psyche** **Mentalist Utility 2**

*With a thought, you block a psychic attack*

**Daily \*Phrenic**

**Immediate Interrupt** **Personal**

**Effect:** You gain a +4 bonus to your Will defense until the end of your next turn.

**Augmentation:** Add your Constitution modifier to the bonus to your Will defense.

**Shield the Body** **Mentalist Utility 2**

*With a thought, you block an attack against your body*

**Daily \*Phrenic**

**Immediate Interrupt** **Personal**

**Effect:** You gain a +4 bonus to your Fortitude defense until the end of your next turn.

**Augmentation:** Add your Charisma modifier to the bonus to your Fortitude defense.

## LEVEL 3 ENCOUNTER DEVOTIONS

### Solid Air Mentalist Attack 3

*Air solidifies, striking your enemies and knocking them over.*

**Encounter \* Phrenic, Implement, Force**

**Standard Action** **Close burst 3**

**Target:** Each enemy in burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d10 + Intelligence modifier force damage, and the target is knocked prone and can not stand up until the end of your next turn.

**Augmentation:** You can also push the target a number of squares equal to your Constitution modifier.

### Burning Rings Mentalist Attack 3

*Rings of solid fire appear around the legs of your enemies, keeping them in place.*

**Encounter \* Phrenic, Implement, Fire**

**Standard Action** **Area burst 1 within 10**

**Target:** Each creature in burst

**Attack:** Intelligence vs. Reflex

**Hit:** 1d8 + Intelligence modifier fire damage, and the target is immobilized until the end of your next turn.

**Augmentation:** You deal additional damage equal to your Constitution modifier.

### Switch Alliance Mentalist Attack 3

*For a moment, your mental attack confuses your enemy, making it think of you and your allies as friends.*

**Encounter \* Phrenic, Implement, Psychic, Charm**

**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Will

**Hit:** 1d6 + Intelligence modifier psychic damage, and the target become your ally for the purpose of flanking and opportunity attacks until the end of your next turn. Unless attacked, the target will not attack you or your allies.

**Augmentation:** The target takes advantage of any opportunity attack provoked by his original allies.

### Ego Whip Mentalist Attack 3

*You attack your enemies mind, making him feel worthless.*

**Encounter \* Phrenic, Implement, Psychic**

**Standard Action** **Close blast 3**

**Target:** Each creature in blast

**Attack:** Intelligence vs. Will

**Hit:** 1d6 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

**Augmentation:** Target takes a penalty to his attack rolls equal to your Charisma modifier until the end of your next turn.

### Suspended Situation Mentalist Attack 3

*You pull your enemy off the ground, suspending him in the air.*

**Encounter \* Phrenic, Implement, Force**

**Standard Action** **Range 10**

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d6 + Intelligence modifier force damage and target is restrained, suspended 10 feet above the ground, until the end of your next turn.

*Afterside:* The target drops down, taking 1d10 damage and is knocked prone.

**Augmentation:** Add your Constitution modifier to both the initial damage and to the fall damage.

## LEVEL 5 DAILY DEVOTIONS

### Confused Mind Mentalist Attack 5

*You penetrate the mind of your enemy, making him wonder who his allies are.*

**Daily \* Phrenic, Implement, Psychic, Charm**

**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Will

**Hit:** 2d6 + Intelligence modifier psychic damage.

**Effect:** On his next turn, the target attacks the closest creature within reach or range with his basic attack power. If necessary, he will charge to do this. If attacking is not an option, he simply stands there.

**Sustain Minor:** Repeat the attack against the target as long as the target is within range.

**Miss:** The effect can not be sustained.

**Augmentation:** The target gains a bonus to his damage rolls equal to your Charisma modifier.



**Blindness** **Mentalist Attack 5**

*With one swift thought, you cut off your enemy's access to his optic system.*

**Daily \* Phrenic, Implement, Psychic**

**Standard Action** **Close blast 3**

**Target:** Each enemy in blast

**Attack:** Intelligence vs. Will

**Hit:** 1d8 + Intelligence modifier psychic damage, and the target is blinded (save ends).

**Miss:** Target takes half damage and suffers a -2 penalty to his attack rolls (save ends)

**Augmentation:** You may slide the target a number of squares equal to your Charisma modifier.

**Body Lock** **Mentalist Attack 5**

*You materialize solid bands of force around your enemy, locking his muscles and hindering his movements.*

**Daily \* Phrenic, Implement, Force**

**Standard Action** **Area burst 1 within 10**

**Target:** Each creature in burst

**Attack:** Intelligence vs. Reflex

**Hit:** 1d8 + Intelligence modifier force damage, and the target is restrained and dazed (save ends).

**Miss:** Target takes half damage and is slowed (save ends).

**Augmentation:** *Aftereffect:* The target is slowed (save ends).

**Psychic Howl** **Mentalist Attack 5**

*Your tightly focused scream hits your enemies in waves, sending them stumbling around.*

**Daily \* Phrenic, Implement, Psychic**

**Standard Action** **Close burst 3**

**Target:** All enemies in burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d6 + Intelligence modifier psychic damage, and you can slide the target a number of squares equal to your Constitution modifier.

**Miss:** The target takes half damage, and you can slide him 1 square.

**Augmentation:** Target is knocked prone.

**LEVEL 6 UTILITY DEVOTIONS**

**Recall** **Mentalist Utility 6**

*You draw upon your mastery of the brain to remember what you need to know.*

**Daily \* Phrenic**

**Free Action** **Personal**

**Effect:** You gain a +5 power bonus to any one knowledge check.

**Augmentation:** You also add your Charisma modifier to the bonus.

**ESP** **Mentalist Utility 6**

*You enter the outer layer of its mind, getting a better understanding of the creature.*

**Daily \* Phrenic**

**Minor Action** **Ranged 10**

**Target:** One creature

**Effect:** You gain a rudimentary understanding of the target's desires and goals. Gain a +5 bonus to any diplomacy, bluff, insight, or intimidate skill check regarding the target until the end of the encounter.

**Augmentation:** You also add your Charisma modifier to the bonus.



*For the mentalist, the mind can heal the body by itself.*

**Feign Death** **Mentalist Utility 6**

*You drop to the floor, seemingly dead.*

**Daily \* Phrenic, Healing, Illusion**

**Immediate Interrupt** **Personal**

**Trigger:** You are hit by an attack that would kill you.

**Effect:** You spend a healing surge and are knocked prone. Until the end of your next turn, you gain a +20 bonus to Bluff checks to appear dead.

**Augmentation:** You can add twice your Constitution modifier to the hit points regained.

**Mind Over Body** **Mentalist Utility 6**

*Your mental powers suppress the pain, renewing your strength.*

**Encounter \* Phrenic**

**Minor Action** **Personal**

**Effect:** You spend a healing surge.

**Augmentation:** You also regain hit points equal to your Constitution modifier.

**Unmovable** **Mentalist Utility 6**

*You increase gravity on yourself, making it impossible for enemies to move you.*

**Encounter \* Phrenic**

**Immediate Interrupt** **Personal**

**Effect:** You ignore push, pull, and slide effects until the end of your next turn.

**Augmentation:** You can also ignore being knocked prone.

**LEVEL 7 ENCOUNTER DEVOTIONS****Hallucinations** **Mentalist Attack 7**

*Your mental power penetrates your enemies' defenses, causing them to see things that aren't there.*

**Encounter \* Phrenic, Implement, Psychic, Illusion**

**Standard Action** **Close burst 5**

**Target:** All enemies in burst

**Attack:** Intelligence vs. Will

**Hit:** 1d6 + Intelligence modifier psychic damage, and target treats the whole encounter area as difficult terrain until the end of your next turn.

**Augmentation:** You slide the targets a number of squares equal to your Charisma modifier.

**Empathic Overload** **Mentalist Attack 7**

*By amplifying your enemy's empathic input, you render him incapable of doing anything for a moment while your phrenic energies are renewed.*

**Encounter \* Phrenic, Implement, Psychic**

**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Will

**Hit:** The target is stunned until the end of your next turn, and you may spend a focus surge.

**Augmentation:** The target takes a penalty to his Will defense equal to your Charisma modifier until the end of your next turn.

**Recall Pain** **Mentalist Attack 7**

*Your attack tricks the brain of your enemy to relive a recent pain.*

**Encounter \* Phrenic, Implement, Psychic**

**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** Intelligence modifier psychic damage, and the target takes psychic damage equal to the last damage it took before being affected by this power.

**Augmentation:** The target takes a penalty equal to your Constitution modifier to its attack rolls until the end of your next turn.

**Kinetic Barrage** **Mentalist Attack 7**

*You create a zone of static force that hammers mercilessly on anyone inside it.*

**Encounter \* Phrenic, Implement, Force, Zone**

**Standard Action** **Close burst 2**

**Target:** All creatures in burst

**Attack:** Intelligence vs. Will

**Hit:** 1d6 + Intelligence modifier force damage, and the target is dazed until the end of your next turn.

**Effect:** The burst creates a zone that lasts until the end of your next turn. Any creature starting or entering in the zone takes force damage equal to your intelligence modifier.

**Augmentation:** Add your Constitution modifier to the damage taken by entering or starting in the zone.

**Telekinetic Throw****Mentalist Attack 7**

*You pick up an enemy and throw him across the battlefield, charging him with telekinetic energy that erupts as he lands*

**Encounter \* Phrenic, Implement, Force**

**Standard Action**

**Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** You slide the target 2 squares and the target is knocked prone.

**Effect:** Make a secondary attack

**Secondary Targets:** Each creature adjacent to the target

**Secondary Attack:** Intelligence vs Reflex

**Hit:** 1d6 + Intelligence force damage and target is dazed until the end of your next turn.

**Effect:** The target is knocked prone.

**Augmentation:** You slide the target up to 2 + Constitution modifier squares.

### LEVEL 9 DAILY DEVOTIONS

**Control Body****Mentalist Attack 9**

*Using your mastery of kinetic effects, you move an enemy's limbs as if he was a puppet tied to the strings of your will.*

**Daily \* Phrenic, Implement, Force, Charm**

**Standard Action**

**Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d8 + Intelligence modifier force damage, and the target makes a basic attack as a free action against a secondary target chosen by you within his reach. Otherwise the target remains in control of his actions.

**Miss:** Half damage, and the target is dazed

**Sustain Minor:** The target makes another attack against a creature within his reach.

**Augmentation:** Add your Constitution modifier as a bonus to hit to the target's opportunity attacks.



*A half-elven empath can unleash your inner beast all too easily.*

**It Ain't Real****Mentalist Attack 9**

*Your assault completely twists your enemy's perception, making him think that every attack aimed at him connects.*

**Daily \* Phrenic, Implement, Psychic, Illusion**

**Standard Action Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Will

**Hit:** 2d6 + Intelligence modifier psychic damage, and the target takes ongoing 5 psychic damage (save ends). Every time the target is missed by an attack, he takes psychic damage equal to your Intelligence modifier (save ends).

**Miss:** Ongoing 5 psychic damage (save ends).

**Augmentation:** *Aftereffect:* Every time the target is missed by an attack, he takes psychic damage equal to your Charisma modifier (save ends).

**Kinetic Prison****Mentalist Attack 9**

*A single thought from you stuns your enemy.*

**Daily \* Phrenic, Implement, Psychic**

**Standard Action Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d8 + Intelligence modifier psychic damage, and target is stunned (save ends). *Aftereffect:* The target is dazed until the end of your next turn.

**Miss:** Half damage, and the target is dazed (save ends)

**Augmentation:** The target is pushed 1 + Constitution modifier squares.

**Unleash the Beast****Mentalist Attack 9**

*You dig into the mind of your enemy, forcing out his inner beast.*

**Daily \* Phrenic, Implement, Psychic****Standard Action Close burst 3****Target:** All enemies in burst**Attack:** Intelligence vs. Will

**Hit:** 2d6 + Intelligence modifier psychic damage. The target takes a -2 penalty to AC, and the only powers the target can use are melee and ranged basic attacks (save ends).

**Miss:** Half damage, and the target takes a -2 penalty to AC (save ends)

**Augmentation:** The target takes a penalty to his attack rolls equal to your Charisma modifier.

**LEVEL 10 UTILITY DEVOTIONS****Probability Revision****Mentalist Utility 10**

*In a split second, your mind goes into overdrive and calculates every possible effect, allowing you to rethink your move as it happens.*

**Daily \* Phrenic****Free Action Personal**

**Effect:** Reroll any attack roll, skill check, or save. You must use the second roll, even if it is worse.

**Augmentation:** Add your Charisma modifier as a bonus to the roll.

**Meta-faculty****Mentalist Utility 10**

*You expand your mind beyond mortal comprehension, tapping into the subconscious minds of all creatures.*

**Daily \* Phrenic****Minor Action****Personal**

**Effect:** You gain all knowledge about one creature that a successful knowledge check could provide.

**Augmentation:** You may gain knowledge about two different creatures.

**Inner Eye****Mentalist Utility 10**

*You close your eyes and focus your mind's eye on the surroundings.*

**Daily \* Phrenic****Minor Action****Personal**

**Effect:** Ignore darkness, concealment, and total concealment within 10 squares for the rest of the encounter.

**Augmentation:** You can not grant combat advantage as long as you are capable of taking actions.

**Dimensional Rift****Mentalist Utility 10**

*You open a rift between dimensions, allowing you to cover distances in the blink of an eye.*

**Daily \* Phrenic****Move Action****Personal**

**Effect:** You teleport 10 squares.

**Augmentation:** Every creature adjacent to your square of origin takes damage equal to your Constitution modifier.

**LEVEL 13 ENCOUNTER DEVOTIONS****Pyromania****Mentalist Attack 13**

*You set your enemies on fire, forcing them to move or keep burning.*

**Encounter \* Phrenic, Implement, Fire****Standard Action****Area burst 1 within 10****Target:** Every creature in burst**Attack:** Intelligence vs. Fortitude

**Hit:** 2d10 + Constitution modifier fire damage, and if a target doesn't move on his turn, he takes fire damage equal to your Constitution modifier.

**Augmentation:** Any creature starting its turn adjacent to an affected target takes fire damage equal to your Constitution modifier.

**Cloud Mind****Mentalist Attack 13**

*Your assault renders you impossible to be located by your enemy for a brief moment.*

**Encounter \* Phrenic, Implement, Psychic, Illusion****Standard Action****Ranged 10****Target:** One, two, or three creatures**Attack:** Intelligence vs. Will

**Hit:** 2d6 + Intelligence modifier psychic damage, the target is slowed, and you are invisible to the target until the end of your next turn.

**Augmentation:** You slide the target a number of squares equal to your Charisma modifier.

**Mind Thrust** **Mentalist Attack 13**

*You short-circuit the synapses of your enemy, cutting off access to his most powerful abilities.*

**Encounter \* Phrenic, Implement, Psychic**

**Standard Action** **Close blast 3**

**Target:** Each enemy in blast

**Attack:** Intelligence vs. Will

**Hit:** 2d6 + Intelligence modifier psychic damage, and target can not use any rechargeable, encounter, and daily powers until the end of your next turn.

**Augmentation:** Target takes a penalty equal to half your Charisma modifier to all defenses until the end of your next turn.

**Be Gone!** **Mentalist Attack 13**

*With a single mental push, you fling your enemy far away.*

**Encounter \* Phrenic, Implement, Force**

**Standard Action** **Close burst 1**

**Target:** Each enemy in burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d8 + Intelligence modifier force damage, and the target is pushed 5 and knocked prone.

**Augmentation:** The target is pushed 5 + Constitution modifier squares.

**LEVEL 15 DAILY DEVOTIONS****Psychic Mirror** **Mentalist Attack 15**

*You redirect a mental attack back upon your enemy.*

**Daily \* Phrenic, Implement**

**Immediate Interrupt** **Close burst 10**

**Trigger:** A target in burst uses an attack that targets your Will defense.

**Effect:** You gain +10 bonus to your Will defense.

**Special:** If the attack misses, it is reflected upon the target. You must make a new roll to see if the reflected attack hits the target.

**Augmentation:** If the attack is reflected, add a bonus equal to your Charisma modifier to the attack roll.

**Mind Blast** **Mentalist Attack 15**

*A powerful burst of mental energy leaves your enemies overcome.*

**Daily \* Phrenic, Implement, Psychic**

**Standard Action** **Close blast 5**

**Target:** Each enemy in blast

**Attack:** Intelligence vs. Will

**Hit:** 3d8 + Intelligence modifier psychic damage, and the target is dazed (save ends).

**Miss:** Half damage, and the target is slowed (save ends).

**Augmentation:** The target takes a penalty to its save equal to half your Charisma modifier.

**Fate Link** **Mentalist Attack 15**

*You link the target to you, transferring waves of pain every time you are hurt.*

**Daily \* Phrenic, Implement, Psychic**

**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d10 + Intelligence modifier psychic damage.

**Effect:** Until the end of your next turn, the target takes psychic damage equal to any damage you take.

**Sustain Minor:** The effect persists.

**Augmentation:** Range is increased by a number of squares equal to your Charisma modifier.

**Psychic Wall** **Mentalist Attack 15**

*Bending reality, you create a wall of psychic energy.*

**Daily \* Phrenic, Implement, Psychic, Force**

**Standard Action** **Wall 6 within 10**

**Effect:** You conjure a wall that consists of contiguous squares filled with psychic energy and force. It can be up to 6 squares long and up to 3 squares high. The wall lasts until the end of your next turn. If a creature moves into the wall's space or starts its turn there, the creature takes 2d10 + Intelligence modifier psychic and force damage and is dazed (save ends). Entering a square occupied by the wall costs 2 extra squares of movement. The wall blocks all heavy thrown and ranged missiles.

**Sustain Minor:** The wall persists.

**Augmentation:** Add ½ your Constitution modifier in squares to the maximum length of the wall.

## LEVEL 16 UTILITY DEVOTIONS

### Dimensional Warp

Mentalist Utility 16

*You bend reality to your will, changing places with your ally in the blink of a moment.*

Encounter \* Phrenic

Move Action Ranged 10

Target: One or two allies

Effect: You switch places with an ally or appear between two allies within range.

Augmentation: Add your Constitution modifier to the range.

### Precognition

Mentalist Utility 16

*You heighten your senses to better anticipate and resist attacks.*

Daily \* Phrenic

Minor Action Personal

Effect: You gain a +2 power bonus to all defenses and resist 5 to all damage until the end of the encounter.

Augmentation: Add your Charisma modifier to the resist 5 to all damage.

### Intellect Fortress

Mentalist Utility 16

*You call forth the powers of your superego to protect the minds of you and your friends from attacks.*

Daily \* Phrenic

Standard Action Close burst 2

Targets: You and each ally in burst

Effect: All targets gain a resist 10 psychic damage until the end of the encounter.

Augmentation: Increase size of burst to a number of squares equal to your Charisma modifier.

### Superior Mind

Mentalist Utility 16

*You reenergize both mind and body.*

Daily \* Phrenic

Minor Action

Personal

Effect: You may spend a healing surge and/or a focus surge.

Augmentation: Add twice your Constitution modifier to the number of hit points regained if you spend a healing surge.



*The superior mind of a mentalist takes time and focus to attain.*

## LEVEL 17 ENCOUNTER DEVOTIONS

### Psychic Link

Mentalist Attack 17

*You link the minds of two creatures, making them share each other's pains.*

Encounter \* Phrenic, Implement, Psychic

Standard Action Ranged 10

Target: Two creatures

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage.

Effect: If both targets are hit by the attack they are linked until the end of your next turn. Linked creatures are both damaged when one of them is damaged. If one suffers a condition, both are affected by it.

Augmentation: Every time the target is damaged, he takes additional psychic damage equal to your Charisma modifier.

### Psychic Scream

Mentalist Attack 17

*An almost primal, but channeled, scream sends your enemies stumbling before they are unable to move.*

Encounter \* Phrenic, Implement, Psychic

Standard Action Close blast 5

Target: Every enemy in blast

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Intelligence modifier psychic damage, you slide the target 2 squares. and the target is immobilized until the end of your next turn.

Augmentation: The target takes a penalty equal to your Charisma modifier to his attack rolls until the end of your next turn.

**Spontaneous Combustion****Mentalist Attack 17**

*You will your enemies to burst into flames, intensifying the flames if they attack.*

**Encounter \* Phrenic, Implement, Fire****Standard Action****Ranged 10****Target:** One, two, or three enemies**Attack:** Intelligence vs. Reflex

**Hit:** 2d10 + Intelligence modifier fire damage. If the target makes any attack until the end of your next turn, it takes an additional 2d10 + Intelligence modifier fire damage.

**Augmentation:** Add your Constitution modifier to both the base damage and the additional damage.

**Forcespear****Mentalist Attack 17**

*Your mental spear of force plunges into your enemy's brain, exploding in a shower of blinding light while you ready your mental focus.*

**Encounter \* Phrenic, Implement, Radiant, Force****Standard Action****Area burst 1 within 10****Target:** Each creature in burst**Attack:** Intelligence vs. Fortitude

**Hit:** 1d10 + Intelligence modifier radiant and force damage. Target is blinded, immobilized, and the target is knocked prone and can not stand up until the end of your next turn and you may spend a focus surge.

**Augmentation:** You slide the target a number of squares equal to 1 + Constitution modifier.

**LEVEL 19 DAILY DEVOTIONS****Hostile Takeover****Mentalist Attack 19**

*Your mind leaves your body, suppressing your enemy's mind and will, and you take control of your enemy.*

**Daily \* Phrenic, Implement, Psychic, Charm****Standard Action****Ranged 10****Target:** One creature**Attack:** Intelligence vs. Will

**Hit:** 4d6 + Intelligence modifier psychic damage, and you can spend a minor, move, or standard action as if you were the target (save ends). You likewise lose control of your own body, and it is considered stunned as long as you have control over the target. You can end this power with a minor action.

**Miss:** Half damage, and the target is weakened (save ends).

**Augmentation:** The target takes a penalty to his saves equal to half your Charisma modifier.

**Suicidal Tendencies****Mentalist Attack 19**

*You make your enemy try to kill himself.*

**Daily \* Phrenic, Implement, Psychic, Charm****Standard Action****Ranged 10****Target:** One creature**Attack:** Intelligence vs. Will

**Hit:** 4d6 + Intelligence modifier psychic damage and is dazed. On his turn, the target spends a standard action and hits himself with the best available melee attack which is automatically a critical hit (save ends both).

**Miss:** Target is dazed and takes ongoing 10 psychic damage (save ends).

**Augmentation:** The target takes a penalty to his saves equal to half your Charisma modifier.

**Overload****Mentalist Attack 19**

*You create a zone of mental energy that overloads anyone entering the zone with psychic energy.*

**Daily \* Phrenic, Implement, Zone, Psychic****Standard Action****Area burst 3 within 10 squares****Target:** Each creature in burst**Attack:** Intelligence vs. Fortitude**Hit:** 3d6 + Intelligence modifier psychic damage.

**Effect:** The burst creates a zone of psychic energy and interference that lasts until the end of the encounter. Any creature starting inside or entering the zone takes 1d6 + Intelligence modifier psychic damage and is dazed (save ends). If the target is already dazed, he is stunned (save ends).

**Augmentation:** All squares in the zone are considered difficult terrain.

**Kinetic Crush****Mentalist Attack 19**

*You will solidifies and hammers into and hinders your enemies.*

**Daily \* Phrenic, Implement, Force****Standard Action****Close burst 5****Target:** Each enemy in burst**Attack:** Intelligence vs. Fortitude

**Hit:** 2d6 + Intelligence modifier force damage, and the target is dazed and immobilized (save ends both).

**Miss:** Half damage, and the target is slowed (save ends).

**Augmentation:** Target takes additional damage equal to your Constitution modifier

## LEVEL 22 UTILITY DEVOTIONS

### Personal Freedom

### Mentalist Utility 22

You throw up a shield of mental energy that allows you to break any restraints.

Encounter \* Phrenic

Minor Action

Personal

**Effect:** You ignore grab, restrain, and immobilize effects until the end of your next turn.

**Augmentation:** You may shift a number of squares equal to ½ your movement the first time you ignore a grab, restrain, or immobilize effect

### Telekinetic Flight

### Mentalist Utility 22

You are propelled through the air by the power of your mind.

Daily \* Phrenic

Minor Action

Personal

**Effect:** You gain a speed of fly 6 until the end of your next turn.

**Sustain Minor:** You sustain the effect until the end of your next turn.

**Augmentation:** You gain a speed of fly 10.

### Evacuation

### Mentalist Utility 22

In the blink of an eye, you teleport everyone around you far away.

Daily \* Phrenic

Standard Action

Close burst 1

**Effect:** You and all willing allies in burst are teleported up to 20 squares.

**Augmentation:** Change area to close burst 3.

### Multiport

### Mentalist Utility 22

Bending the fabric of the world to your will, you teleport around the battlefield as easily as others move.

Daily \* Phrenic

Minor Action

Personal

**Effect:** Until the end of the encounter, you can teleport 6 as a move action.

**Augmentation:** You teleport 8 each time.



For an empath, a person is just as much a tool as a weapon is.

## LEVEL 23 ENCOUNTER DEVOTIONS

### Phrenic Vampire

### Mentalist Attack 23

You send out mental strands infused with necrotic matter, draining your enemies.

Encounter \* Phrenic, Implement, Psychic, Necrotic

Standard Action

Range 10

**Target:** One, two, or three creatures

**Attack:** Intelligence vs. Fortitude

**Hit:** 4d6 + Intelligence modifier psychic and necrotic damage and the target is weakened until the end of your next turn. You recharge your psi focus.

**Augmentation:** The target takes a penalty equal to your Charisma modifier to his to hit rolls.

### Wipe Memory

### Mentalist Attack 23

Your mental assault make the enemy forget all but the basics.

Encounter \* Phrenic, Implement, Psychic

Standard Action

Ranged 10

**Target:** One or two creatures

**Attack:** Intelligence vs. Will

**Hit:** 4d6 + Intelligence modifier psychic damage, and the target can only use basic attacks until the end of your next turn.

**Augmentation:** The target takes a penalty equal to your Charisma modifier to his to hit roll.



**Radiant Forceblast****Mentalist Attack 23**

*The explosion of force causes all nearby enemies to be blind.*

**Encounter \* Phrenic, Implement, Radiant, Force**

**Standard Action**

**Close burst 3**

**Target:** Each enemy in burst

**Attack:** Intelligence vs. Will

**Hit:** 2d6 + Intelligence modifier radiant and force damage, and the target is blind until the end of your next turn.

**Augmentation:** You can slide the target a number of squares equal to 1 + your Constitution modifier.

**Ultrablast****Mentalist Attack 23**

*Igniting your enemy, you create a mental explosion that dazes and slows almost every enemy in sight.*

**Encounter \* Phrenic, Implement, Psychic, Fire**

**Standard Action**

**Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 4d6 + Intelligence modifier psychic and fire damage.

**Effect:** If the target dies, make a secondary attack

**Secondary Targets:** All other enemies within 10 squares of the target.

**Secondary Attack:** Intelligence vs. Fortitude

**Hit:** The secondary target is dazed and slowed until the end of your next turn.

**Augmentation:** The secondary target is pushed a number of squares equal to your ½ Constitution modifier.



*The mentalist changes the world around them with the power of their mind.*

**LEVEL 25 DAILY DEVOTIONS****Expulsion Effect****Mentalist Attack 25**

*You create a lingering effect that continuously and forcefully pushes creatures away.*

**Daily \* Phrenic, Implement, Zone, Force**

**Standard Action**

**Close burst 5**

**Target:** One creature in burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 4d8 + Intelligence modifier force damage, and slide the target a number of squares equal to 1 + your Constitution modifier. You create a zone where all enemies treat the area as difficult terrain. The zone lasts until the end of your next turn.

**Sustain Minor:** The zone lasts until the end of your next turn. Make an attack against 1 creature within the zone; Intelligence vs. Fortitude; 2d8 + Intelligence modifier force damage, and slide the target 1 + Constitution modifier squares

**Augmentation:** Target is slowed (save ends).

**Parasitic Imprisonment** **Mentalist Attack 25**

*You form twisting veins of force that are charged with parasitic phrenic energies that leech away your enemy's life force.*

**Daily \* Phrenic, Implement, Psychic, Necrotic**

**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 3d8 + Intelligence modifier psychic and necrotic damage, and the target is dazed and immobilized (save ends). *Aftereffect:* You make a secondary attack.

**Effect:** You heal as if you had spent a healing surge.

**Secondary Target:** All creatures in a close burst 2 area from the target.

**Secondary Attack:** Intelligence vs. Fortitude

**Hit:** 2d6 + Intelligence modifier psychic and necrotic damage, and the secondary target is dazed and immobilized until the end of your next turn.

**Augmentation:** Add your Constitution modifier to the number of hit points healed.

**Mass Domination** **Mentalist Attack 25**

*You expand your mind and dominate every enemy nearby.*

**Daily \* Phrenic, Implement, Psychic**

**Standard Action** **Close burst 3**

**Target:** Each enemy in burst

**Attack:** Intelligence vs. Will

**Hit:** Target is dominated (save ends). *Aftereffect:* The target is dazed until the end of your next turn.

**Miss:** Target is dazed (save ends).

**Augmentation:** The target takes a penalty to his saves equal to half your Charisma modifier.

**Mindlock** **Mentalist Attack 25**

*You lock your enemy's mind far away.*

**Daily \* Phrenic, Implement, Psychic**

**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 3d6 + Intelligence modifier psychic damage, and the target is stunned until the end of your next turn.

**Special:** If the target is damaged, the stunned condition immediately ends.

**Sustain Minor:** The target is stunned until the end of your next turn.

**Augmentation:** If you do not sustain this power, the target is dazed (save ends) after their stunned condition ends.

**LEVEL 27 ENCOUNTER DEVOTIONS****Awe** **Mentalist Attack 27**

*Your enemies reel before your mental might, which refocuses you.*

**Encounter \* Phrenic, Implement**

**Standard Action** **Close burst 5**

**Target:** Each enemy in burst

**Attack:** Intelligence vs. Will

**Hit:** Target is dazed and the target is knocked prone and can not stand until the end of your next turn and you may spend a focus surge.

**Augmentation:** The target takes a -4 penalty to his AC until the end of your next turn.

**Death Field** **Mentalist Attack 27**

*By drawing upon your own life force, you drain all the enemies around you.*

**Encounter \* Phrenic, Implement, Psychic, Necrotic**

**Standard Action** **Close burst 2**

**Target:** Each creature in burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 3d6 + Intelligence modifier psychic and necrotic damage.

**Effect:** As a free action, you can choose to take psychic damage equal to your bloodied value. If you do so, each target hit takes damage equal to ½ their bloodied value.

**Augmentation:** You gain Resist 5 + your Charisma modifier against the psychic damage you take from using this power.

**Detonate** **Mentalist Attack 27**

*You ignite the air around your enemies, blowing them off their feet. The fire renews your mental focus.*

**Encounter \* Phrenic, Implement, Fire**

**Standard Action** **Area burst 2 within 10**

**Target:** Each enemy in burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d10 + Intelligence modifier fire damage, the target is knocked prone, and you may spend a focus surge.

**Augmentation:** The target is knocked prone and can not stand until the end of your next turn.

**Telekinetic Disassembly****Mentalist Attack 27**

*You pick apart your enemy, tiny piece by tiny piece, and reconfigure his energy to heal yourself.*

**Encounter \* Phrenic, Implement, Necrotic**

**Standard Action**

**Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d8 + Intelligence modifier necrotic damage

**Effect:** You heal as if you had spent a healing surge, and the target takes necrotic damage equal to your surge.

**Augmentation:** You heal additional hit points equal to your Constitution modifier.

### LEVEL 29 DAILY DEVOTIONS

**Complete Dominance****Mentalist Attack 29**

*You assume complete control of your enemy.*

**Daily \* Phrenic, Implement, Psychic**

**Standard Action**

**Range 10**

**Target:** One creature

**Attack:** Intelligence vs. Will

**Hit:** The target is dominated until the end of the encounter

**Special:** If the target is damaged or affected by a condition by one of your allies, he immediately saves against this effect and can spend a healing surge.

**Miss:** The target is dazed and weakened (save ends).

**Nightmare****Mentalist Attack 29**

*You unleash your enemy's worst nightmares upon his mind.*

**Daily \* Phrenic, Implement, Psychic**

**Standard Action**

**Area burst 1 within 10**

**Target:** Each creature in burst

**Attack:** Intelligence vs. Will

**Hit:** 4d10 + Intelligence modifier psychic damage, and the target is dazed (save ends). First failed save: The target is unconscious (save ends). *Aftereffect:* The target is dazed and takes 5 ongoing psychic damage (save ends)

**Miss:** Half damage, and the target is dazed (save ends).

**Augmentation:** The target takes a penalty to his Will defense (save ends) equal to half your Charisma modifier.

**Phrenic Shockwave****Mentalist Attack 29**

*The psychic wave renders all nearby creatures helpless for a short instant.*

**Daily \* Phrenic, Implement, Psychic**

**Standard Action**

**Close burst 5**

**Target:** Each creature within burst

**Attack:** Intelligence vs. Will

**Hit:** The target is knocked prone and helpless (save ends)

**Miss:** The target is dazed (save ends). First failed save: The target is stunned (save ends).

**Augmentation:** The target takes a penalty to his saves equal to half your Constitution modifier.

**Unassailable Fortress****Mentalist Attack 29**

*You weave threads of pure force around you, creating an impenetrable fortress that slices enemies and stops them dead in their tracks.*

**Daily \* Phrenic, Implement, Force**

**Standard Action**

**Close blast 5**

**Target:** Each enemy in burst

**Attack:** Intelligence vs. Will

**Hit:** 5d8 + Intelligence modifier force damage, and the target is stunned (save ends).

**Miss:** Half damage, and the target is dazed (save ends).

**Augmentation:** *Aftereffect:* The target takes a penalty to his move equal to half your Constitution modifier (save ends).

## PARAGON PATHS

### MINDBENDER

*“My will is the law of the universe”*

**Prerequisite:** Mentalist class, Force of Will class feature

While all mentalists are about “mind over matter”, the Mindbender takes this to an extreme. The Mindbender is all about control: control of himself and control of others. By following this path, you emphasize the control aspect of many mentalist powers, particularly those which dominate or otherwise rob the will of the target. Your abilities are thus focused on maintaining an already established control. In fact, your powers of control are so great that weakened and nearby enemies find themselves subject to the superiority of your mind.

#### MINDBENDER PATH FEATURES

**Force of Will (11th level):** When you spend an action point to take an extra action, you also gain a +4 bonus to attack rolls until the start of your next turn. You can also spend your action to force the enemy to reroll a save he has made.

**Mind Static (11th level):** Any bloodied enemy within 5 squares of you takes a -3 penalty to saves against all effects caused by your powers.

**Regain Focus (16th level):** When first bloodied, you immediately recharge your psi focus.

### MINDBENDER DEVOTIONS

#### Teleempathic Aversion **Mindbender Attack 11**

*With a simple thought, every enemy nearby finds himself unable to move anywhere.*

**Encounter \* Phrenic, Implement, Psychic**

**Standard Action** **Close burst 8**

**Target:** Each enemy in burst

**Attack:** Intelligence vs. Will

**Hit:** 1d6 + Intelligence modifier psychic damage, and the target is immobilized until the end of your next turn.

**Augmentation:** The target is knocked prone.

#### Focus! **Mindbender Utility 12**

*In the briefest of instants, you renew your focus.*

**Daily \* Phrenic**

**Minor Action** **Personal**

**Effect:** One enemy takes a -2 penalty to saves against all effects from you until the end of the encounter, and you recharge your Psi Focus.

#### Contagious Domination **Mindbender Attack 20**

*You infuse the mind of your enemy with your will, spreading it by fear and hopelessness.*

**Daily \* Phrenic, Implement, Psychic**

**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Will

**Hit:** 1d6 + Intelligence modifier psychic damage, and the target is dominated (save ends).

**Effect:** The first time the target hits one of his allies, he transfers the dominated condition to the ally he hit (save ends).

**Augmentation:** The target takes a penalty to his saves equal to half your Charisma modifier.

### PYROKINETIC

*I love to see things burn. Things like... the world!*

**Prerequisite:** Mentalist class, Lingering Fire class feature

Some mentalists put a lot of stock into subtlety and discreet powers, but you were never like that. You wear your emotions on your sleeves, and you know nothing better than setting your enemies on fire and blasting them with mental flames. Maybe it all started when you were a kid, with things combusting



*Pyrokinetics excel at the use of fire.*

spontaneously around you, or maybe it is just a fascination that has developed over the years. Either way, taking this path, you have learned to harness your fiery tendencies.

### PYROKINETIC PATH FEATURES

**Burn, baby, burn! (11th level):** When you spend an action point to take an extra action, you also add fire damage equal to your level to all damage rolls until the start of your next turn.

**Friend of Fire (11th level):** You gain resist fire 5 + ½ level. If you already have fire resistance, you add 5 to that fire resistance.

**Blood of Fire (16th level):** When you are bloodied, the target who bloodied you takes ongoing fire damage equal to 5 + intelligence modifier (save ends).

### PYROKINETIC DEVOTIONS

#### Pyrokinetic Shield

#### Pyrokinetic Attack 11

*You ignite the air around you, reveling in the destruction. Once the flames calm down, you call them back to you, fanning the flames with your emotions*

**Encounter \* Phrenic, Implement, Fire**

**Standard Action**

**Close burst 3**

**Target:** Each creature in blast

**Attack:** Intelligence vs. Reflex

**Hit:** 2d10 + Intelligence modifier fire damage.

**Effect:** Until the end of your next turn, you deal 2d10 + intelligence modifier fire damage to any enemy that hits you with a melee attack.

**Augmentation:** Any creature that takes damage from this power's initial hit or effect takes a penalty to AC equal to your Constitution modifier until the end of your next turn.

#### Living Fire

#### Pyrokinetic Utility 12

*You wrap yourself in living fire, infused with your passion and anger. Any enemy that targets you with an attack is swiftly punished.*

**Daily \* Phrenic, Fire**

**Minor Action**

**Personal**

**Effect:** You become insubstantial until the end of your next turn. Any enemy that attacks you with a melee attack takes fire damage equal to your level.

**Sustain Minor:** You sustain the effect.

**Augmentation:** You gain a bonus to all your defenses equal to ½ your Constitution modifier as long as you sustain this power.

#### Pyrokinetic Embrace

#### Pyrokinetic Attack 20

*You literally become flame bound in mortal flesh. As you stride across the battlefield like a ghostly fire, you burn hotter and hotter. As you release that energy, the world erupts in flames.*

**Daily \* Phrenic, Implement, Fire, Polymorph**

**Minor Action**

**Personal**

**Effect:** You assume the form of a fire elemental until the end of the encounter. While you are in this form, you gain resist fire 30, +2 speed, and ignore difficult terrain.

Once during the encounter, you can make the following attack

**Standard Action**

**Close Burst 3**

**Target:** All creatures within burst

**Attack:** Intelligence vs. Reflex

**Hit:** 2d10 + Intelligence modifier fire damage and 10 ongoing fire damage (save ends).

**Augmentation:** This power only targets enemies.

### FACELESS AETHERITE

*"You might see me, but you have no clue who I am"*

**Prerequisite:** Mentalist class, Forceful Blast or Force of Will class feature, trained in stealth

The amount of discipline and control that being a mentalist necessitates has taught you a lot. You now have all the tools necessary right at hand. Reading minds, changing your appearance, turning invisible, and slipping through cracks of reality. Is it any wonder that you choose to use and abuse them?

Faceless aetherites are feared and respected everywhere. Members of a secret order trained to be everyone and no-one. Often connected with thieves' guilds, they are just as likely to be working for the local king or queen. They are the spy that you never know of, the advisor that reads your mind, or



*An aetherite can be anybody, anywhere. Beware the faceless ones.*

the assassin that walks in your bedroom masquerading as your loving wife.

### FACELESS AETHERITE PATH FEATURES

**Flexible Action (11th level):** When you spend an action point to take an extra action, you gain a +4 bonus to hit until the end of your next turn. You may also spend an action point to gain +3d6 damage bonus against any enemy that you have combat advantage against until the end of your next turn.

**Quick Aim (11th level):** You gain +2 to hit with any attack power used during the surprise round.

**Impersonator (16th level):** You suffer no penalty to your bluff check when impersonating a specific creature with Morph.

### FACELESS AETHERITE DEVOTIONS

#### Silencing Will Faceless Aetherite Attack 11

*Your mental attack silences your opponents as it wrecks their mental capabilities.*

**Encounter \* Phrenic, Implement, Psychic**

**Standard Action** **Area Burst 3 within 10**

**Target:** Each creature in burst

**Attack:** Intelligence vs. Will

**Hit:** 2d6 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

**Effect:** The target is silenced and incapable of communicating verbally in any way.

**Augmentation:** Target is slowed until the end of your next turn.

#### Morph Faceless Aetherite Utility 12

*You morph your form to look like another humanoid.*

**At-Will \* Phrenic**

**Minor Action**

**Personal**

**Effect:** You can alter your corporeal form to take the appearance of any small or medium sized humanoid, including that of any unique individual. This power also uses the rules for “Change Shape”; see the D&D Monsters’ Manual.

#### Fade Out Faceless Aetherite Attack 20

*As you prepare to attack your enemy, you fade from view, only to reappear a fraction of a second later.*

**Daily \* Phrenic, Implement, Psychic**

**Standard Action**

**Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Will

**Effect:** You become invisible until the end of your turn.

**Hit:** 2d6 + Intelligence modifier psychic damage, and the target is stunned (save ends).

**Sustain Minor:** Until the end of the encounter, you become invisible at the start of your next turn and reappear at the end of the same turn.

**Augmentation:** *Aftereffect:* Target is dazed (save ends).

## NEW FEATS

### HEROIC TIER FEATS

#### PHRENIC FEATS

These feats are only available to classes or characters with the Phrenic Feature, either as a racial or class feature.

#### HUMAN ADAPTION

**Prerequisites:** Human, Psi Focus class feature

**Benefit:** When making a saving throw, you may expend your Psi Focus to gain a bonus equal to your Charisma modifier to the roll. This counts as using your Psi Focus for an encounter power.

#### IMMOVABLE DOMINION

**Prerequisites:** Dwarf, Psi Focus class feature

**Benefit:** Expend your Psi Focus as a free action when being pushed, pulled, or slid. Reduce the distance moved by your Charisma modifier. This counts as using your Psi Focus for an encounter power.

#### MIND AND BODY

**Prerequisites:** Focus Surge class feature

**Benefit:** When you spend a Focus Surge, regain hit points equal to your Charisma or Constitution modifier, whichever is higher.

#### MIND-EYE ACCURACY

**Prerequisites:** Elf, elven accuracy racial power, Psi Focus class feature

**Benefit:** When using your elven accuracy racial power, you may expend your Psi Focus to gain a bonus on the attack roll equal to your Charisma or Constitution bonus, whichever is higher. This counts as using your psi focus for an encounter power.

#### PHRENIC BREATH

**Prerequisites:** Dragonborn, dragon breath racial power, Psi Focus class feature

**Benefit:** Expend your Psi Focus to make your dragon breath a Blast 3 + your Charisma modifier instead of Blast 3. This counts as using your Psi Focus for an encounter power.

### PSYCHIC BREATH

**Prerequisites:** Dragonborn, dragon breath racial power, Psi Focus class feature

**Benefit:** Expend your Psi Focus to make your dragon breath deal psychic damage. This counts as using your Psi Focus for an encounter power.

### PHRENIC SIDESTEP

**Prerequisites:** Halfling, second chance racial power, Psi Focus class feature

**Benefit:** When using your second chance racial power and the enemy misses you on their re-roll, you may expend your Psi Focus instead of your racial power. This counts as using your psi focus for an encounter power.

### PHRENIC FEYSTEP

**Prerequisites:** Eladrin, fey step racial power, Psi focus class feature

**Benefit:** When using your fey step racial power, you can expend your Psi Focus to teleport a number of additional squares equal to your Charisma or Constitution modifier, whichever is higher. This counts as using your Psi Focus for an encounter power.

### PHRENIC MEDITATION

**Prerequisite:** Meditate class feature

**Benefit:** You can perform the Meditate action as a minor action once per encounter.

### PHRENIC RESERVOIR

**Prerequisites:** Half-elf, Psi Focus class feature

**Benefit:** When using the power from your dilettante racial ability, you may expend your Psi Focus and retain the use of the power gained from your dilettante racial ability. This counts as using your Psi Focus for an encounter power.

### PHRENIC TALENT

**Prerequisite:** Focus Surge class feature

**Benefit:** Increase your number of Focus Surges by one.

**Special:** This feat can be taken more than once.

### PHRENIC WRATH

**Prerequisites:** Tiefling, infernal wrath racial power, Psi Focus class feature

**Benefit:** You may expend your Psi Focus as a free action to use your infernal wrath racial power, even against an enemy which hasn't hit you. This counts as using your Psi Focus for an encounter power.

### SURGING MIND

**Prerequisites:** Psi Focus class feature

**Benefit:** When you use your Psi Focus, you gain temporary hit points equal to your Constitution modifier. After 11th level, you gain 5 + Constitution modifier temporary hit points when you use your Psi Focus. After 21st level, you gain 10 + constitution modifier temporary hit points when you use your Psi Focus.

### TELEPATH

**Prerequisites:** Telepathy class feature, Psi Focus class feature

**Benefits:** You can sustain the link created with Telepathy as a free action.

**Special:** You may still only have one link at a time.

### TELEKINETIC STRENGTH

**Prerequisites:** Telekinesis class feature

**Benefits:** You increase the maximum weight you can carry with your telekinesis devotion to 30 lbs. At 11th level, you increase the maximum weight you can carry to 60 lbs. and 120 lbs. at 21st level.

### TELEKINETIC TALENT

**Prerequisites:** Telekinesis class feature

**Benefits:** Add 5 squares to the range of Telekinesis. The range increases another 5 at 11th level and 5 more at 21st level.

### WILLFUL DEFENSE

**Prerequisites:** Meditate class feature

**Benefits:** When you use the Meditate action, you gain an additional +4 bonus to your will defense until the end of your next turn.

## PARAGON TIER FEATS

### ENHANCED PSI FOCUS

**Prerequisites:** 11th level, Psi Focus class feature

**Benefits:** Once per encounter, you may re-roll your Psi Focus recharge roll.

### DWARVEN RESILIENCE

**Prerequisites:** Dwarf, Psi Focus class feature

**Benefit:** Expend your Psi Focus as a free action when using your second wind. You gain a bonus to your defenses equal to your Constitution modifier instead of +2 until the end of your next turn. This counts as using your Psi Focus for a daily power.

### FOCUSED MIND

**Prerequisites:** 11th level, Focus Surge class feature

**Benefits:** When you spend a Focus Surge, you may roll an immediate saving throw against one condition affecting you.

### FORCEFUL BREATH

**Prerequisites:** 11th level, dragon breath racial power, Dragonborn, Forceful Blast or Lingering Fire class feature

**Benefits:** You may apply your Forceful Blast or Lingering Fire class feature to your dragon breath racial power.

### MULTILINKS

**Prerequisites:** 11th level, Telepathy class feature, Telepath

**Benefits:** You may have links with up to 5 people, sustaining them all with one minor action.

**Special:** The core of the mental link is you, and thus the others within the link can not communicate directly amongst themselves. As soon as you form a link with more than one person, the cost of sustaining the link becomes a minor action.

### FEY FOCUS

**Prerequisites:** 11th level, Eladrin, fey step racial power, Focus Surge class feature

**Benefits:** Once per encounter, you may spend a Focus Surge as a free action and teleport 5 + Charisma or Constitution modifier, whichever is higher, squares when you fey step. Your fey step racial power is not expended.

### FOCUSED BREATH

**Prerequisites:** 11th level, dragon breath racial power, Dragonborn, Psi Focus class feature

**Benefits:** Expend your Psi Focus to make your dragon breath do 5 ongoing damage to every creature hit by the power. This counts as using your Psi Focus for a daily power.

### FOCUSED WRATH

**Prerequisites:** Tiefling, infernal wrath racial power, Psi Focus class feature

**Benefit:** You may expend your Psi Focus as a free action to retain your infernal wrath racial power when using it. This counts as using your psi focus for a daily power.

### FORCEFUL BLAST MASTERY

**Prerequisites:** 11th level, Lingering Fire class feature

**Benefit:** When you use your Lingering Fire class feature, you may choose to affect any enemy adjacent to the target with the effect.

### FORCEFUL BLAST MASTERY

**Prerequisites:** 11th level, Forceful Blast class feature

**Benefit:** When you use your Forceful Blast class feature, you may choose to affect one enemy adjacent to the target with the effect.

### UNSHAKABLE DOMINION

**Prerequisites:** 11th level, Dwarf, Psi Focus class feature

**Benefits:** Expend your Psi Focus to get an immediate save against a stun or daze effect. This counts as using your Psi Focus for a daily power.

### FORCE OF WILL MASTERY

**Prerequisites:** 11th level, Force of Will class feature

**Benefit:** When you use your Force of Will class feature and the target fails his saving throw, you may affect an enemy adjacent to the target with the condition that the target missed a save against. The original target still retains the condition.

### EPIC TIER FEATS

#### BURNING FOCUS

**Prerequisites:** 21st level, Mentalist, Con 17

**Benefit:** When you score a critical hit with a phrenic fire power, the target takes ongoing damage equal to 5 + constitution modifier.

#### FOCUSED SKILL

**Prerequisites:** 21st level, Psi Focus class feature

**Benefits:** Expend your Psi Focus and gain a +4 modifier to any skill check. This counts as using the Psi Focus for a daily power.

#### MENTAL AGONY

**Prerequisites:** 21st level, Mentalist, Cha 17

**Benefit:** When you score a critical hit with a phrenic psychic power, the target is also dazed until the end of your next turn.

#### MENTALIST IMPLEMENT EXPERTISE

**Prerequisites:** Mentalist, Con 15, Cha 15, Int 21

**Benefit:** When you wield a mentalist implement while using a phrenic power, you can score a critical hit on a roll of 19-20

#### MIND OF THE FLAYER

**Prerequisites:** 21st level, Focus Surge class feature, Focused Mind, Psi Focus class feature

**Benefits:** When you use Focused Mind, gain a bonus to your save equal to your Charisma or Constitution modifier, whichever is higher.

#### STUNNING FORCE

**Prerequisites:** 21st level, Mentalist, Con 17

**Benefit:** When you score a critical hit with a phrenic force

at-will power, the target is also stunned until the end of your next turn.

### ULTIMATE FOCUS

**Prerequisites:** 21st level, Focus surge class feature, Focused Mind, Psi Focus class feature

**Benefits:** When you use Focused Mind, you may roll saving throws against all conditions affecting you.

### MULTICLASS FEAT

#### INITIATE OF THE MIND

[MULTICLASS MENTALIST]

**Prerequisite:** Int 13

**Benefit:** You gain training in the Insight skill. Choose a 1st level mentalist at-will power. You can use that once per encounter. Once per day, you gain the ability to augment one of your devotions. In addition, you can use orbs and psicrystals as implements when using a mentalist power or a mentalist paragon path power.

### MENTALIST NPC

**Power Source:** Phrenic. **Role:** Controller

**Defenses:** +2 Will

**Hit points:** 8 per level + Constitution score

**Weapon proficiency:** Dagger, quarterstaff

**Armor proficiency:** Cloth

**Trained skills:** Insight plus one other skill from the mentalist class list

**Class Features:** Psi Focus, Force of Will or Forceful Blast or Lingering Fire

**Implements:** Orbs and psicrystals



## PSICRYSTALS

A psicrystal is a semi-sentient stone imbued with phrenic energies which gives you the possibility of harnessing the crystal's feelings. A psicrystal attunes itself to whatever creature has carried it around for more than 24 hours. When a psicrystal attunes itself to a creature, it hovers nearby, around one foot away, and follows that creature around. A psicrystal must be attuned to you before you can use it as an implement.

### PSICRYSTALS

Lvl	Name	Price (gp)
1	Magic psicrystal +1	360
2	Radiant Aquamarine psicrystal +1	520
2	Infused Topaz psicrystal +1	520
3	Lucent Opal psicrystal +1	680
3	Stark Pearl psicrystal +1	680
4	Lambent Spinnel psicrystal +1	840
5	Jagged Emerald psicrystal +1	1,000
5	Pristine Diamond psicrystal +1	1,000
6	Magic psicrystal +2	1,800
7	Radiant Aquamarine psicrystal +2	2,600
7	Infused Topaz psicrystal +2	2,600
8	Lucent Opal psicrystal +2	3,400
8	Stark Pearl psicrystal +2	3,400
8	Sovereign Ruby psicrystal +2	3,400
9	Lambent Spinnel psicrystal +2	4,200
10	Jagged Emerald psicrystal +2	5,000
10	Pristine Diamond psicrystal +2	5,000
11	Magic psicrystal +3	9,000
12	Radiant Aquamarine psicrystal +3	13,000
12	Infused Topaz psicrystal +3	13,000
13	Lucent Opal psicrystal +3	17,000
13	Stark Pearl psicrystal +3	17,000
13	Sovereign Ruby psicrystal +3	17,000
14	Lambent Spinnel psicrystal +3	21,000

15	Jagged Emerald psicrystal +3	25,000
15	Pristine Diamond psicrystal +3	25,000
16	Magic psicrystal +4	45,000
17	Radiant Aquamarine psicrystal +4	65,000
17	Infused Topaz psicrystal +4	65,000
18	Lucent Opal psicrystal +4	85,000
18	Stark Pearl psicrystal +4	85,000
18	Pristine Diamond psicrystal +4	85,000
19	Lambent Spinnel psicrystal +4	105,000
20	Jagged Emerald psicrystal +4	125,000
20	Pristine Diamond psicrystal +4	125,000
21	Magic psicrystal +5	225,000
22	Radiant Aquamarine psicrystal +5	325,000
22	Infused Topaz psicrystal +5	325,000
23	Lucent Opal psicrystal +5	425,000
23	Stark Pearl psicrystal +5	425,000
23	Sovereign Ruby psicrystal +5	425,000
24	Lambent Spinnel psicrystal +5	525,000
25	Jagged Emerald psicrystal +5	625,000
25	Pristine Diamond psicrystal +5	625,000
26	Magic psicrystal +6	1,125,000
27	Radiant Aquamarine psicrystal +6	1,625,000
27	Infused Topaz psicrystal +6	1,625,000
28	Lucent Opal psicrystal +6	2,125,000
28	Stark Pearl psicrystal +6	2,125,000
28	Sovereign Ruby psicrystal +6	2,125,000
29	Lambent Spinnel psicrystal +6	2,625,000
30	Jagged Emerald psicrystal +6	3,125,000
30	Pristine Diamond psicrystal +6	3,125,000

### Infused Topaz Psicrystal Level 2+

This blue psicrystal is said to be able to turn negative energy into positive energy.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Psicrystal)

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, 1d12 against undead

**Power (Daily):** Free Action. For the rest of the encounter, all your powers deal radiant damage.

### Jagged Emerald Psicrystal Level 5+

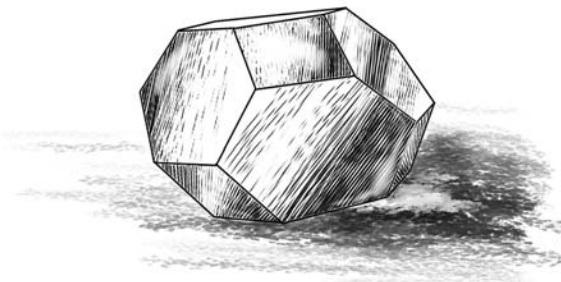
This stone has edges so sharp that you have to handle it carefully, unless you wish to cut yourself.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Psicrystal)

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d12 damage per plus



**Lambent Spinnel Psicrystal** **Level 4+**

It is as if there is something inside this psicrystal, a swirling mist that almost causes confusion if you stare long enough at it.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Psicrystal)  
**Enhancement:** Attack rolls and damage rolls  
**Critical:** +1d8 psychic damage per plus  
**Power (Daily):** Free Action. **Trigger:** You hit an enemy with a psychic attack power using this psicrystal. **Effect:** The enemy attacks or charges his nearest ally with a basic melee attack as a free action.

**Lucent Opal Psicrystal** **Level 3+**

This psicrystal has a greedy personality that wishes to possess another's body.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (psicrystal)  
**Enhancement:** Attack rolls and damage rolls  
**Critical:** +1d10 force damage per plus.  
**Power (Daily):** Free Action. **Trigger:** You hit a target with a force attack power using this psicrystal. **Effect:** The target is restrained until the end of your next turn.

**Magic Psicrystal** **Level 1+**

This item is a simple psicrystal that channels phrenic energy.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Psicrystal)  
**Enhancement:** Attack rolls and damage rolls  
**Critical:** +1d6 damage per plus

**Pristine Diamond Psicrystal** **Level 5+**

This psicrystal is a symbol of the perfect mind. Clear, hard, and sharp.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Psicrystal)  
**Enhancement:** Attack rolls and damage rolls  
**Critical:** +1d6 damage per plus  
**Power (Daily):** Free Action. **Trigger:** You hit an enemy with a power that inflicts a condition. **Effect:** An aftereffect equal to the original condition is applied to the power.

**Radiant Aquamarine Psicrystal** **Level 2+**

This psicrystal is gently radiating a blue glow that feels warm and soothing, giving you a clear head.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Psicrystal)  
**Enhancement:** Attack rolls and damage rolls  
**Critical:** +1d6 damage per plus  
**Power (Daily):** Free Action. You get a saving throw against a charm, fear, daze, or stun effect, with a modifier equal to the 1+ psicrystal's enhancement bonus.

**Sovereign Ruby Psicrystal** **Level 8+**

This psicrystal, worthy of kings and queens, almost seems to flare up when it comes in contact with blood.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Implement (Psicrystal)  
**Enhancement:** Attack rolls and damage rolls  
**Critical:** +1d12 damage per plus against a bloodied target.  
**Power (at-will):** Minor. **Trigger:** You bloody an enemy with a phrenic ranged attack power using this psicrystal. **Effect:** The enemy is dazed until the end of your next turn.

**Stark Pearl Psicrystal** **Level 3+**

This rather ugly psicrystals emanates with fiery will at times.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Psicrystal)  
**Enhancement:** Attack rolls and damage rolls  
**Critical:** +1d10 fire damage per plus.  
**Power (Daily):** Free Action. **Trigger:** You hit an enemy with a fire attack power using this psicrystal. **Effect:** The enemy takes fire damage equal to twice the enhancement bonus of the psicrystal per square he moves voluntarily until the end of your next turn.