

PHRENIC POWER

MENTALIST

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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..."

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 melee (one-handed) weapons and simple ranged (one-handed) 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 mentalists.

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.

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), Solid Sound

Suggested Skills: Arcana, Endurance, Insight, Nature

Suggested At-Will Powers: Force Grasp, Binding Flames

Suggested Encounter Power: Pyrokinetic Blast, Forceful Retort

Suggested Daily Power: Energy Storm, Invasion

IMPLEMENTS

Mentalists make use of orbs and psi-crystals to help enhance and direct their phrenic powers. A mentalist wielding a magic orb 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, a mentalist can still use these powers, but he doesn't gain the bonus provided by the magic implement.

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.

TELEPATHY

Telepathy is a minor devotion that you get at 1st level and can use as an 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.

MEDITATE

When you meditate (standard action) several things happen:

- You spend a focus surge and recharge your psi focus.
- You gain a +2 bonus to Will Defense until the beginning of your next turn.

You can meditate once per encounter and can use this action again after you take a short rest or an extended rest. Some powers, either yours or another phrenic character's, allow you to spend focus surges without meditating.

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.

FORCEFUL BLAST

Using Forceful Blast, kineticists push and knock over a creature hit by any of their powers.

LINGERING FIRE

Using Lingering Fire, kineticists sets fire to an enemy, causing

him to have a difficult time hitting anything.

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

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.

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.

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 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 disjoints 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 next round.

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 hub of communication 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.

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 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.