



PHRENIC POWER

ARDENT

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This line of Phrenic Power supplements offer the player (and GM) the ability to reskin an existing class by adding a number of variant class features and powers to those of a core class. This book, for example, adds a number of powers and exchanges the Channel Divinity feature of the cleric, turning him into an Ardent - a powerful psion who, by being in alignment with a godmind, gains the ability to manifest phrenic powers and form auras to benefit his allies, drawing upon his own internal phrenic energy.

A player still retains all choices that a cleric can make (except the choice of Divinity feats), and the player only needs to change the flavor or theme of the power. For example, instead of invoking his god's name, the ardent channels his own phrenic power in the manner of his godmind, who shares his mastery of war with the ardent.

PSI FOCUS

Phrenic characters (those with the Phrenic class or race feature) have access to psi focus, a heightened state of mental and emotional clarity, that they can utilize to augment their powers (the ones with the Augmentable keyword). This psi focus, once used, must recharge, much like how certain monsters have powers that recharge at the beginning of their turn on a successful roll. Psi focus works in the exact same way, but the roll needed to recharge it depends on what kind of power it was last used to augment. For further details, see the Psi Focus feature, detailed below.

Phrenic characters also have something called Focus Surges, with these and the meditate action (detailed below), they can automatically regain their psi focus. Unless triggered by outside forces, such as the Ardent's *Focal Surge* ability, a phrenic character must use the Meditate Action to regain his psi focus. in any other way than rolling for it to recharge. A character's Focus Surges are replenished after an extended rest.

The Meditate Action: You meditate for a short while, regaining your inner focus and becoming in tune with

Psi Focus Phrenic Feature

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

At-will (special) ♦ Divine

Free Action Personal

Special: 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, and on a 6 after using it to augment a daily power. You can not use Psi Focus unless it is recharged.

Effect: When using an Augmentable power, you activate the effect noted under the Augment: line.

both your inner well of power and the world around you. In game terms, you spend a focus surge to regain your psi focus and gain a higher Will defense for a while.

Unless noted in the statistics block of a monster or a nonplayer character, this action is only available to phrenic player characters.

MEDITATE: STANDARD ACTION

- **Spend a Focus Surge:** Spend a focus surge to regain your psi focus.
- **+2 bonus to Will Defense:** You gain a +2 bonus to your Will Defense until the start of your next turn.
- **Once per Encounter:** 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 character's) allow you to spend focus surges without meditating.

New Keywords

Some of the new powers here use the new augmentable or aura keywords. These new keywords are explained below.

Augmentable: You can use the "Augment:" section of



An ardent utilizes phrenic energy to manifest powers and auras

the power that is used. To be able to augment a power, you must be able to expend your psi focus, which you gain from being a phrenic.

Aura: An aura is always a close burst effect, a lingering effect that extends over an area. An aura moves with the character who manifested it and lasts until the end of the encounter, for 5 minutes, or until you use another aura power.

ALTERNATIVE CLASS FEATURES

An ardent replaces his Channel Divinity and Ritual Casting class features with the Ardent Mantle and Phrenic class features instead. An ardent's Mantle represents his godmind's philosophies and grants him strength when faced with enemies and courage when fear threatens to overwhelm him. The Phrenic class feature represents that an ardent's mind has become a blazing seat of phrenic power, allowing them to utilize powers with the Augmentable keyword better than others.

Ardent Mantle: Once per encounter you can draw strength from your Mantle. With this powerful connection to your Godmind, you can activate powers such as *Focal Surge* or *Intensity*. Some ardent learn how to align their mentality with that of their Godmind, granting them additional ways to utilize their Mantle.

Mantle: Focal Surge Cleric Feature

You tap into the mental connection between yourself and your Godmind, allowing you to refresh the phrenic energies of either yourself or an ally.

Encounter ♦ **Divine**

Minor Action Close burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally.

Effect: The target can spend one focus surge and recharge his psi focus.

Mantle: Intensity Cleric Feature

You focus on your connection with your Godmind and you become more intensely focused on your next action.

Encounter ♦ **Divine**

Minor Action Personal

Effect: You gain a +1 bonus to your next attack and damage roll.

Phrenic: You gain access to the Psi Focus feature (detailed above) and you have a number of Focus Surges equal to your Charisma modifier.

NEW CLERIC POWERS

An Ardent has access to a number of new powers, called devotions. An Ardent can still choose whatever Cleric powers (prayers) that he wants, even if they should be somewhat restyled to fit the phrenic concept of the Ardent. These devotions are clearly phrenic in nature and most of them have the Augmentable keyword, making it possible for them to have a greater effect than would otherwise be possible at the expenditure of psi points.

LEVEL 1 AT-WILL DEVOTIONS

Blazing Mantle Cleric Attack 1

You channel the awesome energies of your Godmind and you literally come ablaze with phrenic power.

At-Will ♦ **Augmentable, Divine, Implement, Psychic**

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 1d6 + Wisdom modifier psychic damage.

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

Augment: Push each target a number of squares equal to 1 + Charisma modifier.

Gaze of Aeons**Cleric Attack 1**

You allow yourself to become the outlet of your Godminds phrenic power, reflecting in your eyes that burn with divine energy, jarring an enemy.

At-Will ♦ Augmentable, Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: The target grants combat advantage until the end of your next turn. Any ally who hits the target with an attack before your next turn also deals radiant damage equal to your Charisma modifier.

Augment: As part of the initial attack, also deal 1d6 + Wisdom modifier radiant damage.

LEVEL 1 ENCOUNTER DEVOTIONS**Unerring Guidance****Cleric Attack 1**

You ask your Godmind to guide your attacks against an enemy and your blows ring true.

Encounter ♦ Augmentable, Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Wisdom+2 vs. AC

Hit: 2 [W] and the next ally that attacks the target gains a +2 power bonus to his or her attack roll.

Augment: Add your Charisma modifier to the damage and give all allies +2 to their attack rolls against the target until your next turn, instead of just the next ally.

LEVEL 1 DAILY DEVOTIONS**Aura of Painful Clarity****Cleric Attack 1**

Your connection to your Godmind extends into a shining aura, empowering all with greater clarity and focus as they attack their enemies. As enemies come into it, their vulnerabilities become clear to your allies and your intense focus might burn their minds.

Daily ♦ Augmentable, Aura, Divine, Implement, Psychic

Standard Action Close burst 1

Effect: Allies that begin their turn inside the aura gain a +2 power bonus to their next attack roll. Enemies inside the aura have vulnerability 2 against all attacks.

Augment: As a standard action, make a Wisdom vs. Will attack against each enemy inside the aura. Hit: 1d6 + your Charisma modifier psychic damage.

LEVEL 2 UTILITY DEVOTIONS**Surging Meditation****Cleric Utility 2**

You meditate, entering a state of mental clarity that allows you to heal yourself or an ally, while at the same time refreshing their mind.

Encounter ♦ Augmentable, Divine, Healing

Standard Action Close burst 10

Target: You or one ally in burst

Effect: The target may spend one healing surge and one focus surge.

Augment: This power is not expended when used.

LEVEL 3 ENCOUNTER DEVOTIONS**Strike the Weakened Mind****Cleric Attack 3**

You wield your weapon in a blazing arc and as you hit, you shatter both their physical and mental selves.

Encounter ♦ Augmentable, Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2 [W] + Wisdom modifier damage. The target also loses any psi-focus they had (recharge as if spent on a daily) and takes a -2 penalty to their Will defense (save ends).

Augment: Before making the attack roll, this power gains the Reliable keyword.

LEVEL 5 DAILY DEVOTIONS**Siphon the Soul****Cleric Attack 5**

You intertwine the souls and minds of one enemy and an ally of yours, siphoning away the energy of one to heal the other.

Daily ♦ Augmentable, Divine, Healing, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d10 + Wisdom modifier psychic damage and the target is dazed (save ends).

Effect: One ally within 10 may spend a healing surge.

Augment: Give the target a penalty on his saves against the dazed condition equal to your Charisma modifier.

LEVEL 6 UTILITY DEVOTIONS

Aura of Mending Cleric Utility 6

Your aura shines forth, powered by the connection to your Godmind. Allies nearby regain their health and you can guide them into drawing upon inner resources.

Daily ♦ **Augmentable, Aura, Divine, Healing**
Minor Action Close burst 2

Effect: Every ally inside the aura at the start of their turn gain Regeneration 1. While this aura is in place, you may, as a standard action, spend your psi focus to enable an ally within the aura to spend a healing surge. Expending your psi focus in this fashion makes it recharge as after having used an encounter power.

Augment: Add your Charisma modifier to the number of hit points regained each time someone spends a healing surge.

LEVEL 7 ENCOUNTER DEVOTIONS

Unveiling the Godmind Cleric Attack 7

You stretch out your hand, creating a bridge between your Godmind's unbridled energy and the mind of a lesser creature, burning his mind and body to cinders.

Encounter ♦ **Augmentable, Divine, Fear, Implement, Psychic**

Standard Action Melee touch

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3d6 + your Wisdom modifier psychic damage, push the target 1 square and the target is restrained (save ends).

Augment: Add your Charisma as a power bonus to both the attack and the damage roll.

LEVEL 9 DAILY DEVOTIONS

Consumption of the Sinful Cleric Attack 9

Reaching forth into the mind of your enemy, you unleash his darkest sins and give them form, haunting him while aiding your allies in combat.

Daily ♦ **Augmentable, Conjunction, Divine, Implement, Psychic**

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d10 + Wisdom modifier psychic damage.

Effect: You conjure a vile manifestation of your enemy's darkest sins in a square adjacent to the target. The manifestation exists until the end of your next turn. You can move the manifestation as a move action, using the same speed as the target. If the manifestation is adjacent to the target, the target grants combat advantage and gains Vulnerable 5 against all attacks.

Augment: The target receives a penalty equal to your Charisma modifier to all his attack rolls (save ends).

Sustain Minor: The manifestation persists.

LEVEL 10 UTILITY DEVOTIONS

Aura of Psychic Vengeance Cleric Utility 10

You meditate for a short while before your aura blooms out around you, allowing your mind to become as one with your allies, aiding their attacks.

Daily ♦ **Augmentable, Aura, Divine**

Standard Action Close burst 2

Effect: Each ally who starts their turn inside the aura gains a power bonus equal to your Charisma modifier to their attack rolls until the end of their turn.

Augment: Each ally within the aura gains Regeneration equal to your Charisma modifier when they begin their turn within the zone.

HEROIC FEATS

Presented below are a variety of new feats for use with the ardent, as well as feats for phrenic characters.

PHRENIC FEATS

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

HUMAN ADAPTION [HUMAN]

Prerequisites: Human, phrenic

Benefit: When you make a save, you may expend your psi focus to gain a bonus to that save equal to your Charisma modifier. This counts as using the psi focus for an encounter power.

IMMOVABLE DOMINION [DWARF]

Prerequisites: Dwarf, phrenic

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

MIND AND BODY [ARDENT]

Benefit: When you spend a focus surge, regain hit points equal to your Charisma modifier.

MIND-EYE ACCURACY [ELF]

Prerequisites: Elf, *elven accuracy* racial power, phrenic
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 bonus. This counts as using the psi focus for an encounter power.

PHRENIC BREATH [DRAGONBORN]

Prerequisites: Dragonborn, *dragon breath* racial power, phrenic
Benefit: Expend your psi focus to make your *dragon breath* a Blast 3 + your Charisma modifier instead of Blast 3. This counts as using the psi focus for an encounter power.

PHRENIC DODGE [HALFLING]

Prerequisites: Halfling, *second chance* racial power, phrenic
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 the psi focus for an encounter power.

PHRENIC FEYSTEP [ELADRIN]

Prerequisites: Eladrin, *fey step* racial power, phrenic
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 modifier. This counts as using the psi focus for an encounter power.

PHRENIC MEDITATION [PHRENIC]

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



An ardent can utilize her psi focus in a variety of ways

PHRENIC RESERVOIR [HALF-ELF]

Prerequisites: Half-elf, phrenic
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 the psi focus for an encounter power.

PHRENIC TALENT [PHRENIC]

Benefit: Increase your number of focus surges by one.

PHRENIC WRATH [TIEFLING]

Prerequisites: Tiefling, *infernal wrath* racial power, phrenic
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 just hit you. This counts as using the psi focus for an encounter power.

SURGING MIND [PHRENIC]

Benefit: When you use your psi focus, you immediately gain temporary hit points equal to your level.

WILD TALENT

Benefit: You gain access to the Psi Focus power (see page 1). You do not have any Focus Surges. This counts as having the Phrenic Feature.

Special: You can only take this feat if you do not have the Phrenic Feature.

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