

**Intense Focus (Ex):** The psychic can spend 1 point from her phrenic pool to gain a +2 bonus on any concentration check she attempts as part of casting the linked spell. She can choose to spend 2 points from her phrenic pool to instead gain a +4 bonus.

**Overpowering Mind (Ex):** The psychic can spend 2 points from her phrenic pool to increase the Will save DC of the linked spell by 1. At 8th level, she can choose to instead spend 4 points to increase the DC by 2. This amplification can be linked only to spells that have the mind-affecting descriptor and require a Will saving throw.

**Undercast Surge (Su):** When the psychic undercasts a spell, she can spend points from her phrenic pool to increase the spell's effective level, essentially using up a lower-level spell slot to cast a higher-level version of the spell. This costs 2 points per spell level increased. She can't use this ability to cast a version higher than the version she knows. For instance, a psychic who knows mind thrust III but not mind thrust IV could cast mind thrust II and spend 2 points to treat it as mind thrust III, but couldn't spend 4 points to treat it as mind thrust IV. This amplification can be linked only to spells that can be undercast.

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### **Id Insinuation I**

School enchantment (compulsion) [mind-affecting]; Level psychic 2

Casting Time 1 standard action

Components S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration concentration + 1 round

Saving Throw Will negates; Spell Resistance yes

By invading the mind of a creature with your psychic presence, you can isolate parts of its mind, preventing the target from functioning in a coherent manner. The target is confused as long as you concentrate on it plus 1 additional round. A successful Will save negates this effect.

### **Inflict Pain**

School enchantment [mind-affecting, pain]; Level antipaladin 2, inquisitor 2, medium 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 3, spiritualist 2, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will partial; see text; Spell Resistance yes

You telepathically wrack the target's mind and body with agonizing pain that imposes a -4 penalty on attack rolls, skill checks, and ability checks. A successful Will save reduces the duration to 1 round.

### **Mind Thrust I**

School divination [mind-affecting]; Level psychic 1

Casting Time 1 standard action

Components S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Will half; Spell Resistance yes

You divine the most vulnerable portions of your opponent's mind and overload it with a glut of psychic information. This attack deals 1d6 points of damage per caster level (maximum 5d6). The target receives a Will save for half damage. This attack has no effect on creatures without an Intelligence score.

**Mind Thrust II** - 1d8 per CL max 5d8

**Mind Thrust IV** - 1d8 per CL max 15d8 and Fatigued 1 round on failed save