**Telepath – Cha.**

**1 - Empathy** *[Mind Affecting] - Range: Melee / Target: Self / Duration: Scene –* The DC to use the Bluff, Diplomacy or Intimidate skills against you is increased by +1. Additionally you may willingly end this power as a swift action to gain 1 token in the current social encounter. No more than 1 token per encounter may be gained in this way.

Augment +2: DC's to use Bluff, Diplomacy or Intimidate against you is increased by +1

**2 - Cloud mind** *[Mind Affecting] [Glamer] - Range: Long / Effect: Area of forgetfulness around creature / Target: 1 creature in melee range / Duration: Encounter / Save: None –* You make all creatures within Long range of the target forget it exists, rendering it [Invisible]. Creatures immune to [Mind effects] are not fooled and those able to see, detect and target invisible creatures still may. If the target performs an offensive action or casts a spell, the power ends.

Augment +2: Offensive actions or spells no longer end the power.

Augment +3: Creatures under the effects of True Seeing and See Invisibility now require a Will save to observe the target.

**3 - Mind thrust** *[Mind Affecting] / Range: Close / Effect: a Wedge of Psychic energy / Save: Will partial –* Deal 1d10 damage per 2 levels and [Stun] all enemies in the area for 1 round. A successful Will save negates the [Stun].

Augment +2: Affect all enemies within [Close] range

**4 – Nightmare** *[Mind Affecting] [Fear] - Range: Medium / Target: 1 creature / Duration: Encounter / Save: Will Negates* – Suddenly in the mind of your enemy, their nightmares become real, be glad this is only visible to them. Target in Medium range is [Frightened] for the encounter. At the end of each of their turns the target is allowed a Will save to end the condition and instead render them [Shaken] for 3 rounds.

**5 - Crisis of Life** *[Mind Affecting][Death] - Range: Close / Effect: / Target: 1 creature / Save: Will half*  – Whatever mechanism is keeping your enemy alive, suddenly stops if but for an instant. Dealing 6 damage per level you possess to target.

Augment +2: Affects all enemies in close range.

**6 - Shatter Mind Blank** – *Action: Immediate / Effect: Bypass [Immunity] for 1 creature for 1 round / Target: Self - You* know the shields the mind places to protect itself, and you know how to bypass them. You may ignore [Immunity] from [Fear] and mind effects for 1 round on a single target creature. At the end of your target's next turn the [Immunity] takes back hold of them ending any lingering effect of what you just did.

**7 – Dominate** *[Mind Affecting] - Range: Medium / Effect: Total control over target / Target: 1 creature / Duration: 1 round / Save: None –* Puppet master. You immediately learn all tracks and capabilities of the target, you get to order what it does with its actions on its next turn and it will attempt to do so to the best of its ability. You cannot cause any self-harm to the target and if the target is unable to act, it will stand [Dazed] for the round. A target of this power is [Immune] to it for the remainder of the [Scene].