**Telepath**

The synergy with Tactical Insight + Knowledge-based [Skill] feats is intentional.

**1st Circle - Touch MindSu:** As a swift action, you can send a tendril of thought into the mind of a creature within [Close] range (Will DC 10 + half your character level + your KOM negates). If you succeed, then until they move out of range you gain an item bonus to AC and Interaction skill checks against that creature equal to your number of circles in this track, and can communicate with them as if via a *world-mind* spell. When making a Perception check against an affected creature, you apply your highest mental ability score modifier to the check in place of your Wis modifier. This is a [Mind-affecting] effect. In addition you gain the Mind Blast natural attack, which may only be used against creatures under the effects of Touch Mind.

If you possess the Judgment track, then you may use the Knowing on a creature affected by Touch Mind regardless of range.

 **Mind Blast** – Ranged, range equal to Touch Mind, [Brutal], [Magnum], [Unbalancing]

**2nd Circle - Mind LinkSu:** You can link your mind together with that of up to 1 ally per circle you possess in this track. Every affected creature (including yourself) gains the benefits of the *world-mind* and *status* spells with regard to every other member of the network. You may add and/or remove creatures from the network as a standard action, as long as it does not exceed its maximum capacity.

In addition, your Touch Mind ability can affect a number of creatures with each use equal to your number of circles in this track.

Finally, your Mind Blast gains an item bonus to attack rolls equal to half your circles in this track (round down).

**3rd Circle - Mind's EyeSu:** You gain [Blindsight] and [Ghostwise sight], except that they can only perceive creatures under the effects of your Touch Mind or Mind Link abilities.

The range of your Touch Mind ability increases to [Medium].

**4th Circle - Read MindSu:** Whenever you would attempt a Knowledge skill check against a creature under the effects of your Touch Mind or Mind Link abilities, you may make a Perception check instead.

**5th Circle - Mind CrushSLA:** You may use *major image* and *feeblemind* as spell-like abilities at will, except that they may only affect creatures under the effects of your Touch Mind ability (in the case of *major image*, only the affected creatures can see the illusion).

**6th Circle - Mind RadarSu:** The range of your Touch Mind ability increases to [Long], and it now becomes an area effect targeting any number of creatures within range with each use. In addition you gain [Blindsight] and [Ghostwise sight] out to the range of your Touch Mind ability, except that they only perceive creatures who could be affected by Touch Mind. When making a Perception check against a creature who could be affected by Touch Mind, you apply your highest mental ability score modifier to the check in place of your Wis modifier.

**7th Circle - Locate MindSLA:** By concentrating for 1 [Round] you may locate the mind of any creature, regardless of location. This otherwise functions as a *discern location* spell, except that it is a [Mind-affecting] effect. This effect also creates a weak mental bond for 1 [Round], during which time you can communicate with the target telepathically (but they cannot respond).