

## Telepathic

Description text here.

### **Communicate** Tier 1

AP: None

Timing: B

Targeting: Single

~

*Communicate with a target.*

~

Form: Tendril

Range: Tendril

### **Telepathic Sense** Tier 1

AP: Mental

Timing: A

Targeting: Tile

~

*Scan an area for tendrils and identify their function, and locate spirits.*

*Reveals all tendrils originating in the tile, passing through the tile, or targeting the tile. Grant targeting to all revealed tendrils and spirits.*

~

Form: Tendril

Range: Tendril

### **Judge Intent** Tier 1

AP: Mental

Timing: B

Targeting: Single

~

*Reveal the target's next action.*

*Using multiple times will reveal more actions they will attempt.*

~

Form: Tendril

Range: Tendril

### **Callout** Tier 1

AP: Mental  
Timing: B  
Targeting: Single

~

*Share the precise location of a target with someone else.  
Shares one Target with one other character.*

~

Form: Tendril  
Range: Tendril

### **Mana Transfer** Tier 1

AP: Magic  
Timing: B  
Targeting: Single

~

*Transfer mana from your reserves into the target.*

~

Form: Tendril  
Range: Tendril  
Mana Boost: [Mana]

### **Stun** Tier 2

AP: Mental  
Timing: B  
Targeting: Single

~

*Send a disrupting pulse into a target, preventing them from acting.  
Deplete one random type of AP from the target.*

~

Form: Tendril  
Range: Tendril

### **Telepathy Shield** Tier 2

AP: Mental  
Timing: A  
Targeting: Single

~

*Protect a target from telepathic effects.  
Protection ends if this ability's tendril is broken.*

~

Form: Tendril  
Range: Tendril

### **Empathy Projection** Tier 2

AP: Mental  
Timing: B  
Targeting: Single

~

*Non-combat skill.*

~

Form: Tendril  
Range: Tendril  
Stat boost: 5

### **Remove Pain** Tier 2

AP: Mental  
Timing: B  
Targeting: Single

~

???

~

Form: Tendril  
Range: Tendril

### **Tendril Trace** Tier 2

AP: Mental  
Timing: B  
Targeting: Single

~

*Trace a tendril to its origin and destination.  
Gain targeting to a tendril's source and target.*

~

Form: Tendril  
Range: Tendril

### **Tendril Break** Tier 2

AP: Mental  
Timing: B  
Targeting: Single

~

*Break a tendril, ending whatever spell it was casting.*

~

Form: Tendril

Range: Tendril

### **Memory Write** Tier 3

AP: Mental

Timing: B

Targeting: Single

~

*Plant false memories into the target's mind.*

*Non-combat skill.*

~

Form: Tendril

Range: Tendril

### **Memory Dive** Tier 3

AP: Mental

Timing: B

Targeting: Single

~

*Explore the depths of the target's memory.*

*View all of the target's abilities. Grant yourself targeting to all of the target's targets.*

~

Form: Tendril

Range: Tendril

### **Mind Fragment** Tier 3

AP: Physical, Magic, Mental

Timing: E

Targeting: Self

~

*Fragment your mind into pieces, allowing you to multitask more efficiently.*

*Permanently convert the 1 AP cost into 4 Fragment AP. Fragment AP can be used in place of Mental AP for all abilities except for Mind Fragment and Muscle Control.*

~

Form: Spirit

Range: Self

**Defragment** Tier 3

AP: Fragmented

Timing: E

Targeting: Self

~

*Condense the fragments of a mind to specialize towards particular tasks.*

*Permanently convert 4 Fragmented AP into 1 Physical, Magic, or Mental AP.*

~

Form: Spirit

Range: Self

**Forced Consciousness** Tier 3

AP: Mental

Timing: B

Targeting: Single

~

~

Form: Tendril

Range: Tendril

**Mind Control** Tier 4

AP: Mental

Timing: B

Targeting: Single

~

*Take control of a target's mind, bending them to your will.*

*Force a target to perform a single action. They can only perform an action within their skillset.*

~

Form: Tendril

Range: Tendril

**Vault Breaker** Tier 4

AP: Mental

Timing: B

Targeting: Single

~

~

Form: Tendril  
Range: Tendril

**Telepathic Cloaking** Tier 4

AP: Mental  
Timing: A  
Targeting: Single

~

*Remove someone's presence from a target's mind, becoming invisible to them.*

*Prevent a target from targeting a specified character. Effect ends at the end of the turn, or if this ability's tendril is broken.*

~

Form: Tendril  
Range: Tendril