

TELEPATHIC WARRIOR

COMPENDIUM CLASS

When you successfully fight off an invasion of your mind, or when you are able to read minds

LINKED IN

When you peer into the mind of an enemy you have engaged roll+INT

On a 10+ hold 3 psi

on a 7-9 hold 2 psi

You can spend your **psi** 1 for 1 to ask the GM one of the following questions:

- What is my enemy's next move?
- What is my enemy fighting for?
- What is my enemy afraid of?
- How can i get my enemy to stop fighting?

When you hold no more psi, you are no longer considered Linked In with them.

ONCE YOU HAVE TAKEN LINKED IN, THE FOLLOWING MOVES MAY BE TAKEN IN PLACE OF AN ADVANCE

MIND OVER BODY

When you still hold psi and you Defy the Danger of your enemies attack by seeing it in their mind before they do it roll+INT.

In addition you **take +1 forward when acting on the answers of your Linked In Move.**

TELEPATHIC BOND

You get a new Bond:

_____ and I share a telepathic connection.

You form a Telepathic connection to the person named in that bond enabling you to converse with that person through your thoughts.

FEAR ITSELF

When you reach into the mind of someone you are Linked In with and manipulate it to appear as something they are absolutely afraid of spend 1 psi and roll+CHA.

On a hit they choose 1

* Back away cautiously, then flee

* Focus their attacks purely on you

* Ignore you as long as you keep up this disguise

On a 10+ you also gain +1 forward against them