

Discipline Name - Telepathy - "Cinder's" Evil Edgy """"Redux"""" requires being insane, or a least mentally unbalanced.

1 – See Minds		This spell launches the caster's consciousness out around himself, reflecting off strong sentient minds or objects around himself. Creatures with an inferior INT or non-sentient mind are unaffected by this spell. The spell cannot be used to see invisible or ethereal creatures.
<u>Time to Activate:</u>	2 rounds	
<u>Resist Check:</u>	none	
<u>Target:</u>	caster	
<u>Duration:</u>	1 + 1/(1 PU) minutes	
<u>Area:</u>	LOS 200 + 50/F'	
<u>Effect:</u>	see minds	
2 – Think Fast		The caster's mind works more efficiently at processing knowledge. For the spell's duration, the caster can take one die off of all purely knowledge based skills including skill defaults (if applicable).
<u>Time to Activate:</u>	1 round	
<u>Resist Check:</u>	none	
<u>Target:</u>	caster	
<u>Duration:</u>	2 + 1/(2 PU) hours	
<u>Area:</u>	self	
<u>Effect:</u>	get smarter	
3 – See Will		For the duration of the spell, all sentient creatures within the area will have a glow relative to their WIL attribute with a different tint based on exceptional attributes, which only the caster can see. The spell cannot be used to see invisible or ethereal creatures.
<u>Time to Activate:</u>	4 rounds	
<u>Resist Check:</u>	none	
<u>Target:</u>	caster	
<u>Duration:</u>	1 + 1/(1 PU) minutes	
<u>Area:</u>	LOS 200 + 50/F'	
<u>Effect:</u>	see willpower	
4 – Ascendant Mind		This spell increases one of the caster's mental attributes by 1 + 1/4F. This spell can only be active on any person once, no matter the attribute chosen.
<u>Time to Activate:</u>	4 rounds	
<u>Resist Check:</u>	none	
<u>Target:</u>	caster	
<u>Duration:</u>	30 + 10(2 PU) minutes	
<u>Area:</u>	self	
<u>Effect:</u>	increase potential	
5 – Steal Memory		This spell takes a copy of a memory from the target. This in itself does not remove the memory, it just gives the caster a copy. The caster must know the target has a specific memory, otherwise this spell will be cast, but will fail to find a related memory. This in itself can give the caster information as well.
<u>Time to Activate:</u>	2 rounds	
<u>Resist Check:</u>	(1d3 +2)d6 vs WIL negates	
<u>Target:</u>	touch	
<u>Duration:</u>	instantaneous	
<u>Area:</u>	single creature	
<u>Effect:</u>	clone memory	
5 - Ghost		This spell removes the instances of the caster from the target's past memory, in a time period of up to 30 + 15/F minutes. The spell will fill in the memory of the caster with an ordinary individual. The target will still remember all the events that occurred during the time period.
<u>Time to Activate:</u>	2 rounds	
<u>Resist Check:</u>	(1d4+1)d6 vs WIL negates	
<u>Target:</u>	LOS 30 + 10/F'	
<u>Duration:</u>	permanent	
<u>Area:</u>	single creature	

<u>Effect:</u>	Remove memory	
6 – Subconscious Hint		
<u>Time to Activate:</u>	1 round	This spells implants a thought of the caster's choice into the target's mind. If the resistance check is failed, they believe the thought is their own and will act accordingly. As long as the thought is something they would do under normal circumstances and doesn't violate their motive, they will generally act on it.
<u>Resist Check:</u>	(1d3+2)d6 vs WIL negates	
<u>Target:</u>	LOS 50 + 10/F'	
<u>Duration:</u>	instantaneous	
<u>Area:</u>	single target	
<u>Effect:</u>	insert ideas	
7 – Hallucination		
<u>Time to Activate:</u>	1 round	For the duration, the targets see an illusion of the caster's choosing and reacts appropriately. Should they attempt to interact with it, or fight with it, they believe it is real and they are mind tricked even when they are touching it. This spell cannot directly cause damage.
<u>Resist Check:</u>	(1d4+2)d6 vs WIL negates	
<u>Target:</u>	LOS 100 + 20/F'	
<u>Duration:</u>	10 + 2/PU minutes	
<u>Area:</u>	2 + 1/F creatures	
<u>Effect:</u>	create hallucination.	
8 – Corrupting Mind		
<u>Time to Activate:</u>	special*	This ability is only activated when the psion casts a spell with a variable resistance check. They may activate this ability, and reroll the resistance check only once.
<u>Resist Check:</u>	none	
<u>Target:</u>	caster	
<u>Duration:</u>	instantaneous	
<u>Area:</u>	self	
<u>Effect:</u>	reroll resistance	
8 – Mind Shield		
<u>Time to Activate:</u>	1 round	This spell lies in wait s a response to a mind affecting spell targeting the caster's mind. The caster may choose not to use this when affected with a spell. When activated, this will take 2 dice off the casters resistance check against a mind altering effect. They must choose this prior to making the roll.
<u>Resist Check:</u>	willing	
<u>Target:</u>	self	
<u>Duration:</u>	2 + 1/(6 PU) hours	
<u>Area:</u>	single creature	
<u>Effect:</u>	protect mind	
9 – Mind Shatter		
<u>Time to Activate:</u>	1 round	For the duration, the target takes an additional 5 mental damage from psionic attacks targeting the mind. If hit with this ability twice, the target must roll an additional die for all psionic checks for the duration of the ability. There is no further benefits from using this ability on a target.
<u>Resist Check:</u>	(1d4+2)d6 vs WIL	
<u>Target:</u>	touch	
<u>Duration:</u>	10 minutes	
<u>Area:</u>	single creature	
<u>Effect:</u>	apply weakness	
9 – Static Insanity		
<u>Time to Activate:</u>	1 round	For the duration of the effect, the caster is surrounded by a harmful field of psychotic mental energy. Anyone around the caster takes 4d6 points of mental damage per round as the
<u>Resist Check:</u>	(1d4+2)d6 vs WIL halves	
<u>Target:</u>	caster	
<u>Duration:</u>	4 + 2/(4 PU) rounds	

Area:	5' radius	caster's mind attempts to tear apart every other mind near it with reckless abandon.
Effect:	painful thoughts	
10 – Send to Sleep		
Time to Activate:	3 rounds	The target of this spell will be put into a magically induced sleep for 4 rounds.
Resist Check:	(1d4+2)d6 vs WIL negates	
Target:	LOS 150 + 50/F'	
Duration:	instant	
Area:	single creature	
Effect:	fall asleep	
11 – Mind Crush		
Time to Activate:	2 rounds	The target of this spell has a part of their mind stolen by the caster. For the duration, the caster steals one of the following from the target: 1d2 points of INT, CSE, or WIL. Finesses add 1 to the die size.
Resist Check:	(1d6+1)d6 vs WIL negates	
Target:	touch	
Duration:	10 +5/(5 PU) minutes	
Area:	single creature	
Effect:	steal ideas	
11 – Psychic Wail		
Time to Activate:	1 round	This spell causes the psion's mind to lash out in a shattering psionic screech toward an individual, dealing damage to a single mind within 50 feet. If the target fails the resistance check, they take 11d6 mental damage.
Resist Check:	(1d6+1) vs WIL halves	
Target:	LOS 50 + 25/F'	
Duration:	1 + 1/(11 PU) rounds	
Area:	single creature	
Effect:	psionic screech	
12 – Psychic Screech		
Time to Activate:	1 round	This spell causes the psion's mind to lash out in a shattering psionic screech, dealing damage to all minds within the area with no discrimination. Those who fail the resistance check take 10d6 mental damage.
Resist Check:	(1d4+2) vs WIL halves	
Target:	caster	
Duration:	instantaneous	
Area:	40 +20/F' radius	
Effect:	psionic screech	