



SHADOW TELEPATH PRESTIGE CLASS:

Imperial Shadow telepaths are those individuals with mental powers, who display a Telepathic flair, these individuals are spirited away in secret and taught and instructed on their use. As such a Shadow Telepath can sense emotions, read minds, plant suggestions, rewrite memories, wipe the minds of people and even dominate them for a time, their mental powers grow fearsome and powerful.

The Shadow Telepaths never existed until Emperor Mezzbone's rule, he foresaw the ability to utilise such individuals for the state as a great way of ferreting out traitors, information and secrets. They are rare still, and remain only a rumour to a few and unknown to most, the Emperor has ensured that testing for this discipline is performed in secret by state doctors, when a subject is found they are kidnapped and brought up and indoctrinated in secret, they work alongside the ISPD or alone as the Emperor decrees and requires. Some who have a talent are admitted later in life, but only if their talent is great and their loyalty above reproach.

Hit Die: d6

Requirements

To qualify to become a Shadow Telepath, a character must fulfil all of the following criteria:

- **Feats:** Psychoanalyst, Psychic Inquisitor, Hide Power
- **Skills:** Psicraft 4 ranks, Gather Information 4 ranks, Bluff 4 Ranks, Intimidate 4 ranks and Sense Motive 4 ranks
- **Special:** Must be of the Telepath Discipline, must have Cha 13+. Must be loyal to the Dragon Empire.
- **Base Power Points/Day:** 20+ (not including bonus power points)

Class Skills

The Shadow Telepath's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Psicraft (Int), Profession (Wis), Remote View (Int), Sense Motive (Wis) and Urban Lore (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the Shadow Telepath prestige class:

- **Weapon and Armor Proficiency:** A Shadow Telepath gains no additional proficiencies.
- **Telepathy (Su):** The Shadow Telepath at 1st level is capable of communicating telepathically with any being within 100 feet at will.
- **Sense Psionics (Su):** A Shadow Telepath is sensitive to the usage of Psionics by all beings, as such they can spend a round actively sensing for Psionic powers being used around them in a 60 feet radius, this otherwise works exactly as the *Detect Psionics* talent (page 65 of the Psionics Handbook) and can be used at will.
- **Conceal Thoughts (Su):** At 2nd level the Shadow telepath is proficient in protecting their own minds, and are very capable at shielding their own thoughts and emotions



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from external probing and detection. This is a continual affect for a Shadow Telepath and effectively provides them a +20 circumstance bonus to Bluff checks against those attempting to discern true intentions through Sense motive. They also gains a +4 saving throw bonus against any power used to read their minds.

- **Sensitivity (Su):** A Shadow telepath upon reaching 2nd level have become sensitive to Psychic Impressions left in places and on objects, usually when such events have taken place around them that involve strong emotions. Sensitivity is triggered by touch and works at the GM's discretion. When it works the Shadow telepath gets a psychic flash reliving the event in fractured images and shadowy pictures, during the round such a "flash" occurs the Telepath is considered prone unable to react or defend themselves. For the Shadow Telepath to recall details of the Flash they must make an Intelligence check (DC15).
- **Empathy (Su):** The Shadow Telepath upon reaching 3rd level becomes able to sense the surface emotions of others in sight, this requires the Telepath to spend a full round action studying the target and in doing so can sense basic needs, drives, and emotions (fear, hunger, thirst, arousal, fatigue, pain, rage, curiosity, hatred, friendliness etc..).
- **Suggestion (Su):** The Shadow telepath at 4th level can 2/Day use a *Suggestion* on anyone within 50 feet of them the target must make a Will save (DC12+ Telepaths Cha Mod) to resist it. It otherwise works exactly as the *Suggestion* talent as described on page 101 of the Psionics Handbook.
- **Read Minds (Su):** By 5th level the Shadow Telepaths, mental powers have grown and developed such that they can now at Will, by spending a full round action concentrate on an individual and read their surface thoughts. Note this only works on living targets, and otherwise functions exactly as the *Detect Thoughts* talent listed on page 66 of the Psionics Handbook.
- **Implant Memory (Su):** The Shadow Telepath learns the ability to implant memories into peoples minds, they can do this 1/Day and it functions exactly as the talent *Tailored Memory* on page 102 of the Psionics Handbook.
- **Mind Probe (Su):** The Shadow Telepath of 7th level has grown far more proficient in scanning the minds of people and is able to probe deeper, making all their memories and knowledge available to them, they can now attempt to probe for answers to almost any question from the victim providing they are in physical contact with them (which means either a touch attack for a single round, or a grapple is required for continuous probing). Each round of mental probing the Telepath can ask one question, the GM rolls a Will save for the victim (DC15+ Telepaths Cha mod) if they succeed they can either make the probe fail, or supply or false answer, if the latter option is chosen the Shadow Telepath can make an Intelligence check with the targets Will save result as the DC, to see if they spot it as a falsehood. If the target fails the initial save they must provide a truthful answer. This ability works better on sleeping targets, who cannot attempt to provide false info if they make the save, and suffer a -2 penalty to the save anyway to reflect their lowered mental defences. The number of rounds a Shadow Telepath can probe is equal to their shadow Telepath level and each round they do probe they lose 1 Temporary Con point as it is exhausting, physically and mentally, should the shadow Telepaths constitution ever reach zero they pass out, these points return at a rate of 1 per hour.
- **Dominate (Su):** At 8th level a Shadow telepath can attempt to Mentally dominate any single living creature of large size or smaller. They must be within 100 feet and visible, it otherwise performs exactly as the *Dominate* talent listed on page 69 of the Psionics handbook.
- **Mass Suggestion (Su):** The Shadow Telepath can make a Mass Suggestion, that works exactly as the power of the same name, (listed page 84 of Psionics Handbook) 1/Day. The targets must all be within 100 feet and no two more than 30 feet apart.
- **Mindwipe (Su):** At 10th level shadow telepath gains their ultimate mental power, they are capable of permanently wiping a single target within 30 feet's mind. The effect is that unless the victim can make a Fortitude save (DC14 + Telepaths Cha mod) that they suffer permanently 1 negative level loss for every three levels of the Shadow





Telepath prestige (maximum three), for creatures they suffer a -1 penalty on attack rolls, saves, skill checks, ability checks and so forth per negative level, they also lose 5 HP per negative level too. This ability can only be used once per day. Note *Psychic surgery* can restore negative levels lost by this assault, the memories are not actually wiped, access to them is simply prevented.

The Shadow Telepath

Level	Attack	Fort	Ref	Will	Special	0	1	2	3	4
1 st	+0	+0	+0	+2	Telepathy, Sense Psionics	2	--	--	--	--
2 nd	+1	+0	+0	+3	Conceal thoughts, Sensitivity	3	--	--	--	--
3 rd	+2	+1	+1	+3	Empathy	3	1	--	--	--
4 th	+3	+1	+1	+4	Suggestion	3	2	--	--	--
5 th	+3	+1	+1	+4	Read Minds	3	3	1	--	--
6 th	+4	+2	+2	+5	Implant memory	3	3	2	--	--
7 th	+5	+2	+2	+5	Mind Probe	3	3	2	1	--
8 th	+6	+2	+2	+6	Dominate	3	3	3	1	--
9 th	+6	+3	+3	+6	Mass Suggestion	3	3	3	2	--
10 th	+7	+3	+3	+7	Mindwipe	3	3	3	2	1



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