

TELEPATHY

Prerequisite: [Psychic](#)

Telepathy is the ability to communicate with others through the power of the mind. Telepaths can project their thoughts directly into someone else's head and they'll hear it as if they're speaking to them. Usually, the person isn't too far away, but if the character's Resolve is high, they could communicate to someone up to a kilometre away or even further. Very handy if you need to call for help! Once a link has been established, they can hold a short conversation as long as they are not distracted or under stress. The moment they are distracted (for example being surprised by a loud noise or a sudden attack) the link is lost and the character will have to try again at a calmer moment when they can concentrate.

Effect

Telepathy is a Special Trait that costs 1 point to purchase. Approval from the Gamemaster will be required before selecting this trait. The character must also have the Psychic trait before they can purchase Telepathy. Telepathy uses the character's innate abilities, rather than a skill, so Ingenuity and Resolve are used for the roll to establish communication. If the target doesn't want to be contacted, they can resist with a similar roll. The distance over which the character can communicate with the Telepathy trait depends upon their Resolve.

TELEPATHIC RANGE

RESOLVE	RANGE
1	Touch Only
2	Line of Sight
3	Adjacent Room
4	Adjacent Building
5	Within the same city
6	Within the same country
7	Anywhere on the same planet
8	Within the planet's system
9+	Across the universe!

[good](#), [special](#), [psychic](#), [characters](#)

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