

AGOGI TELEPATH

Oracle Curse: An agogi telepath hears the thoughts of those around him as a whispering idiolect. You take a -4 to hearing based perception and initiative, but you add *detect thoughts* to your list of spells known as a first level spell.

At 5th level, you add *seek thoughts* and *clairaudience-clairvoyance* to your list of spells known as 2nd level spells.

At 10th level, you add *battlemind link* to your list of spells known as a 5th level spell, and you reduce your penalty on hearing based perception and initiative is reduced to -2.

At 15th level, you add *mind blank* to your list of spells known as a 7th level spell.

Bonus Spells: These bonus spells replace the oracle's mystery bonus spells at these levels: *share memory* (4th), *scrying* (8th), *telepathic bond* (12th), *greater scrying* (16th)



Telepathy: At 1st level, you may telepathically communicate with creatures within 30ft as long as you share a language. If you share the Namestone Friend feat with an ally, this ability extends to 120ft with them. This replaces the revelation gained at this level.

Psychic Extraction: At 15th level, once per day, if an ally within 30ft would suffer damage that would result in their death, as an immediate action, you can draw their dying mind (and soul) into your body. This ability lasts a number of rounds equal to your oracle level. You must secure a permanent body for your ally's mind, either by healing their original body or some other means to permanently inhabit a body, by the end of the effect's duration or they die. This is considered a mind-affecting effect. Unwilling allies may make a Will save (DC 10 + ½ oracle level + CHA modifier). You can take this action even if your ally is unconscious. If you share the Namestone Friend feat with an ally, this ability extends to 120ft with them. You suffer one negative level while you carry your ally's mind in your body. This ability cannot be used against effects that outright kill or that deal ability damage, only against effects that deal hit point damage. This replaces the revelation gained at this level.

Psychic Paragon: At 20th level, you become immune to mind-affecting spells and effects. In addition, while you are carrying an ally's mind with psychic extraction, you may access their skills and feats (although physical skill checks use your ability scores, and you may be unable to use feats whose physical requirements you do not meet in your body). This replaces final revelation.