

# NAME




# LOOK

Names: Ganitari, Halkhad, Kanatash, Khashana, Lakashtari, Lanamelk, Mevakri, Minharath, Nevitash, Novakri, Panitari, Parmelk, Thakashtai, Thakakhad, Thatari, Thinharath

Wise eyes, kind eyes, or sharp eyes  
 Alien headdress, styled hair, or hooded head  
 Simple robes, ornate robes, or unassuming clothes  
 Fit body, thin body, or lithe body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ WEAK -1	■ WEAK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

# ALIGNMENT

- GOOD**  
Settle a confrontation without committing an act of violence.
- LAWFUL**  
Fulfill a promise of import.
- NEUTRAL**  
Eliminate an unnatural menace.

# STARTING MOVES

## BURDENED WITH GLORIOUS PURPOSE

Every kalashtar is born into a war, although not one many people know about. In Dal Quor, the Region of Dreams, the Dream of the Age sits in darkness, waiting to turn to the light. The Inspired of Riedra wish to keep the Dream of the Age as it is, while the kalashtar seek to turn it to the light. As they grow older, each kalashtar chooses how they will help turn the tides of this millenia-old war of dreams.

### Choose your purpose:

- To turn the Dream of the Age through bringing out the goodness in the world
- To turn the Dream of the Age through combat with physical evil

### Choose two abilities that you have acquired to help you achieve your purpose:

- A mental fortress - you can always Defy Danger with **PSYCHE** against mental manipulation
  - A sixth sense - you can ask "what is about to happen" whenever you like
  - Mastery of martial arts - your body is a weapon with the Hand and Forceful tags
  - Soulful eyes - you can see someone's deepest fear or greatest hope (your choice) when you look into their eyes
  - Senses that pierce lies - you know when someone is lying, immediately
  - A shield of force - you have armor equal to your **PSYCHE**
- Then choose two vows you have taken that are required to maintain your abilities:**
- Discretion (forbidden: telling others of your quest)
  - Hospitality (required: comfort to those in need, no matter who they are)
  - Honor (forbidden: cowardly tactics and tricks)
  - Truth (forbidden: lies)
  - Valor (forbidden: suffering an evil creature to live)
  - Duty (forbidden: refusing what is expected of you)

## ALIEN INSIGHT (WIS)

When you **closely study a situation or person**, roll+WIS. On a 10+, as the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 when acting on the answers.

- What is their true motive?
- What is about to happen?
- What here will upset the balance?
- Whose inner light burns brightest here?
- What lies in this place's past?
- What here will help turn the Dream of the Age?

This move replaces Discern Realities for you.

## SPEAK TO MINDS

You may communicate via thought with any sentient, living creature within Near range. You and the target creature can converse as if speaking aloud, using only your minds. Communicating this way transcends language, allowing creatures who do not share a tongue to speak.

# QUORI SPIRIT

What is the nature of the alien spirit that resides within you?

Choose one:

- CAUTIOUS** *Psyche +INT*  
When you **Defend yourself**, you can roll+**PSYCHE** instead of +**CON**.
- INSIGHTFUL** *Psyche +WIS*  
When you **use Alien Insight**, on a 7-9 you can ask 2 questions instead of 1.
- SOCIABLE** *Psyche +CHA*  
When you **Parley with someone who follows a benign faith**, you always have your status as a bringer of good as leverage over them.

# BONDS

Fill in the name of one of your companions in at least one:

- \_\_\_\_\_ will be their own undoing. I must protect them from themselves.
- \_\_\_\_\_ has endured hardships similar to mine own.
- \_\_\_\_\_ has been in the darkness for too long. I must show them the light.
- \_\_\_\_\_ is a fellow champion of the light, it is fortuitous that we quest together.
- \_\_\_\_\_ is hiding a secret from me.

# RACIAL MOVE

A kalashtar of any class can take **Speak to Minds** instead of their racial move. If they do, they also replace **Discern Realities** with **Alien Insight**.



# THE KALASHTAR

LEVEL \_\_\_\_\_  
 XP \_\_\_\_\_

# GEAR

Your Load is 8+STR. You start with dungeon rations (5 uses, 1 weight) and adventuring gear (5 uses, 1 weight).

Choose your defenses:

- Leather armor (1 armor, 1 weight)
- Bag of books (5 uses, 2 weight) and 3 healing crystals (0 weight)

Choose your weapon:

- Blade formed from psychic energy (hand, 2 piercing, psychic, 0 weight)
- Crystal-topped staff (close, two-handed, 2 weight) and bandages (slow, 2 uses, 0 weight)

Choose one memento from your home, all are 0 weight for you:

- An Eberron dragonshard that holds a single dream, thought, or emotion; tell the GM what the shard holds
- The faces of your family's killers, etched in your mind
- A quori embedded shard (pxx)

# ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

## CALL TO MIND

At the beginning of the session, hold 1. When you roll a 6- to Spout Lore, you can spend 1 hold to make it a 7-9.

## DANCING THE PATH OF SHADOWS (DEX)

When you **dance away from an opponent's attack**, roll+DEX. On a 10+, choose two. On a 7-9, choose one:

- You avoid their attack
- You slip away to somewhere they can't follow you
- You draw their full attention

## DREAMING DABBLER

Choose one move from the Cleric, Fighter, Paladin, Psion, Soulnknife, or Warrior class lists. Alternatively, choose one move from any other class lists as if you were one level lower.

## FIGHT AGAINST THE DARKNESS

When you **deal damage to fulfill your purpose**, deal +1d4 damage.

## FISTS OF FORCE

When you **would normally deal damage with a melee weapon**, you can instead deal no damage and move them anywhere within Near range.

## FOOD FOR THOUGHT

You are able to gain sustenance through meditation. If a move tells you to mark a ration, ignore it.

## MIND OVER MATTER (PSYCHE)

When you **enforce your will on reality**, choose one and roll+PSYCHE. On a 10+, the chosen effect works perfectly. On a 7-9, but your willpower is slipping - you'll need to hurry to take advantage of it. On a 6-, your own brain's turned against you - the GM chooses one from the list and uses it against you!

- You project a plane of force - create a wall of energy that blocks off one passageway
- You open your third eye - reveal the truth behind illusions, enchantments, and invisible things in the area
- You attune your mind to psychic resonances - reveal a secret in this area

## PURPOSEFUL TRAINING

Gain another ability from Burdened With Glorious Purpose.

## THOUGHTCASTER

You can Speak to Minds with anyone within Far range. In addition, you can host a "metaconcert" in which a number of people equal to your Psyche can communicate telepathically with each other.

## LIGHT THE PATH

When another player comes to you seeking advice, tell them what you think is their best course of action. If they act on your advice, they take +1 Forward. At the end of the session, if at least one player who acted on your advice actually benefitted from it in the end, you mark XP.

## PSYCHIC INSIGHT

When you **peer into someone's mind**, you can roll+PSYCHE instead of +WIS for Alien Insight.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

**A LIGHT IN THE DARKNESS** *Replaces: Fight Against the Darkness*  
When you **deal damage to fulfill your purpose**, deal +1d8 damage.

**DREAMER'S INTUITION** *Replaces: Call to Mind*

At the beginning of the session, gain hold equal to your PSYCHE. When you roll a 6- to Spout Lore, you can spend 1 hold to make it a 7-9, or 3 hold to make it a 10+.

**DREAMING INITIATE** *Requires: Dreaming Dabbler*

Choose one move from the Cleric, Fighter, Paladin, Psion, Soulnknife, or Warrior class lists. Alternatively, choose one move from any other class lists as if you were one level lower.

## DREAMWALKER (PSYCHE)

When you **travel through dreams**, declare your destination and roll +PSYCHE. You can take a number of people equal to your Psyche with you on your journey. On a 10+, choose 2. On a 7-9, choose 1:

- You get there within the span of a nap
- You don't get lost in metaphorical seas, trains of thought, and allegorical forests
- You avoid the notice of the quori

## IMBUE PSYCRYSTAL (PSYCHE)

When you **psychic power into a crystal**, roll+PSYCHE. On a 10+, choose 3. On a 7-9, choose 2.

- It influences the emotions of those nearby, for better or worse
- It influences the physical world in a specific way
- It doesn't have to be implanted into a living creature to function
- It can be activated and deactivated at will

**TELEKINETIC ASSAULT** *Requires: Fists of Force*

Any weapon you wield has the Near and Psychic tags. When you **roll a 7-9 to Hack and Slash with a weapon in Near range**, you deal your damage but they slip past your weapon and within your reach.

**TRUESIGHT** *Requires: Psychic Insight*

When you **roll a 12+ to use Alien Insight**, you can ask any question regarding the true nature of the person or situation at hand in addition the the standard questions.

**QUORI NIGHTMARE** *Requires: Mind Over Matter*

Add the following option to the Mind Over Matter move:

- You conjure nightmarish visions - temporarily stun a group within Near range

**USE THE FORCE, LUKE!** *Requires: Mind Over Matter*

Add the following option to the Mind Over Matter move:

- You move an object with your mind - move an object anywhere within Far range