

NAME

LOOK

Dwarf: Emet, Momor, Oyama, Cega, Doriru, Iesi, Berod, Airi, Rimna, Lahi
Elf: Verdirion, Maerdir, Bardaugar, Thanion, Gwestwen, Raina, Laielleryn
Human: Lydia, Edgar, Vance, Tessa, Karl, Rose, Mordecai, Nihasa, Zente

Colorless Eyes, Mismatched Eyes, or Blindfold
 Oddly-Colored Hair, Tattooed Scalp, or Ioun Stones
 Hooded Robe, Loose Clothing, or Impractical Clothing
 Scrawny Body, Misshapen Body, or Pale 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
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4+CONSTITUTION

ALIGNMENT

- GOOD**
Separate truth from lies and reveal it to others.
- NEUTRAL**
Discover a useful secret.
- CHAOTIC**
Reveal a hidden truth about someone of importance.
- EVIL**
Use someone else's secrets to hurt them.

STARTING MOVES

EXPANDED CONSCIOUSNESS

When you project your mind from your body, choose two to describe your mind's form (it's always insubstantial):

- It is invisible
- It moves quickly
- It's senses are not clouded

Your mental form can roam the physical world for as long as you like. While it does, your body lies comatose. While in your mental form you have no access to your body's senses.

TELEKINESIS

You can use your mind to move objects smaller than yourself without touching them. It is easy to move objects nearby as long as they can fit in one hand. When you **move an object larger than that and smaller than yourself with your mind**, roll+INT. *On a 10+, you can move it wherever you want it to go, within sight. *On a 7-9, you can move it a short distance in one direction, or you handle it clumsily. You must concentrate while the object is moving.

TELEPATHY

When you **have a few moments of physical contact with someone**, you can read their mind. When you do so, roll+INT. *On a 10+, ask their player three questions from the list below. *On a 7-9, ask two. *On a miss, ask one anyway, but they also get to ask two of you, in addition to whatever the GM tells you.

- How is your character's mind and psyche vulnerable?
- What does your character want most?
- What is your character trying to hide?
- What pain does your character carry around with them?
- Who or what does your character value most?

RACE

- DWARF**
When you project your mind from your body, add this to your list of options:
 - Your physical body turns to stone until your mind returns.
- ELF**
When someone touches your sleeping or comatose body, you may immediately return to it and awaken.
- HUMAN**
When you project your mind from your body, you can choose all three options if you take either 1d8 damage or a debility.

BONDS

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

_____ does not use the full potential of their mind, and is worse off for it.

_____ has some strange insight into my powers.

_____ thinks my powers are hideous, and I must find out why.



THE PSION

LEVEL XP

GEAR

Your load is 6+STR. You start with dungeon rations (5 uses, 1 weight), and a trinket that reminds you of how you gained or honed your psychic powers.

Choose three:

- Adventuring gear (5 uses, 1 weight)
- Bag of books (5 uses, 2 weight)
- Dagger (hand, 1 weight)
- Staff (close, two-handed, 1 weight)
- Healing potion
- Leather armor (1 armor, 1 weight)
- Antitoxin and bandages (3 uses, slow)

ADVANCED MOVES

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

DOMINATE

When you **touch someone and force your will upon them**, roll+INT. *On a 10+, hold 2. *On a 7-9, hold 1. You can spend your hold to give them an order. They must obey or suffer 1d6 damage. You may only have a hold over one person at a time.

FAR SPEAKING

You can send a telepathic message to someone you know, or someone you have met before. If they are willing, you can carry on a psychic conversation.

HOLD PERSON

You can move people as if they were objects, even if they are larger than you. On a 10+, you may also immobilize them, as long as you maintain your concentration.

MINDMELD

When you **touch a willing or sleeping subject**, your senses are tuned to their thoughts. The GM will give you an impression of what's going on inside their head.

MIND SENSE

When you Discern Realities, you can also sense the presence of any mental activity within bowshot.

PSYCHIC SURGERY

When you **touch someone, skin to skin, and concentrate on healing them**, roll+INT. *On a 10+, you heal 1d8 damage or remove one disease. *On a 7-9, they are healed, but the damage or disease is transferred to you.

SLEEP WALK WITH ME

When **your mental form passes through the body of a sleeping person**, you may choose to inhabit their body. Your control is limited as if they were sleepwalking: slow movements, maybe even simple conversations at most. The eyes of the body you inhabit never open; if they do open, you are immediately expelled.

SPEED READ

You only need to touch someone, skin to skin, to read their mind.

TELEKINETIC WEAPONS

When you **throw objects with your mind**, they count as weapons in near range, and you Volley with INT instead of DEX.

THOUGHTS BEYOND

When you project your mind from your body, you can also choose one of these options:

- You can communicate with the minds of people you are near
- You can move small physical objects that have recently been touched by someone
- You hear nearby thoughts instead of sounds

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

ASTRAL MASTERY

Replaces: Thoughts Beyond

When you project your mind from your body, you can also choose two of these options:

- You can become visible, if only as a ghostly figure
- You can communicate with the minds of people you are near
- You can move small physical objects that have recently been touched by someone
- You hear nearby thoughts instead of sounds
- You can fly at incredible speeds

ASTRAL SIGHT

You can see spirits and other invisible or insubstantial beings whenever you concentrate. While you can see them, you can also interact with them as if they were solid, even when you are projecting your mind from your body.

BEYOND EARTH

You can fly with the power of telekinesis, whenever you want, without having to concentrate.

ERASURE

When you read someone's mind, instead of asking a question, you may erase a short memory or make them forget what happened while you were in their mind, including any questions you asked them.

FAR READ

Requires: Speed Read

You can read the mind of anyone you can see—physical contact is not required. It still takes time and concentration.

INQUISITOR

When you read someone's mind, on a 12+, ask whatever questions you want, from the list or not.

MIND WARRIOR

Requires: Telekinetic Weapons

When you attack with telekinetic weapons, your damage is 1d10.

TELEKINETIC MASTERY

You can move objects with your mind that are larger than yourself.

SLEEP WALK INSIDE ME

Replaces: Sleep Walk With Me

When **your mental form passes through the body of a sleeping person**, you may choose to inhabit their body. You can use their body as if it were your own until they would have awoken had you not possessed them. At that moment, they awaken and you are immediately expelled.

WE NEED TO GO DEEPER

When you read someone's mind, ask an extra question, even on a miss.