

NAME




LOOK

Dwarf: Audr, Beyzha, Gebeth, Hemorr, Hrafn, Ireia, Kolgan, Reginn, Torm, Vaster
Human: Dalton, Gale, Harp, Jean, Kyrie, Lain, Lucas, Omid, Summer, Vattic, Vivian

Haunted eyes, dreamy eyes, or alien eyes
 Straight hair, long hair, or no hair
 Honest smile, sly smile, or knowing smile
 Neglected body, sculpted body, or soft body

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -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 conflict through understanding.
- Neutral
Forge a new connection between two people.
- Chaotic
Upset a relationship to see what happens.

STARTING MOVES

EXPANDED CONSCIOUSNESS

When you **reflect on the interconnectedness of all things**, lose your remaining focus and gain 3 focus. Your maximum focus is 3. You may spend focus, one for one, to:

- Manipulate small objects, no heavier than weight 1 and no further than Near range, as if with your own hands.
- Establish telepathic contact with someone you touch, skin to skin, for up to an hour.
- Have a brief vision of the imminent future, as if you had Discerned Realities and asked, "What is about to happen?" Take +1 forward when acting on the answer.

TELEKINETIC STRIKE (WIS)

When you attack with telekinetic force, roll +WIS. **On a 10+**, deal your damage.

On a 7-9, deal your damage, but choose 1:

- You expose yourself or an ally to danger.
- Something near your target is destroyed by the blast - the GM will tell you what.
- You're overwhelmed with psychic feedback, stunning you for a moment.

Your Telekinetic Strike is a weapon with the tags Near, Forceful, and Messy.

THE HEART'S SORROW (WIS)

When you look into someone's heart in search of a secret, roll +WIS. **On a 10+**, choose two. **On a 7-9**, choose one:

- The secret is presented with greater context.
- The secret is something you could possibly know otherwise, however unlikely that might be.
- The secret can easily be used to gain leverage for Parley.

PEER THROUGH THE VEIL

You perceive phenomena invisible to mortal eyes: visible manifestations of emotions, astral creatures which prey invisibly on mortals and signs of great and terrible things yet to come. You have little choice in what you see, but you can interact with these things as well as you can interact with anything else.

RACE

- Dwarf
You can read someone's works as well as the one who made them. You may Discern Realities about someone simply by touching something they've made, be it an item, a place, or an offspring.
- Human
Your ability to read minds has been honed to near-paranoid perfection. When you **Defy Danger against a foe whose mind you can read**, take +1 forward.

BONDS

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

_____ 's soul is so bright it almost hurts to see.

When _____ opens up, they'll be so much happier.

I have shown my heart to _____.

I suspect _____ is afraid of me.

I have seen the dreams of _____ and they are eerie things indeed.



THE PSION

LEVEL

XP

Gear

Your Load is 7 + STR. You start with dungeon rations (5 uses, 1 weight), bandages (3 uses, slow, 0 weight), and a memento of someone once dear to you.

Choose your clothing:

- Leather armor (1 armor, 1 weight)
- Ornate clothing (expensive, 0 weight)

Choose your weapon:

- Dagger (Hand, 1 weight)
- Sturdy divination instrument (close, 1 weight)

Choose one:

- Adventuring Gear (5 uses, 1 weight) and herbs and poultices (2 uses, slow, 1 weight)
- Halfling pipeleaf (3 uses, 0 weight) and 12 coin

Advanced Moves

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

A WALL BETWEEN TWO GARDENS

When you Parley with someone you have touched - skin to skin or with an act of kindness or cruelty - you may roll +WIS instead of +CHA.

BE NOT DAUNTED THEREBY...

When you stand in defense of a person you have a Bond with, you gain +hold equal to the Bond, even on a miss.

IMP OF THE PERVERSE

When you mentally command a creature to obey a simple order, roll +WIS. On a 10+, they will act on your suggestion, though their actions are tempered by their own feelings on the matter. On a 7-9, the command takes hold, but it's fleeting. On a miss, they know someone is forcing thoughts into their head, and will react accordingly.

ORACLE OF HYPNOS

When you enjoy a full night's sleep without interruption, ask a question about a person, a place, or an event. Then roll (just roll, no bonus). On a 10+, your dreams answer the question in a vivid and clear fashion; take +1 forward to act on what you've seen. On a 7-9, the vision is guarded and symbolic. On a miss, the vision is hostile and strange; take -1 forward because of it.

SOUL'S ARMOR

As long as you have at least 1 Focus, you have 2 Armor.

SPELL FOR A WEAK HEART

Add the following option to The Heart's Sorrow:

- You find a secret pain in their heart. You take +1 forward when you act on their pain until it is resolved, one way or the other.

SUBMISSION TO LEADERS, HOSTILITY TO OUTSIDERS

You take +1 to rolls to Recruit hirelings.

SWORD OF THE MIND

Your Telekinetic Strike gains the +1 damage tag, and also one of the following:

- Piercing 1
- Subtle
- Elemental (Fire, Cold, or Electric)

THERE IS NOTHING HIDDEN

Choose a question other than "What is about to happen?" from the Discern Realities list when you take this move. You may spend 1 Focus to ask it at any time.

TOUCH OF AGONY

Your body is a weapon and shares tags with your Telekinetic Strike, except at Hand range rather than Near range. When you Hack and Slash with this weapon, you may roll +WIS instead of +STR.

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

IN MY SECRET MIND

When you use Expanded Consciousness, you gain 4 Focus. Your maximum Focus is 4.

...NOR TERRIFIED, NOR AWED

Requires: Be Not Daunted Thereby...

When you stand in defense of someone you hold a bond with, you may roll +WIS instead of +CON.

CALL FORTH THE SOUL GUARDIAN

When you bare your heart and name a person close to you, you create an eidolon, a potent creature of psychic energy, to embody that relation. The eidolon persists only a few minutes, and you can only maintain one at a time. Roll+Bonds with that person. On a 10+, you gain 3 hold, and the eidolon glows with radiant beauty. On a 7-9, you gain 2 hold. On a miss, you gain 2 hold anyway, but the eidolon is dark and twisted; after this hold is spent, it will turn on you.

Either you or the chosen companion can spend hold on the following:

- When one of you deals damage, deal +1d6 damage.
- When one of you takes damage, the eidolon prevents that damage.
- When one of you Aids the other, automatically take the 10+ result.

MINDJACK

Replaces: Imp of the Perverse

When you mentally force a target to obey a simple order, roll +WIS. On a 10+, they obey your command to the best of their ability. On a 7-9, choose one:

- They obey the command, but the execution leaves something to be desired.
- They do not obey your command, but they are briefly stunned by the mental intrusion.

On a miss, they know the face of the one who tried to take their body from them, and will react accordingly.

PERFECT DESTROYING FORCE

Requires: Sword of the Mind

When you blast a target with telekinetic force and roll 10+, choose one:

- You also strike a second nearby enemy.
- Take +1 forward against the damaged enemy.

REALITY REVISION

When you draw upon a place of power to alter reality, tell the GM what you're trying to achieve. The GM will say "yes, but" and one to four of the following:

- It's going to take days/weeks/months of intense concentration
- First you must find _____
- You'll have to forge a deep connection with _____
- It will require many more people wishing for it
- The best you can do is a similar version, close but not quite what you wanted
- You and your allies will risk danger from _____
- The revision will take place gradually

SOUL'S BASTION

Replaces: Soul's Armor

As long as you have at least 1 Focus, you have 3 Armor, and when you would Defy Danger with +CON, you may Defy Danger with +WIS instead.

THE PARTING OF THE VEIL

As long as they are within speaking distance of you, you may share the effects of Peer Through The Veil with anyone you choose.

WAKING NIGHTMARE

When you telepathically interfere with a target's senses, roll+WIS. On a 10+, the target's senses are wholly overridden - gripped by hallucination, scrambled to uselessness, or entirely cut off - for several seconds. On a 7-9, the target is merely disoriented and confused.

WATCHTOWER OF HYPNOS

Requires: Oracle of Hypnos

When you use Oracle of Hypnos while you have Focus, choose someone you share a Bond with. You may roll+Bonds instead of +nothing. When you do, that person shares your oracular dreams and all their effects.