

# NAME




# LOOK

*Human:* Elana, Menlet, Henlen, Gertrude, Monrow, Indra  
*Elf:* Linlest, Gillenvale, Lendolin, Millilen, Fliss, Muriandel  
*Halfling:* Lily, Pip, Silcent, Flip, Wonderlook, Sylvan

Piercing eyes; sunken eyes; sad eyes  
 Bald head; pure white hair; thick black hair  
 Gaudy clothes; ragged clothes; flowing robes  
 Frail body; thin body; 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 6+CONSTITUTION

# ALIGNMENT

- GOOD**  
Guide the downtrodden to a better life.
- LAWFUL**  
Speak the truth no matter what.
- NEUTRAL**  
Learn the world's secrets.

# STARTING MOVES

**PSYCHIC LINK (CHA)**  
 When you **touch a sentient creature to create a psychic link with it**, roll+CHA. \*On a 10+ hold 3 psi. \*On a 7-9 hold 2 psi and choose one.

- The link exhausts you. Take -1 ongoing to create another link until you can rest.
- The link is painful and leaves you stunned for a moment.
- You draw unwelcome attention or put yourself in a spot. Your GM will tell you how.

You may hold only one link at a time. The link is broken when you release it or when you've spent all held psi.

**TELEPATHY**  
 You and psychically linked creature may communicate through thoughts as if you were speaking with one another.

**ANTICIPATE**  
 Your connection allows you to anticipate the movements and thoughts of your psychic link. Spend 1 psi to take +1 forward when you act on this knowledge.

**PSYCHIC IMPLEMENT**  
 Choose one of the following.

**Crystal Ball (1 weight) (WIS)**  
 When you **spend time peering into a crystal ball**, you may spy on a known creature. Speak the creature's name and roll+WIS. \*On a 10+, choose 2. \*On a 7-9, choose 1.

- The subject is unaware of your spying.
- The vision is clear.
- The vision lasts until you dismiss it.
- The effort does not exhaust you.

**Tarot Deck (0 weight) (CHA)**  
 When you **use your Tarot cards to read fortunes in a town**, roll+CHA. \*On a 10+, choose 2. \*On a 7-9, choose 1.

- You earn what you rolled in coins.
- You learn a secret about one of your clients.
- You don't draw unwanted attention or put yourself in a spot.

**Spirit Board (1 weight) (INT)**  
 Your spirit board is covered with letters and numbers. It also has an empty area of slate where you may use chalk to draw up to five temporary symbols, pictures or words. When you **place a stone on the board and call forth the spirit of someone dead**, roll+INT. You may ask the spirit as many questions as you wish, and it will answer truthfully by moving the stone across the board. The spirit may make a number of moves with the stone equal to what you rolled. \*On a 6- the spirit can't understand any of the temporary symbols you may have drawn.

# RACE

- HUMAN**  
Your strong insight into the human spirit grants you +1 to the loyalty of hirelings under your watch.
- HALFLING**  
When you partake in Halfling pipeleaf, take +1 forward to create a psychic link.
- ELF**  
You can read the stars for portents of things to come. When you spend time gazing into a clear night sky, you may ask the GM what signs you see.

# BONDS

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

- \_\_\_\_\_ is hiding something. I don't trust them.
- \_\_\_\_\_ does not believe in omens. I will teach them the truth.
- I have dreamed of a calamitous event that will befall \_\_\_\_\_.
- \_\_\_\_\_ doubts me. I must prove my worth.
- \_\_\_\_\_ does not understand their greater purpose.

## GEAR

Your load is 9+STR. You have dungeon rations (5 uses, 1 weight) and a psychic implement. Choose your clothing:

- Robes and a head scarf
- Leather armor (1 armor, 1 weight)

Choose your weapon:

- Staff (Close, Two-handed, 1 weight)
- Knife (Hand, 1 weight)

Choose one:

- Candles and incense (12 uses, 1 weight)
- Halfling pipeleaf (3 uses)
- Poultices and herbs (3 uses, 1 weight)

## ADVANCED MOVES

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

### READ MIND

When you wish to peer into the mind of a linked creature, spend 1 psi to ask a question from the following list. The GM will give you the truthful answer and describe how it is revealed to you.

- What do you most fear?
- What do you most desire right now?
- What is something no one knows about you?
- Who is most important to you?
- What do you plan to do next?
- What do you sense (see, hear, smell, feel and taste) right now?

### TELEKINESIS

You may create a psychic link with small non-living objects. Spend psi 1 for 1 to do any of the following.

- Move the object up to as far and as fast as you could throw it.
- Manipulate it as if you were holding it.
- Sense (see, hear, smell, feel, and taste) from its perspective.
- Temporarily change its appearance to something else of a similar size.

### PRECOGNITIVE COMBAT

When you deal damage to a psychically linked creature, you may spend psi 1 for 1 on any of the following.

- Add +1d4 to your damage.
- Leave your target stunned for a moment.
- Add the forceful tag to your attack.

### LINK RECALL

When you create a psychic link with a subject you've shared a link in the past, you may create the link merely by looking at it for more than a few seconds.

### IMPLEMENT COLLECTOR

Choose another Psychic Implement. When this item comes into your possession, you gain its associated move.

### SHARE THE PAIN

When you or your psychic link are injured, you may choose to share the pain. Divide the effects of the damage between you and your link.

### YOU'RE SUCH A DRAIN

When you create a psychic link with a creature, you may drain 1d6 of health. Touch another creature or yourself to transfer the healing energy.

### CLAIRSENTIENCE (WIS)

When you hold an object in your hands and concentrate on it, roll+WIS. \*On a 10+ ask 3 questions. \*On a 7-9 ask 1. Your GM will answer the questions honestly.

- Where can I find the owner of this object?
- What is the true nature of this object?
- What happened when this object was last used?
- Who most desires and values this object?
- How can this object be destroyed?

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

### MULTILINK (WIS)

You may hold up to your WIS modifier in psychic links at one time.

### THE LINK IS STRONG WITH YOU

When you create a psychic link, gain +1 psi.

### LINK WITH A LOOK

*Replaces: Link Recall*

You may create a psychic link with any subject by merely looking at it.

### COMMANDER IN CHIEF

*Requires: Telepathy*

Spend psi 1 for 1 to coerce a linked creature to follow a command from the following options.

- Speak a few words of your choice.
- Give you something they hold.
- Stop their current action.
- Forget something that recently happened.
- Form a real memory of an event that didn't happen.

### GREATER TELEKINESIS

*Requires: Telekinesis*

You may link with any non-living object that weighs your load or less.

### LIVING TELEKINESIS

*Requires: Greater Telekinesis*

You may use your telekinesis abilities on any psychically linked creature that weighs your load or less.

### SPIRIT WALK

When you meditate, you may separate your soul from your corporeal body and travel anywhere on the current plane. You are as a ghost. You may see, hear and smell as you would normally, but you may not interact with the world. While spirit walking, your body is unconscious. If your body is awakened or harmed while your soul is away, bad things happen.

### PROPHECIC DREAM (WIS)

Before you lie down to sleep, you may ask the GM one question about a person, place or event. Roll+WIS. \*On a 10+ a dream reveals the answer.

\*On a 7-9, choose one. \*On a miss, choose two.

- The dream is cryptic and hard to understand.
- Take -1 WIS ongoing until you Make Camp again.
- The dream unsettles you. You do not gain the benefits of the Make Camp move.

### REINCARNATION

When you die, you are reincarnated as your next character. The new character retains fleeting memories of your previous life. If your new character finds your most treasured psychic implement, you gain the move associated with it for free.