

Name

Look

Cold eyes, Appraising eyes, or Ruined eyes
Greasy hair, hood, or Tattooed head
Dark garments, loose clothes, or Monk's robes
Corpulent build, Gaunt build, or Crippled body

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

Strength

Weak -1

Dexterity

Shaky -1

Constitution

Sick -1

Intelligence

Stunned -1

Wisdom

Confused -1

Charisma

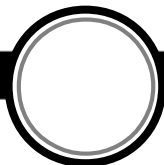
Scarred -1

Score	Mod
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

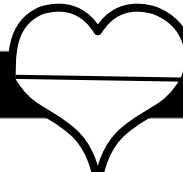
Damage



Armour



HP



Max HP is 4 + Constitution

Drive

Starting Moves

- Insolence:** Embarrass someone powerful by possessing them or someone close to them.
- Greed:** Possess someone in order to increase your material wealth.
- Revelation:** Separate truth from lies and reveal it to others.

Brainworm

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?

Possession

When you touch a sleeping or unconscious NPC, you may possess their body with your mind. While you possess someone's body, your own body lies unconscious and you have full control over their body, as if it were yours. Use your own stats. Your new body takes any physical damage you suffer, but you mark a debility if it dies or suffers particularly traumatic injury. Your mind returns to your original body when you want it to or when the person you are possessing wakes up.

BONDS

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

_____ isn't worth possessing

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

I have been inside _____'s mind before.

I wish I were _____, but I can never be them.

The Mindrider

Level
XP

Gear

Your load is 5 + STR. You start with your clothes, a backpack or shoulder bag, dungeon rations (5 uses, 1 weight), and choose one:

- Adventuring gear (5 uses, 1 weight).
- Bag of books (5 uses, 2 weight).
- Dagger (hand, 1 weight).
- Manacles (1 weight)

Advanced Moves

When you gain a level from **2-5**, choose from these moves or choose a spell from the next page.

Simulacrum

When you build a body out of inanimate materials, you can possess it like a sleeping or unconscious person. Do not mark a debility if your constructed body suffers damage or is destroyed.

Fast Read

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

Eyes of the Tiger

When you mark an animal (with blood, dirt, or mud, for example), you can see through that animal's eyes as if they were your own, no matter what distance separates you. Only one animal may be marked in this way.

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 Invasion

When you touch a conscious NPC and force your mind into their body, roll+INT. On a hit, you can take possession of their body, but on a 7-9, choose one:

- It is hard to maintain control. Take -1 ongoing until you leave their body.
- Their mind must inhabit your body while you possess theirs.
- They can still speak while you possess their body.
- You can only possess their body for a few short moments.

Your mind returns to your body when you want it to, or when your victim finds a way to drive you out.

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.

Mind Sense

When you discern realities, you can also sense the presence of any mental activity within bowshot

When you gain a level from **6-10**, you may choose from these moves as well.

Erasure

When you use Brainworm on someone, instead of asking a question, you may erase a short memory, or temporarily obscure their memory of an answer they gave you.

Callous Master

You never mark a debility if the body you are possessing dies or suffers injury.

Far Read

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

Far Invasion

Requires: mind invasion

You can attempt to possess a conscious person with mind invasion if you make eye contact, even without touching them.

Great Wurm

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

Inquisitor

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

I am the Tiger

Requires: Eyes of the Tiger

When you mark an animal, you can possess it as if it were a sleeping or unconscious person. When you take advantage of the animal's specific adaptations, take +1.