

NAME

LOOK

Body:  
Eyes:  
Fashion:  
Hair:  
Weapon:

Assign the following to your Ability Scores: +2, +1, +1, 0, 0, -1

STR	DEX	CON	INT	WIS	CHA
<input type="checkbox"/> Weak	<input type="checkbox"/> Shaky	<input type="checkbox"/> Sick	<input type="checkbox"/> Stunned	<input type="checkbox"/> Confused	<input type="checkbox"/> Scarred
DAMAGE DIE	<b>D8</b>	ARMOR		VITALITY 16 + CON	WOUNDS <input type="checkbox"/> <input type="checkbox"/>

### DEFAULT MOVE – BUILD RESERVE

0 0 0

You start each session with 3 Reserve. You may have no more than 3 Reserve at any time. You may spend Reserve to fuel your psionic powers. In addition, you can choose to Enhance a Basic Move by spending 1 Reserve; this enhancement lasts until the end of the scene. When you Rest, regain 1 Reserve. When you try to regain Reserve at other times, once per scene, roll + WIS. Complete Success: Regain 2 Reserve. Partial Success: Regain 1 Reserve. When a Milestone passes, you recover all spent Reserve (back to your maximum).

### DEFAULT MOVE – RESERVE MOVES

When a Psi move calls for you to spend Reserve, on a Complete Success, you retain 1 of the Reserve you spent to use the move.

### DEFAULT MOVE – KRETH JEWEL

You have a Kreth jewel into which you have invested part of your id, which represents your instinct and emotion. At any time, your jewel can be in one of the following states – Bound (embedded in your forehead or hand), Unbound (floating around your head or hand), or Weapon (inserted into a Kreth weapon). These states provide the following benefits:

- Bound: When you spend 1 Reserve, add +1 Armor for the rest of the scene.
- Unbound: When you are alone and reach out with your psionic senses, add +1 to Analyze.
- Weapon: You may use WIS instead of STR to Fight.

In addition, you are trained in the use of Kreth weapons.

Select one of the following Packages. Take all of the moves.

#### PSIONIC WARRIOR

- COMBAT TRANCE**: When you center yourself before entering combat, spend 1 Reserve and roll + WIS. Any Success: Add +1d4 damage ongoing until you fail a combat-related move or the scene ends.
- KRETH INITIATE**: When you wield a Kreth weapon and have Reserve remaining, add your WIS to its Damage.
- PRECOG DEFENSE**: You can see attacks before they are made. While you have Reserve remaining, add +1 Armor.

#### TELEKINESIS

- DEFLECTION**: When you telekinetically move yourself or someone else out of danger, spend 1 Reserve and roll + WIS. Any Success: You extract the person from danger.
- MOVE OBJECT**: When you telekinetically move an object you can see, roll + WIS and spend 1 Reserve (small object) or 2 Reserve (large object). Any Success: You move the object. As an attack, Move Object deals your Damage (add +2 for a large object) and has Near range.
- HINDRANCE**: While you have Reserve, reduce damage from physical attacks or effects by 1.

#### TELEPATHY

- SUGGESTION**: When you telepathically implant a suggestion in a living being, spend 1 Reserve and roll + INT. Any Success: They follow your suggestion... for now.
- TELEPATHIC LINK**: When you establish a telepathic link with a living being, roll + INT. If they are hostile to you, spend 1 Reserve. Any Success: A communication link is established and this lasts until you use another move. Complete Success: It lasts for the rest of the scene. You may use your telepathic link to send and receive thoughts. You may spend 1 Reserve to read the thoughts of a hostile mind.
- DANGER SENSE**: While you have Reserve, you cannot be surprised by living beings with hostile intent towards you.

When you advance, you can acquire individual moves from the other packages.

### MARK EXPERIENCE

Mark when you trigger a Drive or Relationship, or when otherwise directed:

# THE PSI

## DRIVES

When the first Milestone is introduced, mark two of the following as your current Drives:

- Defeat a force of superior numbers or firepower.
- Demonstrate your power to those who doubt you.
- Infiltrate a group or culture using your psionic powers.
- Investigate a place or object of psionic power.
- Steal critical information from someone's mind.
- Use your psionics to spirit someone from danger.

Gain 1xp when you trigger the marked Drives. When a new Milestone is introduced, you may mark different Drives.

## ORIGIN

Select one of the following:

- Alien: You are not human. Name and describe your alien race. You may spend 1 Reserve to immediately negate any mental control over you.
- Monk: You were trained in a monastic order. When attacking unarmed or with a Kreth weapon, add +1 to your Damage.
- Sorcerer: Your power comes from a place you don't quite understand. When you spend a Reserve, add +1 forward.

## RELATIONSHIPS

Choose a Relationship for each other character. You may make one of these a Special Relationship.

SR: I must save \_\_\_\_\_ from certain death.

Relationship: \_\_\_\_\_ must take me to dangerous places.

Relationship: \_\_\_\_\_ will make me stronger in battle.

Relationship: I must teach \_\_\_\_\_ to be self-reliant.

Relationship: I need to show \_\_\_\_\_ that psionics are superior.

Relationship: \_\_\_\_\_ must keep me grounded in reality.

Gain 1xp when you trigger any of these Relationships.

## EQUIPMENT

Your Load is (6 + STR):

You start with the following:

Flexsteel Robes (1 Armor, 1 Wt, Worn), a Kreth weapon (describe it - it has the Close and Training tags and 1 Wt), a Utility Belt (3 Uses, 1 Wt, Worn), and 1-Credit.

Choose 2 of the following options:

- Digital Encyclopedia (3 Uses, 1 Wt)
- Metabolic Tonic (Consumable, 0 Wt)
- Tallic Incense (3 Uses, 0 Wt)
- Space Rations (3 Uses, 1 Wt)

## ADVANCES

When you have marked 9 Experience and you Advance, select one of these options:

- Add +4 to your Vitality or add a Wounds checkbox\*
- Increase Damage Die to D10
- Increase one of your Ability Scores by 1 (maximum +3)\*
- Take a move from another starting Psi package\*
- Take a move from another playbook#
- Permanently enhance a Basic or Special move\*
- Take on a Companion
- Unlock a 3rd Drive. When a Milestone is introduced, you may mark 3 Drives.
- BE MY PUPPET (req. Suggestion): When you exert your mental control over someone, spend 1 Reserve and roll + CHA. Any Success: You have control over the target for the rest of the scene.
- BIO-METABOLIZE: When a Psi move calls for you to spend Reserve, you can choose to take 1d6 Psychic Damage instead of spending the Reserve.
- EMPATHIC HEALING: When you touch someone with whom you have a Relationship, to heal them, spend 1 Reserve and roll + WIS. Any Success: They regain 1d8 Vitality. Complete Success: They regain another 1d8 Vitality or 1 Wound. In either case, whatever they regain, you take as Psychic Damage to yourself.
- EXTRA-SENSORY PERCEPTION: When you Analyze and have Reserve, you may ask a question, even on a failure.
- FEROCIOUS TELEKINETIC: When you spend a Reserve for Move Object and do Damage, roll 2 Damage dice and use the higher number.
- IONIC TELEPATHY: Your telepathic abilities (Suggestion, Telepathic Link, and those based on these moves) can also affect robots.
- MIND BLAST (req. Suggestion): When you emit a blast of mental energy, spend 1 Reserve and roll + INT. Any Success: Deal your damage. Complete Success: Add your INT to the Damage. This attack has the Area, Close, and Near tags and deals Psychic Damage.
- MORE RESERVE: Your maximum Reserve for Psi moves increases to 4. When you roll 12+ on any move that grants Reserve, gain 1 more Reserve.
- MOTIVATED PSIONICS: When you spend Reserve on a Psi move and this triggers a Drive or Relationship, add +1 forward as well.
- PYROKINESIS: When you use Move Object, you can choose to start a fire. Any Damage resulting from Move Object ignores Armor unless it is fireproofed in some way.
- REGENERATION: When you get a Complete Success on any move, you can choose to get a Partial Success instead and heal yourself for 1d6 Vitality.
- SECOND JEWEL: You have a second Kreth jewel that stores a fragment of your morals and self-criticism. You can use both jewels at the same time. These are its states -
  - Bound: When you spend 1 Reserve, for the rest of this scene, ignore the next Wound you would mark.
  - Unbound: You may use CHA instead of CON to Defend.
  - Weapon: Add your CHA to Damage when using your Kreth weapon.

\* = You may take this move up to 3 times | # = See Core Rules for more information on using this Advance