

The Slipstream Warrior

by TombsGrave

Embrace the emptiness between spaces. Channel the energies of the void to reshape yourself. Slay foes of this world and beyond with weapons of psychic force. Ride the slipstream to vanish and reappear in impossible places. Kick so much ass you'll need hirelings just to manage your ass-kicking schedule. You know you want to.

Names

Dwarf: Eydis, Kikuid, Gislaug, Grabnok, Hroda, Luta, Tubityamuta, Udama, Nuratum, Zugul

Elf: Aredena, Betenian, Kethris, Ifani, Oteren, Medenian, Lusoris, Sedera, Vio, Yesei

Human: Chell, Cybele, Dell, Elizabeth, Eon, Gully, Kurt, Meredith, Penelope, Seth

Look

Choose one for each:

Bald, cropped hair, flowing hair.

Steely gaze, flinty gaze, wise gaze.

Tense posture, relaxed posture, wary posture.

Calloused hands, delicate hands, clenched fists.

Stats

Your maximum HP is 8+Constitution.

Your base damage is d8.

Starting Moves

Choose a race and gain the corresponding move.

Human

When you use Slipstream Step to appear somewhere within Reach range or closer, take the 10+ result.

Elf

Your psychic weapons are of exceptional grace and balance. Weapons you create with Sharp Thoughts have the Precise tag.

Dwarf

You are supernaturally aware not just of those from outside, but of ancient threats to your kin. You may Scent the Void when seeking creatures who dwell in the earth's depths.

Sharp Thoughts

When you set your mind to combat, you create a powerful psychic weapon. Choose two range tags: hand, close, or near. It has those tags, plus messy. The weapon persists until you cease concentration or something breaks it.

Slipstream Step

When you step through the empty spaces of reality and appear somewhere else, choose a spot within Near range and roll roll+Wis. On a hit, you briefly disappear, then reappear in that

location. *On a 10+, both. *On a 7-9, choose one. *On a 6-, something went wrong--you're exposed to danger or partially stuck in an object.

- You don't draw attention to yourself.
- You wind up exactly where you want to go.

Scent the Void

You can instinctively perceive things not of this world--spirits, creatures from outside, ongoing enchantments. You may always ask "What should I be on the lookout for?" when seeking these things, as if you'd picked it as a question for Discern Realities.

Alignment

Choose an alignment:

Good: Disrupt or destroy an oppressive system.

Chaotic: Go somewhere you're not allowed and don't get caught.

Evil: Humiliate a rival or foe.

Gear

Your Load is 9+Str. You start with dungeon rations (5 uses, 1 weight) and poultices and herbs (2 uses, slow, 1 weight).

Choose your clothes:

- Leather armor (1 armor, 1 weight)
- Comfortable clothes (0 weight)

And choose one:

- Adventuring gear (5 uses, 1 weight)
- Shield (+1 armor, 1 weight)
- 16 coins

Bonds

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

_____ has told me stories of places I've never seen.

I think _____ envies my abilities.

There's something uncanny about _____.

I gave _____ something I found on a jaunt.

Advanced Moves

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

Biofeedback Trance

When you pause to meditate after battle, heal 1d6 damage to yourself or someone you touch.

Crowd Control

You do not take bonus damage from multiple enemies attacking you, and other benefits a group of enemies would gain from ganging up on you are negated.

Ever-Watchful

When you sleep, your extranormal senses are still active and will wake you in times of trouble. You may Take Watch the entire night with no ill effects.

Exorcist's Eye

When you take a moment to inspect an otherworldly creature, you learn its name, point of origin, abilities, and weaknesses.

Multifaceted Soul

Choose a new move from the fighter or psion class lists. Alternately, choose one move from any other class list as if you were one level lower.

Slipstream Sending

You can store a small object, no more than 2 weight, in the empty spaces of reality. **When you call a stored item out of the slipstream**, roll+Wis. *On a 10+, it appears in your hands instantly. *On a 7-9, it will take a few moments to reach you. *On a 6-, you pull something else out of the slipstream instead.

Slipstream Dodge

When you Defy Danger with +Dex to avoid an attack or other damaging hazard and roll 12+, choose a spot within Near range that you can see from your current position. You briefly disappear, then reappear there.

Soul-Forged Blade

Choose one. From now on, when you use Sharp Thoughts, your weapon gains that tag or tags.

- Forceful, +1 damage.
- Piercing 2.
- Elemental (Fire, ice, or electric)

Tempered Body

You are no longer hindered by normal extremes of temperature, such as desert heat or arctic chill. You have 2 armor against heat and cold.

You Don't Belong In This World

When you attack a spirit or creature not of this world, you ignore their armor and any other defenses they may have.

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

...And Stay Gone

Requires: You Don't Belong In This World

When you damage a spirit or a creature not of this world, choose one:

- The creature's connection with this world is severed. At 0 hp it returns to its point of origin.
- The creature's connection with its point of origin is severed. At 0 hp it perishes or is trapped here forever.

Biofeedback Circle

Replaces: Biofeedback Trance.

When you pause to meditate after battle, heal 1d8 damage to you and all your companions.

Earth-Folding

When you undertake a perilous journey and take the job of trailblazer, you may use the slipstream to greatly reduce travel time. *On a 10+, you reduce the travel time by an impossible amount (the GM will say by how much). *On a 7-9 you reduce the travel time by a normal amount (the GM will say by how much). On a 6-, the journey takes the normal amount of time.

Empty Body

When you embrace the emptiness in yourself, roll+Wis. On a hit, you become immaterial, incapable of affecting or being affected by physical things. *On a 10+, you have a minute or so to act and have ample warning before the effect ends. *On a 7-9, choose one.

- You have only a few moments in this form and can only achieve so much.
- You have a minute or so, but the effect will end suddenly and leave you in some kind of danger.
- You have a minute or so, but attract the attention of spiritual parasites.

The Jaunt

When you use Slipstream Step, you can move yourself and anyone you touch.

Kiln Body

Replaces: Tempered Body

You are no longer hindered by normal extremes of temperature. You can even withstand the greatest mundane temperature extremes, like the heat of lava, for brief periods. You have armor 4 against heat and cold.

Perfect Soul

Choose a new move from the fighter or psion classes. Alternately, choose one move from any other class as if you were one level lower.

Slipstream Sojourn

When you travel a long distance in the empty spaces--about a mile or so--roll+Wis. *On a 10+, you make it there more or less alright, but choose one. *On a 7-9, choose two.

- You draw unwanted attention.

- You land in the midst of danger.
- You are disoriented and fatigued by the effort--take -1 forward.

Transcendent Strike

When you use Sharp Thoughts, choose two range tags from this list instead: hand, close, reach, near, or far.

War Titan

When you use Sharp Thoughts, you may boost yourself to giant size. You grow roughly twice your original size and three times your original weight, along with your weapons and equipment. Every melee attack you make has +forceful and +messy. The effect ends when you relax your concentration or have it interrupted.