

## LEVEL 2-5 ADVANCED MOVES

### □ CREATE PSICRYSTAL

You have created a psicrystal, a crystallized aspect of your own mind, a palm-sized shard of glowing crystal that contains a facet of your own intellect and personality. The psicrystal can telepathically communicate with you, but cannot otherwise move or act without spending Focus. While touching the psicrystal, you may spend Focus to grant the psicrystal and equal amount of Focus. The psicrystal can spend Focus, 1-for-1, to make the following moves:

- *Broadcast*: The psicrystal can telepathically communicate with any tinkling being as if using Speak to Minds.
- *Grant Insight*: The psicrystal can give a hint or an insight into a question you ask it, as it is a fragment of your unconscious mind and can help guide you to something you know, but have trouble remembering.
- *Hover*: The psicrystal floats and moves under its own power.
- *Shared Senses*: The psicrystal can send you what it perceives.

### □ DANGER SENSE

When you **roll a 6- to Defy Danger**, you can spend Focus equal to 10-the roll's total to retroactively state that you saw it coming, treating it as a 10+.

### □ ELEMENTALIST

Choose one tag: *Fire, Earth, Air, Water, Cold, Shadow, Electricity*. When you **manifest a psionic power**, you can spend 1 additional Focus to add the tag.

### □ GHOST WHISPERER

The dead speak to and through you. When you **commune with the psychic resonances of the dead**, ask the GM "What can the dead tell me about this situation?" and roll+Focus spent. On a 10+, the dead will answer you and tell you one thing that they need you to do to help them move on. On a 7-9, the dead will demand that you help them before they give you the information you seek.

### □ HYPNOMETABOLISM

When you **make camp and spend at least an hour in deep meditation**, you do not spend a ration.

### □ METACONCERT

You may unite your companions in a psychic communion, allowing them to plan and move as one. Spend 1 Focus per person to allow all members of the party within near range of you to communicate with each other as if using Speak to Minds. Additionally, all members of the metaconcert take +1 Ongoing to Aid or Hinder another member of the metaconcert. This link persists until you end it. Take -1 Ongoing to any mental tasks while the metaconcert is active.

### □ PSICASTER

You gain the cast a spell move and either the spellbook and prepare spells moves from the wizard or commune move from the cleric. Treat yourself as a wizard or cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective wizard or cleric level by 1.

### □ PSYCHIC DABBLER

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move involves psionic powers or mental abilities.

### □ PSYCHIC WARRIOR

When you **use a psionic power or something created by a psionic power to deal damage**, your damage increases to d8.

### □ THOUGHTCASTER

You can Speak to Minds with anyone in far range.

## LEVEL 6-10 ADVANCED MOVES

### □ CEREBREMANCER

*Requires: Psicaster*

When you **cast a spell**, you can spend the appropriate additional Focus to also manifest a psionic power you've committed to memory along with it, using the same roll for both.

### □ CRAFT PSIONIC TATTOO

When you **manifest a psionic power**, you can instead imbue someone you are touching with a psionic tattoo. Your willing target can activate the tattoo at will to manifest the power, rolling + their INT. Once the power ends, the tattoo vanishes. As long as you have one or more psionic tattoos active, your maximum Focus is reduced by an amount of focus equal to the Focus cost of the power in the tattoo.

### □ DUAL ELEMENTALIST

*Requires: Elementalist*

Choose another elemental tag in addition to the one you have. You can spend an additional Focus to manifest one or both of them.

### □ EMPTY MIND

Whenever you are the subject of a move that asks you a question about yourself, as long as you have Focus you do not have to answer the question.

### □ SCHISM

Through intense concentration, you are able to split your mind into two parts. When you **fork your mind**, roll+INT. On a 10+, your mind is bifurcated perfectly and the two halves work in concert, allowing you to manifest two psionic powers or use two purely mental moves simultaneously. On a 7-9, the split is imperfect and your second personality is deeply flawed. You can still use two moves simultaneously, but the GM chooses your second purely mental move for you.

### □ METATACTICIAN

*Requires: Metaconcert*

You may spend 1 Focus to grant all members of your Metaconcert +2 damage Forward.

### □ VERSATILE PSIONICIST

When you **manifest a psionic power**, you can choose to add two tags from the same list.

### □ PSYCHIC HERO

*Replaces: Psychic Warrior*

When you **use a psionic power or something created by a psionic power to deal damage**, your damage increases to d8.

### □ PSYCHIC INITIATE

*Requires: Psychic Dabbler*

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move involves psionic powers or mental abilities.

### □ SYNESTHESIA

While you have Focus, you may use any of your senses as a replacement for another sense. You can see with your skin, smell with your ears, etc. You are effectively immune to any sensory deprivation unless all five of your senses are neutralized.



# PSIONIC DISCIPLINES

There are six psionic disciplines, or types of powers, that a psion can learn. When you **level up**, you can choose to either learn a new discipline or commit a power to memory.

To manifest a psionic power, choose what discipline it's from, then choose the most accurate tag from each list. Then, total up the cost of the power, and manifest it as normal.

Note that when a **psionic power or something created by a power of yours deals damage**, it deals your damage. Psychic Warrior and Psychic Hero increase this damage. When **multiple objects or creatures created by a power of yours deal damage**, deal +your level in damage, to a max of +6 if it had the "few" tag, and +10 if it had the "many" tag.

Also note that the size tags do not necessarily mean literal size; they can also refer to relative complexity. For example, creating a staff would cost fewer Focus than a chain of the same size, because the latter is more complex. For each size above the minimum, you can add another tag, like *precise* or *intelligent* or *terrifying*.

When implanting talents or knowledge using telepathy, you must know the talent or information yourself. However, don't be discouraged; it's only a quick mind-read or spout lore away.

## ■ CLAIRSENTIENCE

Enhance (1), Sense (1)

Past (1), Future (2), Another Location (1), Another Person (1)

Near (1), Far (2), Very Far (3)

Sight (1), Hearing (1), Smell (0), Taste (0), Touch (0), Action (1)

## ■ PSYCHOMETABOLISM

Change (1), Heal (1)

Wound (1), Appearance (1), Illness (2)

Small (1), Medium (2), Large (3)

## ■ PSYCHOPORTATION

Appear (1), Disappear (1), Teleport (1)

One (1), A Few (2), Many (3)

Small (1), Medium (2), Large (3)

Object (0), Yourself (1), Person (2)

Hand (0), Close (0), Reach (0), Near (1), Far (2)

## ■ METACREATIVITY

Create (0)

One (1), A Few (2), Many (3)

Weapon (1), Armor (1), Equipment (1), Wall (2), Construct (2)

Small (1), Medium (2), Large (3), Huge (4)

On Your Person (1), Hand (0), Near (1), Far (2)

## ■ TELEKINESIS

Levitate (0), Move (0), Throw (1), Repel (1)

One (1), A Few (2), Many (3)

Small (1), Medium (2), Large (3)

Near (0), Far (1)

## ■ TELEPATHY

Read (1), Change (1), Implant (2), Erase (3)

One (1), A Few (2), Many (3)

Thoughts (1), Emotions (1), Talents (2)

Hand (0), Close (0), Reach (0), Near (1), Far (2)