

Class: True Psychic / Level: 1

Attributes

Brawn: 2
Dexterity: 3
Agility: 3
Stamina: 3
Sharpness: 5
Willpower: 5



Dodge Defense: 5 (10 Run)

Mental Defense: 7

Body Defense: 4

Damage Reduction: 1

Movement: 1

Run Movement: 3

Awareness Spot/Notice: 11/16

Shortsword Light / Melee (one hand)

- Attack: 3d6+6
- Damage: 1d8+2

Pistol Light / -5 (one hand)

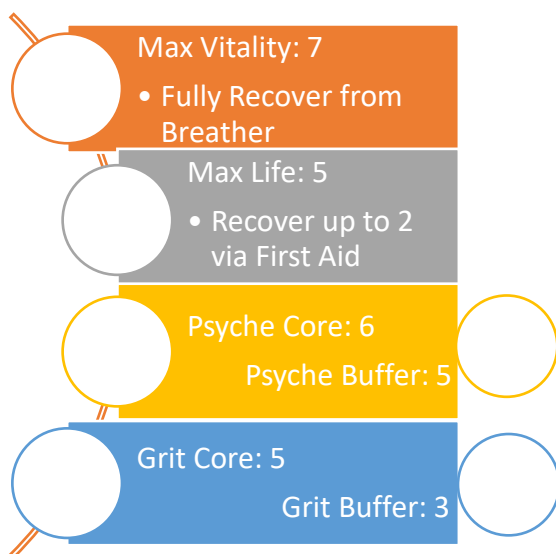
- Attack: 2d8+3
- Damage: 2d6+5

Rifle -4 (two hands)

- Attack: 3d6+3
- Damage: 2d8+5

Concussion Grenade Light/Grenade/-16

- Attack: 3d8-3 (3x3)
- Damage: 6d6



Trust Your Feelings: By focusing on one psychic skill check, you may cut the Psyche cost and TN both in half, but all other rolls are cut in half for one minute.

Skills: (Psychic)

First Aid: +1 (Rank 0)

Psychic – Cloaking: +4 (Rank 2)

Psychic – Sixth Sense +4 (Rank 2)

Psychic – Telekinesis: +5 (Rank 3)

Psychic – Telepathy: +4 (Rank 2)

Research +0 (Rank 0)

Talents


Boost
Requirements: None
Cost: 1 or 2 Grit 🌀
Used: Before any roll.
Effect: Add +1 to the roll for each point of Grit spent.
Special: Out of Combat using Boost is always spent from Grit Core and not from Grit Buffer.

Raw Psy-Blast
<i>Commonly the first use of their abilities that a psychic can control with any regularity, they unleash their ability through raw kinetic force, crushing all before them.</i>
Requirements: Psychokinetic Tree Unlocked Talent
Cost: 7 Psyche 🔥
Used: Action – Ranged Phase
Range: A 3 x 5 line (6m x 10m) in front of the character.
Attack: +5d4 vs Body Defense – use the same roll against all foes
Damage: 1d20+Willpower (M) – (ignores armor) – if Raw Psy-Blast misses a foe they move to the nearest square (they may choose if equidistant) outside of the AOE up to their movement. If not possible or they would

rather not, they instead take damage equal to your Willpower

If Raw Psy-Blast hits a foe they are pushed back to the far edge of the blast area. Shown on the below diagram as P.

Special: On the attack roll, for every '1' rolled shift the area to the left one space relative to the character, and for every '4' rolled shift it to the right one space.

-	-	-	-	-
-	-		-	-
-	X1	X2	X3	-
-	X1	X2	X3	-
-	X1	X2	X3	-
-	X1	X2	X3	-
-	X1	X2	X3	-
-	P1	P2	P3	-
-	-	-	-	-

*X1-X3 shows the area of the damage. P1-P3 is where the targets are pushed to on a hit. All targets in X1 pushed to P1 etc.

Additional Grit Uses

Flesh Wound: After taking Life or Psyche damage, a character may spend 1 Grit to take the damage to their Vitality and half the base damage to their Life/Psyche respectively. This allows characters with Grit to survive powerful critical hits or other attacks which may bypass their Vitality. Flesh Wound must be used against each source of damage separately.

For example, if a character is critically hit for 10 damage, they may spend 1 Grit to take 10 Vitality damage and 5 Life damage. If they do not

use Flesh Wound, they instead take the full Life damage. The full Life damage would normally be 10 points, but it could be multiplied for being a higher damage scale.

Survivor: A character may spend 1 Grit when their Life/Psyche first drops below 0 to have them drop to 0 instead. They take the normal -5 penalty to all rolls while at 0 Life/Psych.

Stabilise: If dropped into negative Life, you may spend 1 Grit upon failing the Brawn check each round to avoid death.