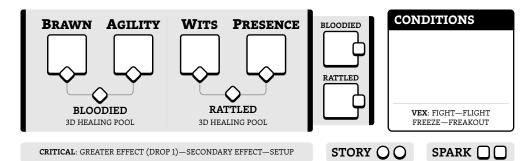
NAME	DISTINCTIVE FEATURES
PLAYER	



CHARACTER DETAILS				INTRODUCE A T	ANGLE: TAKE SPARK
BACKGROUNDS		WISES			
TRAITS: 2 you	are ● 1 you're	e really not Ø	DESIRES: 2 you	ı want ● 1 yo	u really don't Ø
O Brave	O Gentle	O Protective	O Belonging	O Justice	O Renown
O Caring	O Honest	O Quiet	O Glory	O Knowledge	O Thrills
O Confident	O Honorable	O Rash	O Harmony	O Love	O Wealth
O Curious	O Persistent	O Stubborn	O Honor	O Power	O Wisdom
0			0		

BONDS	Change a bond: the other PC takes spark quarrel: both take spark
PC	BOND

	PSION	TRACKERS
i	CORE TALENT	
	● AWAKENED MIND: You have spellcasting ability. Your bastions act as touchstones for your magic. Each session, you have 8 power points. Spend 1 power point to cast a spell. You can augment it by spending 1 or more points to: cast a potent spell—take +1d (max once) on the roll—ignore thorns from damage—add another bastion as a touchstone. [Growth: 2 levels/1 bastion, 2 power points per session]	POWER PTS.
	PATH TALENTS	
	O DISTURBED MIND : Your presence is highly disturbing. The GM judges an NPC's response or you can spend story to set it: agitated—fractured—paranoid—repulsed. Once per sessio when you would take vex, a nearby sentient creature must instead take a vex response.	n C
	O MIND SEED: When you plant thoughts or alter memories in someone's head, you ca always choose to have them take effect exactly when you want them to. You can decid this at any time later. Once per session, you can use this for an <i>interrupt</i> .	
	O MIND THIEF: On a critical on a bastion roll, refund the power points spent and gain This causes mental <i>collateral damage</i> around you: <i>confusion—hallucinations—headach</i> time only, you can make this a ritual-level effect, affecting all within miles.	
	O PSYCHIC WARRIOR : On a perfect with a feat of martial prowess, spend no power p +1d on an immediate follow-up with a bastion. You can't follow-up with a bastion	
	O READER : You gain 1 story per session and can spend story when you first meet someon to know their foremost surface thought—they are like an open book to you. If yo follow-up on it, it counts as a setup .	
	O TUMULTUOUS MIND : You can spend 2 power points to gain potency on any Wits or Proll. Regardless of the roll, if the attacker is sentient, you can <i>interrupt</i> their next in	
	O WILDER: Your powers are inherently chaotic, either by nature or nurture, and you str them. Take +1d, but also +1t, on all psionic bastion rolls. You can never ignore the source, including by using your core talent. On a critical, regain the power points y	norns from any
	NOTES	

STORY ARCS	FINISH OR MOVE ON FROM AN ARC: TAKE SPARK
GROUP ARC	
CHARACTER ARC	

EXPERIENCE
Each session, take 1 XP.

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OOOOO
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OOOOOO
At +, take a new talent.

