

ESPER

Permanently increase your maximum Mind Points by 5.

For formulas on this class sheet, **BC** is equal to the number of filled sections of your brainwave clock.

COGNITIVE FOCUS

At the start of your turn during a conflict, you may choose one ally who is able to hear you **or** one enemy you can see that is suffering from **dazed**, **enraged**, and/or **shaken**.

Until the start of your next turn, the chosen creature becomes your **focus**. You gain a bonus equal to **SL** to Checks you perform to examine your **focus**, as well as to your Accuracy Checks and Magic Checks for attacks and offensive spells that include your **focus** among the targets.

CURRENT FOCUS

When you cause your **focus** to recover Hit Points and/or Mind Points, they recover **SL × 2** additional HP and/or MP, respectively.

HYPERCOGNITION

The total MP cost of your **spells** and **verses** that include your **focus** among their targets is reduced by **SL**, or by **SL × 2** if your **focus** is the only target (to a minimum cost of 0 Mind Points).

NAVIGATOR

You can communicate telepathically with any conscious ally **within one travel day** of you; you are **able to hear each other** for the sake of Skills and effects.

You gain the ability to perform Rituals of the **Ritualism** discipline. **Additionally**, you may use **Ritualism** to **transport creatures** in and out of the soul network, and to **gain information** and track entities while inside the soul network.

PSYCHIC GIFTS

Each time you take this Skill, you gain a psychic **gift**. Gifts can only be used when specific **events** take place. When this happens, you may spend an amount of MP equal to **BC × 5** (minimum 5 MP) in order to apply the effects of that gift to the event.

You may only use a single gift per event. If a gift causes HP or MP recovery, or if it causes MP loss, the amounts increase by 10 if you are **level 20 or higher**, or by 20 if you are **level 40 or higher**.

PSYCHOKINESIS

When you perform an Accuracy Check, you may replace one of the Attribute dice with **Willpower** (such as **DEX + WLP** for a **shortbow**). Additionally, your **melee** attacks with weapons belonging to the **arcane** or **sword** Categories may target **flying** creatures.

THE BRAINWAVE CLOCK

When you first acquire the **Psychic Gifts** Skill, you also receive a **Brainwave Clock**. Your Brainwave Clock has **4 sections**, and it begins each scene **empty**. After you resolve one of your **gifts**, **fill 1 section** of your Brainwave Clock (you do so **after** the effects of the **gift** have been calculated and applied).

Your Brainwave Clock determines your **gifts' cost in Mind Points**, as well as their **effectiveness**. You can still use your **gifts** when the Clock is full. Sections of your Brainwave Clock **may not be filled** in any way other than described above, and they **may only be erased** through the **Brainwave Discharge** Heroic Skill or through effects that **expressly** influence Brainwave Clocks.

BRAINWAVE CLOCK			

PSYCHIC GIFTS	
GIFT	EVENT

- ☐ **ATMOKINESIS** When you deal damage
That damage becomes **air** or **bolt**, and its source deals extra damage equal to **2 + BC**.
- ☐ **CLAIRVOYANCE** When an NPC becomes your focus or when you create a Bond towards an NPC
Ask the Game Master a single question about that NPC, which the Game Master must answer truthfully. Then, describe what sensation revealed this information to you.
You may use this gift **only once** on each NPC.
- ☐ **GRAVITOKINESIS** When you deal damage
That damage becomes **earth** or **physical**, and its source deals extra damage equal to **2 + BC**. If the source deals damage to one or more **flying** creatures, they are forced to land immediately.
- ☐ **LIFE TRANSFERENCE** When you cause one or more enemies to lose HP
Choose yourself **or** an ally who is your **focus**: if they are in **Crisis**, they recover an amount of HP equal to **5 + (BC × 5)**.
- ☐ **PHOTOKINESIS** When you deal damage
That damage becomes **dark** or **light**, and its source deals extra damage equal to **2 + BC**.
- ☐ **PSYCHIC BACKLASH** After an enemy succeeds on an Opposed Check against you or causes you to lose HP
That enemy loses an amount of MP equal to **5 + (BC × 5)**. Then, choose one option: that enemy suffers **dazed**, or that enemy suffers **shaken**.
- ☐ **PSYCHIC SHIELD** After an enemy you can see performs an Accuracy Check or a Magic Check
For the purposes of that Check, you may treat your Defense and Magic Defense scores as being equal to **WLP + (BC × 2)**. You may still use your normal scores if better.
- ☐ **REASSURING PRESENCE** After you cover an ally with the Guard action
That ally recovers an amount of MP equal to **10 + (BC × 5)**. If that ally is your **focus**, they heal from a single **status effect** of their choice out of **dazed**, **enraged**, and **shaken**.
- ☐ **THERMOKINESIS** When you deal damage
That damage becomes **fire** or **ice**, and its source deals extra damage equal to **2 + BC**.