# **Heart PSI (HPSI) Move List**

### **1. OFFENSIVE HEART PSI (10 Moves)**

These moves utilize raw force, fire, and kinetic energy for high-impact, immediate destruction.

| **PSI Move** | **Rank Range** | **Effect Summary (GUTS Mod)** | **Primary Damage Type / Status** |
| --- | --- | --- | --- |
| **PK Pyre** | Alpha - Sigma | Single-target fire blast that deals continuous burn damage over time. | Fire / Status (Burn) |
| **PK Smash** | Alpha - Lambda | **Explosion on Melee Hit.** Self-buff. The next successful melee attack deals massive additional Area damage. | Area / Melee Enhancement |
| **PK Shockwave** | Gamma - Omega | Cone attack that deals high damage and forces enemies to be knocked **Prone** or **Staggered**. | Kinetic / AoE Status |
| **PK Crush** | Delta - Lambda | **Single-Target Overload.** Deals massive blunt damage, especially effective against armored or defensive targets. | Blunt / High Single Target |
| **PK Blast** | Beta - Omega | Creates a massive, visible explosion originating from the target area, causing collateral damage. | Explosive / AoE |
| **PK Inferno** | Delta - Sigma | Summons a vortex of raw psychic fire, dealing damage and pulling enemies toward a central point. | Fire / Positional Control |
| **PK Eruption** | Gamma - Zeta | Causes the ground beneath enemies to rupture, dealing environmental damage and knocking them off their feet. | Environmental / Status (Prone) |
| **PK Burst Cannon** | Alpha - Gamma | Fires a powerful, short-range projectile of pure GUTS-energy that bypasses basic shielding. | Mental Force / Shield Piercing |
| **PK Quake** | Delta - Omega | A massive, disruptive field effect that applies Disadvantage to all enemy physical checks for 1 round. | Field Effect / Debuff |
| **PK Fury** | Beta - Epsilon | A quick, powerful psychic punch that guarantees a critical hit on a specific enemy type (GM discretion). | Critical Strike / High Damage |

### **2. DEFENSIVE HEART PSI (10 Moves)**

These moves utilize physical hardening, rapid healing, and forceful retaliation to ensure the user stays in the fight.

| **PSI Move** | **Rank Range** | **Effect Summary (GUTS Mod)** | **Defensive Focus** |
| --- | --- | --- | --- |
| **PK Steel** | Alpha - Gamma | Self-only. Character's body hardens, granting a bonus to **DEF** and **Damage Reduction**. | Physical Defense / DR |
| **PK Vengeance** | Beta - Delta | Deals significant psychic damage back to a melee attacker after being struck. | Retaliation / Passive Damage |
| **PK Iron Skin** | Gamma - Zeta | Self-only. Grants massive **Damage Reduction** against a specific damage type (e.g., Physical or Fire) for 1 turn. | Specialized DR |
| **PK Backlash** | Delta - Lambda | When struck by a melee attack, the attacker is immediately **pushed back** and potentially knocked **Prone**. | Forced Movement / Status |
| **PK Fortify** | Alpha - Beta | Grants a temporary bonus to the user's **Endurance** Skill Mod. | Endurance Buff |
| **PK Vitality** | Alpha - Gamma | A rapid, visible burst of healing that restores HP but immediately causes temporary exhaustion (-1 SPD). | Burst Healing / Trade-off |
| **PK Redirection** | Gamma - Epsilon | Uses raw force to physically redirect a single incoming projectile or weapon attack toward another target. | Attack Redirection |
| **PK Rebound** | Beta - Delta | Allows the user to ignore the first instance of **Recoil Damage** taken in a turn. | Recoil Mitigation |
| **PK Unstoppable** | Delta - Sigma | Grants immunity to all movement-impairing status effects for 1 round. | Status Immunity |
| **PK Taunt** | Alpha - Gamma | Forces enemies in range to focus their attacks on the user, granting allies a free turn of movement/support. | Aggro Control |

### **3. SUPPORTIVE HEART PSI (8 Moves)**

These moves aggressively manipulate vitality, emotion, and physical resources, often at the cost of others' well-being.

| **PSI Move** | **Rank Range** | **Effect Summary (GUTS Mod)** | **Supportive Focus** |
| --- | --- | --- | --- |
| **PK Rally** | Alpha - Gamma | All allies in a radius gain a bonus to **GUTS** and their next melee attack roll. | Courage / Melee Buff |
| **LifeDrain** | Beta - Epsilon | **Siphoning Heal.** Restores a large amount of HP to the user by dealing damage to nearby enemies. | Resource Transfer / Self-Heal |
| **PK Roar** | Gamma - Delta | **Status Clearance.** All allies within range immediately remove **Staggered, Fear,** or **Insanity** status effects. | Status Cleansing |
| **PK Enrage** | Beta - Gamma | Grants an ally an immediate, massive bonus to **OFFENSE** but applies **Disadvantage** to their **DEFENSE** for 1 turn. | Aggressive Buff / Trade-off |
| **PK Adrenaline** | Alpha - Delta | Restores a small amount of **PP** to an ally, but causes them to take 1 point of non-lethal damage. | PP Restoration / Trade-off |
| **PK Focus Target** | Beta - Gamma | Designates one enemy. All allies gain a bonus to hit that target, focusing the group's aggression. | Focused Attack Buff |
| **PK Transfer** | Delta - Zeta | Transfers a significant amount of the user's current **HP** or **PP** to an ally. | Emergency Resource Transfer |
| **PK Resupply** | Alpha - Beta | Grants an ally an immediate extra **Item Use** action this turn. | Item Utility |

### **4. UTILITY HEART PSI (8 Moves)**

These moves utilize kinetic energy to enhance movement, physical actions, and environmental control through sheer force.

| **PSI Move** | **Rank Range** | **Effect Summary (GUTS Mod)** | **Utility Focus** |
| --- | --- | --- | --- |
| **PK Dash** | Alpha - Beta | Allows the user to immediately move up to their **SPD x 3** distance without provoking an Attack of Opportunity. | Rapid Movement |
| **PK Rush** | Gamma - Delta | Take an additional **Standard Action** this turn. (Requires Recoil Check at Delta). | Extra Action |
| **PK Burrow** | Delta - Zeta | Move through solid ground (dirt, drywall) to emerge at a target location, ignoring minor obstacles. | Subterranean Mobility |
| **PK Levitate** | Alpha - Gamma | Allows the user to float or hover a short distance above the ground, ignoring difficult terrain. | Air Mobility |
| **PK Shatter** | Beta - Epsilon | Instantly destroy a non-magical object up to a certain size (e.g., small wall, large boulder) with pure force. | Environmental Destruction |
| **PK Catch** | Alpha - Gamma | Instantly catches one incoming projectile or thrown object and redirects it (requires an **OFF Check**). | Projectile Control |
| **PK Hurl** | Gamma - Delta | Uses sheer force to throw a large, heavy object (or a willing ally) up to a considerable distance. | Object Throwing |
| **PK Kinetic Field** | Delta - Sigma | Creates a small area where gravity is either doubled or halved, impeding enemies or aiding allies' jumps. | Positional Status / Field Effect |