



Feedback Loop

Creating a brief psychic link between a foe and their target gives that foe a taste of their own medicine.

Psionic, Ranged

Ranged 12

Trigger: The target deals damage to an ally.

Effect: The target takes psychic damage equal to half the triggering damage.

Triggered

One creature

Repulsive Ward

You surround yourself with an invisible ward of telekinetic energy. Whenever an adjacent creature deals damage to you, you can use a free triggered action to push them up to 2 squares.

Distance Augmentation

Your ranged psionic abilities gain a +2 bonus to distance (already included).

Telepathic Speech

You can telepathically communicate with any creatures within distance of your Mind Spike ability if they share a language with you and you know of each other. When you communicate with someone this way, they can respond telepathically.

Forgettable Face

If you spend 10 minutes or less interacting with a creature who hasn't met you before, you can cause them to forget your face when you part. If asked to describe you, the creature gives only a vague, blank, and unhelpful description. Additionally, if you spend 1 hour or more assembling a disguise, you automatically obtain a tier 2 outcome on any test that could make use of the Disguise skill. If you have the Disguise skill, you automatically obtain a tier 3 outcome on the test.

HUMAN TRAITS

Detect the Supernatural

As a maneuver, you open your awareness to detect supernatural creatures and phenomena. Until the end of your next turn, you know the location of any supernatural object, undead, construct, or creature from another plane of existence within 5 squares of you, even if you don't have line of effect to them. You know if you're detecting an item or a creature, and you know if a creature is undead, a construct, or from another plane of existence.

Resist the Unnatural

Your instinctive resilience protects you from injuries beyond the routine. Whenever you take damage that isn't untyped, you can use a triggered action to take half the damage.

Staying Power

Your human physiology allows you to fight, run, and stay awake longer than others. You increase your number of Recoveries by 2 (already included).

FREE STRIKES



Melee Weapon Free Strike

Charge, Melee, Strike, Weapon

Melee 1

Main action
 One creature or object

2d10 + 1:

3 damage

6 damage

8 damage



Mind Spike

A telepathic bolt instantly zaps a creature's brain.

Psionic, Ranged, Strike, Telepathy

Ranged 12

Main action
 One creature

2d10 + 2:

4 psychic damage

6 psychic damage

8 psychic damage

Strained: The target takes an extra 2 psychic damage. You also take 2 psychic damage that can't be reduced in any way.