



## GNOME PSION

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**NAME:** "The Controller"  
**ARCHETYPE:** Psion  
Total L.P. Earned: \_\_\_\_\_  
Fate Pool: 1

**RACE:** Forest Gnome  
**GENDER:** \_\_\_\_\_  
L.P. Left: \_\_\_\_\_  
Spent Fate: \_\_\_\_\_



	Base	Bonus	Final
<b>BODY</b>	4		4
<b>STRENGTH</b>	4		4
<b>QUICKNESS</b>	7		7
<b>INTELLIGENCE</b>	6		6
<b>WILLPOWER</b>	8		8
<b>CHARISMA</b>	6		6
<b>FOCUS</b>	6		6
<b>REFLEX</b>	6		6

Combat Pool 8  
Focus Pool 6  
Astral Pool 6  
  
Initiative 6 + 1d6  
Initiative Dice 1  
Init. Penalty -2

<u>Primary Weapon :</u>	Rapier
<u>Primary Weapon Damage :</u>	9M
<u>Secondary Weapon :</u>	Long Dagger
<u>Secondary Weapon Damage :</u>	8M
<u>Ammo Count :</u>	
<b>Scale Mail</b>	<u>Movement :</u> 7
<b>ARMOR</b>	<u>Run Multiplier</u> 3
<b>SLASHING</b>	3
<b>CRUSHING</b>	3
<b>ARCANE</b>	0
<b>PIERCING</b>	3

		Damage Meters	
		Physical	Mental
Deadly	10	+4 TN (-4 Init)	+4 TN (-4 Init)
	9		
	8		
Serious	7	+3 TN (-3 Init)	+3 TN (-3 Init)
	6		
	5		
Moderate	4		
	3	+2 TN (-2 Init)	+2 TN (-2 Init)
	2		
Light	1	+1 TN (-1 Init)	+1 TN (-1 Init)

Active Skills	Base	Skill Ups	Knowledge Skills	Base	Skill Ups
Fencing	5		Magical Threats	5	
Wilderness Survival	1		Dungeoneering	5	
Stealth	5		Philosophy	5	
Traps	3		Ka'lian Meditation Techniques	4	
Clockwork Engineering	6		Interesting Minotaur Triva	4	
Meditation	6		Clockwork Engineering Background	4	
Interrogation	8		Naughty Satyr Jokes	3	

Item	Weight	Cost
"The Kitchen Sink" Kit		5
"Furnace Fashions" Garb		1
"Dunes of Bozrah" Garb		1
Engineering Toolkit		0.65

Mystic Disciplines	Rank	Cost
Mindlink (Advanced Action)	Attack	0
Grappling Gaze (Advanced Action)	Attack	0
Killing Word (Advanced Action)	Attack	2
Ego Wave (Advanced Action / Attack)	Encounter	1
Confessor's Tongue	R2/Passive	1
Instant Recall	Passive	0.5
Astral Perception	Passive	1
Cinematic Leap (Movement Modifier)	Daily	0.5

TRAITS	
<i>Aptitude: Gear Head</i>	
<i>Lifestyle: Waterfront Apartment</i>	

<b>Gold</b>	3
<b>Silver</b>	35
<b>Copper</b>	

Contact #1	Location	Rank	NOTES
Corrupt City Official	Dagger Falls, Central Valley	1	
Contact #2	Location	Rank	
Orc Tracker	Central Valley (Roams)	1	
Contact #3	Location	Rank	
Contact #4	Location	Rank	
Contact #5	Location	Rank	
Contact #6	Location	Rank	
Contact #7	Location	Rank	
Contact #8	Location	Rank	

# Character Information

## Race: Forest Gnome

The gnomes are an industrious race of crafters, renowned for their amazing mechanical creations. The most notable of these are the steam and clockwork creations of their Master Tinkerers. Gnomes themselves are taught to make use of the various tools of their family's trade at a very young age, learning to build or fix creations of astonishing complexity before most other races even consider such education. Gnomes are small in stature, and thus make up for this in combat by instead making use of their quickness to evade their opponents. While several subcultures for the gnome race exist, there are considered to be the 3 primary types of Gnome.

### Physical Description

Gnomes are even shorter in stature than their dwarven cousins. Combine this stature with their child-like appearance, and mistakes regarding appearances are often made in many a city market. While Gnomes have slightly oversized ears and noses, the bulk of their physical build falls in proportion with the rest of their body size. Gnome males stay away from complicated beards or moustaches, mostly due to snagging hazards with their tinkering habits. Female Gnomes do however to take great pride in the appearance of their hair. The deviation from all these rules is the Rock Gnomes, the darker and more mysterious of all the gnome cultures. Rock Gnome skin coloration usually runs to darker charcoal colorations, with pale white eyes and white or silver hair.

## FOREST GNOME

### Culture

Forest Gnomes are a curious species, being the least technically inclined of all gnome cultures. They tend towards more traditional crafting skills, usually steering clear of the Clockwork or Steam-powered creations of their gnomish brethren. They make their homes under the trees of the *Zethyria* forests, living in harmony with the nature that surrounds them. They prefer to protect and preserve the resources in their environment, and do not take kindly to outsiders taking these resources away. Pitied is the traveler that takes fruit without permission, from any grove that grows on top of a Forest Gnome hovel. Forest Gnomes tend to be curious of travelers through their territories, and love to help a lost friendly traveler. They do, however, fiercely guard their homes... and will retaliate against any perceived threat with strong nature magic and engineered defenses.

### Game Information

**Average Height:** 0.9 Meters

**Average Weight:** 44 Kilograms

**Skin Coloration:** Pinkish-white to light brown tanned

**Bonuses:** +1 Strength, +1 Quickness, +2 Willpower

**Abilities:** Heat vision (No penalties in partial darkness, half penalty in total darkness.)

**Skill Bonuses:** +1 to Wilderness Survival, Stealth & Traps, +4 Engineering Skill (Choose one)

## Archetype: Psion

The Psion follows a path of intense mental and physical discipline, keeping themselves in check against their deeper personal desires. While the steps that start a person's journey down the path of the Psion may all be different, the destination of this path is always the same.

Psions easily find employment working in adventuring or mercenary teams as facilitators of communications. With their finely honed mental abilities they work as translators, diplomats, and even the occasional negotiator. Psions make maximum use of their meditation skills to hone their mental abilities.

## Disciplines

**Mindlink:** The Psion is able to make a low level mental *connection* to another willing recipient of this ability. This simple *Mindlink* functions as a simple replacement for vocal communications, and is not powerful enough to work as a bridge for anything stronger than this (such as empathic connections, or mental infiltration). This ability can work with groups of recipients, however each person added to the link makes subsequent connections inherently harder to establish.

**Requirements:** Willing target within line of sight

**Action Type:** *Advanced Action*

**Skill Check:** *Meditation* Test (TN# 2 + 1 per extra target)

**Duration:** *Sustained*

**Grappling Gaze (Attack):** A supreme level of intense concentration and focus allows the Psion to lock a single other opponent (within visible range) in a *Grappling Gaze*. This ability is an opposed contest of willpower between both targets, locking both participants in place during the attack unable to move or react to other incoming attacks.

This ability is sustained, until either won by either of the participants... or until willingly terminated by the instigating Psion.

**Requirements:** Single target within line of sight.

**Action Type:** *Advanced* (Ranged) – At Will

**Skill Check:** *Meditation* Test (TN# 4) to Initiate, Opposed *Willpower* Test (TN# 4) each round of attack.

**Damage:** (Willpower +3)M Stun

### **Killing Word**

**Cost:** 2

**Reuse Limit:** AT WILL

**Range:** Line of Sight

**TN#:** 4

**DRAIN:** 4 (Damage Level)

Using extensive research into the power of the spoken word, the mystic can cause physical pain in a target. The attacking Mystic chooses what damage level they want to attack with (Light, Moderate, Severe or Deadly). This determines the difficulty their target will have of fighting off the attack as well as what mental drain the Mystic risks gaining as a result of the attack.

This attack starts off with the mystic declaring what *Damage Level* they are setting the attack to then making an *Interrogation* skill check against a target number of the 4 (modified by possible combat modifiers such as cover, visibility or movement as determined by the *Game Master*). If the mystic generates at least 1 success on their attack roll, then their attack has landed successfully. For every pair of successes rolled the *Damage Level* of the attack is then staged up one step from the initial declared *Damage Level*, determining the final damage rating of the attack.

### **Ego Wave**

**Cost:** 1

**Reuse Limit:** ENCOUNTER

**Range:** (FOCUS) in Meters

**Radius:** 2 Meters

The mystic lashes out at a nearby group of foes, targeting them with an Ego Wave. This ability does not deal damage, but delivers a massive push to each target, knocking them away from the mystic in a single motion. The mystic makes a ranged attack test using their *Interrogation* skill against a target number of 4 (raised or lowered by any pertinent combat modifiers deemed appropriate by the *Game Master*). Each foe impacted with this power then must make a *Knockback Test* against a target number of the mystic's *Willpower* plus the number of successes generated on the initial attack roll. Every target affected by *Ego Wave* is pushed back a number of meters equal to the net successes generated by the mystic on their initial attack roll. No actual damage is delivered with this attack, only knockback.

### **Confessor's Tongue**

**Cost:** 0.5 per rank

Usage of in depth interrogation techniques read from forgotten books of knowledge allows the mystic to cause even the most stout of will to confess their crimes. This ability adds its rank to the mystic's *Interrogation* Skill as a bet of bonus dice. These bonus dice are only usable with Interrogation, and do not carry over when defaulting from another skill to Interrogation.

### **Instant Recall**

**Cost:** 0.5

The mystic has been gifted with Instant Recall of any information previously read, or conversation heard with a *Meditation* Test (target number variable depending on the complexity of the information being recalled, and how long ago it was absorbed).

### **Astral Perception**

**Cost:** 1

Focus and discipline allows the mystic to pierce the veil of reality, looking into the astral plane. *Astral Perception* grants a mystic vision into the astral plane. It should be noted that activation of *Astral Perception* makes a person 'active' on the astral plane, opening them up to the possibility of magical attack from astral entities (such as astrally projecting mages), up until the point that *Astral Perception* is deactivated.

### **Cinematic Leap**

**Cost:** 0.5

**Reuse Limit:** DAILY

Cinematic Leap grants the mystic total focus and body control, letting them convert a standard movement action into a beautiful arcing jump from their starting point... straight over the heads of all intervening foes in their path. This power can only be used once per encounter, but gives a mystic the ability to more strategic (or safe) locations during combat without having to wade through a field of opponents.

This ability does **not** modify or boost the movement distance of the leaping Mystic. The Cinematic Leap can be used as a standing leap (standard movement), or a running leap (FULL movement action / run)... with the same movement distances the mystic normally has.

## Traits

### “Gear Head” (Spend 6 BP)

A character with the Gear Head Edge has a special capability, or “gift”, that other less technically inclined people around him do not possess. This character has the capability to create an item used in Clockwork Engineering called a Master Gear (also known as a “Gear Heart”). These Master Gears are what run and automate the clockwork creations the character makes.

A Master Gear runs automatically, spinning and functioning on its own, only starting or stopping at the touch of its’ creator. These devices are created through a Clockwork B/R Skill Test, with a variable target number according to the size of the Master Gear being made (see the below included Master Gear Size chart for this number). Once the Master Gear is created, it will only operate when within a distance in meters equal to its creator’s Intelligence. This limitation can only be conquered through bonding of the Master Gear(s) in a device to its new owner, through spending of Legend Points. When bonding a Clockwork device to a player, the Legend Points bonding cost is determined by the size and rating of the Master Gear in question; The larger the Master Gear, the greater the bonding cost.

Master Gear Size	Rating #	Creation TN#
<b>Tiny</b>	1	2
<b>Pocket</b>	2	4
<b>Portable</b>	3	6
<b>Sizeable</b>	4	8
<b>Mobile</b>	5	10
<b>Massive</b>	6	12

A Gear Head can maintain a number of functioning gears equal to his Intelligence. This means that a Gear Head with an Intelligence of 5 can have five different Master Gears running at any one time, all within 5 meters of his person. If a device’s Master Gears have been bonded an owner, they side step this limitation and work independent of any Intelligence limitations in regards to number of Master Gears or functioning distance. (I.E. Once bonded, a Clockwork device can keep functioning out of range of its owner.) Bonding cost for any individual Master Gear is its Rating # multiplied by 2. This means a **Pocket Master Gear** with a Rating # of 2, will cost 4 **Legend Points** to bond to an owner (be that owner Engineer or not.)

## Equipment

### ‘The Kitchen Sink’

**Price:** 5 Gold

*For those characters that absolutely positively have to be prepared for everything, this is their kit! It comes with a full set of camping gear, two sets of clothes, climbing gear for two people, a full set of healing supplies and other wonderful luxury items.*

- 2 sets of Traveler’s Grab (*Soft Boots, Shirt, Belt, Breeches, Traveler’s Cloak*)
- Bedroll
- Tent (Canvas, 4 Person)
- Blanket
- *Comfy-Soft Pillow*
- “*Sleepi-by Bedtime Defender*” (*Choose 1*)
- Packrat Backpack
- Sack (Large)
- Flint & Steel
- 3 Torches (Standard)
- Water Skin
- Whetstone
- Lantern (Hooded) w/Lantern Oil
- Iron Pot
- Set of Utensils & Metal Bowl
- *Arcane Chef™ Insta-Hotplate*
- Small Hatchet
- Rope (3 Meters)
- Rope (15 Meters) x4
- Grappling Hook (2)
- Climbing Harness (2)
- Piton (24)
- Chalk Belt Pouch (w/ Powdered Chalk)
- Lantern (Hooded) w/Lantern Oil
- Chalk (5 pieces)
- Fishing Hook
- Fishing Line (8 Meters)
- Healer’s Tools
- Medicine Box (Wooden w/ Latch)
- Herb Collecting Belt Pouch
- 12 Small Glass Vials w/ Corks (Empty)

*The Arcane Chef Insta-Hotplate allows for expert culinary experiences even in the wildest and most inhospitable of conditions. Combined with the Comfy-Soft Pillow and your very own stuffed Sleepy Time Owl Bear, you are guaranteed to go be well fed and well rested!*