

DON'T PUSH YOUR LUCK

Following WW II, a secret part of the Cold War was the use of special agents gifted with psychic abilities. After the fall of the Soviet Union, some psychics now work freelance, and the remaining national agencies are suspected to be corrupt tools of their own Pushers.

- MOVERS use telekinesis to levitate and manipulate objects.
- SNIFFERS can see every event an object has witnessed by touching it.
- PUSHERS plant mental suggestions and false memories in others.
- WATCHERS can view snapshots of future events. Most communicate their visions through drawing.
- CHANGERS can temporarily take on the form of anyone they've touched.
- STITCHERS are psychic surgeons, healers who with a touch can reconstruct cells to their previous healthy state.
- SHIFTERS can temporarily change the physical appearance of objects.
- SHADOWS can temporarily shift patterns of light on objects to create illusions to the naked eye.
- BURNERS are pyrokinetics who can shape and manipulate fire.
- SHOCKERS are electrokinetics who can move electricity around.
- SHOOTERS are Movers who specialize in TK of small very fast objects.
- CUTTERS can disrupt molecular cohesion with a touch, causing things to fall apart along perfect planes of disruption.
- BLEEDERS "scream" to shatter glass, break bone, and rupture internal organs. Unique to the Chinese government, who trains them as assassins.
- WIPERS can erase memories temporarily. It's rumored very powerful ones can do so permanently, but no one remembers anyone like that.
- There may be others.

CREATING CHARACTERS

You use your psychic power to live on the edge, doing things other people can't or won't, but it's not about the money. The soft life isn't for you, and Risk is something to be embraced and enjoyed and laughed at, not "managed." Money is not your motivation, maybe just a way of keeping score, but the real score is what people think about you, your reputation, the respect from those who are worth respecting.

WHY ARE YOU LIVING ON THE EDGE?

This is why you're living fully, ignoring safety, and sets up what your immediate history has been like.

Think about: What troubles you? What pressures keep you moving? Are you running from something? Do you stay on the edge due to people after you? Have you lost someone dear to you and you're out to do something about it regardless of cost?

Why it matters: This answer connects you to what all the protagonists in the game have in common - Life on the Edge. It can drive further development through flashbacks. If it suggests something you're avoiding confronting, the GM can use that as a source of ideas for what you should face.

WHAT'S ON THE SURFACE?

This is the first impression you give off, and tells what is obvious about you .

Think about: What do you appear to be at first sight? How do others see you? What's the first thing people notice about you when you enter a room? What's your physical appearance? What sort of personality do you project? Do you put your best foot forward - or your worst?

Why it matters: This answer will be a strong guide to how the world interacts with you. It will offer ways in which the face you turn to the world can help or hurt you.

WHAT LIES BENEATH?

This speaks to your secrets, the part of yourself you don't show to the world if you can help it.

Think about: What's your real deal? What would be a surprising twist that plays counterpoint to what you've said about yourself so far? What secrets would you give your life to protect? How do you see yourself? **What lies do you tell yourself?**

Why it matters: This answer can complicate your portrayal and give you three-dimensionality. It plays strongly to your motive. In the absence of anything else, this informs what sorts of things might over time be revealed.

WHAT'S YOUR PATH?

This question addresses your goals, and points to how -- in a vacuum -- a story about you could reach its conclusion.

Think about: Where are you headed? If a story were told about his life, what would its theme be? What are your goals? What do you want or need? Money is boring. What do you NEED?

Why it matters: This is the ultimate question in a game where the personal journey of the protagonist is just as important as anything else. When you're not dodging bullets or running through the streets, this is what your mind is set on achieving.

WHAT JUST HAPPENED TO YOU?

This is what happens to you in the very first scene of the game. It should always be a moment of high stress for you, but may be different from what's been keeping you on the edge.

Think about: What would make an exciting, stressful scene? Is the source of the stress mundane or psychic? It should be something that requires you to DO something, and that sets things in motion.

Why it matters: You get to set the tone for the game in your opening scene. The best opening scenes say something about your story - they imply a trajectory.

SET DISCIPLINE

Discipline shows how skilled you are at anything you do, and a measure of your self-control. All protagonists start with a **Discipline** score of **three**. "Normal" people have a Discipline of one or two; three is exceptional.

CHOOSE PSYCHIC FALLOUT

You start with **three Fallout** markers, divided between **get hurt** (red) and **cause hurt** (green) (3-0, 2-1, 1-2, 0-3). Your choice is also a general indication of your attitude towards life. Humans aren't built to handle massive psychic power fully unleashed, do you channel the trauma inwards (be hurt) or as collateral damage to bystanders (cause hurt)? When you refresh markers you can choose either type.

CHOOSE TALENT AND POWER

An **Edge Talent** allows you to be thoroughly exceptional at something you can already do, far beyond normal human limits. Such a talent may allow you to climb seemingly impossible surfaces, run far and fast, notice details, talk people into things, or simply shoot things very, very well. This definition must be reasonably narrow in the GM's judgment, and on part in terms of breadth with the other protagonists' talent picks. Using an Edge Talent can push you closer to going over the edge; if you crash and burn it could mean the end of you.

A **Psychic Power** allows you to do something outside the realm of human possibility. Choose one from the list above. Using your Psychic Power pushes you closer to the brink of humanity; if you go over you crash, burn, explode, or otherwise come to a messy end. Your story is over.

RULES SUMMARY

- **Once per roll**, you may increase your Edge (black dice) by one, whether you're using your Edge Talent or not.
- **To make minor use of an Edge Talent**, your Edge must be at least one. Your minimum number of successes will be equal to your current Edge.
- **To make major use of an Edge Talent**, increase your Edge by one, and add your current Edge to your roll as successes.
- **If Edge is increased above 6**, you crash and are helpless, possibly dead.
- **To make use of a Psychic Power**, add one to six psychic (red) dice to the roll, as determined by the GM.
- **To determine the degree of success**, count the dice that show 1, 2, or 3.
- **If you meet or beat the GM's degree**, you succeed. Otherwise, you fail.
- If you fail, the GM may add one Edge to you or use up one of your Fallout markers.
- **To determine what dominates**, pick the pool with the highest strength:
- If **Discipline** dominates, things stay under control. You may refresh a Fallout marker or decrease your Edge by one.
- If **Edge** dominates, your resources are taxed and you must push yourself harder. Increase Edge by one.
- If **Power** dominates, your psychic powers exact a toll, on yourself or others. Use up one of your Fallout markers and act accordingly.
- If **Pain** dominates, you pay a greater price. Pay a coin into Despair.

- **If you must use a Fallout marker but have none left**, your power goes out of control for a time, with ugly consequences. Lose one Discipline, gain one Permanent die of Psychic Power, and refresh your Fallout markers equal to your new Discipline.
- **If you lose all Discipline**, you come to a messy end. Even if you survive, you're an NPC now.
- **The GM may spend one coin of Despair** to add or remove a 6 from any pool in play; the coin pays into Hope. If this causes Pain to dominate, no coin is paid into Despair.
- **You may spend one coin of Hope** to add a 1 to your Discipline pool.
- **You may spend one coin of Hope** to remove one Edge die or to refresh a Fallout marker, when there's time to rest and recover.
- **You may spend five minus Discipline in coins of Hope** to recover one point of Discipline and remove one point of Permanent Psychic Power.
- Once per session you may **note something important that happened as a Scar**.
- **You may use each Scar once per session** when it's relevant to re-roll one of your dice pools.