SEUM SVILLAINY MYSTIC

A GALACTIC WANDERER IN TOUCH WITH

INSIGHT

▶ DOCTOR

			THE WAY	► ► HACK
Wyndam Natoth	Apex	STARTING ABILITY		RIG
NAME ALIAS		► THE WAY: You can spend a gambit instead of paying any stress cost.		► ► STUDY
Long coat		SPECIAL ABILITIES		PROWESS //////
HERITAGE: WANDERER Staring into the Abystice/purveyor: WEIRD STRESS HARM B C Get treat	PSY-BLADE: You can focus Way energy into you charged, the weapon can cut through non-shield and you gain potency on your melee attacks. CENTER: You gain Meditation as a vice. When you the stress and add Dark Visions as a possible of		ergy into your melee weapon. While gh non-shielded materials with ease, ee attacks. ice. When you indulge this vice, clear a possible overindulgence. icer bolts with the Way (resist with eattack, you may spend 1 stress to of your own with it. iur special armor to resist the artifact use, or push yourself when eartifact vice, or push yourself when the condition of the event—it is your a distant place or person tied and 1 stress for each extra feature:	HELM SCRAMBLE SCRAP SKULK SKULK HESDLYE ATTUNE COMMAND CONSORT SWAY BUNUS DICE PUSH YOURSELF (take 2 stress) -OR- accept a DEVIL'S BARGAIN ASSIST (they take 1 stress
		see and hear you—you may see something only familiar to you, not		+ SPEND A GAMBIT
NOTES / PROJECTS		intimate.	If to attend to the Man and to diet it	GAMBITS
NOTES / PROJECTS		SUNDERING: You may push yourself to attune to the Way and twist it, causing psychic harm to anyone in the area vulnerable to your assault. You may spend 1 stress for each additional feature: it damages instead of stuns—you and anyone you choose get +2d to resist the effects. VETERAN: Choose a special ability from another source.		Add a gambit to you crew when you roll a 6 of critical on a risky action and you didn't spend gambit on a bonus die.
		WEIRD FRIENDS	ITEMS (Italics don't count for load) LOA	🗖 🔲 3 light 🔲 5 normal 🔲 6 hea
		$\triangle \bigtriangledown$ Horux, a former teacher $\triangle \bigtriangledown$ Hicks, a mystic goods supplier $\triangle \bigtriangledown$ Laxx, a xeno $\triangle \blacktriangledown$ Rye, an unrequited love	☐ Fine Melee Weapon ☐ Offerings ☐ Trappings of Religion ☐ Outdated Religious Outfit ☐ Memento of Your Travels	☐ Blaster Pistol☐ 2nd Blaster Pistol☐ Melee Weapon☐ Heavy Blaster☐ Detonator☐ Hacking Tools
reamwork	PLANNING & LOAD GATHER INFO	▲ ▽ Blish, a fellow mystic	☐ Precursor Artifact	☐ Repair Tools
Lead a group action .	Choose plan . Pick load . Provide detail : • What's their intention? • Assault plan : Point of attack. • What might I suspect about	MARK XP: PLAYB□ ◆ Every time you roll a desperate action	OK ADVANCEMENT	□ - □ Medkit
Set up another character.	 Assault plan: Point of attack. Deception plan: Method. Infiltration plan: Entry point. What might I suspect about this? What can I prove? What's the danger here? 	At the end of each session, for ea playbook or an attribute) or 2 xp if	ch item below, mark 1 xp (in your	☐ Spy Gear☐ Illicit Drugs
Protect a teammate.	◆ Mystic plan: Arcane power.	 You addressed a tough challenge with 	th wisdom or the Way.	□ Communicator □ - □ Armor
 Social plan: Social connection. What's really going on here? Transport plan: Route and means. Ask about a detail for a plan. 		 You expressed your beliefs, drives, heritage, or background. You struggled with issues from your vice or traumas during the session. 		□ - □ Spacesuit