

# SCUM & VILLAINY

**NAME** ECLIPSE  
**ALIAS** \_\_\_\_\_

hooded cloak and veil

**LOOK** you grew up in the Warren, heart of the Rin System. Raised by a noble family of a dying lineage. **you** escaped persecution for following your family's ancient tradition in the use of the Way.

**HERITAGE:** IMPERIAL—SPACER—COLONIST—MANUFACTURED—WANDERER—XENO **BACKGROUND:** ACADEMIC—LABOR—CULT—GUILDER—MILITARY—NOBLE—SYNDICATE

you collect ancient artifacts and trinkets from lost faiths and dead gods.  
**VICE/PURVEYOR:** FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

**STRESS** **TRAUMA** COLD—HAUNTED—OBSESSED—PARANOID  
RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM		NEED HELP	ARMOR  HEAVY
3			WARDER
2		-1D	other special armor
1		LESS EFFECT	CREW  STASH
<b>RECOVERY</b> <i>Get treatment in downtime to fill your healing clock</i>			

**NOTES / PROJECTS**

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- TEAMWORK**
- Lead a group action.
  - Set up another character.
  - Protect a teammate.
  - Assist another character.

- PLANNING & LOAD GATHER INFO**
- Choose **plan**. Pick **load**. Provide **detail**:
- ◆ **Assault plan:** Point of attack.
  - ◆ **Deception plan:** Method.
  - ◆ **Infiltration plan:** Entry point.
  - ◆ **Mystic plan:** Arcane power.
  - ◆ **Social plan:** Social connection.
  - ◆ **Transport plan:** Locations / Route.
  - ◆ What's their intention?
  - ◆ What might I suspect about this? What can I prove?
  - ◆ What's the danger here?
  - ◆ How can I find \_\_\_\_?
  - ◆ What's really going on here?
  - ◆ Ask about a **detail** for a plan.

# MYSTIC

GALACTIC WANDERER

**STARTING ABILITY**

▶ **THE WAY:** You can spend a **gambit** instead of paying any **stress** cost.

**SPECIAL ABILITIES**

- ▶ **KINETICS:** You can **attune** to the Way to move a nearby object with your mind. Costs **stress** relative to size, speed, and precision of movement (0-6). You may target yourself.
- ▶ **PSY BLADE:** You can focus Galactic Ley Line energy into your melee weapon. While charged, the weapon can cut through non-shielded materials with ease, and you gain **potency** on your attacks.
- ▶ **CENTER:** You gain **Meditation** as a **vice**. When you indulge this vice clear **+1 stress** and add **Dark Visions** as an **overindulgence**.
- ▶ **IN BALANCE:** You can block blaster bolts with the Way. When you **resist** with **proWess**, you get **+1d**. If you **resist** a blaster attack, you may spend **1 stress** to redirect fire and make an attack of your own with it.
- ▶ **WARDER:** You get **special armor** vs. mystic attacks. When you roll a **critical** while using mystic powers, clear **1 stress** and add a **gambit**.
- ▶ **PSY-DANCING:** Spend **2 stress** to cloud a target's mind and **sway** them in the face of contradictory evidence. *You must do as I say. I am the ambassador.* Spend **1 stress** for each additional feature: *They have only vague memories of the event — It works on a small group.*
- ▶ **VISIONS:** Spend **1 stress** to remotely view a distant place or person tied to you in some intimate way. Spend **1 stress** for each extra feature: *It lasts for a minute rather than a moment — Your target can also see and hear you — You may see something only familiar to you, not intimate.*
- ▶ **SUNDERING:** You may **attune** to use the Way to warp and twist nearby space and damage someone caught within. You may spend **1 stress** for each feature: *The damage is severe — The area extends to the size of a hovercar — You may contain instead of damage — You are not scarred by this action.*
- ▶▶▶ **VETERAN:** Choose a **special ability** from another source.

**WEIRD FRIENDS** **ITEMS** (*Italics don't count for load*) **LOAD**  3 light  5 normal  6 heavy

- △▼ Horux, a former teacher
- △▼ Hicks, a mystic goods supplier
- △▼ Laxx, a xeno
- ▲▼ Rye, an unrequited love
- △▼ Blish, a fellow mystic
- Melee Weapon
- Offerings
- Trappings of Religion
- Outdated Religious Outfit
- Precursor Artifact
- Memento of Your Travels
- Blaster Pistol
- 2nd Blaster Pistol
- Heavy Blaster
- Detonator
- Hacking Tools
- Repair Tools
- Medkit
- Maps and Charts
- Spy Gear
- Illicit Drugs
- Communicator
- Armor
- Spacesuit

**MARK XP:** **PLAYBOOK ADVANCEMENT**

- ◆ Every time you roll a desperate action, mark xp in that action's attribute.
- At the end of each session, for each item below, mark **1 xp** (in your playbook or an attribute) or **2xp** if that item occurred multiple times.
- ◆ When you address a tough challenge with wisdom or the Way.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice or traumas during the session.

**INSIGHT**

- ▶▶ DOCTOR
- ▶▶ HACK
- ▶▶ RIG
- ▶▶ STUDY

**PROWESS**

- ▶▶ HELM
- ▶▶ SCRAMBLE
- ▶▶ SCRAP
- ▶▶ SKULK

**RESOLVE**

- ▶▶ ATTUNE
- ▶▶ COMMAND
- ▶▶ CONSORT
- ▶▶ SWAY

**BONUS DICE**

- + **PUSH YOURSELF** (take 2 stress) **-OR-** accept a **DEVIL'S BARGAIN**
- + **ASSIST** (They take 1 stress)
- + **SPEND A GAMBIT**

**GAMBITS**

Add a **gambit** to your crew when you roll a **6** or **critical** on a **risky** action and you didn't **spend a gambit** on a bonus die.