EFINARVII ANNY MYSTIC

◆ Transport plan: Route and means. ◆ Ask about a **detail** for a **plan**.

Assist another character.

• You struggled with issues from your vice or traumas during the session.

A GALACTIC WANDERER IN INSIGHT

□-□ Spacesuit

▶ ▶ DOCTOR

				TOUCH WITH THE WAY		HACK
Wyndam Natoth	Apex		STARTING ABILITY			RIG
NAME	ALIAS		► THE WAY: You can spend a gambi	t instead of paying any stress cost.	, 1, ,	STUDY
Long coat			SPECIAL ABILITIES		PROWE	:SS <u> </u>
HERITAGE: WANDERER BACKGROUND: NOBLE			KINETICS: You can push yourself to do one of the following: use the Way to throw a table-sized object with dangerous force—propel yourself briefly with superhuman speed.		>	HELM SCRAMBLE
Staring into the Abyss	s		Psy-BLADE: You can focus Way er charged, the weapon can cut throu and you gain potency on your me	nergy into your melee weapon. While ugh non-shielded materials with ease, lee attacks.		SCRAP SKULK
		COLD—HAUNTED—OBSESSED—PARANOID	CENTER: You gain Meditation as a v +1 stress and add Dark Visions as	vice . When you indulge this vice, clear s a possible overindulgence .	RESOL	ve ///// ///
HARM ARMUR			WAY SHIELD: You can block blaster bolts with the Way (resist with resolve). If you resist a blaster attack, you may spend 1 stress to redirect fire and make an attack of your own with it.		 	ATTUNE COMMAND
3	NE HE	HEAVY	WARDED: You may expend your consequences of a Way attack or using mystic powers.	our special armor to resist the artifact use, or push yourself when		CONSORT SWAY
2	-1	D SPECIAL //	Psy-Dancing: You may push yo	urself to cloud a target's mind and	BONUS	DICE
1	LE EFF		sway them in the face of contrar each additional feature: they have works on a small group.	dictory evidence. Spend 1 stress for only vague memories of the event—it	+ 2 stres	YOURSELF (take s) -OR- accept a S BARGAIN
RECOVERY Get treat	ment in downtime to fill your healing clock >			ely view a distant place or person tied end 1 stress for each extra feature:	+ ASSIST	they take 1 stress
		\supset		n a moment—your target can also		A GAMBIT
			see and hear you—you may see intimate.	something only familiar to you, not		
NOTES / PROJECTS			Sundering: You may push yours causing psychic harm to anyone in You may spend 1 stress for each a	elf to attune to the Way and twist it, in the area vulnerable to your assault. Indicate the standard of the st	+ crew w and you	gambit to you when you roll a 6 co on a risky action ou didn't spend on a bonus die.
			WEIRD FRIENDS	ITEMS (Italics don't count for load) LOA	שו ☐3 light ☐	5 normal 🔲 6 hea
			riangle Horux, a former teacher	- Fine Melee Weapon	☐ Blaster	Pistol
			$\Delta abla$ Hicks, a mystic goods supplier	☐ Offerings		ster Pistol
			△ ▽ Laxx, a xeno	□ Trappings of Religion□ Outdated Religious Outfit	☐ Melee \	
			riangle $ extstyle$ Rye, an unrequited love	☐ Memento of Your Travels	☐ Detona	tor
reamwork	PLANNING & LOAD	GATHER INFO	▲ ▽ Blish, a fellow mystic	☐ Precursor Artifact	☐ Hacking	_
	Choose plan . Pick load . Provide detail :		MARK XP: PLAYBO	JOK ADVANCEMENT	☐ Repair ☐ Medl	
Lead a group action. ◆ Assault plan: Point of attack. ◆ What might I suspect about		• Every time you roll a desperate action, mark xp in that action's attribute.		☐ Spy Ge		
Set up another character. ◆ Deception plan: Method. this? What can I prove?			At the end of each session, for each item below, mark 1 xp (in your		☐ Illicit Drugs	
◆ Infiltration plan: Entry point. ◆ What's the danger here? Protect a teammate. ◆ Mystic plan: Arcane power. ◆ How can I find?			playbook or an attribute) or 2 xp if that item occurred multiple times. * You addressed a tough challenge with wisdom or the Way.		☐ Communicator	
Steet a tearminate.	◆ Mystic plan: Arcune power.	♦ What's really going on here?	 You expressed your beliefs, drives. 	,	□ - □ Arm	or