



RELIGIOUS FIGURE, REVERED KNIGHT, WISE SAGE.

NAME:

DESCRIPTION:

APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, 0, -1. When you **upgrade an Approach**, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

VOLATILE	CALCULATING	SLICK	STALWART	ALIEN
Firefight Skirmish Interrupt	Acquire Target Share Expertise Scope It Out	Act Quick Manipulate	Recover Keep Your Cool Assist	Into The Abyss Assaulted by the Abyss

HARM

STRESS:

When you are directed by a Move or the SM to mark Harm, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress.

When you have 5 Stress, clear the Stress track, and take a Calamity.

JUST A SCRATCH:

You're a bit banged up, but it's nothing serious. Can be healed by choosing "Shrug it off" when you roll Recover, or when a Scene ends.

I'M RATTLED:

You're shaken and shocked, you have Disadvantage ongoing to any +Slick or +Calculating rolls. Can be healed by choosing "Shrug it off" when you roll Recover, or when a Scene ends.

I'M HURT BAD:

You have severe bleeding or broken bones, you have Disadvantage to any roll requiring physical exertion. Can be healed by receiving Surgery.

I'M KNOCKED OUT:

You've been knocked unconscious and can't move, act, or even see anything. Can be healed when an Ally chooses "First Aid" when they roll Recover, or when a Scene ends.

I CAN'T GO ON:

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

XP & ADVANCES:

When you roll a 6-, or when a move directs you to, take XP. When you have 5 XP, choose 1:

- Upgrade an Approach.
- Gain a new Mystic Move.
- Gain a Gear slot.

HOOKS

When a Hook applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Apply your Hook. You have Disadvantage going forward. Determine whether your Hook forces you to make a roll.
- Decline the offer to apply your Hook and say how your character overcomes or avoids the Disadvantage of the moment.

GEAR

SLOTS:

You start with 3 Gear slots and all the Gear listed in your Supplies. When you choose to Open a Gear slot, outline a light grey closed Gear slot. Mark off an open, empty Gear slot while you are away from your Supplies and engaged in a dangerous situation to choose a piece of Gear you have with you. When you get back to your supplies, empty all your open Gear Slots.

- ☐ **Mystic Weapon: 3 Harm, Skirmish, Discharge, Concealed, Trinket, Rare**
- ☐ **Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear**
- ☐ **Shields: Absorb 1, Discharge, Advanced Gear**
- ☐ **Scanner: 3 uses, Basic Gear; When you scan a strange environment, organism, or device, expend a use and you have Advantage to Scope It Out.**

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

SIGNATURE MOVE

You start with this Move.

SUGGESTION

DISCHARGED

When you use your power to subtly influence the mind of some weak-willed living thing, Discharge this Move and roll+Alien. On a 10+, choose 1. On a 7-9, choose 1, but they will soon realize you messed with their head. On a 6-, they can ignore your influence, but they realize you were messing with their head straight away.

- They follow a single command from you for a short time that doesn't risk their life or go against their instincts.
- You convince them of something without providing proof, so long as you do not lie.

BACKGROUND - ANCIENT ORDER

You belong to an ancient order of mystics. Choose one:

SAGES

Your Order is seen as mysterious and wise seers, sought for their counsel and insight as mediators. Whenever you try to pierce lies, confusion, or a mystery, and see the wisdom beyond, you have Advantage.

KNIGHTS

Your Order is seen as protectors and warriors of justice. Whenever you protect the weak or act against immorality according to your code, you have Advantage.

MYSTIC MOVES

When you have 5 XP and choose to gain a Mystic Move, select one of the Moves below.

DISCIPLINED

When you focus your mind and disregard the petty hurts and wounds of your body, roll+Calculating. On a 10+, hold 3. On a 7-9, hold 2. Spend hold on the following:

- Ignore Disadvantage from a wound you have taken.
- Roll with Advantage on a Recover roll.
- Ask a question from the Scope It Out list.

MYSTIC WEAPON MASTER

Your Order has an ancient, unique style of weapon that marks them. Describe it. You always have it with you, even in restricted areas, and it doesn't take up a slot in your loadout. You have become an expert in wielding your Mystic Weapon. When you use your Mystic Weapon to avoid Harm from ranged weapons, you have Advantage to Keep Your Cool.

Mystic Weapon: 3 Harm, Skirmish, Discharge, Concealed, Trinket, Rare

DRAW YOUR WEAPON

FLESHKNITTER

When you focus your mind on a living thing's injuries or illness, Discharge this Move and roll+Alien. On a 10+ you may use your power to heal a wound or a physical injury, condition or malady. On a 7-9, heal them, but it drains you. You have Disadvantage going forward.

EMBRACE ETERNITY

When you gently reach out and mingle your mind with the energies and auras of something living nearby, Discharge this Move and roll+Alien. On a 10+, the connection is open, ask 2 questions from the list, and they ask 1. On a 7-9, you each ask 1 question.

- What do you seek?
- Who or what do you wish to protect?
- Who or what do you love?
- What are you willing to sacrifice for your beliefs?
- What do you have faith in?

SCRYING

When you perform the ritual of prophecy, say whose future you wish to scry and offer up something linked to them, roll+Alien. On a 10+, the player of the subject will ask you 3 questions, tell them what you see. On a 7-9, you ask the subject 3 questions, and they will tell you what you see. If you act to bring the Prophecy to pass, you have Advantage. If you act to stop the Prophecy, you have Disadvantage.

- Who do I see my subject with?
- What do I see my subject doing?
- What is my subject feeling?
- What danger, challenge, or misery do I see my subject facing?
- What fortune do I see my subject enjoying?

WISE WORDS

When you share your wisdom and perspective on an ethical, emotional, or spiritual conundrum a Crew Member faces, you have Advantage to Lean on Me. If they take your advice or you help them reach a conclusion, mark XP.

PSYCHIC GRENADE

When you lob a grenade, instead of causing Harm, you can choose to cause muscle spasms and incapacitate those affected.

CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and mark XP. If appropriate, you may write a Hook about it.

- You discover some ancient teachings or records of your Order.
- You gain new psychic abilities, take the Telekinesis move from the Tempest, but when you use it, roll+Alien.
- Word spreads that one of your order's temples or strongholds has been annihilated.
- Your order loses favor with a number of local or galactic societies.
- Your order is split due to political or philosophical difference, and you are called upon to choose a side.
- You suffer a terrible wound, illness, or debility. Describe what you have lost.
- Now or soon, you are called to the seat of power for your Order. When you return to your order and share premonitions of the future, roll+Alien.

On a 10+, your order sees times of danger approaching, and promotes you to be their leader.

On a 7-9, a conflict with an oppressive empire or ancient evil has broken out, and you are called to join your order fighting it.

On a 6-, your Order is attacked in their seat of power, and you sacrifice your life helping survivors escape.

AGENDA

- Play a compromised, active character
- Imagine dangerous and exciting worlds
- Play to find out what happens

PRINCIPLES

- Take risks and embrace the consequences
- Learn your Archetype's Moves
- Keep track of your Hooks and say when they apply
- Step up when it's your turn to shine
- Step back when it's another player's turn to shine
- Look after your fellow players
- Think cinematically

ALWAYS SAY

- What the Principles demand
- What honesty demands
- What the rules demand

MAKING YOUR MYSTIC

NAME

Choose 1 or make your own:

Obi, Solon, Chilon, Bias, Thales, Pittacus, Peri, Book, Dali, Verimir, Dalon, Tilswith, Wynn, Maro, Gale

DESCRIPTION

Choose Pronouns & up to 4:

Aged, Wiry, Paunchy, Pallid, Rusty, Elegant, Still, Faded, Ragged, Polished, Pristine, Neat, Respectable

APPROACHES

Set a Modifier for each Approach as described in the Approaches section.

SIGNATURE MOVE & BACKGROUND

Read your Signature Move and make any choices you need to. Read your Backgrounds and choose one.

STARTING HOOKS

Once all Players have Introduced their characters, fill in at least 3 of your starting Hooks and then choose your favorite 3 to be your current Hooks.

- I will teach [PC] that not every problem can be solved with violence.
- [PC]'s curiosity isn't tempered with caution, I'll make sure they don't get us all killed.
- I will teach [PC] that they can't always break the rules.
- [PC] is a soulless killer that threatens our safety. [PC] needs to see that.
- I am beginning to think my order is misguided and I'm questioning my faith.
- I am supposed to be a bastion of peace and wisdom, but I cannot let go of my [Powerful Emotion/Vice]
- My order is hunted by [Group] for our beliefs, I must stay incognito.
- [PC] has a destiny I must make them see and commit to.