

# SCUM & VILLAINY

NAME \_\_\_\_\_ ECLIPSE  
ALIASES \_\_\_\_\_

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
3		
2		-1D
1		LESS EFFECT
RECOVERY		Get treatment in <b>downtime</b> to fill your healing clock 

ARMOR  **HEAVY**  
WARDEN   
other special armor   
CREW  STASH 

## NOTES / PROJECTS

## 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.

► **WARDEN:** 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

- △▼ Horux, a former teacher
- △▽ Hicks, a mystic goods supplier
- △▽ Laxx, a xeno
- ▲▽ Rye, an unrequited love
- △▽ Blish, a fellow mystic

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

- ☐ 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:

- ◆ 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.

## PLAYBOOK ADVANCEMENT

## 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.