

THE MYSTIC

You see the future, and it's getting ever-closer. Run away all you want, but it's all right there in the cards. Cards that, coincidentally, you know exactly how to read.

- CHARM** • *Manipulate Someone*
- COOL** • *Act Under Pressure*
• *Help Out*
- SHARP** • *Investigate a Mystery*
• *Read a Bad Situation*
- TOUGH** • *Kick Some Ass*
• *Protect Someone*
- WEIRD** • *Use Magic*

LUCK

Mark luck to change a roll to 12 *or* avoid all harm from an injury.

Okay Doomed

Third Eye Open: Whenever you spend a Luck point, receive a premonition, but take a Mystical penalty.

HARM

When you reach 4 or more, mark unstable.

Okay | Dying

Unstable:

EXPERIENCE

Experience:

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

MOVES

You get all the basic moves, and 3 Mystic moves. You get this one:

- Premonitions:** At the start of each mystery, and whenever you spend a Luck point, roll +Weird. On a 10+, you get a detailed vision of something bad that is yet to happen. You take +1 forward to prevent it coming true, and mark experience if you stop it. On a 7-9, you get clouded images of something bad that is yet to happen; mark experience if you stop it. On a miss, you get a vision of something bad happening to you, which may be accurate, obfuscated, or completely false, and the Keeper holds 3.

Then pick two of these:

- I've Got A Bad Feeling About This:** When **something bad is happening (or just about to happen) to another party member** somewhere that you aren't, roll +Sharp. On a 10+ you know where you need to go, just in time to get there. On a 7-9, you get there late — in time to intervene, but not to prevent it altogether. On a miss, you get there just in time to be in trouble yourself.
- Walk It Off:** Once per mystery, you may attempt to **keep going despite your injuries**. Roll +Cool. On a 10+, heal 2 harm and stabilize your wounds. On a 7-9 you may either stabilize or heal 1 harm. On a miss, it was worse than it looked: the Keeper may inflict a harm move on you, or make your wounds unstable.
- Contrarian Bitch:** When you **seek out and receive another party member's honest advice** on the best course of action for you, and then do something else instead, mark experience. If you do the exact opposite of their advice, you also take +1 ongoing on any moves you make pursuing that course.
- Under Pressure:** When intervening to protect another party member, you can use your powers to **Kick Some Ass**; roll +Weird instead of +Tough. The attack does 2 harm (close, obvious, ignore armor). On a miss, you'll either end up taking the damage yourself, or doing that damage to another party member.
- Crystal Ball:** You may also **manipulate people** with fortune telling in order to gain information. When you do that, ask "What are they hoping for right now?" as a free question (even on a miss).

GEAR

Divination tools, pick one:

- Crystal ball
- Tarot deck
- Playing cards
- Set of knuckle bones

Weapons, pick two:

- .38 revolver (2 harm, close, reload, loud)
- 9mm (2 harm, close, loud)
- Hunting rifle (2 harm, far, loud)
- Magnum (3 harm, close, reload, loud)
- Knife (1 harm, hand)

RATINGS, PICK ONE LINE:

- Charm-1, Cool+1, Sharp+1, Tough=0, Weird+2
- Charm=0, Cool-1, Sharp+1, Tough+1, Weird+2
- Charm-1, Cool+2, Sharp=0, Tough-1, Weird+2
- Charm+1, Cool=0, Sharp+1, Tough-1, Weird+2
- Charm=0, Cool=0, Sharp+1, Tough=0, Weird+2

QUID PRO QUO

Your powers come at a cost. If relevant, the Keeper may ask you to **suffer a penalty** in order to utilize your abilities. The Keeper may select from the following list of consequences:

- You engage in risky behaviors, self-harm, or self-sacrifice.
 - You experience wild mood swings, act out against the rest of the party, or refuse to participate in party activities.
 - You experience worsening chronic pain or injury.
- If you do whatever is asked, mark experience. If you don't want to take the penalty, then your powers are unavailable until the end of the mystery (or until you cave).