

NAME

NOTICE THINK

REACT WITHSTAND

REACTIONS

I'M A

(PERSONALITY)

(ARCHETYPE)

WHO

(QUIRKS)

TRAUMA THREE TRAUMA REQUIRES YOU TO SACRIFICE

ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

APPEARANCE

I LOOK LIKE:

I'M USUALLY WEARING:

I'M ALWAYS CARRYING:

RACE Dragonborn, Dwarf, Elf, Gnome, Halfling,
 Human, Mousefolk, Tiefling,

GEAR

WEAPON. You use Standard Weapons. You're no stranger to violence. What do you keep at your side? Choose one:

- Dagger. (use Aim, +1 die when undetected [1/Scene])
- Hunting Bow. (use Aim, +1 die when far [1/Scene])
- Shortsword. (use Aim, +1 die against supernatural [1/Scene])
- Spear. (use Aim, +1 die when an ally is close [1/Scene])
- Whip. (use Aim, +1 die against people [1/Scene])

HISTORY

THE OMEN. You received a message of doom. What was it?

- I saw the world smoldering to ash.
- I saw armies marching from horizon to horizon.
- I witnessed an unstoppable monster rising out of the earth.
- I saw a pale steed, feral and abandoned by its rider.
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HISTORY

CONNECTION. Choose one for another player.

- They're destined to do something incredible. What did you see?
- I saw their demise. How will they die?
- They think I'm a fraud. Why?
- I know what they're searching for. What is it?
-

HISTORY

MY DIVINATION TOOLS. How do you tell the future of others? Choose one or more:

- Tarot cards A spirit board Tea Leaves
- A crystal ball Astrology

BLOOD ON THE LENS

MYSTIC

You receive messages from the Great Beyond. Maybe you're a practiced fortune teller, an amateur diviner, or you've just discovered your gift. You can peer into the future, but can you change it?

MOTIVE

FEAR

NOTES

PRONOUNS: /

ACTION

Use your sixth sense to receive supernatural messages. Choose the form your Foresight takes.

- GLIMPSES. You receive cryptic visions.
- VIBRATIONS. You feel shifts in mystic energies around you.
- WHISPERS. You hear whispers from beyond.

Typical Effects:

- Detect someone's emotional state
- Sense the presence of a supernatural being
- Learn if a day will be fortuitous

Big Effects (When you roll two or more 5s or 6s):

- Learn something about the future
- Receive a message from the dead
- Learn someone's innermost thoughts or secrets

NEW ACTION: FORESIGHT

FATED. Reroll 1s on Luck rolls.

I SAW THAT COMING.

When you or an ally rolls Luck, you can roll Foresight instead of that roll. (1/Scene)



MESSAGE FROM BEYOND.

Instead of rolling, you gain a Big Effect of Foresight chosen by the Director. (1/Session)



FORETOLD IN THE STARS.

When you start your turn, roll a die. Until the start of your next turn, you can replace one die rolled by you or another player with that die.



MY AMULET. You have a lucky trinket that shields you from the dark entities that dwell beyond. Who gave it to you? What does it look like?

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

FORESIGHT

CREATING A MYSTIC

Choose a Personality. Sum up your personality in a word or two.

Pick a Quirk. Come up with something unique, funny, or special about yourself.

Choose your Motive. Your motive is the thing you want or believe in most. This is what drives you on a fundamental level. You have Advantage when acting in furtherance of your motive.

Choose your Fear. Fears stand in the way of accomplishing your motive. These might be simple phobias or abstract ideas, like not knowing where you fit in. The GM can force you to act in accordance with your fear, even when you don't want to.

Actions and Reactions. Gain +1 to any three Actions or Reactions of your choice.

Everything Else. Fill out every box that doesn't have a star for higher levels.

LEVELING UP

Level: ●●●●●●●●

At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.

When you gain a level, fill in that level's dots; this unlocks new Actions and traits.

IMPROVEMENT. Gain +1 to two different Actions or Reactions of your choice.

