

SCUM & VILLAINY

Miranda Hex

Vapour

NAME

CALL SIGN

Flight suit, long coat, long scarf

LOOK

Raised in the Cove

Stole ships for the Maelstrom

HERITAGE: SPACER

BACKGROUND: SYNDICATE

Exotic food and drink

VICE/PURVEYOR: PLEASURE

STRESS		TRAUMA		COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS	
HARM		ARMOR		NEED HELP	
3		HEAVY			
2		SPECIAL		-1D	
1		CREW <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	STASH	LESS EFFECT	
RECOVERY		Get treatment in <i>downtime</i> to fill your <i>healing clock</i>			

NOTES / PROJECTS

TEAMWORK

Lead a **group action**.

Set up another character.

Protect a teammate.

Assist another character.

PLANNING & LOAD

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:** Route and means.

GATHER INFO

◆ *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.*

PILOT

A SHIP-HANDLING
WIZARD AND
DANGER ADDICT

STARTING ABILITY

▶ **ACE PILOT:** You have **potency** on all speed-related rolls. When you roll to **resist** the consequences of piloting, gain **+1d**.

SPECIAL ABILITIES

▶ **KEEN EYE:** You have sharp eyes and notice small details many might overlook. Gain **+1d** when firing ship guns or making trick shots.

▶ **SIDE JOB:** You may spend a **downtime** activity in port doing odd jobs. Gain **1 cred**. If there are rumors floating about, the GM will tell you of them.

▶ **EXCEED SPECS:** While onboard a ship you may damage a ship system you have access to in order to gain **+1d** or **+1 effect** to a roll.

▶ **LEAF ON THE WIND:** When you **push** yourself, you may spend **+1 stress** (3 stress total) to gain both **+1 effect** and **+1d** instead of one or the other.

▶ **HEDONIST:** When you indulge your **vice**, you may adjust the dice outcome by +/-2. An ally who joins you may do the same.

▶ **COMMANDER:** Whenever you lead a **group action**, gain **+1 scale** (for example, a small group counts as a medium group). If you lead a group action in combat, you may count multiple **6s** from different rolls as a **critical**.

▶ **TRAVELER:** You're comfortable around unusual cultures and xenos. You gain **potency** when attempting to **consort** with or **sway** them.

▶ **PUNCH IT!** When you spend a **gambit** on a **desperate** roll, it counts as **risky** instead.

▶▶ **VETERAN:** Choose a **special ability** from another source.

FAST FRIENDS

△▼ Yattu, a gang boss

▲▽ Triv, a ship mechanic

△▽ Choss, a professional racer

△▽ Meris, a scoundrel

△▽ Mav, a former mentor

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

Fine Customized Spacesuit

Fine Small Urbot

Fine Mechanics Kit

Grappling Hook

Guild License

Victory Cigars

Blaster Pistol

2nd Blaster Pistol

Melee Weapon

Heavy Blaster

Detonator

Hacking Tools

Repair Tools

Medkit

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 **2 xp** if that item occurred multiple times.

◆ *You addressed a tough challenge with speed or flair.*

◆ *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**

GAMBIT'S

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.