

# SCUM & VILLAINY

Xavier 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

<b>STRESS</b>		<b>TRAUMA</b>		COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS	
<b>HARM</b>		<b>ARMOR</b>			
3		<b>NEED HELP</b>			
2		-1D	<b>SPECIAL</b>		
1		<b>LESS EFFECT</b>	<b>CREW</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>STASH</b>	
<b>RECOVERY</b>		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**

**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.