

# Scum and Villainy




## Resources



- **Actual Plays**
  - [Real Fantasy Encounters](#) Australian Podcast
  - [YouTube Online Play](#) with one of the designers as GM
- **Discussion Forums**
  - [Discussion Forum](#)
  - [Reddit](#)
- [Kumu](#) Maps and relationship data
- [Pregens](#)
- [Blades in the Dark](#) homepage
  - [Obsidian Portal](#) old campaign organising site (now deleted)
- [Random Generators](#) for jobs and NPCs
- **Pinterest Image Boards**
  - <https://www.pinterest.com.au/curufea/scum-and-villainy/>
  - <https://www.pinterest.com.au/marekwatson/scum-and-villainy/>
  - <https://www.pinterest.com.au/pin/476185360607171597/>
  - [https://www.pinterest.com.au/Aberrant\\_Eremite/scum-and-villainy/](https://www.pinterest.com.au/Aberrant_Eremite/scum-and-villainy/)

## The Setting

- [The four systems](#) of the Procyon Sector in which the game occurs
- [Xenos](#), any lifeform that isn't within 90% of the population
- [The 36 known factions](#) that are influential in the Procyon Sector. Other factions may appear as needed.
- [The Social Contract](#) - important information and mechanics to make the game safe for everyone involved. This also includes the genre defaults that may offend.
- [conversion](#) notes - or translating the setting into tropes us geeks grew up with

## Player Characters

Player	Character Name	Playbook
<b>Breana</b>	<a href="#">Kithamora "Ace" Korkedra</a>	Pilot (Xeno) 
<b>Doug</b>	<a href="#">Ken "Tak" Takura</a>	Muscle 
<b>Marissa</b>	<a href="#">Amatilda Constance "Tilly" Wolffe</a>	Mechanic 

Player	Character Name	Playbook
Stu	<a href="#">Spike "Stitch" Wyndam</a>	Stitch 
Victor	<a href="#">Mordo "Snake Eyes" Veers</a>	Scoundrel 
Everyone	<a href="#">CF-350 Series Scarab-class Freighter</a>	Stardancer

## Sessions

- [Session 0](#)
- [Session 1](#)
- [Session 2](#)

## Faction relations

Part of the creation process for the ship is used to establish initial relationships with factions in the game you have friend and enemies from the beginning. Here are yours:

- [Faction Relations](#)

## Heat

Another ongoing stat that is kept track of is how noticeable you are to the authorities in each of the four systems. Once you max out the heat in a system ( 😎 , you get a wanted level (up to 4) and heat is reset. You can use downtime actions to reduce the heat you generate from completing missions

<b>Heat</b>	1	0	0	0
	<b>RIN</b>	<b>IOTA</b>	<b>BREKK</b>	<b>HOLT</b>
<b>Wanted Level</b>	0	0	0	0
	<b>RIN</b>	<b>IOTA</b>	<b>BREKK</b>	<b>HOLT</b>

## Play Aids

- **Creating a Character**
  - [How to create a character](#)
  - [Portrait character sheets](#) - fan made sheets that change the layout from landscape to portrait (see **Official** below for normal character sheets)
  - [Character Questions](#) to help flesh out your character (from the Save the Universe RPG)
- **Playing the Game**
  - [Action playmat](#)
  - [Flowchart of mechanics](#)
  - [Reference Sheet](#)

- **Official**
  - [Official Playpacket](#) - all the reference sheets and character sheets needed to play, this is a copy of what's available on the official website
- [Cards](#) - Equipment and playaids

## Homebrew

- [Create a Faction](#) Downtime action
- [Event](#) inspirations
- [Location](#) inspirations

## Previous Campaign

- [The Ship](#)
- [Zipper, the Muscle](#)
- [Apex, the Mystic](#)
- [Doc, the Scoundrel](#)
- [Dice, the Speaker](#)
- [Ace, the Mechanic](#)
- [Blue, the Stitch](#)
- [Vapour, the Pilot](#)

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