

SCUM & VILLAINY

Sari Indigo

Blue

NAME

ALIAS

LOOK

The Agony

HERITAGE: WANDERER

BACKGROUND: CULT

Communes with her Way creature

VICE/PURVEYOR: WEIRD

| | | | | | |
|-----------------|--|---|--------------|--|--|
| 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 GATHER INFO

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.

◆ *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**.*

STITCH

SPACEFARING
HEALER OR
SCIENTIST

STARTING ABILITY

▶ **I'M A DOCTOR, NOT A...:** You can **push yourself** to roll your **doctor** rating while performing a different action. Say which patient, research, or posting taught you this trick.

SPECIAL ABILITIES

▶ **PHYSICKER:** You may **study** a malady, wounds, or corpse, and **gather info** from a crime scene. Also, your crew gets **+1d** to **recovery** rolls.

▶ **PATCH:** You may **doctor** someone during a job to allow them to ignore the effects of a **harm** penalty.

▶ **WELCOME ANYWHERE:** While wearing your medic garb, you are welcome even in dangerous places. Gain **+1d** to **consort** and **sway** when offering to tend to anyone in need.

▶ **UNDER PRESSURE:** Add a **gambit** to the pool whenever you or a crew member suffers level 2 or greater **harm**.

▶ **COMBAT MEDIC:** You may expend your **special armor** to resist any consequence while tending to a patient. When you **doctor** someone in combat, clear **1 stress**.

▶ **MORAL COMPASS:** When you do the right thing at cost to yourself, **mark xp** (any category).

▶ **DR. STRANGE:** Your research and fields of study are fringe, esoteric, and focus on the mystical. You may always handle Precursor artifacts safely. When you **study** an artifact or **doctor** a strange substance, you may ask one: *what could this do?—why could this be dangerous?*

▶ **BOOK LEARNING:** You speak a multitude of languages and are broadly educated. Gain **+1d** when using **study** during a **downtime** activity.

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

OLD FRIENDS

△▽ Jackev, a drug dealer

▲▽ Alben, a former patient

△▼ Ditha, a family member

△▽ Juda, a doctor

△▽ Lynie, a hospital admin

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

Fine Medkit

Fine Bedside Manner

Fine Clothing

Recognizable Medic Garb

Candies and Treats

Syringes and Applicators

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.

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 insight or compassion.*

◆ *You expressed your beliefs, drives, heritage, or background.*

◆ *You struggled with issues from your vice or traumas during the session.*

PLAYBOOK ADVANCEMENT

Blaster Pistol

2nd Blaster Pistol

Melee Weapon

Heavy Blaster

Detonator

Hacking Tools

Repair Tools

Medkit

Spy Gear

Illicit Drugs

Communicator

Armor

Spacesuit