

SCUM & VILLAINY

Jacobi

Zipper

NAME

ALIAS

Heavy cloak, jack boots, worn leater, Scarlet Wolves tattoos

LOOK

HERITAGE: SPACER

BACKGROUND: SYNDICATE

Narcotics - injections, not any particular sort

VICE/PURVEYOR: STUPOR

STRESS **TRAUMA** COLD—HAUNTED—OBSESSED—PARANOID
RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM		NEED HELP	ARMOR
3			
2		-1D	
1		LESS EFFECT	

RECOVERY *Get treatment in downtime to fill your healing clock >*

CREW **STASH**

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.*

MUSCLE

A DANGEROUS AND INTIMIDATING FIGHTER

STARTING ABILITY

▶ **UNSTOPPABLE:** You can **push yourself** to do one of the following: perform a feat of physical force that verges on the superhuman—engage a small gang on equal footing in close combat.

SPECIAL ABILITIES

▶ **WRECKING CREW:** Your strength and ferocity are infamous. When striking in melee, you gain **+1d**. Whenever you spend a **gambit** in combat, you also gain **+1 effect** on that action.

▶ **BACKUP:** An ally's **push** costs **1 stress** on any action you **set up** or **assist**.

▶ **BATTLEBORN:** You may expend your **special armor** to reduce **harm** from an attack in combat, or to **push yourself** during a fight.

▶ **BODYGUARD:** When you **protect** a crewmate, **resist** with **+1d**. When you take **harm**, clear **1 stress**.

▶ **FLESH WOUND:** If you're wounded at the beginning of **downtime**, mark **+3 segments** on your **healing clock**. When you **push yourself** to ignore wound penalties, you take only **1 stress** (not 2).

▶ **PREDATOR:** Take **+1d** to rolls against weakened or vulnerable targets. Whenever you **gather information** on a weakness or vulnerability, the worst you can get is a **4/5** result.

▶ **READY FOR ANYTHING:** When being ambushed, you gain **potency** to all actions during a **flashback**, and your first flashback costs **0 stress**.

▶ **SCARY:** You have an air of menace and danger obvious to even the most unobservant. You gain **potency** when trying to intimidate someone. If done immediately after a show of force, also take **+1d**.

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

DEADLY FRIENDS

- △▽ Krieger, a fine blaster pistol
- ▲▽ Shod, a weapons dealer
- △▼ Chon-zek, a bounty hunter
- △▽ Yazu, a crooked cop
- △▽ Aya, an assassin

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

- Vera, a Fine Sniper Rifle
- Zmei, a Fine Flamethrower
- Sunder, a Fine Vibro-Blade
- Zarathustra, Detonator Launcher
- Fine Martial Art Style*
- Mystic Ammunition*

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 :

PLAYBOOK ADVANCEMENT

- ◆ *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 force or threats.*
- ◆ *You expressed your beliefs, drives, heritage, or background.*
- ◆ *You struggled with issues from your vice or traumas during the session.*

- Blaster Pistol
- 2nd Blaster Pistol
- Melee Weapon
- Heavy Blaster
- Detonator
- Hacking Tools
- Repair Tools
- Medkit
- Spy Gear
- Illicit Drugs
- Communicator
- Armor
- Spacesuit