

# SCUM & VILLAINY

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NAME

Dice

ALIAS

LOOK

HERITAGE: WANDERER

BACKGROUND: GUILDER

Dice and Card games

VICE/PURVEYOR: GAMBLING

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

# SPEAKER

A RESPECTABLE PERSON ON THE TAKE

## STARTING ABILITY

▶ **AIR OF RESPECTABILITY:** You get an extra **downtime** activity to **acquire assets** or **lay low**.

## SPECIAL ABILITIES

▶ **FAVORS OWED:** During **downtime**, you get **+1 d** when you **acquire assets** or **lay low**. Any time you **gather info**, take **+1d**.

▶ **PLAYER:** You always know when someone is lying to you.

▶ **INFILTRATOR:** You are not affected by **quality** or **Tier** when you bypass security measures.

▶ **SUBTERFUGE:** You may expend your **special armor** to resist a consequence of persuasion or suspicion. When you **resist** with **insight**, gain **+1d**.

▶ **HEART TO HEART:** When you provide meaningful insight or heartfelt advice that a crewmate follows, you both clear **1 stress**.

▶ **OLD FRIENDS:** Whenever you land in a new location, write down a friend you know there (see **Influential Friends** below).

▶ **DISARMING:** Whenever you use a **gambit** while speaking, hostilities and danger also pause while you speak.

▶ **PURPOSE:** You may expend your **special armor** to **push yourself** when outclassed by your opposition, or when under the effects of wounds. When you **resist** with **resolve**, gain **+1d**.

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

## INFLUENTIAL FRIENDS

- ▲▼ Arryn, a Noble
- △▼ Manda, a Guild member
- △▼ Kerry, a doctor
- △▼ Je-zee, a diplomat
- △▼ \_\_\_\_\_

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

- Fine Clothes
- Legitimate ID
- Luxury Item
- Luxury Item
- Large Luxury Item
- Memento of a Past Encounter

## 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 deception or influence.
  - ◆ 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