

SCUM & VILLAINY

NAME **CP. DASH VANDAL**
OUTLAW NAME

bomber jacket and glitterig jewelry

LOOK

you were born in a family of criminals, always on the run from the law.

HERITAGE: IMPERIAL—SPACER—COLONIST—**WANDERER**—XENO
MANUFACTURED—


after your mom's death you survived by working for her former friends and contacts at the Syndicate.


BACKGROUND: ACADEMIC—LABOR—CULT—**SYNDICATE**—GUILDER—MILITARY—NOBLE—


you always longed for the good life, and its excesses.


VICE/PURVEYOR: FAITH—GAMBLING—**LUXURY**—OBLIGATION—PLEASURE—STUPOR—WEIRD


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


HARM		NEED HELP
3		
2		-1D
1		LESS EFFECT
RECOVERY		Get treatment in downtime to fill your healing clock 

ARMOR  **HEAVY**

DEVIL'S OWN LUCK 

other special armor 

CREW  STASH



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:** Locations / Route.

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**.

SCOUNDREL

SCRAPPY SURVIVOR
WITH MORE LUCK
THAN BRAINS

STARTING ABILITY

► **SERENDIPITOUS:** Your crew starts with +1 **gambit** when the pool resets.

SPECIAL ABILITIES

► **SHOOT FIRST:** When you attack from hiding or spring a trap, take +1d. When there's a question about who acts first, the answer is you (two characters with **Shoot First** act simultaneously).

► **TENACIOUS:** Penalties from **harm** are one level less severe (though level 4 **harm** is still fatal).

► **NEVER TELL ME THE ODDS:** You also generate **gambits** on **desperate** rolls. You may also generate **gambits** even if you spent a **gambit**.

► **DEVIL'S OWN LUCK:** You get **special armor** vs. blaster fire. When you roll a **critical** while talking your way out of trouble, clear 2 **stress**.

► **DAREDEVIL:** When you make a **desperate** roll take +1d.

► **I KNOW A GUY:** Whenever you first dock at a port after being away, pick two and ask the GM about a job you hear about: *It's really dangerous — It doesn't pay near enough — It's time sensitive.*

► **ASK QUESTIONS LATER:** When you **consort** to gather information, you gain **potency** and can always ask: *Who might this benefit?*

► **PACK RAT:** You stash odds and ends about your ship. When you look for something small on your ship make a **fortune** roll. On a 1-3, you can't find it. On a 4-5, you find something close. On a 6, you have just what you need.

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

"FRIENDS"

▲▼ Nyx, a moneylender

▲▼ Ora, an info broker

▲▼ Jax, a ship mechanic

▲▼ Rin, a smuggler

▲▼ Battro, a bounty hunter

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

☐ **Fine Sidearm** (or pair ☐)

☐ **Fine Coat**

☐ *Loaded Dice, Trick Holocards*

☐ *Forged Documents*

☐ *Mystic Ammunition*

☐ *Personal Memento*

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 2xp if that item occurred multiple times.

◆ When you address a tough challenge with charm or audacity.

◆ 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

☐ Heavy Blaster

☐ Detonator

☐ Hacking Tools

☐ Repair Tools

☐ Medkit

☐ Maps and Charts

☐ Spy Gear

☐ Illicit Drugs

☐ Communicator

☐ Armor

☐ Spacesuit