

SCUM & VILLAINY

NAME _____ RIGGER
ALIAS _____

work boots and suspenders

LOOK

raised on a starship by a large family of crew workers, you never had a planetary home.

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


serving on a myriad of merchant ships through your family connections.


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


you have an Obligation to your hard-working family.


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**

FIXED 

HACKER 
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**.

MECHANIC

GEARHEAD AND
HACKER

STARTING ABILITY

- TINKER**: When you work on a clock with **rig** or **hack**, fill **+1** segment.

SPECIAL ABILITIES

- CONSTRUCTOR**: You can **rig** the complex circuitry and frames required to create new robots and drones. With AI cores you can build Urbots.
- CONSTRUCT SPEAKER**: Machines speak to you when you **study** them. You don't need equipment to **rig** or **hack** (though it may be more risky, or have limited effect).
- JUNKYARD HUNTER**: When you **acquire** parts or equipment during **downtime**, you may either gain 2 assets, or gain **+1** effect level on the roll.
- FIXED**: You get **special armor** vs. machines breaking. When you roll a **critical** while fixing or building a machine, add a feature.
- HACKER**: You get **special armor** while hacking. When you **resist** the consequences of hacking, roll **+1d**.
- MECHANIC'S HEART**: When you speak from your heart your words can reach even the most hardened criminal, and you gain **potency**.
- OVERCLOCK**: When you spend a **gambit** on a **rig** roll to repair or upgrade, treat the system you worked on as one **quality** higher for the remainder of the job.
- ANALYST**: When you **hack** a system, you may also ask a question about the location or owner of the system as though you had rolled a 6 on **gather info**.
- VETERAN**: Choose a **special ability** from another source.

COLORFUL FRIENDS

- ▲▼ Slice, a junkyard owner
- ▲▼ Nisa, a previous employer
- ▲▼ Stev, a gambler of ill repute
- ▲▼ Len, a black market dealer
- ▲▼ Kenn, a family member

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

- ☐ Fine Hacking Rig
- ☐ Fine Ship Repair Tools
- ☐ Small Drone
- ☐ Vision Enhancing Goggles
- ☐ Spare Parts
- ☐ Genius Pet (ex: a dog)

- ☐ Blaster Pistol
- ☐ 2nd Blaster Pistol
- ☐ Heavy Blaster
- ☐ Detonator
- ☐ Hacking Tools
- ☐ Repair Tools
- ☐ Medkit
- ☐ Maps and Charts
- ☐ Spy Gear
- ☐ Illicit Drugs
- ☐ Communicator
- ☐ Armor
- ☐ Spacesuit

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 technical skill or ingenuity.
- You expressed your beliefs, drives, heritage, or background.
- You struggled with issues from your vice or traumas during the session.

PLAYBOOK ADVANCEMENT

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.