

# SCUM & VILLAINY

NAME

HULL  
ALIAS

thick duster and tall boots

## LOOK

from a colony in Aketi, running and climbing the jungle trees like the athletic kid you were.

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


recruited by the 51st Legion, you were quickly severed from your simple life.


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


whiskey, the stronger the better. Preferably the "making the atrocities of war disappear" kind.


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 <b>downtime</b> to fill your healing clock ▶ 

ARMOR  **HEAVY**

BATTLEBORN 

other special armor 

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:** Locations / Route.

♦ 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

BADASS WITH ANY  
WEAPON

## STARTING ABILITY

▶ **UNSTOPPABLE:** In close combat, you're equal in **scale** to a small gang.

## SPECIAL ABILITIES

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

▶ **FLESH WOUND:** When you have **downtime**, mark **+3 segments** on your **healing clock**. When you **push yourself** to ignore wound penalties you take only **1 stress** (not 2).

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

▶ **BATTLEBORN:** You get **special armor** vs. physical attacks. When you take **harm**, clear **1 stress**.

▶ **READY FOR ANYTHING:** When being ambushed, your **flashbacks** cost **0 stress** and you gain **potency** to all actions during those flashbacks.

▶ **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 **standard (4-5)** result.

▶ **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**.

▶ **BODYGUARD:** When you **protect** a crewmate, **resist** with **+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

- ☐ 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 force or threats.
- ♦ 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.