

SCUM & VILLAINY

NAME _____ ALIAS _____

LOOK _____

HERITAGE: IMPERIAL—SPACER—COLONIST—MANUFACTURED—WANDERER—XENO BACKGROUND: ACADEMIC—LABOR—CULT—GUILDER—MILITARY—NOBLE—SYNDICATE

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

- ### ACTION ROLL
1. Player states **goal**
 2. Player chooses **action rating**, roll d6 for each dot in selected Action Rating.
 3. GM sets **position**
 4. GM sets **effect** level
 5. Modify with the following, if desired:
 - **TEAMWORK**
 - **GAMBIT** = +1d
 - **PUSHING YOURSELF OR DEVIL'S BARGAIN**
 - Player may trade **position** for **effect**, or vice versa.
 6. Roll, choose **highest**:
 - 6s = Critical Success
 - 6 = Success
 - 4/5 = Partial success
 - 1-3 = Bad Outcome

- ### TEAMWORK (choose one)
- Lead a **group action**
 - **Setup** another character
 - **Protect** a teammate
 - **Assist** another character
- ### PUSHING YOURSELF (choose one)
- +1d to roll
 - +1 level to **effect**
 - Take **action** when incapacitated
 - AND as consequence, take 2 **stress**
- ### DEVIL'S BARGAINS (choose one for +1d)
- Collateral **damage**
 - Sacrifice **cred** or an item
 - **Betray** a friend or loved one
 - Offend or anger a **faction**
 - Start and/or tick a **clock**
 - Add **heat** to the crew
 - Suffer **harm**.

MECHANIC

A GEARHEAD
AND HACKER

STARTING ABILITY

▶ **TINKER:** When you work on a clock with **rig** or **hack**, or when you **study** a schematic, fill **+1 segment**.

SPECIAL ABILITIES

▶ **BAILING WIRE AND MECH-TAPE:** You get an extra **downtime activity** to **repair**, and the repair activity costs you **0 cred**.

▶ **CONSTRUCT WHISPERER:** Machines speak to you when you **study** them. The first time you roll a **critical** while fixing or building a particular machine, you may add a **simple modification** to it.

▶ **JUNKYARD HUNTER:** When you **acquire** parts or equipment during **downtime**, you may either gain **two assets**, or one asset at **+1 quality**.

▶ **HACKER:** You may expend your **special armor** to resist the consequences of **hacking**, or to **push yourself** when **hacking** or **gathering info** electronically.

▶ **FIXED:** You may expend your **special armor** to resist a consequence from machines breaking or being damaged, or to **push yourself** when repairing or building a machine.

▶ **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 **1 quality** higher for the remainder of the job.

▶ **ANALYST:** When you **hack** a system, you may also ask a question about the owner or location of the system as though you had rolled a **6** on **gather info**. When you **resist** the consequences of **hacking**, roll **+1d**.

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

INSIGHT

▶▶▶▶▶

▶▶▶ **DOCTOR**

▶▶▶ **HACK**

▶▶▶ **RIG**

▶▶▶ **STUDY**

PROWESS

▶▶▶▶▶

▶▶▶ **HELM**

▶▶▶ **SCRAMBLE**

▶▶▶ **SCRAP**

▶▶▶ **SKULK**

RESOLVE

▶▶▶▶▶

▶▶▶ **ATTUNE**

▶▶▶ **COMMAND**

▶▶▶ **CONSORT**

▶▶▶ **SWAY**

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 ▶*



- ### 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*

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

ARMOR

|||||

HEAVY

|||||

SPECIAL

|||||

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

- ### 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:** *Route and means.*

Items

(*italicized* items don't count for load)

Load: 3 light 5 normal 6 heavy

Mechanic Specific

- **Fine Hacking Rig:** Visualization goggles, unpublished exploits, overclocked non-market chips, optical vampire taps.
- **Fine Ship Repair Tools:** Power-assisted wrenches, a sonic drill, testing probes, power calibrators, a rivet gun.
- *Small Drone:* Small, remote-controlled drone with cameras. May be able to carry something light.
- Spare Parts: Usually for ship repairs and electronics. Often forgotten in a pocket or tool belt.
- Vision-Enhancing Goggles: Eyewear with settings for thermal and ultraviolet, and magnification levels in the thousands.
- *Genius Pet:* Incapable of speaking, but can understand language and assist with basic tasks. Likes you. Really cute. Anticipates your actions.

Standard

- Armor: Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.
- Blaster Pistol: A pistol that shoot bolts of hot plasma at high speeds. Accurate only at close range. Makes “pew pew” noises (mandatory).
- *Communicator:* Has a few bands, likely even a few encrypted. Works only when within orbit.
- Detonator: Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can't handle. Illegal. You shouldn't have this. No, really.
- Hacking Tools: Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs.
- Heavy Blaster: Can do considerable damage to vehicles, heavy armor, and constructions like unshielded doors. Has about a dozen shots.
- *Illicit Drugs:* What's your poison, space cowboy?
- Medkit: Blood for a few common races, gauze, anti-radiation injector, laser scalpel, antiseptics, thread, painkillers.
- Melee Weapon: Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with laser edges. Some vibrate...ooh. Batteries included.
- Repair Tools: Things you need to fix ship engines, speeders, hovercars, and the like. Also, tools to hot-splice consoles and tweak machinery. Hammers, a welder, screwdrivers, wrenches, battery chargers, spray-painters.
- Spacesuit: Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).
- Spy Gear: Disguises, voice modulators, mini-cameras, thermal scanners, false thumbprints, and audio filters.

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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.

INSIGHT

▶▶▶ DOCTOR
▶▶▶ HACK
▶▶▶ RIG
▶▶▶ STUDY

PROWESS

▶▶▶ HELM
▶▶▶ SCRAMBLE
▶▶ SCRAP
▶▶ SKULK

RESOLVE

▶▶▶ ATTUNE
▶▶▶ COMMAND
▶▶▶ CONSORT
▶▶ SWAY

ACTION ROLL

1. Player states **goal**
2. Player chooses **action rating**, roll **1d6** for each dot in selected Action Rating.
3. GM sets **position**
4. GM sets **effect** level
5. Modify with the following, if desired:
 - **TEAMWORK**
 - **GAMBIT** = +1d
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 - Player may trade **position** for **effect**, or vice versa.
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TEAMWORK (choose one)

- Lead a **group action**
- **Setup** another character
- **Protect** a teammate
- **Assist** another character

PUSHING YOURSELF (choose one)

- **+1d** to roll
- +1 level to **effect**
- Take **action** when incapacitated
- AND as consequence, take **2 stress**

DEVIL'S BARGAINS (choose one for +1d)

- Collateral **damage**
- Sacrifice **cred** or an item
- **Betray** a friend or loved one
- Offend or anger a **faction**
- Start and/or tick a **clock**
- Add **heat** to the crew
- Suffer **harm**.

STRESS **TRAUMA**

COLD|HAUNTED|OBSESSED|PARANOID|RECKLESS|SOFT|UNSTABLE|VICIOUS

HARM		
3		NEED HELP
2		-1D
1		LESS EFFECT

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

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

ARMOR

HEAVY

SPECIAL

BLASTER PISTOL

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

CREW **STASH**

MARK XP : _____ **PLAYBOOK ADVANCEMENT**

- ◆ Every time you roll a desperate action, **mark xp** in that action's attribute.

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- ◆ You addressed a tough challenge with force or threats.
- ◆ You expressed your beliefs, drives, heritage, or background.
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PLANNING & LOAD

Choose **plan**. Pick **load**. Provide **detail**:

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- ◆ **Mystic plan:** Arcane power.
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- ◆ **Transport plan:** Route and means.

Items

(*italicized* items don't count for load)

Load: 3 light 5 normal 6 heavy

Muscle Specific

- **Fine Martial Arts Style:** Your own custom blend of combat techniques.
- **Krieger, a Fine Blaster Pistol:** As a friend or ally, it can be used during downtime to threaten or intimidate. As an enemy, someone else owns it and it's carrying a bullet for you.
- *Mystic Ammunition:* A large-caliber shell fired from a specialized gun that releases mystic energies when it hits. Grants potency against mystic targets.
- **Sunder, a Fine Vibro-Blade:** Cuts through almost any material. Decorated blade.
- **Vera, a Fine Sniper Rifle:** A full-bore auto-lock with customized trigger, double cartridge, thorough gauge. Can fire mystic ammo.
- Zarathustra, Detonator Launcher: Fires detonators at high velocity.
- Zmei, a Fine Flamethrower: For those times when you really need to heat things up. Settings for regular and extra crispy.

Standard

- Armor: Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.
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MYSTIC

A GALACTIC WANDERER IN TOUCH WITH THE WAY

STARTING ABILITY

► **THE WAY:** You can spend a **gambit** instead of paying any **stress** cost.

SPECIAL ABILITIES

► **KINETICS:** You can **push yourself** to do one of the following: *use the Way to throw a table-sized object with dangerous force—propel yourself briefly with superhuman speed.*

► **PSY-BLADE:** You can focus Way energy into your melee weapon. While charged, the weapon can cut through non-shielded materials with ease, and you gain **potency** on your melee attacks.

► **CENTER:** You gain **Meditation** as a **vice**. When you indulge this vice, clear **+1 stress** and add **Dark Visions** as a possible **overindulgence**.

► **WAY SHIELD:** You can block blaster bolts with the Way (**resist** with **resolve**). If you resist a blaster attack, you may spend **1 stress** to redirect fire and make an attack of your own with it.

► **WARDED:** You may expend your **special armor** to resist the consequences of a Way attack or artifact use, or **push yourself** when using mystic powers.

► **PSY-DANCING:** You may **push yourself** to cloud a target's mind and **sway** them in the face of contradictory evidence. Spend **1 stress** for each additional feature: *they have only vague memories of the event—it works on a small group.*

► **VISIONS:** Spend **1 stress** to remotely view a distant place or person tied to you in some intimate way. Spend **1 stress** for each extra feature: *It lasts for a minute rather than a moment—your target can also see and hear you—you may see something only familiar to you, not intimate.*

► **SUNDERING:** You may **push yourself** to **attune** to the Way and twist it, causing psychic harm to anyone in the area vulnerable to your assault. You may spend **1 stress** for each additional feature: *it damages instead of stuns—you and anyone you choose get +2d to resist the effects.*

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

INSIGHT

►►► **DOCTOR**

►►► **HACK**

►►► **RIG**

►►► **STUDY**

PROWESS

►►► **HELM**

►►► **SCRAMBLE**

►►► **SCRAP**

►►► **SKULK**

RESOLVE

►►► **ATTUNE**

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HARM		NEED HELP
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2		-1D
1		LESS EFFECT

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

- WEIRD FRIENDS**
- △▽ Horux, a former teacher
 - △▽ Hicks, a mystic goods supplier
 - △▽ Laxx, a xeno
 - △▽ Rye, an unrequited love
 - △▽ Blish, a fellow mystic

- ITEMS** (*Italics don't count for load*) **LOAD** 3 light 5 normal 6 heavy
- Fine Melee Weapon**
 - Offerings
 - Trappings of Religion
 - Outdated Religious Outfit*
 - Memento of Your Travels*
 - Precursor Artifact

- ARMOR**
- HEAVY**
- SPECIAL**
- ARMOR** Blaster Pistol
- 2nd Blaster Pistol
- Melee Weapon
- Heavy Blaster
- Detonator
- Hacking Tools
- Repair Tools
- Medkit
- Spy Gear
- Illicit Drugs*
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Items

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Load: 3 light 5 normal 6 heavy

Mystic Specific

- **Fine Melee Weapon:** Antiquated weapon that acts as an extension of your body.
- *Memento of Your Travels:* A small statue, outdated currency, a lock of hair, a picture.
- Offerings: A candle, oil lamp, flowers, food, water, incense, pebbles from your journey.
- *Outdated Religious Outfit:* Robes, worn cloaks, sandals, etc.
- Precursor Artifact: A small object made of ancient materials. Precursor tech.
- Trappings of Religion: Scrolls, texts, icons, cups and bowls, bells.

Standard

- Armor: Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.
- Blaster Pistol: A pistol that shoot bolts of hot plasma at high speeds. Accurate only at close range. Makes “pew pew” noises (mandatory).
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PILOT

A SHIP-HANDLING
WIZARD AND
DANGER ADDICT

STARTING ABILITY

▶ **ACE PILOT:** You have **potency** on all speed-related rolls. When you roll to **resist** the consequences of piloting, gain **+1d**.

SPECIAL ABILITIES

▶ **KEEN EYE:** You have sharp eyes and notice small details many might overlook. Gain **+1d** when firing ship guns or making trick shots.

▶ **SIDE JOB:** You may spend a **downtime** activity in port doing odd jobs. Gain **1 cred**. If there are rumors floating about, the GM will tell you of them.

▶ **EXCEED SPECS:** While onboard a ship you may damage a ship system you have access to in order to gain **+1d** or **+1 effect** to a roll.

▶ **LEAF ON THE WIND:** When you **push** yourself, you may spend **+1 stress (3 stress total)** to gain both **+1 effect** and **+1d** instead of one or the other.

▶ **HEDONIST:** When you indulge your **vice**, you may adjust the dice outcome by +/-2. An ally who joins you may do the same.

▶ **COMMANDER:** Whenever you lead a **group action**, gain **+1 scale** (for example, a small group counts as a medium group). If you lead a group action in combat, you may count multiple **6s** from different rolls as a **critical**.

▶ **TRAVELER:** You're comfortable around unusual cultures and xenos. You gain **potency** when attempting to **consort** with or **sway** them.

▶ **PUNCH IT:** When you spend a **gambit** on a **desperate** roll, it counts as **risky** instead.

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

FAST FRIENDS

- △▽ Yattu, a gang boss
- △▽ Triv, a ship mechanic
- △▽ Choss, a professional racer
- △▽ Meris, a scoundrel
- △▽ Mav, a former mentor

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

- Fine Customized Spacesuit
- Fine Small Urobot
- Fine Mechanics Kit
- Grappling Hook
- Guild License
- Victory Cigars

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 **speed** or **flair**.
- ◆ 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

STRESS

COLD | HAUNTED | OBSESSED | PARANOID | RECKLESS | SOFT | UNSTABLE | VICIOUS

HARM	
3	NEED HELP
2	-1D
1	LESS EFFECT

RECOVERY

Get treatment in **downtime** to fill your **healing clock** ▶

1. Player states **goal**
2. Player chooses **action rating**, roll **1d6** for each dot in selected Action Rating.
3. GM sets **position**
4. GM sets **effect** level
5. Modify with the following, if desired:
 - **TEAMWORK**
 - **GAMBIT** = +1d
 - **PUSHING YOURSELF OR DEVIL'S BARGAIN**
 - Player may trade **position** for **effect**, or vice versa.
6. Roll, choose **highest**:
 - 6s = Critical Success
 - 6 = Success
 - 4/5 = Partial success
 - 1-3 = Bad Outcome

TEAMWORK (choose one)

- Lead a **group action**
- **Setup** another character
- **Protect** a teammate
- **Assist** another character

PUSHING YOURSELF (choose one)

- **+1d** to roll
- **+1 level** to **effect**
- Take **action** when incapacitated
- **AND** as consequence, take **2 stress**

DEVIL'S BARGAINS (choose one for +1d)

- Collateral **damage**
- Sacrifice **cred** or an item
- **Betray** a friend or loved one
- Offend or anger a **faction**
- Start and/or tick a **clock**
- Add **heat** to the crew
- Suffer **harm**.

TRAUMA

ARMOR	
ARMOR	/
HEAVY	/
SPECIAL	/

CRED

0000 STASH

ARMOR

HEAVY

SPECIAL

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:** Route and means.

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



Items

(*italicized* items don't count for load)

Load: 3 light 5 normal 6 heavy

Pilot Specific

- **Fine Customized Spacesuit:** Sweet decals, emergency beacon, some thrust.
- **Fine Mechanics Kit:** Hand-held scanners, hull patch kit, assortment of hand tools.
- **Fine Small Urbot:** Supports piloting and can carry a few items. Seems eerily sentient.
- **Grappling Hook:** Small, but mechanized. Can pull you up. Fits in your belt.
- **Guild License:** Legit pilot certification (may not be yours). Will allow you passage through a jumpgate.
- *Victory Cigars:* Enough to share with a few choice people.

Standard

- **Armor:** Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.
- **Blaster Pistol:** A pistol that shoot bolts of hot plasma at high speeds. Accurate only at close range. Makes “pew pew” noises (mandatory).
- *Communicator:* Has a few bands, likely even a few encrypted. Works only when within orbit.
- **Detonator:** Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can't handle. Illegal. You shouldn't have this. No, really.
- **Hacking Tools:** Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs.
- **Heavy Blaster:** Can do considerable damage to vehicles, heavy armor, and constructions like unshielded doors. Has about a dozen shots.
- *Illicit Drugs:* What's your poison, space cowboy?
- **Medkit:** Blood for a few common races, gauze, anti-radiation injector, laser scalpel, antiseptics, thread, painkillers.
- **Melee Weapon:** Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with laser edges. Some vibrate...ooh. Batteries included.
- **Repair Tools:** Things you need to fix ship engines, speeders, hovercars, and the like. Also, tools to hot-splice consoles and tweak machinery. Hammers, a welder, screwdrivers, wrenches, battery chargers, spray-painters.
- **Spacesuit:** Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).
- **Spy Gear:** Disguises, voice modulators, mini-cameras, thermal scanners, false thumbprints, and audio filters.

SCUM & VILLAINY

NAME _____ ALIAS _____

LOOK _____

HERITAGE: IMPERIAL—SPACER—COLONIST—MANUFACTURED—WANDERER—XENO BACKGROUND: ACADEMIC—LABOR—CULT—GUILDER—MILITARY—NOBLE—SYNDICATE

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

SCOUNDREL

A SCRAPPY AND LUCKY SURVIVOR

STARTING ABILITY

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

SPECIAL ABILITIES

- NEVER TELL ME THE ODDS:** You generate gambits on desperate rolls. You may also generate gambits even if you spent a gambit.
- I KNOW A GUY:** When you first dock at a port after being away, pick one and ask the the GM about a job: *it's not deadly—it pays well enough—it's not a rush job—it comes from a faction you trust—it targets an enemy you have.* You may spend 1 cred per additional feature.
- TENACIOUS:** Penalties from harm are one level less severe (though level 4 harm is still fatal).
- WHEN THE CHIPS ARE DOWN:** You gain a second use of special armor between each downtime.
- DEVIL'S OWN LUCK:** You may expend your special armor to resist the consequences of blaster fire, or to push yourself when talking your way out of (or running from) trouble.
- DAREDEVIL:** When you make a desperate roll, you may take +1d. If you do so, do not mark xp in that action's attribute.
- 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).
- ASK QUESTIONS LATER:** When you consort to gather info, you gain +1 effect and can in addition ask: *Who might this benefit?*
- VETERAN:** Choose a special ability from another source.

- ### "FRIENDS"
- △ ▽ Nyx, a moneylender
 - △ ▽ Ora, an info broker
 - △ ▽ Jal, a ship mechanic
 - △ ▽ Rhin, a smuggler
 - △ ▽ Battro, a bounty hunter

- ### ITEMS (Italics don't count for load)
- LOAD 3 light 5 normal 6 heavy
- Fine Blaster Pistol (or Pair)
 - Fine Coat
 - Loaded Dice or Trick Holo-cards
 - Forged Documents
 - Mystic Ammunition
 - Personal Memento

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

INSIGHT

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	DOCTOR
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	HACK
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	RIG
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	STUDY

PROWESS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	HELM
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SCRAMBLE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SCRAP
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SKULK

RESOLVE


<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	ATTUNE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	COMMAND
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CONSORT
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SWAY

STRESS

COLD|HAUNTED|OBSESSED|PARANOID|RECKLESS|SOFT|UNSTABLE|VICIOUS

HARM	
3	NEED HELP
2	-1D
1	LESS EFFECT

RECOVERY Get treatment in downtime to fill your healing clock



ARMOR

ARMOR

HEAVY

SPECIAL

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:** Route and means.

- ### ACTION ROLL
1. Player states goal
 2. Player chooses action rating, roll 1d6 for each dot in selected Action Rating.
 3. GM sets position
 4. GM sets effect level
 5. Modify with the following, if desired:
 - TEAMWORK
 - GAMBIT = +1d
 - PUSHING YOURSELF OR DEVIL'S BARGAIN
 - Player may trade position for effect, or vice versa.
 6. Roll, choose highest:
 - 6s = Critical Success
 - 6 = Success
 - 4/5 = Partial success
 - 1-3 = Bad Outcome
- ### TEAMWORK (choose one)
- Lead a group action
 - Setup another character
 - Protect a teammate
 - Assist another character
- ### PUSHING YOURSELF (choose one)
- +1d to roll
 - +1 level to effect
 - Take action when incapacitated
 - AND as consequence, take 2 stress
- ### DEVIL'S BARGAINS (choose one for +1d)
- Collateral damage
 - Sacrifice cred or an item
 - Betray a friend or loved one
 - Offend or anger a faction
 - Start and/or tick a clock
 - Add heat to the crew
 - Suffer harm.

Items

(*italicized* items don't count for load)

Load: 3 light 5 normal 6 heavy

Scoundrel Specific

- **Fine Blaster Pistol/Matched Pair:** Customised or strange. Can fire mystic ammunition.
- **Fine Coat:** A heavy but well-made and well-kept coat. Distinctive and with a history.
- *Forged Documents:* Reasonably well-made facsimiles of documents that would never actually be given to someone like you.
- *Loaded Dice/Trick Holo-cards:* Gambling accouterments subtly altered to favor particular outcomes.
- *Mystic Ammunition:* A large-caliber shell fired from a specialized gun that releases mystic energies when it hits. Grants potency against mystic targets.
- *Personal Memento:* A keepsake you cherish. A locket, small holo, music from your homeworld.

Standard

- **Armor:** Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.
- **Blaster Pistol:** A pistol that shoot bolts of hot plasma at high speeds. Accurate only at close range. Makes “pew pew” noises (mandatory).
- *Communicator:* Has a few bands, likely even a few encrypted. Works only when within orbit.
- **Detonator:** Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can't handle. Illegal. You shouldn't have this. No, really.
- **Hacking Tools:** Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs.
- **Heavy Blaster:** Can do considerable damage to vehicles, heavy armor, and constructions like unshielded doors. Has about a dozen shots.
- *Illicit Drugs:* What's your poison, space cowboy?
- **Medkit:** Blood for a few common races, gauze, anti-radiation injector, laser scalpel, antiseptics, thread, painkillers.
- **Melee Weapon:** Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with laser edges. Some vibrate...ooh. Batteries included.
- **Repair Tools:** Things you need to fix ship engines, speeders, hovercars, and the like. Also, tools to hot-splice consoles and tweak machinery. Hammers, a welder, screwdrivers, wrenches, battery chargers, spray-painters.
- **Spacesuit:** Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).
- **Spy Gear:** Disguises, voice modulators, mini-cameras, thermal scanners, false thumbprints, and audio filters.

SCUM & VILLAINY

NAME _____ ALIAS _____

LOOK _____

HERITAGE: IMPERIAL—SPACER—COLONIST—MANUFACTURED—WANDERER—XENO BACKGROUND: ACADEMIC—LABOR—CULT—GUILDER—MILITARY—NOBLE—SYNDICATE

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

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
- △▽ Arrayn, 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

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.

INSIGHT

▶▶▶ DOCTOR
▶▶▶ HACK
▶▶▶ RIG
▶▶▶ STUDY

PROWESS

▶▶▶ HELM
▶▶▶ SCRAMBLE
▶▶▶ SCRAP
▶▶▶ SKULK

RESOLVE

▶▶▶ ATTUNE
▶▶▶ COMMAND
▶▶▶ CONSORT
▶▶▶ SWAY

STRESS

COLD|HAUNTED|OBSESSED|PARANOID|RECKLESS|SOFT|UNSTABLE|VICIOUS

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

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

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

- ### ACTION ROLL
1. Player states **goal**
 2. Player chooses **action rating**, roll **1d6** for each dot in selected Action Rating.
 3. GM sets **position**
 4. GM sets **effect** level
 5. Modify with the following, if desired:
 - **TEAMWORK**
 - **GAMBIT** = +1d
 - **PUSHING YOURSELF OR DEVIL'S BARGAIN**
 - Player may trade **position** for **effect**, or vice versa.
 6. Roll, choose **highest**:
 - 6s = Critical Success
 - 6 = Success
 - 4/5 = Partial success
 - 1-3 = Bad Outcome

- ### TEAMWORK (choose one)
- Lead a **group action**
 - **Setup** another character
 - **Protect** a teammate
 - **Assist** another character
- ### PUSHING YOURSELF (choose one)
- **+1d** to roll
 - +1 level to **effect**
 - Take **action** when incapacitated
 - AND as consequence, take **2 stress**
- ### DEVIL'S BARGAINS (choose one for +1d)
- Collateral **damage**
 - Sacrifice **cred** or an item
 - **Betray** a friend or loved one
 - Offend or anger a **faction**
 - Start and/or tick a **clock**
 - Add **heat** to the crew
 - Suffer **harm**.

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:** Route and means.

Items

(*italicized* items don't count for load)

Load: 3 light 5 normal 6 heavy

Speaker Specific

- **Fine Clothes:** Silk sarongs, suits, fine blue capes.
- *Legitimate ID:* A properly encoded Hegemonic ID indicating your legitimate station in the Hegemony.
- **Luxury Item:** Fine brandies, small but thoughtful gifts, spices and perfumes, fine instruments, popular games, etc.
- *Memento of a Past Encounter:* A distinctive piece of jewelry, a fine blade with a House crest, a signet ring, a small statue.

Standard

- **Armor:** Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.
- **Blaster Pistol:** A pistol that shoot bolts of hot plasma at high speeds. Accurate only at close range. Makes “pew pew” noises (mandatory).
- *Communicator:* Has a few bands, likely even a few encrypted. Works only when within orbit.
- **Detonator:** Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can't handle. Illegal. You shouldn't have this. No, really.
- **Hacking Tools:** Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs.
- **Heavy Blaster:** Can do considerable damage to vehicles, heavy armor, and constructions like unshielded doors. Has about a dozen shots.
- *Illicit Drugs:* What's your poison, space cowboy?
- **Medkit:** Blood for a few common races, gauze, anti-radiation injector, laser scalpel, antiseptics, thread, painkillers.
- **Melee Weapon:** Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with laser edges. Some vibrate...ooh. Batteries included.
- **Repair Tools:** Things you need to fix ship engines, speeders, hovercars, and the like. Also, tools to hot-splice consoles and tweak machinery. Hammers, a welder, screwdrivers, wrenches, battery chargers, spray-painters.
- **Spacesuit:** Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).
- **Spy Gear:** Disguises, voice modulators, mini-cameras, thermal scanners, false thumbprints, and audio filters.

SCUM & VILLAINY

NAME _____ ALIAS _____

LOOK _____

HERITAGE: IMPERIAL—SPACER—COLONIST—MANUFACTURED—WANDERER—XENO BACKGROUND: ACADEMIC—LABOR—CULT—GUILDER—MILITARY—NOBLE—SYNDICATE

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

- ### ACTION ROLL
1. Player states **goal**
 2. Player chooses **action rating**, roll d6 for each dot in selected Action Rating.
 3. GM sets **position**
 4. GM sets **effect** level
 5. Modify with the following, if desired:
 - **TEAMWORK**
 - **GAMBIT** = +1d
 - **PUSHING YOURSELF OR DEVIL'S BARGAIN**
 - Player may trade **position** for **effect**, or vice versa.
 6. Roll, choose **highest**:
 - 6s = Critical Success
 - 6 = Success
 - 4/5 = Partial success
 - 1-3 = Bad Outcome

- ### TEAMWORK (choose one)
- Lead a **group action**
 - **Setup** another character
 - **Protect** a teammate
 - **Assist** another character
- ### PUSHING YOURSELF (choose one)
- +1d to roll
 - +1 level to **effect**
 - Take **action** when incapacitated
 - AND as consequence, take 2 **stress**
- ### DEVIL'S BARGAINS (choose one for +1d)
- Collateral **damage**
 - Sacrifice **cred** or an item
 - **Betray** a friend or loved one
 - Offend or anger a **faction**
 - Start and/or tick a **clock**
 - Add **heat** to the crew
 - Suffer **harm**.

STITCH

SPACEFARING HEALER OR SCIENTIST

STARTING ABILITY

- ▶ **I'M A DOCTOR, NOT A...:** You can **push yourself** to roll your **doctor** rating while performing a different action. Say which patient, research, or posting taught you this trick.

SPECIAL ABILITIES

- ▶ **PHYSICKER:** You may **study** a malady, wounds, or corpse, and **gather info** from a crime scene. Also, your crew gets +1d to **recovery** rolls.
- ▶ **PATCH:** You may **doctor** someone during a job to allow them to ignore the effects of a **harm** penalty.
- ▶ **WELCOME ANYWHERE:** While wearing your medic garb, you are welcome even in dangerous places. Gain +1d to **consort** and **sway** when offering to tend to anyone in need.
- ▶ **UNDER PRESSURE:** Add a **gambit** to the pool whenever you or a crew member suffers level 2 or greater **harm**.
- ▶ **COMBAT MEDIC:** You may expend your **special armor** to resist any consequence while tending to a patient. When you **doctor** someone in combat, clear 1 **stress**.
- ▶ **MORAL COMPASS:** When you do the right thing at cost to yourself, **mark xp** (any category).
- ▶ **DR. STRANGE:** Your research and fields of study are fringe, esoteric, and focus on the mystical. You may always handle Precursor artifacts safely. When you **study** an artifact or **doctor** a strange substance, you may ask one: *what could this do?—why could this be dangerous?*
- ▶ **BOOK LEARNING:** You speak a multitude of languages and are broadly educated. Gain +1d when using **study** during a **downtime** activity.
- ▶▶▶ **VETERAN:** Choose a **special ability** from another source.

INSIGHT

|||||

- ▶▶▶ DOCTOR
- ▶▶▶ HACK
- ▶▶▶ RIG
- ▶▶▶ STUDY

PROWESS

|||||

- ▶▶▶ HELM
- ▶▶▶ SCRAMBLE
- ▶▶▶ SCRAP
- ▶▶▶ SKULK

RESOLVE

|||||

- ▶▶▶ ATTUNE
- ▶▶▶ COMMAND
- ▶▶▶ CONSORT
- ▶▶▶ SWAY

STRESS

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 ▶

- ### OLD FRIENDS
- △▽ Jackev, a drug dealer
 - △▽ Alben, a former patient
 - △▽ Ditha, a family member
 - △▽ Juda, a doctor
 - △▽ Lynie, a hospital admin

- ### ITEMS (Italics don't count for load)
- LOAD 3 light 5 normal 6 heavy
- Fine Medkit
 - Fine Bedside Manner
 - Fine Clothing
 - Recognize Medic Garb
 - Candies and Treats
 - Syringes and Applicators

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

CREW

|||||

STASH

|||||

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

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:** Route and means.

Items

(*italicized* items don't count for load)

Load: 3 light 5 normal 6 heavy

Stitch Specific

- Candies and Treats: For those extra brave customers.
- *Fine Bedside Manner*: Charm that sets patients at ease. Some Stitches never bother to bring this.
- *Fine Clothing*: A suit or outfit for fancy dinner parties and high society.
- *Fine Medkit*: Better stocked than the standard. Skin staples, diagnostic hand scanners, synthflesh, bone stabilizers, spray hypos, anti-venom, and a wider selection of drugs.
- *Recognizable Medic Garb*: The common red medic outfit bearing the official white medic seal of the Hegemony. Recognizable from a distance.
- *Syringes and Applicators*: Syringes, injectors, patch applicators. Many can be palmed easily.

Standard

- Armor: Really unobtrusive, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.
- Blaster Pistol: A pistol that shoot bolts of hot plasma at high speeds. Accurate only at close range. Makes "pew pew" noises (mandatory).
- *Communicator*: Has a few bands, likely even a few encrypted. Works only when within orbit.
- Detonator: Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can't handle. Illegal. You shouldn't have this. No, really.
- Hacking Tools: Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs.
- Heavy Blaster: Can do considerable damage to vehicles, heavy armor, and constructions like unshielded doors. Has about a dozen shots.
- *Illicit Drugs*: What's your poison, space cowboy?
- Medkit: Blood for a few common races, gauze, anti-radiation injector, laser scalpel, antiseptics, thread, painkillers.
- Melee Weapon: Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with laser edges. Some vibrate...ooh. Batteries included.
- Repair Tools: Things you need to fix ship engines, speeders, hovercars, and the like. Also, tools to hot-splice consoles and tweak machinery. Hammers, a welder, screwdrivers, wrenches, battery chargers, spray-painters.
- Spacesuit: Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).
- Spy Gear: Disguises, voice modulators, mini-cameras, thermal scanners, false thumbprints, and audio filters.