

SCUM & VILLAINY SHIP SHEET

STARDANCER

ILLICIT MERCHANTS
AND BLOCKADE
RUNNERS

CF-350 Series Scarab-class Freighter

Strange

DESIGNATION

CREW REPUTATION

COLORS/LOOK

CREW



HULL



- Smuggling Compartments
- Cargo Hold
-
-

SHIP SIZE

PERSONAL — FREIGHTER — CORVETTE — FRIGATE — DREADNOUGHT

- ◆ For each level of damage, mark a **ship system**.
- ◆ Each **downtime** you don't pay your ship's **upkeep**, roll a die for each consecutive downtime you haven't paid.
 - ◆ 1-3 No worries.
 - ◆ 4-5 Damage a system, but it's minor. A jury-rig can solve it.
 - ◆ 6+ A system is badly damaged and must be repaired.

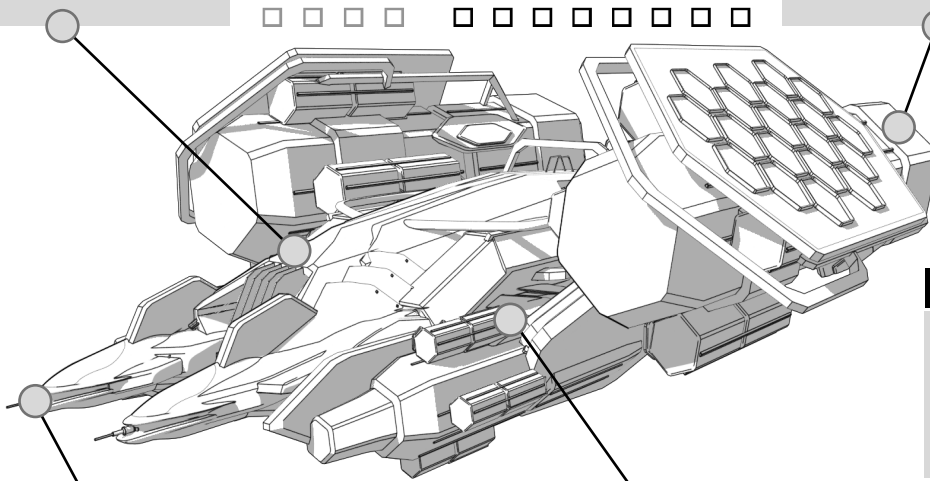
CREW

DEBT

ENGINES



- Jump Drive
- Afterburners
-
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GAMBITS

RESET TO 2 GAMBITS AT THE START OF EVERY JOB

COMMS



- Fake Transponder
- Quantum Encryptor
-

UPKEEP

(SYSTEMS + CREW) / 4
PAID AT THE START OF EVERY DOWNTIME

SKIPS

WEAPONS



-
-

SHIELDS

AUXILIARY

- AI Module
- Armory
- Brig
- Galley
- Shields
- Medical Bay
- Science Bay

SHIP GEAR

- Holo Emitters
- Intruder Alarm
- Land Rover
- Power Reserves
- Shuttle
- Stasis Pods
- Vault

TRAINING

- Insight
- Prowess
- Resolve
- Personal

CREW GEAR

- Alien Pet
- Ground Vehicles
- Recon Drone
- Survival Gear
- Workshop

SPECIAL ABILITIES

- ▷ **THE GETAWAY:** You gain **potency** when you **scramble** or **helm** to avoid capture or run a blockade. When doing a delivery job, take **+1d** to the **engagement** roll.
- ▷ **CARGO EYE:** Your crew gains **+1 cred** for smuggling or delivery jobs. Whenever you **gather info** you can always ask: *what is most valuable here?*
- ▷ **FIELD REPAIRS:** You gain **potency** when repairing your ship while in space. If you spend a **gambit** on a **rig** roll, you gain **+2d** (instead of **+1d**).
- ▷ **LEVERAGE:** Your crew knows how to pull strings and cash in favors. When you **lay low**, instead of rolling you can take **-1 status** with a faction at Helpful (+1) or better to reduce your **wanted level** by 1, and set your **heat** to 0 in a system.
- ▷ **JUST PASSING THROUGH:** During **payoff**, take **-1 heat**. When your **heat** is 4 or less, you get **+1d** to deceive people when you pass yourselves off as ordinary citizens, and you still have 2 **downtime** activities even if you're at War (-3) with any faction as they have trouble locating you.
- ▷ **HOME COOKING:** Your whole crew gains Home Cooking as a **vice**. Right after a job, you may spend **1 cred** and a **downtime** activities to cook for everyone, allowing the whole crew present to make a **vice** roll. If anyone **overindulges**, a fight erupts, and everyone gains **1 stress** after the **vice** roll. Requires a **galley** module.
- ▷ **PROBLEM SOLVERS:** Each PC may add 1 action rating to **helm**, **rig**, or **scramble** (up to a max of 3).
- ▷▷ **VETERAN:** Choose a **special ability** from another source.

CREW/SHIP UPGRADES

- False Ship Papers
- Dark Hyperspace Lane Maps
- Smuggler's Rigging (1 carried item is concealed and has no weight)
- Lucky Charm (+1 gambit)
- Thrillseekers (+1 stress)

CONTACTS

- ▷ T'kafa, a dockmaster
- ▷ Alor, a keen-eared barkeep
- ▷ Heani, a tugboat captain
- ▷ Rakka, a diplomat
- ▷ Citani, a reclusive info broker

CREW XP

At the end of each session, for each item below, mark **1 xp** (or **2 xp** instead if that item occurred multiple times).

- ◆ You executed a successful transport or smuggling operation.
- ◆ You contended with challenges above your current station.
- ◆ You bolstered your crew's reputation or develop a new one.
- ◆ You expressed the goals, drives, inner conflict, or essential nature of the crew.

NOTES / PROJECTS
