SCUM & VILLAINY

SCOUNDREL

A SCRAPPY AND LUCKY SURVIVOR

Dr. Julius "Sum" Miller
NAME

DOC
OUTLAW NAME

LOOK Professor - chasing pet precursor theory and doing extended field work

HERITAGE: IMPERIAL

BACKGROUND: ACADEMIC

Aquiring any Ur artifacts he can online or through other shopping methods
VICE/PURVEYOR: WEIRD

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** >*

ARMOR /
HEAVY /
SPECIAL /

CRED ☐☐☐☐ **STASH**

NOTES / PROJECTS

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.

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.

"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*

- ☐ Blaster Pistol
- ☐ 2nd Blaster Pistol
- ☐ Melee Weapon
- ☐-☐ Heavy Blaster
- ☐ Detonator
- ☐ Hacking Tools
- ☐ Repair Tools
- ☐-☐ Medkit
- ☐ 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 **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.*

PLAYBOOK ADVANCEMENT ////////

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:** *Route and means.*

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**.*