

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

STRESS **TRAUMA** COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS

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

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

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**.

MUSCLE

BADASS WITH ANY WEAPON

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.

DEADLY FRIENDS

- △▽ _____, 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)

- _____, a **Fine Sniper Rifle**
- _____, a **Fine Flamethrower**
- _____, a **Fine Vibro-Blade**
- _____, Detonator Launcher
- Fine Martial Art Style**
- Mystic Ammunition**

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.

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.
 - ◆ You addressed 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

LOAD 3 light 5 normal 6 heavy

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