

SCUM & VILLAINY

Xavier Hex

Vapour

NAME

CALL SIGN

Flight suit, long coat, long scarf

LOOK

Raised in the Core

Stole ships for the Maelstrom

HERITAGE: SPACER

BACKGROUND: SYNDICATE

Exotic food and drink

VICE/PURVEYOR: PLEASURE

STRESS		TRAUMA		COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS	
HARM		NEED HELP	ARMOR		
3			HEAVY		
2		-1D	SPECIAL		
1		LESS EFFECT	CRED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> STASH		
RECOVERY		Get treatment in <i>downtime</i> to fill your <i>healing clock</i>			

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:** 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**.

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*)

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

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 **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

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