

# SCUM & VILLAINY

John Trainer

Ace

NAME

ALIAS

LOOK

Once a member of The Suneaters

HERITAGE: IMPERIAL

BACKGROUND: CULT

Likes to play with Ur artifacts behind closed doors

VICE/PURVEYOR: WEIRD

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

NOTES / PROJECTS

## TEAMWORK

Lead a group action.

Set up another character.

Protect a teammate.

Assist another character.

## PLANNING & LOAD GATHER INFO

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.

◆ *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.*

# MECHANIC

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 TWINE:** You get an extra **downtime activity** to **repair**, and the repair activity costs you **0 cred**.

▶ **CONSTRUCT SPEAKER:** 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 (see Crafting).

▶ **JUNKYARD HUNTER:** When you **acquire** parts or equipment during **downtime**, you may either gain **2 assets**, or gain **+1 effect** level on the roll.

▶ **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.

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

▶ **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.

## 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 (ex: a dog)*

## 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 :

## 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 **2xp** 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.

Blaster Pistol

2nd Blaster Pistol

Melee Weapon

Heavy Blaster

Detonator

Hacking Tools

Repair Tools

Medkit

Spy Gear

Illicit Drugs

Communicator

Armor

Spacesuit