

# Mordo Veers

[Back to .](#)

<b>Alias:</b> Snake Eyes		<b>Scoundrel</b>  <b>Serendipitous</b> : Your crew starts with <b>+1 gambit</b> when the pool resets <sup>1)</sup> .  <b>I know a Guy</b> : When you first dock at a port after being away, pick one and ask 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 <b>1 cred</b> per additional feature <sup>2)</sup> .
<b>Look:</b>		
<b>Heritage:</b> Spacer		
<b>Background:</b>		
<b>Vice:</b> Gambling		
<b>Stress</b>	<b>Trauma</b>	
0 (of 9)	0 (of 4)	
<b>Harm</b>		
none		

<p><b>Attribute</b> Used to reduce or avoid the <b>consequences</b> of an effect. Suffer 6 <b>Stress</b> minus the highest die result. If you roll a Critical (<b>6s</b>) you also clear one additional stress</p>	<p><b>Insight Resist consequences from deception or understanding</b> 0</p>	<p><b>Prowess Resist consequences from physical strain or injury</b> 2</p>	<p><b>Resolve Resist consequences from mental strain or willpower</b> 3</p>
<p>Actions</p>	<p><b>Doctor Doctor</b> someone who's been injured; handle and identify substances; do science; comfort, support, or elicit sympathy. 0</p>	<p><b>Helm Helm</b> a vehicle; fire ship weaponry; plot a jump or in-system course; escape a chasing ship. 0</p>	<p><b>Attune Attune</b> to the Way to communicate with non-sentient species or robots; sense unseen danger or killing intent; safely handle Precursor artifacts or remnants. 2</p>
	<p><b>Hack Hack</b> computers, systems, and digital locks; reprogram robots or drones; jam surveillance and communications. 0</p>	<p><b>Scramble Scramble</b> to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments. 0</p>	<p><b>Command Command</b> obedience with your force of personality; intimidate or threaten; lead an action with NPCs; order people to do what you want. 0</p>
	<p><b>Rig Rig</b> together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives. 0</p>	<p><b>Scrap Scrap</b> with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle. 1</p>	<p><b>Consort Consort</b> with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places. 1</p>
	<p><b>Study Study</b> a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research. 0</p>	<p><b>Skulk Skulk</b> about unseen; pick pockets; employ subtle misdirection or sleight of hand. 1</p>	<p><b>Sway Sway</b> someone with charm, logic, disguise, or bluffing; change attitudes or behavior with manipulation or seduction. 2</p>
<p><b>Deadly Friends</b></p>			
<p><b>Allies</b></p>		<p><b>Enemies</b></p>	
<p><b>Ora</b>, an info broker. <i>Always coming to you with juicy tip?</i></p>		<p><b>Rhin</b>, a smuggler. <i>A trustworthy source that passes on tips? A rogue that came up in the ranks with you? Or a rival in your line of work?</i></p>	

## Experience

Attributes	Playbook	End of Session
Gained from making a Desperate action, Downtime training or end of session. 6 to get a new action point	Gained at end of session or Downtime training. 8 to get a new special ability	You get one XP (or two if it occurred multiple times) for:
<p style="text-align: center;"> <span style="margin-right: 20px;"><u>0</u></span> <span style="margin-right: 20px;"><u>0</u></span> <span><u>0</u></span> </p> <p style="text-align: center;"><b>Insight Prowess Resolve</b></p>	<p style="text-align: center;"><u>0</u></p> <p style="text-align: center;"><b>Playbook</b></p>	1) Addressing a tough challenge with charm or audacity 2) Expressing your beliefs, drives, heritage or background 3) Struggling with issue from your vice or traumas

## Equipment

Light Load = 3	Normal Load = 5	Heavy Load = 6
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### Specialist Equipment

- **Fine blaster pistol (or matching pair).** Customized or strange. Can fire mystic ammunition. *What do they fire? Where in your travels did you get them? Did you name them?* [**1 or 2 load**]
- **Fine coat.** A heavy but well-made and well-kept coat. Distinctive and with a history. *Where did you get this coat? Was it a gift, an impulse purchase, or something you won in a bet? Is it decorated with any insignia or logos? Make sure it's got a memorable look or color.* [**1 load**]
- **Loaded dice or trick holo-cards.** Gambling accoutrements subtly altered to favor particular outcomes. Luck is one of your many skills. Sometimes it just needs a little help though. *When's the last time these got you into trouble?* [**0 load**]
- **Forged documents.** Reasonably well-made facsimiles of documents that would never actually be given to someone like you. *Who made these for you? Do you still owe someone for them? Or did you steal them from someone?* [**0 load**]
- **Mystic ammunition.** A large-caliber shell, designed to be fired from a specialized gun, which releases mystic energies when it hits. Grants potency against mystic targets. *Who makes your mystic bullets? Why are they potent against Way energies?* [**0 load**]
- **Personal memento.** A keepsake you cherish. A locket, small holo, music from your homeworld. *For someone so tied to the spaceways, what about this memento makes it so important? Who does it remind you of? Why do you still hold onto it?* [**0 load**]

### Standard Equipment

- **Armor:** Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement. [**2 load**]
- **Blaster Pistol:** Shoots bolts of hot plasma. Accurate only at close range. Makes "pew pew" noises (mandatory). Comes in a variety of shapes. How do you customize yours? [**1 load**]
- **Communicator:** Has a few bands, likely even a few encrypted. Works only when within orbit. [**load**]
- **Detonator:** Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can't handle. Illegal. You shouldn't have this. No, really. [**1 load**]
- **Hacking Tools:** Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs. [**1 load**]

- **Heavy Blaster:** Can do some considerable damage to vehicles and things like unshielded doors. Has about a dozen shots. Will do serious and messy harm to people. Illegal. [**2 load**]
- **Illicit Drugs:** What's your poison, space cowboy? For personal use, catching a dangerous bounty, or entertainment while traveling between planets. [**0 load**]
- **Medkit:** Blood for a few common races, gauze, antiradiation injector, laser scalpel, antiseptics, thread, painkillers. [**2 load**]
- **Melee Weapon:** Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with laser edges. Some vibrate...ooh. Batteries included. [**1 load**]
- **Repair Tools:** Things you need to fix ship engines, speeders, hovercars, and the like. Tools to hot-splice consoles and tweak machinery. Hammers, a welder, screwdrivers, wrenches, battery chargers, spray-painters. [**1 load**]
- **Spacesuit:** Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other gas, liquid, or substance you breathe). [**2 load**]
- **Spy Gear:** Disguises, voice modulators, mini-cameras, thermal scanners, false thumbprints, and audio filters. [**1 load**]

1)  
This increases the crew's starting gambits on a job. You're just plain luckier than other people

2)  
Though you keep an ear to the ground, sufficient time has to pass for new jobs to crop up at a port (usually a downtime or two). The GM will tell you how you hear about the work; it might be a publicly available bounty or something a contact reaches out about.

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