

SCUM & VILLAINY SHIP SHEET

LEGACY

ILLICIT MERCHANTS
AND BLOCKADE
RUNNERS

CF-350 Series Scarab-class Freighter

Daring

DESIGNATION

CREW REPUTATION

COLORS/LOOK a worn, rust-red beauty. The name seems almost hidden below one of the panels, almost like a signature

CREW



HULL



- Smuggling Compartments
- Cargo Hold
- _____
- _____

SHIP SIZE

PERSONAL — FREIGHTER — CORVETTE — FRIGATE — DREADNAUGHT

- ◆ For each level of damage mark a **ship system**.
- ◆ Each downtime you don't pay your ship's **upkeep** roll a die for each consecutive downtime you haven't paid.
 - ◆ 1-3 No worries.
 - ◆ 4-5 Damage a system, but it's minor. A **jury-rig** can solve it.
 - ◆ 6+ A system is badly damaged and must be repaired.

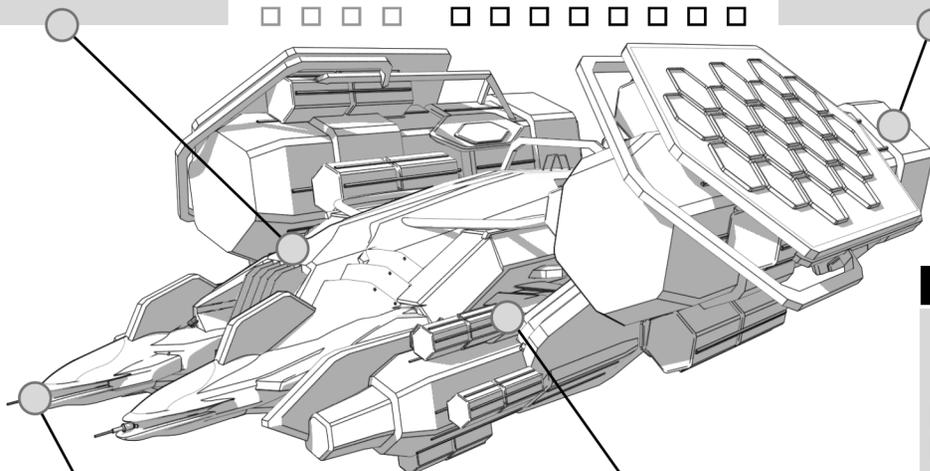
CREW

DEBT

ENGINES



- Jump Drive
- Afterburners
- _____
- _____



GAMBITS

RESET TO 2 GAMBITS AT THE START OF EVERY JOB

COMMS



- Fake Transponder
- Sensor Jammers
- _____

UPKEEP

SHIP SYSTEMS + CREW / 4
PAID AT THE START OF EVERY DOWNTIME.

WEAPONS



- _____
- _____

SHIELDS

NOTES / PROJECTS

AUXILIARY

- AI Module
- Armory
- Brig
- Galley
- Shields
- Medical Bay
- Science Bay

TRAINING

- Insight
- Prowess
- Resolve
- Personal

SHIP GEAR

- Entertainment
- Hull Magnets
- Intruder Alarm
- Land Rover
- Power Reserves
- Shuttle
- Vault

CREW GEAR

- Alien Pet
- Disguises
- Rebreathers
- Survival Gear
- Welding Gear

SPECIAL ABILITIES

- ▶ **THE GETAWAY:** You gain **potency** when you **scramble** or **helm** to avoid capture or run a blockade. When doing a delivery job take **+1d** to the **engagement** roll.
- ▶ **CARGO EYE:** Your crew gains **+1 cred** for smuggling or delivery jobs. Whenever you gather information you can always ask: *What is most valuable here?*
- ▶ **FIELD REPAIRS:** You gain **potency** when repairing your ship while in space. If you spend a **gambit** on a **rig** roll you gain **+2d** (instead of **+1d**).
- ▶ **LEVERAGE:** Your crew knows how to pull strings and cash in favors. When you **lay low**, instead of rolling you can take **-1 status** with a faction at Helpful (+1) or better to add 4 ticks to your **wanted reduction** clock.
- ▶ **JUST PASSING THROUGH:** During **downtime**, take **-1 heat**. When your **heat** is 4 or less, you get **+1d** to deceive people when you pass yourselves off as ordinary citizens, and you still gain a 2nd action if you're at War (-3) with any faction as they have trouble locating you.
- ▶ **HOME COOKING:** Your whole crew gains Home Cooking as a **vice**. Right after a job in space, you may spend **1 cred** and a **downtime** action to cook for everyone, allowing the whole crew present to make a **vice** roll. If anyone **overindulges**, a fight erupts, and everyone gains **1 stress** after the **vice** roll).
- ▶ **PROBLEM SOLVERS:** Each PC may add 1 action rating to **helm**, **rig**, or **scramble** (up to a max of 3).
- ▶▶ **VETERAN:** Choose a **special ability** from another source.

CREW/SHIP UPGRADES

- False Ship Papers
- Dark Hyperspace Lane Maps
- Smuggler's Rigging (1 carried item is concealed and has no weight)
- Lucky Charm (+1 gambit)
- Thrillseekers (+1 stress)

CONTACTS

- ▶ T'kafa, a dockmaster
- ▶ Alor, a keen-eared barkeep
- ▶ Heani, a tugboat captain
- ▶ Rakka, a diplomat
- ▶ Citani, a reclusive info broker

CREW ADVANCEMENT

- At the end of each session, for each item below, mark 1 xp (or instead mark 2 xp if that item occurred multiple times).
- ◆ Execute a successful transport or smuggling operation.
 - ◆ Contend with challenges above your current station.
 - ◆ Bolster your crew's reputation or develop a new one.
 - ◆ Express the goals, drives, inner conflict, or essential nature of the crew.