

SCUM & VILLAINY

NAME _____ **RIGGER**
ALIAS _____

work boots and suspenders

LOOK
raised on a starship by a large family of crew workers, you never had a planetary home.

serving on a myriad of merchant ships through your family connections.

HERITAGE: IMPERIAL—**SPACER**—COLONIST—MANUFACTURED—WANDERER—XENO

BACKGROUND: ACADEMIC—**LABOR**—CULT—GUILDER—MILITARY—NOBLE—SYNDICATE

you have an Obligation to your hard-working family.

VICE/PURVEYOR: FAITH—GAMBLING—LUXURY—**OBLIGATION**—PLEASURE—STUPOR—WEIRD

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

HARM		NEED HELP
3		
2		-1D
1		LESS EFFECT

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



ARMOR **HEAVY**

FIXED

HACKER
other special armor

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**.

MECHANIC

GEARHEAD AND HACKER

STARTING ABILITY

▶ **TINKER:** When you work on a clock with **rig** or **hack**, fill **+1 segment**.

SPECIAL ABILITIES

- ▶ **CONSTRUCTOR:** You can **rig** the complex circuitry and frames required to create new robots and drones. With AI cores you can build Urbots.
- ▶ **CONSTRUCT SPEAKER:** Machines speak to you when you **study** them. You don't need equipment to **rig** or **hack** (though it may be more risky, or have limited effect).
- ▶ **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 get **special armor** vs. machines breaking. When you roll a **critical** while fixing or building a machine, add a feature.
- ▶ **HACKER:** You get **special armor** while hacking. When you **resist** the consequences of hacking, roll **+1d**.
- ▶ **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 one **quality** higher for the remainder of the job.
- ▶ **ANALYST:** When you **hack** a system, you may also ask a question about the location or owner of the system as though you had rolled a 6 on **gather info**.
- ▶▶ **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)

- ▣ **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 :

- ◆ 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.
 - ◆ When you address 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.

PLAYBOOK ADVANCEMENT



LOAD 3 light 5 normal 6 heavy

- Blaster Pistol
- 2nd Blaster Pistol
- Heavy Blaster
- Detonator
- Hacking Tools
- Repair Tools
- Medkit
- Maps and Charts
- Spy Gear
- Illicit Drugs
- Communicator
- Armor
- Spacesuit