

SCUM & VILLAINY

DR. MARROW
ALIAS

NAME

stillsuit and worn uniform

LOOK

you're a clone, made for battle, raised by scientists as a super-soldier.

you escaped the Hegemony military to defy your deathly fate and save lives instead.

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

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

you grew up dosing heavily on supplementary drugs. They also help stave off the pain of a failing body.
VICE/PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—**STUPOR**—WEIRD

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

HARM		NEED HELP	ARMOR HEAVY
3			COMBAT MEDIC
2		-1D	
1		LESS EFFECT	CREW STASH

RECOVERY *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

- 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.

STITCH

LEARNED PERSON
AND WANDERING
HEALER

STARTING ABILITY

▶ **I'M A DOCTOR NOT A ...:** Take **2 stress** to roll your **doctor** rating while performing a different action. Say which patient, research, or posting you learned how to do this trick from.

SPECIAL ABILITIES

- ▶ **PHYSICKER:** You may **study** a malady or corpse, and **gather information** from a crime scene. Also, your crew gets **+1d** to **recovery** rolls.
- ▶ **PATCH:** You may **doctor** someone during a job to allow them to ignore the effects of a **harm** penalty.
- ▶ **WELCOME ANYWHERE:** While wearing your medic garb you are welcome even in dangerous places. Gain **+1d** to **consort** and **sway** when offering tending to anyone who is in need, or has family/friends in need.
- ▶ **COMBAT MEDIC:** You get **special armor** while tending to a patient. When you **doctor** someone in combat, clear **1 stress**.
- ▶ **UNDER PRESSURE:** Add a **gambit** to the pool whenever you or a crew member suffers level 2 or worse **harm**.
- ▶ **MORAL COMPASS:** When you do the right thing at cost to yourself, **mark XP** (any category).
- ▶ **DR STRANGE:** Your research and fields of study are fringe, esoteric and focus on the mystical. You may always handle Precursor artifacts safely. When you **study** an artifact or **doctor** a strange substance you may ask one: *what could this do? -- why could this be dangerous?*
- ▶ **BOOK LEARNING:** You speak a multitude of languages and are broadly educated. Gain **+1d** when using **study** during a **downtime** action.
- ▶▶ **VETERAN:** Choose a **special ability** from another source.

OLD FRIENDS

- △▼ Jackev, a drug dealer
- ▲▽ Alben, a former patient
- △▽ Ditha, a family member
- △▽ Juda, a doctor
- △▽ Lynie, a hospital admin

ITEMS (*Italics don't count for load*) **LOAD** 3 light 5 normal 6 heavy

- Fine Medkit
- Fine Bedside Manner
- Fine Clothing
- Recognizable Medic Garb
- Candies and Treats
- Syringes and Applicators
- Blaster Pistol
- 2nd Blaster Pistol
- Heavy Blaster
- Detonator
- Hacking Tools
- Repair Tools
- Medkit
- Maps and Charts
- Spy Gear
- Illicit Drugs
- Communicator
- Armor
- Spacesuit

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 insight or compassion.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice or traumas during the session.

PLAYBOOK ADVANCEMENT

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.