

SCUM & VILLAINY

NAME _____ **HULL** _____
ALIAS _____

thick duster and tall boots

LOOK
 from a colony in Aketi, running and climbing the jungle trees like the athletic kid you were.

recruited by the 51st Legion, you were quickly severed from your simple life.

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

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

whiskey, the stronger the better. Preferably the "making the atrocities of war disappear" kind.
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 <i>Get treatment in downtime to fill your healing clock</i> ▶		

ARMOR **HEAVY**

BATTLEBORN

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.

MUSCLE

BADASS WITH ANY WEAPON

STARTING ABILITY

▶ **UNSTOPPABLE:** In close combat, you're equal in **scale** to a small gang.

SPECIAL ABILITIES

- ▶ **WRECKING CREW:** Your strength and ferocity are infamous. When striking in melee, you gain **+1 effect level**. Whenever you spend a **gambit** in combat, you also gain **potency** to your action.
- ▶ **FLESH WOUND:** When you have **downtime**, mark **+3 segments** on your **healing clock**. When you **push yourself** to ignore wound penalties you take only **1 stress** (not 2).
- ▶ **BACKUP:** An ally's **push** costs **1 stress** on any action you **set up** or **assist**.
- ▶ **BATTLEBORN:** You get **special armor** vs. physical attacks. When you take **harm**, clear **1 stress**.
- ▶ **READY FOR ANYTHING:** When being ambushed, your **flashbacks** cost **0 stress** and you gain **potency** to all actions during those flashbacks.
- ▶ **PREDATOR:** Take **+1d** to rolls against weakened or vulnerable targets. Whenever you **gather information** on a weakness or vulnerability, the worst you can get is a **standard (4-5)** result.
- ▶ **SCARY:** You have an air of menace and danger obvious to even the most unobservant. You gain **potency** when trying to intimidate someone. If done immediately after a show of force, also take **+1d**.
- ▶ **BODYGUARD:** When you **protect** a crewmate, **resist** with **+1d**.
- ▶▶ **VETERAN:** Choose a **special ability** from another source.

DEADLY FRIENDS

- ▲ ▼ Krieger, a fine blaster pistol
- △ ▼ Shod, a weapons dealer
- △ ▼ Chon-zek, a bounty hunter
- △ ▼ Yazu, a crooked cop
- △ ▼ Aya, an assassin

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

- Vera, a Fine Sniper Rifle
- Zmei, a Fine Flamethrower
- Sunder, a Fine Vibro-Blade
- Zarathustra, Detonator Launcher
- Fine Martial Art Style
- Mystic Ammunition

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 force or threats.
 - ◆ 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.

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