SCUM & VILLAINY

PILOT

SHIP HANDLING WIZARD, ADDICTED TO DANGER

NODE

NAME | **CALL SIGN**

flight suit and leathers

LOOK

from a family of farmers on Amerath, you grew dreaming of exploring the stars.

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

before getting the chance to helm a ship you spent your youth working on space docks and hangars.

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

you believe in the Emerald Heart and pray for its favor regularly, reasonable considering your line of work.

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

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

HARM			
3			NEED HELP
2			-1D
1			LESS EFFECT

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

ARMOR // **HEAVY**

other special armor

CRED □□□□ **STASH**

NOTES / PROJECTS

STARTING ABILITY

▶ **Ace Pilot:** You have **potency** on all speed-related rolls. When you roll to **resist** the consequences of piloting, gain **+1d**.

SPECIAL ABILITIES

▷ **Keen Eye:** You have sharp eyes and notice small details many might overlook. Gain **+1d** when firing ship guns or making trick shots.

▷ **Side Job:** You may spend a **downtime** action in port doing odd jobs. Gain **1 cred**. If there are rumors floating about, the GM will tell you of them.

▷ **Exceed Specs:** While onboard a ship you may damage a ship system you have access to in order to gain **+1d** to a roll, or a level of **effect**.

▷ **Leaf on the Wind:** When you **push** yourself, you may spend **+1 stress** (so **3 stress** total) to gain both **+1 effect** and **+1d** instead of one or the other.

▷ **Hedonist:** When you indulge your **vice**, you may adjust the outcome by +/-1. An ally who joins in your vice may do the same.

▷ **Commander:** Whenever you lead a **group action**, gain **scale**. If you command a crew in combat, you may count multiple **6**'s from different rolls as a **critical**.

▷ **Traveller:** You're comfortable around unusual cultures and Xenos. You gain **potency** when attempting to **sway** or **consort** with them.

▶ **Punch It!:** When you spend a **gambit** on a **desperate** roll, it counts as **risky** instead.

▷▷▷ **Veteran:** Choose a **special ability** from another source.

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.

FAST FRIENDS

- △▽ Yattu, a gang boss
- △▽ Triv, a ship mechanic
- △▽ Choss, a professional racer
- △▼ Meris, a scoundrel
- ▲▽ Maz, a former mentor

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

- □-□ **Fine Customized Spacesuit**
- □-□ **Fine Small Urbot**
- □ **Fine Mechanics Kit**
- □ *Grappling Hook*
- □ Guild License
- □ *Victory Cigars*

- □ 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 :

PLAYBOOK ADVANCEMENT

- *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 speed or flair.*
- *You expressed your beliefs, drives, heritage, or background.*
- *You struggled with issues from your vice or traumas during the session.*

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**.*