SCUM&VILLAINY

SPEAKER

A WELL SPOKEN
RESPECTABLE
PERSON

MRS / MR. SINGER

NAME   ALIAS

collared shirt, suit and vest
LOOK
from the planet-cities of the heartland, growing up in the streets of an urban jungle.

a dropout from law school, you found work on the frontier, where no one could check your credentials.

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

BACKGROUND: (ACADEMIC)—LABOR—CULT— GUILDER—MILITARY—NOBLE—SYNDICATE

you have a weakness to the pleasure of good company and skilled lovers.
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**

Subterfuge /

_____ /
other special armor

CRED ▢▢▢▢ **STASH**

STARTING ABILITY

▷ **Air of Respectability:** You get an extra **downtime** action to **acquire assets** or **lay low**.

SPECIAL ABILITIES

▷ **Favors Owed:** During **downtime**, you get **+1 result level** when you **acquire assets** or **reduce heat**. When you **gather info** take **+1d**.

▷ **Player:** You always know when someone is lying to you.

▷ **Infiltrator:** When you bypass security you get **+1 effect** level. When you gather information about security or layout while onsite gain **+1d**.

▷ **Subterfuge:** You get **special armor** vs. persuasion and suspicion. When you **resist** with **Insight**, gain **+1d**.

▷ **Heart to Heart:** When you provide meaningful insight or heartfelt advice that a crewmate follows, you both clear **1 stress**.

▷ **Old Friends:** Whenever you land in a new location, write down a friend you know there (see **Influential Friends** below).

▷ **Disarming:** Whenever you use a **gambit** while speaking, hostilities and danger also pause while you speak.

▷ **Purpose:** You gain **+1d** when you **resist** with **Resolve**.

▷▷▷ **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.

NOTES / PROJECTS

INFLUENTIAL FRIENDS

△ ▼ Arryn, a noble
▲ ▽ Manda, a guild member
△ ▽ Kerry, a doctor
△ ▽ Je-zee, a diplomat
△ ▽ _____

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

▢ **Fine clothes**
▢ *A Legitimate ID*
▢ *Luxury item*
▢ *Luxury item*
▢▢ *Large Luxury Item*
▢ *Memento of a Past Encounter*

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

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.*

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 deception or influence.*
◆ *You expressed your beliefs, drives, heritage, or background.*
◆ *You struggled with issues from your vice or traumas during the session.*