

# SCUM & VILLAINY

**NAME** CP. DASH VANDAL  
**OUTLAW NAME**

bomber jacket and glitterig jewelry

**LOOK**

you were born in a family of criminals, always on the run from the law.

after your mom's death you survived by working for her former friends and contacts at the Syndicate.

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

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

you always longed for the good life, and its excesses.

**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		<b>DEVIL'S OWN LUCK</b>
2	-1D	<i>other special armor</i>
1	LESS EFFECT	<b>CREW</b> <b>STASH</b>
<b>RECOVERY</b> <i>Get treatment in downtime to fill your healing clock</i>		

**NOTES / PROJECTS**

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**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.

## SCOUNDREL

SCRAPPY SURVIVOR WITH MORE LUCK THAN BRAINS

**STARTING ABILITY**

▶ **SERENDIPITOUS:** Your crew starts with +1 gambit when the pool resets.

**SPECIAL ABILITIES**

- ▶ **SHOOT FIRST:** When you attack from hiding or spring a trap, take +1d. When there's a question about who acts first, the answer is you (two characters with **Shoot First** act simultaneously).
- ▶ **TENACIOUS:** Penalties from **harm** are one level less severe (though level 4 **harm** is still fatal).
- ▶ **NEVER TELL ME THE ODDS:** You also generate **gambits** on **desperate** rolls. You may also generate **gambits** even if you spent a **gambit**.
- ▶ **DEVIL'S OWN LUCK:** You get **special armor** vs. blaster fire. When you roll a **critical** while talking your way out of trouble, clear 2 **stress**.
- ▶ **DAREDEVIL:** When you make a **desperate** roll take +1d.
- ▶ **I KNOW A GUY:** Whenever you first dock at a port after being away, pick two and ask the GM about a job you hear about: *It's really dangerous — It doesn't pay near enough — It's time sensitive.*
- ▶ **ASK QUESTIONS LATER:** When you **consort** to gather information, you gain **potency** and can always ask: *Who might this benefit?*
- ▶ **PACK RAT:** You stash odds and ends about your ship. When you look for something small on your ship make a **fortune** roll. On a 1-3, you can't find it. On a 4-5, you find something close. On a 6, you have just what you need.
- ▶▶ **VETERAN:** Choose a **special ability** from another source.

**"FRIENDS"**

- △▼ Nyx, a moneylender
- △▽ Ora, an info broker
- ▲▽ Jax, a ship mechanic
- △▽ Rin, a smuggler
- △▽ Battro, a bounty hunter

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

- Fine Sidearm (or pair )
- Fine Coat
- Loaded Dice, Trick Holocards
- Forged Documents
- Mystic Ammunition
- Personal Memento
- 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 charm or audacity.
- ◆ 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.