

CHARACTER CREATION

0. CHOOSE A SHIP AND CREW

Your characters will be influenced by the ship you fly, so discuss the ship selection for your game first. Pick the ship now, but detail the ship during crew creation.

1. CHOOSE A PLAYBOOK

Your playbook determines your character's role and reputation, their **special abilities**, and how they advance. Multiple players can choose the same playbook.

2. CHOOSE A STARTING ABILITY

Playbooks begin with a **starting ability** marked. Note that starting abilities cannot be selected using Veteran.

If you want to play a xeno with unique abilities, replace your **starting ability** with the following: "**Xeno**: You may spend **stress** (0-2) to perform an inhuman feat only members of your species can do."

3. CHOOSE A SPECIAL ABILITY

Choose from the list on your sheet. If you're unsure, choose the first one (it's placed there as a good default choice).

4. CHOOSE A HERITAGE

Pick one on the sheet and add a note about your family life.

5. CHOOSE A BACKGROUND

Pick one on the sheet and add a detail about your specific history.

6. ASSIGN ACTION DOTS

Assign **four additional action points**. No action may begin with a rating higher than 2. After character creation, action ratings may advance up to 3.

7. CHOOSE ONE FRIEND AND ONE RIVAL

You know all of the people here well. Mark someone on your list who is a close friend, long-time ally, family relation, lover, etc. (the upward-pointing triangle). Mark another who is a former friend turned rival, enemy, scorned lover, betrayed partner, etc. (the downward-pointing triangle).

8. CHOOSE YOUR VICE

Pick your preferred type of **vice** (or two) and detail it with a short description.

9. RECORD YOUR NAME, ALIAS, AND LOOK

Choose from the lists (right), or write down your own.

NAMES: Abra, Aria, Chendra, Cord, Del, Duncan, Ed, Entex, Espa, Faykan, Faye, Finn, Fox, Gaius, Garm, Garrus, Genera, Greeg, Gurney, Han, Hiram, Hondo, Ignor, Jaana, Jango, Jerec, Jet, Jung, Kai, Kalo, Kahlee, Kasumi, Kirk, Kit, Lando, Leto, Liara, Lotus, Mevakor, Mill, Mino, Miranda, Mordin, Naimon, Needa, Oola, Orrin, Paul, Poe, Potak, Praxis, Quinton, Rey, Rocco, Saldeed, Samara, Saren, Seklor, Spike, Thane, Yast, Yola, Victor, Wyndam, Xavier, Zaeed, Zokar

FAMILY NAMES: Acon, Apple, Bartok, Black, Brell, Clovis, Crynyd, Curia, Doona, Drake, Dyson, Emari, Endua, Evazan, Farr, Feris, Gallia, Gree, Gyle, Hawking, Hex, Hill, Impera, Indigo, Intal, Ivanov, Jor, Jusik, Kasur, Kedra, Kor, Kranax, Kritus, Kromyl, Kymnal, Lana, Livia, Luo, Mahat, Marak, Nattoh, Nagan, Neumann, Nur, Ortcutt, Pava, Pim, Quag, Ramus, Rudra, Ryle, Shrike, Sprek, Suzuka, Tann, Tarkin, Tel, Thorn, Tilad, Ulmak, Ursis, Valorum, Veers, Vosa, Wu, Wolffe, Wren, Yoneyama, Yueh, Yularen, Zan, Zer

ALIASES: Ace, Agony, Apex, Athena, Badger, Bingo, Black, Bolt, Brakes, Carrot, Cash, Cosmo, Dash, Devil, Dipper, Echo, Eight, Elbows, Falcon, Fireball, Flex, Game, Gargoyle, Gear, Gonzo, Guns, Hammer, Headhunter, Helo, Hex, Highball, Hyper, Intake, Iris, Iron, Juggler, Juice, Junior, Karma, Lasher, Legend, Link, Loco, Mooch, Nails, Nemesis, Nova, Owl, Phoenix, Quirk, Raider, Razor, Rash, Skulls, Snaps, Snitch, Stinger, Syndrome, Tank, Tax, Titan, Tread, Under, Vandal, Vapor, Wraith, X-Ray, Yellow, Zen, Zenith, Zipper

LOOKS: Man, Woman, Ambiguous, Xeno

Ornate Headdress	Suit and Vest	Loose Silks
Long Coat	Collared Shirt	Tight Pants
Hood and Veil	Suspenders	Bomber Jacket
Short Cloak	Intricate Rings	Long Scarf
Knit Cap	Skirt and Blouse	Leathers
Fancy Makeup	Wide Belt	Stillsuit
Slim Jacket	Fitted Dress	Hide and Furs
Hooded Cloak	Flight Suit	Worn Uniform
Work Boots	Heavy Cloak	Space Suit
Mask and Robe	Thick Duster	Glittering Jewelry

10. REVIEW YOUR DETAILS

Read your experience triggers and ways you can earn **xp**. Everyone has access to all the gear on their sheet, but the items listed in the grey section are **special items** unique to your playbook.

ACTIONS

- ▶ **ATTUNE** to the Way to communicate with non-sentient species or robots; sense unseen danger or killing intent; safely handle Precursor artifacts or remnants.
- ▶ **COMMAND** obedience with your force of personality; intimidate or threaten; lead an action with NPCs; order people to do what you want.
- ▶ **CONSORT** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.
- ▶ **DOCTOR** someone who's been injured; handle and identify substances; do science; comfort, support, or elicit sympathy.
- ▶ **HACK** computers, systems, and digital locks; reprogram robots or drones; jam surveillance and communications.
- ▶ **HELM** a vehicle; fire ship weaponry; plot a jump or in-system course; escape a chasing ship.
- ▶ **RIG** together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives.
- ▶ **SCRAMBLE** to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments.
- ▶ **SCRAP** with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle.
- ▶ **SKULK** about unseen; pick pockets; employ subtle misdirection or sleight of hand.
- ▶ **STUDY** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research.
- ▶ **SWAY** someone with charm, logic, disguise, or bluffing; change attitudes or behavior with manipulation or seduction.

SCUM & VILLAINY

NAME _____ ALIAS _____

LOOK _____

HERITAGE: IMPERIAL—SPACER—COLONIST—MANUFACTURED—WANDERER—XENO BACKGROUND: ACADEMIC—LABOR—CULT—GUILDER—MILITARY—NOBLE—SYNDICATE

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

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

HARM	NEED HELP	ARMOR
3		
2	-1D	
1	LESS EFFECT	

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

CREC 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:** Route and means.

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.

MECHANIC

A GEARHEAD AND HACKER

STARTING ABILITY

▶ XENO - 0: _____
1: _____
2: _____

SPECIAL ABILITIES

- ▶ **BAILING WIRE AND MECH-TAPE:** You get an extra **downtime activity** to **repair**, and the repair activity costs you **0 cred**.
- ▶ **CONSTRUCT WHISPERER:** Machines speak to you when you **study** them. The first time you roll a **critical** while fixing or building a particular machine, you may add a **simple modification** to it.
- ▶ **JUNKYARD HUNTER:** When you **acquire** parts or equipment during **downtime**, you may either gain **two assets**, or one asset at **+1 quality**.
- ▶ **HACKER:** You may expend your **special armor** to resist the consequences of **hacking**, or to **push yourself** when **hacking** or **gathering info** electronically.
- ▶ **FIXED:** You may expend your **special armor** to resist a consequence from machines breaking or being damaged, or to **push yourself** when repairing or building a machine.
- ▶ **MECHANIC'S HEART:** When you speak from your heart, your words can reach even the most hardened criminal, and you gain **potency**.
- ▶ **OVERCLOCK:** When you spend a **gambit** on a **rig** roll to repair or upgrade, treat the system you worked on as **1 quality** higher for the remainder of the job.
- ▶ **ANALYST:** When you **hack** a system, you may also ask a question about the owner or location of the system as though you had rolled a **6** on **gather info**. When you **resist** the consequences of **hacking**, roll **+1d**.
- ▶▶ **VETERAN:** Choose a **special ability** from another source.

COLORFUL FRIENDS

- △▽ Slice, a junkyard owner
- △▽ Nisa, a previous employer
- △▽ Stev, a gambler of ill repute
- △▽ Len, a black market dealer
- △▽ Kenn, a family member

ITEMS (Italics don't count for load)

- Fine Hacking Rig**
- Fine Ship Repair Tools**
- Small Drone*
- Vision-Enhancing Goggles
- Spare Parts
- Genius Pet*

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.

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 **2 xp** if that item occurred multiple times.
- ◆ You addressed a tough challenge with technical skill or ingenuity.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice or traumas during the session.

PLAYBOOK ADVANCEMENT

- LOAD 3 light 5 normal 6 heavy
- Blaster Pistol
 - 2nd Blaster Pistol
 - Melee Weapon
 - Heavy Blaster
 - Detonator
 - Hacking Tools
 - Repair Tools
 - Medkit
 - Spy Gear
 - Illicit Drugs
 - Communicator
 - Armor
 - Spacesuit

SCUM & VILLAINY

NAME _____ ALIAS _____

LOOK _____

HERITAGE: IMPERIAL—SPACER—COLONIST—MANUFACTURED—WANDERER—XENO BACKGROUND: ACADEMIC—LABOR—CULT—GUILDER—MILITARY—NOBLE—SYNDICATE

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

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

HARM	NEED HELP	ARMOR
3	NEED HELP	
2	-1D	
1	LESS EFFECT	
RECOVERY <i>Get treatment in downtime to fill your healing clock ></i>		

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: Route and means.

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

A DANGEROUS AND INTIMIDATING FIGHTER

STARTING ABILITY

XENO - 0: _____
1: _____
2: _____

SPECIAL ABILITIES

- WRECKING CREW:** Your strength and ferocity are infamous. When striking in melee, you gain +1d. Whenever you spend a gambit in combat, you also gain +1 effect on that action.
- BACKUP:** An ally's push costs 1 stress on any action you set up or assist.
- BATTLEBORN:** You may expend your special armor to reduce harm from an attack in combat, or to push yourself during a fight.
- BODYGUARD:** When you protect a crewmate, resist with +1d. When you take harm, clear 1 stress.
- FLESH WOUND:** If you're wounded at the beginning of downtime, mark +3 segments on your healing clock. When you push yourself to ignore wound penalties, you take only 1 stress (not 2).
- 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 4/5 result.
- READY FOR ANYTHING:** When being ambushed, you gain potency to all actions during a flashback, and your first flashback costs 0 stress.
- 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.
- 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)

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

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.

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 2 xp if that item occurred multiple times.
- You addressed 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

LOAD 3 light 5 normal 6 heavy

- Blaster Pistol
- 2nd Blaster Pistol
- Melee Weapon
- Heavy Blaster
- Detonator
- Hacking Tools
- Repair Tools
- Medkit
- Spy Gear
- Illicit Drugs
- Communicator
- Armor
- Spacesuit

SCUM & VILLAINY

NAME _____ ALIAS _____

LOOK _____

HERITAGE: IMPERIAL—SPACER—COLONIST—MANUFACTURED—WANDERER—XENO BACKGROUND: ACADEMIC—LABOR—CULT—GUILDER—MILITARY—NOBLE—SYNDICATE

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 *Get treatment in downtime to fill your healing clock >*

ARMOR

HEAVY

SPECIAL

CREW STASH

NOTES / PROJECTS

TEAMWORK

- Lead a group action.
- Set up another character.
- Protect a teammate.
- Assist another character.

PLANNING & LOAD GATHER INFO

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: Route and means.
- ♦ 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.

MYSTIC

A GALACTIC
WANDERER IN
TOUCH WITH
THE WAY

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.

STARTING ABILITY

▶ XENO - 0: _____
1: _____
2: _____

SPECIAL ABILITIES

- ▶ **KINETICS:** You can **push yourself** to do one of the following: *use the Way to throw a table-sized object with dangerous force—propel yourself briefly with superhuman speed.*
- ▶ **PSY-BLADE:** You can focus Way energy into your melee weapon. While charged, the weapon can cut through non-shielded materials with ease, and you gain **potency** on your melee attacks.
- ▶ **CENTER:** You gain **Meditation** as a vice. When you indulge this vice, clear **+1 stress** and add **Dark Visions** as a possible **overindulgence**.
- ▶ **WAY SHIELD:** You can block blaster bolts with the Way (**resist with resolve**). If you resist a blaster attack, you may spend **1 stress** to redirect fire and make an attack of your own with it.
- ▶ **WARDED:** You may expend your **special armor** to resist the consequences of a Way attack or artifact use, or **push yourself** when using mystic powers.
- ▶ **PSY-DANCING:** You may **push yourself** to cloud a target's mind and **sway** them in the face of contradictory evidence. Spend **1 stress** for each additional feature: *they have only vague memories of the event—it works on a small group.*
- ▶ **VISIONS:** Spend **1 stress** to remotely view a distant place or person tied to you in some intimate way. Spend **1 stress** for each extra feature: *It lasts for a minute rather than a moment—your target can also see and hear you—you may see something only familiar to you, not intimate.*
- ▶ **SUNDERING:** You may **push yourself to attune** to the Way and twist it, causing psychic harm to anyone in the area vulnerable to your assault. You may spend **1 stress** for each additional feature: *it damages instead of stuns—you and anyone you choose get +2d to resist the effects.*
- ▶▶▶ **VETERAN:** Choose a special ability from another source.

WEIRD FRIENDS

- △▽ Horux, a former teacher
- △▽ Hicks, a mystic goods supplier
- △▽ Laxx, a xeno
- △▽ Rye, an unrequited love
- △▽ Blish, a fellow mystic

ITEMS (Italics don't count for load)

- Fine Melee Weapon
- Offerings
- Trappings of Religion
- Outdated Religious Outfit
- Memento of Your Travels
- Precursor Artifact

LOAD 3 light 5 normal 6 heavy

- Blaster Pistol
- 2nd Blaster Pistol
- Melee Weapon
- Heavy Blaster
- Detonator
- Hacking Tools
- Repair Tools
- Medkit
- 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 **2 xp** if that item occurred multiple times.

- ♦ You addressed a tough challenge with wisdom or the Way.
- ♦ You expressed your beliefs, drives, heritage, or background.
- ♦ You struggled with issues from your vice or traumas during the session.

PLAYBOOK ADVANCEMENT



SCUM & VILLAINY

NAME _____ CALL SIGN _____

LOOK _____

HERITAGE: IMPERIAL—SPACER—COLONIST—MANUFACTURED—WANDERER—XENO BACKGROUND: ACADEMIC—LABOR—CULT—GUILDER—MILITARY—NOBLE—SYNDICATE

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

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

HARM	NEED HELP	ARMOR
3		
2	-1D	
1	LESS EFFECT	

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

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:** Route and means.

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**.

PILOT

A SHIP-HANDLING WIZARD AND DANGER ADDICT

STARTING ABILITY

▶ **XENO - 0:** _____
1: _____
2: _____

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** activity 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** or **+1 effect** to a roll.
- ▶ **LEAF ON THE WIND:** When you **push** yourself, you may spend **+1 stress** (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 dice outcome by +/-2. An ally who joins you may do the same.
- ▶ **COMMANDER:** Whenever you lead a **group action**, gain **+1 scale** (for example, a small group counts as a medium group). If you lead a group action in combat, you may count multiple **6s** from different rolls as a **critical**.
- ▶ **TRAVELER:** You're comfortable around unusual cultures and xenos. You gain **potency** when attempting to **consort** with or **sway** 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.

FAST FRIENDS

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

ITEMS (Italics don't count for load)

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

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.

MARK XP :

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- At the end of each session, for each item below, **mark 1 xp** (in your playbook or an attribute) or **2 xp** if that item occurred multiple times.
- ◆ You addressed 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.

PLAYBOOK ADVANCEMENT

LOAD 3 light 5 normal 6 heavy

- Blaster Pistol
- 2nd Blaster Pistol
- Melee Weapon
- Heavy Blaster
- Detonator
- Hacking Tools
- Repair Tools
- Medkit
- Spy Gear
- Illicit Drugs
- Communicator
- Armor
- Spacesuit

SCUM & VILLAINY

NAME _____ OUTLAW NAME _____

LOOK _____

HERITAGE: IMPERIAL—SPACER—COLONIST—MANUFACTURED—WANDERER—XENO BACKGROUND: ACADEMIC—LABOR—CULT—GUILDER—MILITARY—NOBLE—SYNDICATE

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CREC STASH

NOTES / PROJECTS

TEAMWORK

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- ◆ What's really going on here?
- ◆ Ask about a **detail** for a plan.

SCOUNDREL

A SCRAPPY AND LUCKY SURVIVOR

STARTING ABILITY

▶ XENO - 0: _____
1: _____
2: _____

SPECIAL ABILITIES

- ▶ **NEVER TELL ME THE ODDS:** You generate **gambits** on **desperate** rolls. You may also generate **gambits** even if you spent a **gambit**.
- ▶ **I KNOW A GUY:** When you first dock at a port after being away, pick one and ask the the GM about a job: *it's not deadly—it pays well enough—it's not a rush job—it comes from a faction you trust—it targets an enemy you have.* You may spend **1 cred** per additional feature.
- ▶ **TENACIOUS:** Penalties from **harm** are one level less severe (though level 4 harm is still fatal).
- ▶ **WHEN THE CHIPS ARE DOWN:** You gain a second use of **special armor** between each downtime.
- ▶ **DEVIL'S OWN LUCK:** You may expend your **special armor** to resist the consequences of blaster fire, or to **push yourself** when talking your way out of (or running from) trouble.
- ▶ **DAREDEVIL:** When you make a **desperate** roll, you may take **+1d**. If you do so, do not **mark xp** in that action's attribute.
- ▶ **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).
- ▶ **ASK QUESTIONS LATER:** When you **consort** to **gather info**, you gain **+1 effect** and can in addition ask: *Who might this benefit?*
- ▶▶ **VETERAN:** Choose a **special ability** from another source.

"FRIENDS"

- △▽ Nyx, a moneylender
- △▽ Ora, an info broker
- △▽ Jal, a ship mechanic
- △▽ Rhin, a smuggler
- △▽ Battro, a bounty hunter

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

- Fine Blaster Pistol** (or Pair)
- Fine Coat**
- Loaded Dice or Trick Holo-cards*
- Forged Documents*
- Mystic Ammunition*
- Personal Memento*

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.

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 **2 xp** if that item occurred multiple times.
 - ◆ You addressed 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

- Blaster Pistol
- 2nd Blaster Pistol
- Melee Weapon
- Heavy Blaster
- Detonator
- Hacking Tools
- Repair Tools
- Medkit
- Spy Gear
- Illicit Drugs
- Communicator
- Armor
- Spacesuit

SCUM & VILLAINY

NAME _____ ALIAS _____

LOOK _____

HERITAGE: IMPERIAL—SPACER—COLONIST—MANUFACTURED—WANDERER—XENO BACKGROUND: ACADEMIC—LABOR—CULT—GUILDER—MILITARY—NOBLE—SYNDICATE

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

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

HARM	NEED HELP	ARMOR
3		
2	-1D	
1	LESS EFFECT	
RECOVERY <i>Get treatment in downtime to fill your healing clock ></i>		

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:** Route and means.

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**.

SPEAKER

A RESPECTABLE PERSON ON THE TAKE

STARTING ABILITY

▶ XENO - 0: _____
1: _____
2: _____

SPECIAL ABILITIES

- ▶ **FAVORS OWED:** During **downtime**, you get **+1 d** when you **acquire assets** or **lay low**. Any time you **gather info**, take **+1d**.
- ▶ **PLAYER:** You always know when someone is lying to you.
- ▶ **INFILTRATOR:** You are not affected by **quality** or **Tier** when you bypass security measures.
- ▶ **SUBTERFUGE:** You may expend your **special armor** to resist a consequence of persuasion or 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 may expend your **special armor** to **push yourself** when outclassed by your opposition, or when under the effects of wounds. When you **resist** with **resolve**, gain **+1d**.
- ▶▶ **VETERAN:** Choose a **special ability** from another source.

INFLUENTIAL FRIENDS

- △▽ Arryn, a Noble
- △▽ Manda, a Guild member
- △▽ Kerry, a doctor
- △▽ Je-zee, a diplomat
- △▽ _____

ITEMS (Italics don't count for load)

- Fine Clothes
- Legitimate ID
- Luxury Item
- Luxury Item
- Large Luxury Item
- Memento of a Past Encounter

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.

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 **2 xp** if that item occurred multiple times.
 - ◆ You addressed 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.

PLAYBOOK ADVANCEMENT

LOAD 3 light 5 normal 6 heavy

- Blaster Pistol
- 2nd Blaster Pistol
- Melee Weapon
- Heavy Blaster
- Detonator
- Hacking Tools
- Repair Tools
- Medkit
- Spy Gear
- Illicit Drugs
- Communicator
- Armor
- Spacesuit

SCUM & VILLAINY

NAME _____ ALIAS _____

LOOK _____

HERITAGE: IMPERIAL—SPACER—COLONIST—MANUFACTURED—WANDERER—XENO BACKGROUND: ACADEMIC—LABOR—CULT—GUILDER—MILITARY—NOBLE—SYNDICATE

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

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

HARM	NEED HELP	ARMOR
3	NEED HELP	
2	-1D	
1	LESS EFFECT	

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

CREW STASH

NOTES / PROJECTS

- ### TEAMWORK
- Lead a group action.
 - Set up another character.
 - Protect a teammate.
 - Assist another character.

- ### PLANNING & LOAD GATHER INFO
- 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:** Route and means.
 - ◆ *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

SPACEFARING
HEALER OR
SCIENTIST

STARTING ABILITY

▶ **XENO - 0:** _____
1: _____
2: _____

SPECIAL ABILITIES

- ▶ **PHYSICKER:** You may **study** a malady, wounds, or corpse, and **gather info** 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 to tend to anyone in need.
- ▶ **UNDER PRESSURE:** Add a **gambit** to the pool whenever you or a crew member suffers level 2 or greater **harm**.
- ▶ **COMBAT MEDIC:** You may expend your **special armor** to resist any consequence while tending to a patient. When you **doctor** someone in combat, clear **1 stress**.
- ▶ **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** activity.
- ▶▶ **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

- Fine Medkit**
- Fine Bedside Manner**
- Fine Clothing**
- Recognizable Medic Garb*
- Candies and Treats
- Syringes and Applicators*
- Blaster Pistol
- 2nd Blaster Pistol
- Melee Weapon
- Heavy Blaster
- Detonator
- Hacking Tools
- Repair Tools
- Medkit
- 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 2 xp if that item occurred multiple times.*
- ◆ *You addressed 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.*

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.

STANDARD ITEMS

ARMOR: Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.

BLASTER PISTOL: A pistol that shoot bolts of hot plasma at high speeds. Accurate only at close range. Makes “pew pew” noises (mandatory).

COMMUNICATOR: Has a few bands, likely even a few encrypted. Works only when within orbit.

DETONATOR: Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can't handle. Illegal. You shouldn't have this. No, really.

HACKING TOOLS: Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs.

HEAVY BLASTER: Can do considerable damage to vehicles, heavy armor, and constructions like unshielded doors. Has about a dozen shots.

ILLICIT DRUGS: What's your poison, space cowboy?

MEDKIT: Blood for a few common races, gauze, anti-radiation injector, laser scalpel, antiseptics, thread, painkillers.

MELEE WEAPON: Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with laser edges. Some vibrate...ooh. Batteries included.

REPAIR TOOLS: Things you need to fix ship engines, speeders, hovercars, and the like. Also, tools to hot-splice consoles and tweak machinery. Hammers, a welder, screwdrivers, wrenches, battery chargers, spray-painters.

SPACESUIT: Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).

SPY GEAR: Disguises, voice modulators, mini-cameras, thermal scanners, false thumbprints, and audio filters.

MECHANIC ITEMS

FINE HACKING RIG: Visualization goggles, unpublished exploits, overclocked non-market chips, optical vampire taps.

FINE SHIP REPAIR TOOLS: Power-assisted wrenches, a sonic drill, testing probes, power calibrators, a rivet gun.

SMALL DRONE: Small, remote-controlled drone with cameras. May be able to carry something light.

SPARE PARTS: Usually for ship repairs and electronics. Often forgotten in a pocket or tool belt.

VISION-ENHANCING GOGGLES: Eyewear with settings for thermal and ultraviolet, and magnification levels in the thousands.

GENIUS PET: Incapable of speaking, but can understand language and assist with basic tasks. Likes you. Really cute. Anticipates your actions.

MUSCLE ITEMS

If you have more than one Muscle playbook on the crew, feel free to fill in your own weapon names. Here are a few suggestions:

Blink, Checkmate, Echo, Ender, Equalizer, Ghost, Itchy, Malice, Mercy, Pride, Thorn, Thunder, Tickle, Twitch, Whisper, Wynona.

FINE MARTIAL ARTS STYLE: Your own custom blend of combat techniques.

KRIEGER, A FINE BLASTER PISTOL: As a friend or ally, it can be used during **downtime** to threaten or intimidate. As an enemy, someone else owns it and it's carrying a bullet for you.

MYSTIC AMMUNITION: A large-caliber shell fired from a specialized gun that releases mystic energies when it hits. Grants **potency** against mystic targets.

SUNDER, A FINE VIBRO-BLADE: Cuts through almost any material. Decorated blade.

VERA, A FINE SNIPER RIFLE: A full-bore auto-lock with customized trigger, double cartridge, thorough gauge. Can fire mystic ammo.

ZARATHUSTRA, DETONATOR LAUNCHER: Fires detonators at high velocity.

ZMEI, A FINE FLAMETHROWER: For those times when you really need to heat things up. Settings for regular and extra crispy.

MYSTIC ITEMS

FINE MELEE WEAPON: Antiquated weapon that acts as an extension of your body.

MEMENTO OF YOUR TRAVELS: A small statue, outdated currency, a lock of hair, a picture.

OFFERINGS: A candle, oil lamp, flowers, food, water, incense, pebbles from your journey.

OUTDATED RELIGIOUS OUTFIT: Robes, worn cloaks, sandals, etc.

PRECURSOR ARTIFACT: A small object made of ancient materials. Precursor tech.

TRAPPINGS OF RELIGION: Scrolls, texts, icons, cups and bowls, bells.

PILOT ITEMS

FINE CUSTOMIZED SPACESUIT: Sweet decals, emergency beacon, some thrust.

FINE MECHANICS KIT: Hand-held scanners, hull patch kit, assortment of hand tools.

FINE SMALL URBOT: Supports piloting and can carry a few items. Seems eerily sentient.

GRAPPLING HOOK: Small, but mechanized. Can pull you up. Fits in your belt.

GUILD LICENSE: Legit pilot certification (may not be yours). Will allow you passage through a jumpgate.

VICTORY CIGARS: Enough to share with a few choice people.

SCOUNDREL ITEMS

FINE BLASTER PISTOL/MATCHED PAIR: Customised or strange. Can fire mystic ammunition.

FINE COAT: A heavy but well-made and well-kept coat. Distinctive and with a history.

FORGED DOCUMENTS: Reasonably well-made facsimiles of documents that would never actually be given to someone like you.

LOADED DICE/TRICK HOLO-CARDS: Gambling accoutrements subtly altered to favor particular outcomes.

MYSTIC AMMUNITION: A large-caliber shell fired from a specialized gun that releases mystic energies when it hits. Grants **potency** against mystic targets.

PERSONAL MEMENTO: A keepsake you cherish. A locket, small holo, music from your homeworld.

SPEAKER ITEMS

FINE CLOTHES: Silk sarongs, suits, fine blue capes.

LEGITIMATE ID: A properly encoded Hegemonic ID indicating your legitimate station in the Hegemony.

LUXURY ITEM: Fine brandies, small but thoughtful gifts, spices and perfumes, fine instruments, popular games, etc.

MEMENTO OF A PAST ENCOUNTER: A distinctive piece of jewelry, a fine blade with a House crest, a signet ring, a small statue.

STITCH ITEMS

CANDIES AND TREATS: For those extra brave customers.

FINE BEDSIDE MANNER: Charm that sets patients at ease. Some Stitches never bother to bring this.

FINE CLOTHING: A suit or outfit for fancy dinner parties and high society.

FINE MEDKIT: Better stocked than the standard. Skin staples, diagnostic hand scanners, synthflesh, bone stabilizers, spray hypos, anti-venom, and a wider selection of drugs.

RECOGNIZABLE MEDIC GARB: The common red medic outfit bearing the official white medic seal of the Hegemony. Recognizable from a distance.

SYRINGES AND APPLICATORS: Syringes, injectors, patch applicators. Many can be palmed easily.

ITEM DETAILS

If you want to include advantages from specific details of your items—reach, speed, adaptability, etc.—consider a **Devil's Bargain** that relates to a detail.

*“Can I take +1d here to **command** by flashing my detonator? People will see it and go streaming out into the streets in a panic.”*

“I'll empty both clips if it'll get me +1d, but then I'll be out of ammo. Hopefully there won't be anyone left standing!”

CREW CREATION

1. CHOOSE YOUR SHIP

There are three starting ships to choose from:

- ▶ **STARDANCER:** Smugglers and blockade runners. Looking to do odd jobs, small thefts, and find lost items.
- ▶ **CERBERUS:** Extraction specialists. Looking to find missing people or items and claim bounties.
- ▶ **FIREDRAKE:** Rebels and criminals. Looking to protect the downtrodden and fight the Hegemony.

2. CHOOSE A REPUTATION

What reputation has this crew garnered with the different factions of the sector? Choose one (or create your own):

Ambitious, Brutal, Daring, Honorable, Professional, Savvy, Strange, Subtle.

3. CUSTOMIZE YOUR SHIP

Your ship begins with **2 cred** in its hold and a few preselected ship systems.

Choose two additional ship systems to improve. Your choices are **engines**, **hull**, **comms**, and **weapons**. You may instead improve **crew quality** but it'll cost your crew its starting **2 cred**.

After you decide what you improve, the GM will tell you about a faction that helped you get those improvements. They did you a favor. How do you respond?

- ▶ **PAY THEM OFF.** Give them **1 cred** in exchange for a job well done.
- ▶ **OWE THEM ONE.** Promise them you'll return the favor down the line when they ask and gain **+1 status** with them. If you chose crew quality, you must take this option.
- ▶ **STIFF THEM.** No need to pay a faction that doesn't demand payment up front! Take **-1 status** with that faction.

4. CHOOSE A SPECIAL ABILITY

Choose one of the **special abilities** listed on your ship. If you can't decide which one to pick, go with the first one on the list—it's placed there as a good default choice.

5. ASSIGN UPGRADES

Each ship starts with pre-selected upgrades well-suited to the crew, such as the Galley for the Stardancer, or the Brig for the Cerberus.

In addition to those upgrades, pick two more (details on following handouts). You can pick any two boxes, but be aware that some (like Shields) cost two upgrades in order to select.

After you assign your two upgrades, the GM will tell you about two factions impacted by your choices:

- ▶ One faction helped you get an upgrade. You're on good terms. They like you, and you get **+1 status** with them. At your option, spend **1 cred** to repay their kindness, and take **+2 status** with them instead.
- ▶ The other faction was screwed over when you got an upgrade. They don't like you, and you get **-2 status** with them. At your option, spend **1 cred** to mollify them, and take **-1 status** with them instead—tell us how you smoothed things over.

You'll be able get more upgrades in the future by earning xp or spending **cred**.

6. FAVORITE CONTACT

Take a look at your list of potential contacts on the ship sheet. Although all the contacts are your friends and allies, one is closer to the crew than the others. Choose one contact who is a close friend, long-time ally, or partner in crime. The GM will tell you about two factions that are impacted by your choice:

- ▶ One faction is also friendly with this contact, and you get **+1 status** with them.
- ▶ One faction is unfriendly with this contact, and you get **-1 status** with them.

7. UPDATE YOUR SHIP INFO

Calculate your upkeep costs and starting gambits. Gambits are shared and reset at the beginning of jobs.

Crew creation done—you're ready to fly!

MODULES & UPGRADES

Complex specialized systems. Not required, but provide functions the crew considers important. Often found on larger ships.

AI MODULE: Software connected to an Ur AI core running throughout the ship. Can automate tasks or run the ship on behalf of the crew. Snarky personality module available for free.

ARMORY: A secure room holding the crew weapons and armor, which are considered **fine**.

BRIG: Space jail. Not meant for long-term incarceration.

GALLEY: A combined kitchen and serving area for meals. Greatly facilitates longer trips. Includes fresh food storage.

MEDICAL BAY: A clean room with medical equipment. No hospital, but sufficient to patch most injuries. Storage for drugs and medical scanners. Add **+1d** to **recovery** rolls.

SCIENCE BAY: Laboratory that can be used to analyze anomalies and Precursor artifacts. Secure storage for things that may react oddly with the rest of the ship (or physics).

SHIELDS: Particle sinks and EM deflectors. Overwhelmed by focused fire. Counts as **armor** against ship weapons and energy attacks. Largely absorbs blaster fire. Costs two upgrades instead of one.

COMMS

Communication arrays, sensors, and scanners. These systems govern signal detection, transmission, and the quality of a ship's computers.

FAKE TRANSPONDER: Usable remotely, this system can broadcast a different ship's signal or play a powerful recording or sensor echoes (or act as a beacon).

LONG-RANGE SCANNER: Provides broad EM spectrum and gravimetric readings, giving the crew advance warning up to a dozen light-minutes away.

NEXUS LINK: A link to the Hegemonic System Network. Allows for news updates, realtime messages, and tapping into system-wide sensor grids. Others may be able to hack into your ship remotely via the same channel.

QUANTUM ENCRYPTOR: Encrypts comms and

data storage. Grants **special armor** against interception of digital communications. Data on the ship is in a secure state until unlocked.

TARGETING COMPUTER: Handles calculations and targeting for weapon systems without the crew. Roll **comms** rating when firing.

CREW GEAR

ALIEN PET: Lovable rascalion or loyal guardian, these critters are more trouble than they're worth.

LAND TRANSPORT: Land-based transports for the entire crew. Tires or close-to-ground hover. These may be motorized bikes, land-skimmers, boats, or very small cars.

RECON DRONE: A small drone for surveillance, mapping, and intelligence gathering. Can be given simple instructions. Uses **comms** quality when contested.

SURVIVAL GEAR: Camping gear, rebreathers, climbing equipment, scuba gear. Everything an enterprising crew needs to survive on an inhospitable, but not uninhabitable, rock. Stillsuits included.

WORKSHOP: Plasma cutters, a nano-assembler, a stock of metal and electrical components, a forge—anything required to build, modify, or disassemble complex machines. Adds **+1 quality** to **craft** rolls.

CREW TRAINING

May represent an appropriate place on your ship, relevant manuals, or expert mentors.

Mark **2 xp** in the appropriate category instead of 1 when taking the downtime **train** action.

ENGINE

Power and propulsion systems of a ship. Not only make you go, but let you maneuver, power your ship, and travel space in a few different ways. Ships at **0 engine** rating have minimal thrust.

AFTERBURNERS: Dumps raw fuel into the engines for a short burst of speed. May treat engines as one higher rating for a roll, but it may damage them.

CLOAKING DEVICE: Doesn't necessarily render the ship invisible to the eye, but masks the heat and electrical signature of the ship, making it very hard to detect or identify. Super illegal.

GRAVITIC FIELD GENERATOR: Creates a large gravitic field extending ship to ship. Can be used to grapple or tow. Temperamental and dangerous. Guild prototype. Not legal.

JUMP DRIVE: A special engine that can activate the Ur gates that connect systems and translate the ship into hyperspace lanes.

HULL

Hull governs how tough a ship is. These passive systems are laid out throughout the ship and often necessary for certain actions. **Note:** personal and freighter-sized ships can land on planets, otherwise you need shuttles.

CARGO HOLD: Enough space on a ship to make a moderate (**cred**-earning) shipment. A cargo hold is evident when the ship is boarded, and no special precautions are taken to hide its contents.

CREW QUARTERS: You can sleep anywhere, but crew quarters are actually meant for it. Crew quarters afford privacy and comfort in a domain where such things are luxuries. Also you don't have to share, and you know the first mate snores.

LANDING BAY: Airlocks, bay-doors, and takeoff ramps to accommodate shuttles and single-pilot small fighter craft.

SMUGGLING COMPARTMENTS: Like a cargo hold (can carry a small shipment), but it won't show up on routine scans or visual inspections of the ship. At **3+ hull** rating, has life support for smuggling people too.

SHIP UPGRADES

HOLO-EMITTERS: For holo-conferences and maps. Images won't hold up to close scrutiny but can be convincing for a short while. Includes sweet games and holo-vids.

INTRUDER ALARM: A full suite of sensors about the ship, including motion sensors, door codes, and panic buttons that can all trigger a klaxon and red security lights.

LAND ROVER: Armored all-terrain vehicle for carrying heavy cargo or folks over land. High-powered winch and decorative stickers come standard.

POWER RESERVES: Batteries and energy supplies that can power the ship independently of the engine. Sufficient for a few hours of operation at minimal usage or a few minutes of full power. Acts as **armor** against power-related mishaps.

SHUTTLE: A small spacecraft capable of carrying a few people from planet to orbit. Limited systems capacity—treat any **system** as **quality zero** vs. actual ships. Can attach to airlocks, but best stored in a **landing bay** if you don't want stray asteroids or partial cannon fire affecting it.

STASIS PODS: State-of-the-art pods provide room for one severely injured, deathly ill, or unconscious guest each. Does not prevent dreams.

VAULT: Useful for securing valuables during space travel. Programmable lock allows for personalized security codes, one-time use codes, and access logs. Uses **hull** rating when contested.

WEAPONS

Self explanatory. Note that most non-military ships are not armed. Obvious weapons can land you in trouble.

COHERENCE CANNON: Capital weapon. One shot only until repaired or recharged on ships smaller than dreadnoughts. May fry systems. Deadly. Super not legal.

GRAPPLING HOOKS: Officially for latching onto asteroids and netting cargo, it's an array of nets, grappling lines, and arms that can tie together two vessels for towing or boarding. Legal.

MINING DRILL: Vicious, close-range, high-power energy drill. Vaporizes rock. Easily modified to bore through hulls. Legal.

MISSILES: Projectile with mounted drive. Not legal.

PARTICLE CANNONS: Pew! Pew! Usually fixed in one direction on personal vessels. Often cross linked. Not legal without license.

CREW SPECIFIC UPGRADES

STARDANCER OPTIONS

FALSE SHIP PAPERS: A few well-forged or transferred documents, giving the crew and ship identities that are less wanted in any given system. Often simplify gate travel if the transponder and ship match. You have a couple sets you can swap between.

DARK HYPERSPACE LANE MAPS: Routes through systems that aren't officially maintained. Sometimes faster. Always less patrolled. Often full of Way creatures, pirates, and other scoundrels. You don't want to think about the poor fools that died mapping them.

SMUGGLER'S RIGGING: Webbing or fake skin used to hold small items close to the body. Adds some hands-free carry room while working on the outside of the ship, and lets you smuggle a blaster into a well-guarded meeting while keeping the stylish cut of your coat. Hides one item with a max of **1 load**.

LUCKY CHARM: Whether an Ur artifact or a few mementos prominently displayed, sometimes luck is just believing. The crew starts with **+1 gambit** every job. It costs **two upgrades** to unlock instead just one.

THRILLSEEKERS: Each PC gets **+1 stress** box (increase max to 10). It costs **three upgrades** to unlock, not just one.

CERBERUS OPTIONS

TRACERS: A wide array of ways to track your targets. Includes tiny bugs that can be hidden on clothes with a suave pat on the back, beacons that can attach to hulls, and even transmission cloners for comms. Legality varies.

STUN WEAPONS: A variety of weapons for capturing and securing prisoners without (serious) harm. Includes, but is not limited to: restraints (0 load), stun batons (1 load), stun settings on normal blasters (1 load), even stun grenades (replace detonators on sheet, 1 load), knockout drugs (0 load, may not work on some xenos). Not required to bring on jobs, but useful if you want to claim bounties. Generally legal.

PERSONAL VEHICLES: Sleek single-seater craft that can fold up tight enough to fit into a reasonable parking space. Limited fuel, but can break atmo. Can carry basic weapons, though they can't seriously damage anything freighter-sized or larger. You may want a landing bay. Costs **two upgrades** instead of one.

HARD KNOCKS: Sometimes luck is just hard-earned experience. Your crew starts each job with **+1 gambit**. Costs **two upgrades** instead of one.

SMOOTH CRIMINALS: Sometimes legality is only a question of who has the gun. Each crew member gains **+1 stress** box (total 10). Costs **three upgrades** instead of one.

FIREDRAKE OPTIONS

BLACK MARKET CONTACTS: Able to get you all the modules (even illegal ones) your ship needs, even when you're wanted. Resourceful. Mobile. May have jobs for you from time to time.

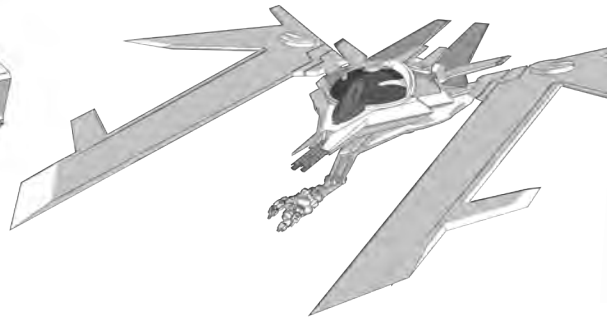
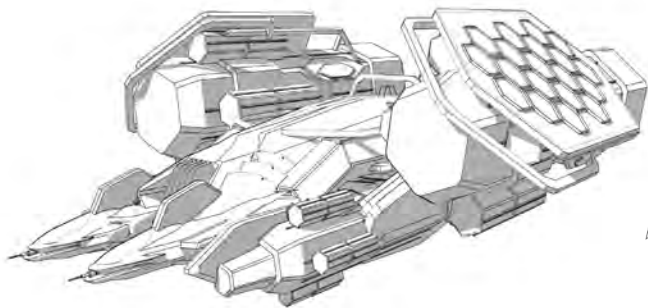
SECRET BASE: Perhaps inside ancient Ur ruins on a planet. Maybe buildings inside a massive asteroid. Possibly an old and forgotten station, long abandoned but now repurposed. You have found and commissioned a hiding spot away from the baleful gaze of the Hegemony where you and your allies can meet, hide, and plan your jobs. It's secret...for now.

POPULAR SUPPORT: It takes work to win hearts and minds, but your cause has supporters among the common folk. When you approach a planet or a station, ask the GM who there might be a sympathizer. Costs **three upgrades** instead of one.

WAY-BLESSED: Some people are just plain lucky. The common folk think this is some sort of sign. Don't look too much into it. You start with **+1 gambit** at the start of every job. Costs **two upgrades** instead of one.

DRIVEN: Each PC gets **+1 trauma** box. This can bring a PC with **4 trauma** back into play if you wish. Costs **three upgrades** instead of one.

AUXILIARY



SCUM & VILLAINY SHIP SHEET

STARDANCER

ILLICIT MERCHANTS,
SMUGGLERS,
AND BLOCKADE
RUNNERS

CF-350 Series Scarab-class Freighter

DESIGNATION

CREW REPUTATION

COLORS/LOOK

CREW



HULL



- Smuggling Compartments
- Cargo Hold
-
-

SHIP SIZE

PERSONAL — FREIGHTER — CORVETTE — FRIGATE — DREADNOUGHT

- ◆ For each level of damage, mark a **ship system**.
- ◆ Each **downtime** you don't pay your ship's **upkeep**, roll a die for each consecutive downtime you haven't paid.
 - ◆ 1-3 No worries.
 - ◆ 4/5 Damage to a system, but it's minor. You can **rig** a solution.
 - ◆ 6+ A system is badly damaged and must be repaired.

CREW

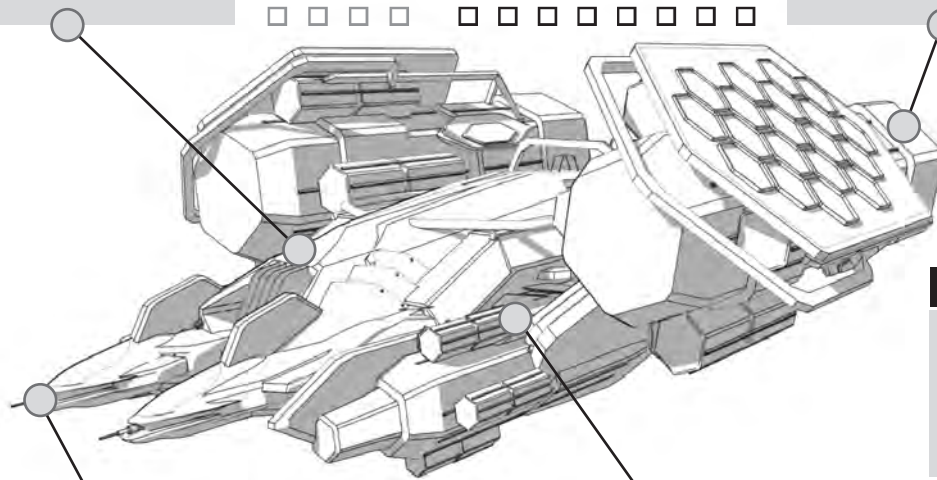
DEBT



ENGINES



- Jump Drive
- Afterburners
-
-



GAMBITS

RESET TO 2 GAMBITS AT THE START OF EVERY JOB



COMMS



- Fake Transponder
- Quantum Encryptor
-

UPKEEP

(SYSTEMS + CREW) / 4
PAID AT THE START OF EVERY DOWNTIME



WEAPONS



-
-

SHIELDS



AUXILIARY

- AI Module
- Armory
- Brig
- Galley
- Medical Bay
- Science Bay
- Shields

SHIP GEAR

- Holo-Emitters
- Intruder Alarm
- Land Rover
- Power Reserves
- Shuttle
- Stasis Pods
- Vault

TRAINING

- Insight
- Prowess
- Resolve
- Playbook

CREW GEAR

- Alien Pet
- Land Transport
- Recon Drone
- Survival Gear
- Workshop

NOTES / PROJECTS

SPECIAL ABILITIES

- ▷ **THE GETAWAY:** You gain **potency** when you **scramble** or **helm** to avoid capture or run a blockade. When doing a delivery job, take **+1d** to the **engagement** roll.
- ▷ **CARGO EYE:** Your crew gains **+1 cred** for smuggling or delivery jobs. Whenever you **gather info** you can always ask, "What is most valuable here?"
- ▷ **FIELD REPAIRS:** You gain **potency** when repairing your ship while in space. If you spend a **gambit** on a **rig** roll, you gain **+2d** (instead of **+1d**).
- ▷ **LEVERAGE:** Your crew knows how to pull strings and cash in favors. When you **lay low**, instead of rolling you can take **-1 status** with a faction at Helpful (+1) or better to reduce your **wanted level** by 1, and set your **heat** to 0 in a system.
- ▷ **JUST PASSING THROUGH:** During **payoff**, take **-1 heat**. When your **heat** is 4 or less, you get **+1d** to deceive people when you pass yourselves off as ordinary citizens, and you still have two **downtime** activities even if you're at War (-3) with any faction, as they have trouble locating you.
- ▷ **HOME COOKING:** Your whole crew gains Home Cooking as a **vice**. Right after a job, you may spend **1 cred** and a **downtime** activity to cook for everyone, allowing the whole crew present to make a **vice** roll. If anyone **overindulges**, a fight erupts, and everyone gains **1 stress** after the **vice** roll. Requires a **galley** module.
- ▷ **PROBLEM SOLVERS:** Each PC may add 1 action rating to **helm**, **rig**, or **scramble** (up to a max of 3).
- ▷▷ **VETERAN:** Choose a **special ability** from another source.

CREW/SHIP UPGRADES

- False Ship Papers
- Dark Hyperspace Lane Maps
- Smuggler's Rigging
- Lucky Charm
- Thrillseekers

CONTACTS

- ▷ T'kala, a dockmaster
- ▷ Alor, a keen-eared barkeep
- ▷ Heani, a tugboat captain
- ▷ Rakka, a diplomat
- ▷ Citani, a reclusive info broker

CREW XP

At the end of each session, for each item below, mark **1 xp** (or **2 xp** instead if that item occurred multiple times).

- ◆ You executed a successful transport or smuggling operation.
- ◆ You contended with challenges above your current station.
- ◆ You bolstered your crew's reputation or developed a new one.
- ◆ You expressed the goals, drives, inner conflict, or essential nature of the crew.

SCUM & VILLAINY SHIP SHEET

CERBERUS

BOUNTY HUNTERS
AND EXTRACTION
SPECIALISTS

R-29 Firebrand-type Patrol Craft

DESIGNATION

CREW REPUTATION

COLORS/LOOK

CREW

COMMS

- Long-Range Scanner
- Nexus Link
-
-

SHIP SIZE

PERSONAL — FREIGHTER — CORVETTE — FRIGATE — DREADNOUGHT

- ◆ For each level of damage, mark a **ship system**.
- ◆ Each **downtime** you don't pay your ship's **upkeep**, roll a die for each consecutive downtime you haven't paid.
 - ◆ 1-3 No worries.
 - ◆ 4/5 Damage to a system, but it's minor. You can **rig** a solution.
 - ◆ 6+ A system is badly damaged and must be repaired.

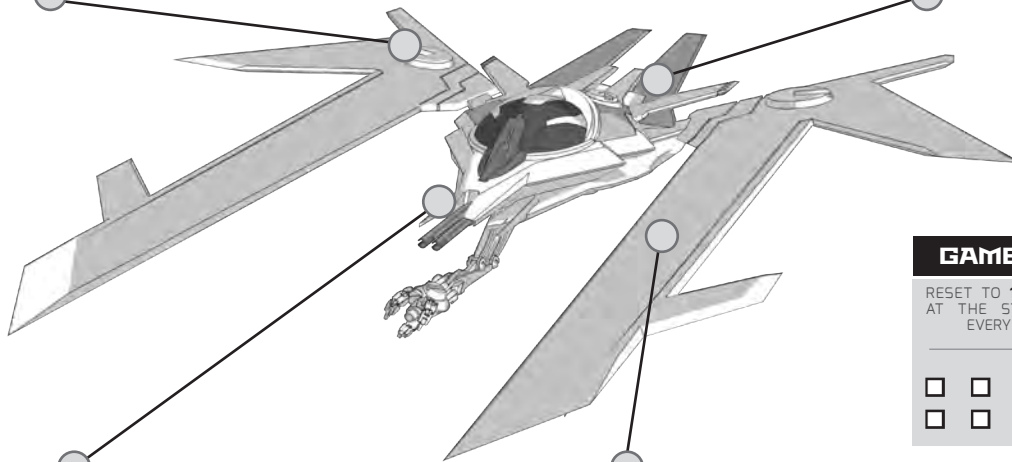
ENGINES

- Jump Drive
-
-

CREW

DEBT

-



GAMBITS

RESET TO 1 GAMBIT AT THE START OF EVERY JOB

-

WEAPONS

- Grappling Hooks
- Particle Cannons
-

UPKEEP

(SYSTEMS + CREW) / 4
PAID AT THE START OF EVERY DOWNTIME

SKIPS

HULL

-
-

SHIELDS

AUXILIARY

- AI Module
- Armory
- Brig
- Galley
- Medical Bay
- Science Bay
- Shields

TRAINING

- Insight
- Prowess
- Resolve
- Playbook

SHIP GEAR

- Holo-Emitters
- Intruder Alarm
- Land Rover
- Power Reserves
- Shuttle
- Stasis Pods
- Vault

CREW GEAR

- Alien Pet
- Land Transport
- Recon Drone
- Survival Gear
- Workshop

SPECIAL ABILITIES

- ▷ **LICENSED:** Take **-2 heat** on any legitimate bounty hunting job. Your ship can carry particle weapons, and your crew can carry and legally use heavy blasters in the pursuit of a target.
- ▷ **ON THE TRAIL:** Your crew gains an extra **downtime** activity to work on **long-term projects**, or **acquire assets** to track bounties.
- ▷ **LIGHT TOUCH:** You gain **potency** when tailing a target, or when **gathering info** at a target's previous location.
- ▷ **SNATCH'N'GRAB:** When you use a **deception**, **infiltration**, or **social** plan to execute a kidnapping or extraction, add **+1d** to the **engagement** roll.
- ▷ **LOADED FOR BEAR:** Your crew can carry **+1 load**. They have distinctive and high-quality armor. When you wear **armor**, it counts as **heavy armor** (two uses).
- ▷ **PLAY BOTH SIDES:** When you release a bounty target, make them a crew contact.
- ▷ **DEADLY:** Each crew member may add 1 action rating to **command**, **scrap**, or **skulk** (up to a max of 3).
- ▷▷ **VETERAN:** Choose a **special ability** from another source.

CREW/SHIP UPGRADES

- Tracers
- Stun Weapons
- Personal Vehicles
- Hard Knocks
- Smooth Criminals

CONTACTS

- ▷ Stacy Weathers, ace reporter
- ▷ Arlox, an Ashen Knives Pasha
- ▷ Ishi, a weapons dealer
- ▷ Lix, a xeno tracker
- ▷ Jezri, a fixer

NOTES / PROJECTS

CREW XP

At the end of each session, for each item below, mark **1 xp** (or **2 xp** instead if that item occurred multiple times).

- ◆ You executed a successful extraction operation or capture of a bounty.
- ◆ You contended with challenges above your current station.
- ◆ You bolstered your crew's reputation or developed a new one.
- ◆ You expressed the goals, drives, inner conflict, or essential nature of the crew.

SCUM & VILLAINY SHIP SHEET

FIRE DRAKE

REBELS AND
HEGEMONIC
CRIMINALS

Converted Khanjigar-class Corvette

DESIGNATION

CREW REPUTATION

COLORS/LOOK

CREW

COMMS

- Targeting Computer
- Fake Transponder
-
-

SHIP SIZE

PERSONAL — FREIGHTER — **CORVETTE** — FRIGATE — DREADNOUGHT

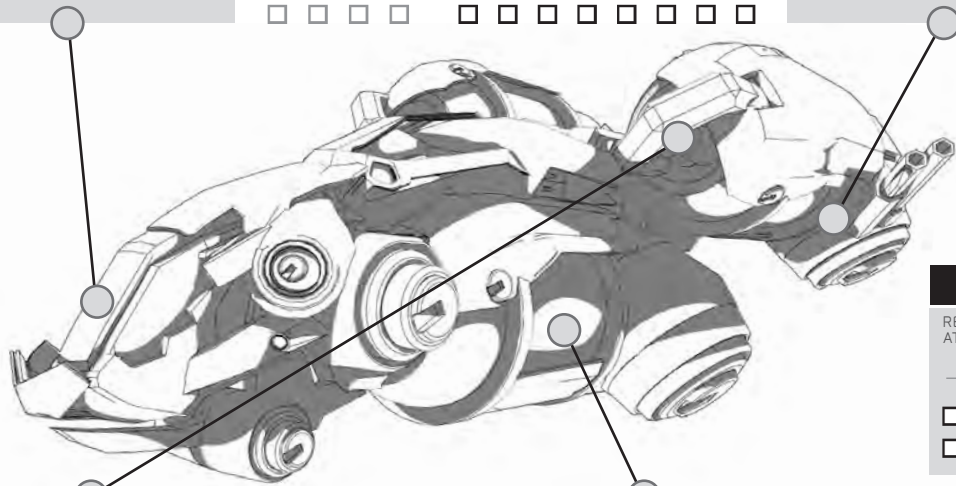
- ◆ For each level of damage, mark a **ship system**.
- ◆ Each **downtime** you don't pay your ship's **upkeep**, roll a die for each consecutive downtime you haven't paid.
 - ◆ 1-3 No worries.
 - ◆ 4/5 Damage to a system, but it's minor. You can **rig** a solution.
 - ◆ 6+ A system is badly damaged and must be repaired.

WEAPONS

- Particle Cannons
- Coherence Cannon
-

CREW

DEBT



GAMBITS

RESET TO **2** GAMBIT AT THE START OF EVERY JOB

ENGINES

- Jump Drive
-
-

UPKEEP

(SYSTEMS + CREW) / 4 PAID AT THE START OF EVERY DOWNTIME

SKIPS

HULL

- Crew Quarters
- Landing Bay

AUXILIARY

- AI Module
- Armory
- Brig
- Galley
- Medical Bay
- Science Bay
- Shields

SHIP GEAR

- Holo-Emitters
- Intruder Alarm
- Land Rover
- Power Reserves
- Shuttle
- Stasis Pods
- Vault

TRAINING

- Insight
- Prowess
- Resolve
- Playbook

CREW GEAR

- Alien Pet
- Land Transport
- Recon Drone
- Survival Gear
- Workshop

NOTES / PROJECTS

SPECIAL ABILITIES

- ▷ **OLD HANDS:** When you're at War (-3) with a Hegemony faction, all crew members get **+1d** to **vice** rolls and still get two **downtime** activities instead of just one.
- ▷ **FORGED IN FIRE:** Your crew has been toughened by cruel experience. You each get **+1d** to all **resistance** rolls.
- ▷ **SYMPATHIZERS:** Your ideology is especially appealing. When you deal with a crew or faction, the GM will tell you who among them believes in your cause (one, a few, many, or all).
- ▷ **NATURAL ENEMIES:** When you run a job against Hegemony factions, take **+1d** to the **engagement** roll.
- ▷ **SPARK OF REBELLION:** If you leave a calling card or highly visible symbol of resistance on your job, gain **+2 heat**. Your crew gains **+1d** to **vice** during the next **downtime**, and cannot **overindulge**.
- ▷ **JUST CAUSE:** When your crew does the right thing at cost to themselves, you may mark a **crew xp**.
- ▷ **HEARTS & MINDS:** Each crew member may add 1 action rating to **command**, **consort**, or **sway** (up to a max of 3).
- ▷▷ **VETERAN:** Choose a **special ability** from another source.

CREW/SHIP UPGRADES

- Black Market Contacts
- Secret Base
- Popular Support
- Way-Blessed
- Driven

CONTACTS

- ▷ Garin, a Guild weapons engineer
- ▷ Tyura, a legendary assassin
- ▷ Ada Black, a famous performer
- ▷ Tiko Lux, a hotshot pilot
- ▷ Ibo-one, an ancient Cult mystic

CREW XP

At the end of each session, for each item below, mark **1 xp** (or **2 xp** instead if that item occurred multiple times).

- ◆ You executed a successful job that opposes Hegemonic dominance.
- ◆ You contended with challenges above your current station.
- ◆ You bolstered your crew's reputation or developed a new one.
- ◆ You expressed the goals, drives, inner conflict, or essential nature of the crew.