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 xen 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 and add a detail about your specific history. (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.

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.


Looks: Man, Woman, Ambiguous, Xeno

Ornate Headress
Long Coat
Hood and Veil
Short Cloak
Knit Cap
Fancy Makeup
Slim Jacket
Hooded Cloak
Work Boots
Mask and Robe
Suit and Vest
Collared Shirt
Suspenders
Intricate Rings
Skirt and Blouse
Wide Belt
Fitted Dress
Flight Suit
Heavy Cloak
Thick Duster

Loose Silks
Tight Pants
Bomber Jacket
Long Scarf
Leathers
Stillsuit
Hide and Furs
Worn Uniform
Space Suit
Glittering Jewelry

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 positon 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: A Gearhead

**Mechanic**

**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

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<th>Reckless — Soft — Unstable — Vicious</th>
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**Recovery**

Get treatment in downtime to fill your healing clock.

#### 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.

#### 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

#### Colorful Friends

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

### Starting Ability

- **Tinker:** When you work on a clock with rig or hack, or when you study a schematic, fill +1 segment.

### 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 critical. When you speak from your heart, your words can reach even the most hardened criminal.

### Mark XP

- Every time you roll a desperate action, mark xp in that action's attribute.

### Playbook Advancement

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.
You struggled with issues from your vice or traumas during the session.

You expressed your beliefs, drives, heritage, or background.

Every time you roll a desperate action, mark xp in that action's attribute.

What's really going on here?

How can I find this? What can I prove?

What's the danger here?

What might I suspect about this? What can I prove?

What's their intention?

What's their background?

What's the plan? What might they do next?

What's their intention?

What's their motivation?

What's their reaction to this?

What's their perspective?

Choose a special ability from another source.

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.

VETERAN: Choose a special ability from another source.

Unstoppable: You can push yourself to do one of the following: perform a feat of physical force that verges on the superhuman—engage a small gang on equal footing in close combat.

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.

Deadly Friends

Krieger, a fine blaster pistol
Shod, a weapons dealer
Chon-zek, a bounty hunter
Yuzu, 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

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.

Teamwork

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.
**Scum & Villainy**

**NAME**

**ALIAS**

**LOOK**

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

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

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

**STRESS/TRAUMA**

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<th>HEAVY</th>
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<td>LESS EFFECT</td>
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**RECOVERY**

Get treatment in downtime to fill your healing clock.

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

**MYSTIC**

**STARTING ABILITY**

- The Way: You can spend a gambit instead of paying any stress cost.

**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**

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

**MARK XP**

- Every time you roll a desperate action, mark xp in that action’s attribute.

**PLAYBOOK ADVANCEMENT**

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.

---

**INSIGHT**

- Doctor
- Hack
- Rig
- Study

**PROWESS**

- Helm
- Scramble
- Scrap
- Skulk

**RESOLVE**

- Attune
- Command
- Consort
- Way

**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.

---

**TEAMWORK**

- 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 them?
- What’s really going on here?
- Ask about a detail for a plan.

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

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**TRAUMA**

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<th>RECKLESS</th>
<th>SOFT</th>
<th>UNSTABLE</th>
<th>VICIOUS</th>
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**RECOVERY**

Get treatment in downtime to fill your healing clock.

**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**

**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 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 6’s 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
- May, a former mentor

**ITEMS**

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

**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 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**

- Increase a starting ability (in your playbook or an attribute) or
- 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.

**BONUS DICE**

- Push yourself (take 2 stress) OR accept a devil’s bargain
- Assist (they take 1 stress)
- Spend a gambit

- 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.

**GAMBITS**

- 3 light
- 6 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
NAME OUTLAW NAME

LOOK

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

BACKGROUND: ACADEMIC—LABOR—CULT—GUIDER—MILITARY—NOBLE—SYNDICATE

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

STRESS TRAUMA

HARM

3 HELP ARMOR

2 +1D

1 LESS EFFECT

RECOVERY

Get treatment in downtime to fill your healing clock.

NOTES / PROJECTS

TEAMWORK

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 them?
- What’s really going on here?
- Ask about a detail for a plan.

Beginning Ability

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

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 money lender
△ Ora, an info broker
△ Jal, a ship mechanic
△ Rhin, a smuggler
△ Battro, a bounty hunter

“GAMBITs”

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

BONUS DICE

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.

PLAYBACK ADVANCEMENT

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.
### Scum & Villainy

**NAME**

**ALIAS**

**LOOK**

**HERITAGE**: Imperial—Spacer—Colonist—Manufaeted—Wanderer—Xeno

**BACKGROUND**: Academic—Labor—Cult—Guider—Military—Noble—Syndicate

**VICE/PURVEYOR**: Faith—Gambling—Luxury—Obligation—Pleasure—Stupor—Weird

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#### Stress/Trama

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**RECOVERY**

Get treatment in downtime to fill your healing clock.

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#### 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.
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### 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

**Starting Ability**

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

**Special Abilities**

- **Favors Owed**: During downtime, you get +1d 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 weakness. When you resist with resolve, gain +1d.

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

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### Resolve

- **Attune**
- **Command**
- **Consort**
- **Sway**

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### Bonus Dice

- **Push Yourself** (take 2 stress) OR accept a devil's bargain
- **Assist** (they take 1 stress)
- **Spend a Gambit**

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### 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.

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### Influential Friends

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

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### Items (Italics don't count for load)

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

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### 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.
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

HARM

3

NEED HELP

ARMOR

HEAVY

SPECIAL

CRED

STASH

-1D

LESS EFFECT

RECOVERY

Get treatment in downtime to fill your healing clock:

NOTES / PROJECTS

TEAMWORK

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.

PLAYGROUND ADVANCEMENT

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.
STANDARD ITEMS


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. Thumbprints, and audio filters. Disguises, voice modulators...

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

Repair 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 scalpels, antiseptics, thread, painkillers.

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

Mystic Items

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:


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.

Versa, a Fine Sniper Rifle: A full-bore auto-lock with customized trigger, double cartridge, thorough gauge. Can fire mystic ammo.

Zarahustra, 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, outdate 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.

Grapping 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

Vera, a Fine Flamethrower: For those times when you really need to heat things up. Settings for regular and extra crispy.

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."

“T’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 rapscallion 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.

**Recog 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 D 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-plot small fighter craft.

**Smuggling Compartments:** Like a cargo hold (can carry a small amount of cargo), 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.

**Grapping 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.
**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 three 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**

**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.

**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.
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.

The Gethaway: 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.

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.
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.

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

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

Contacts
- Tracers
- Stun Weapons
- Personal Vehicles
- Hard Knocks
- Smooth Criminals
- Stacy Weathers, ace reporter
- Arlox, an Ashen Knives Pasha
- Ishi, a weapons dealer
- Lix, a xeno tracker
- Jezri, a fixer

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.
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 Reputation

**Designation**

**Colors/Look**

**Ship Size**

- Personal — Freighter — Corvette — Frigate — Dreadnought

**Weapons**

- Particle Cannons
- Coherence Cannon

### Gambits

- Reset to 2 Gambit at the start of every job

### Engines

- Jump Drive
- Armory
- Brig
- Medical Bay
- Shields

### Upkeep

- Crew Quarters
- Landing Bay

### Hull

- Systems + Crew / 4

### Auxiliary

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

### shields

- Targeting Computer
- Fake Transponder

### Credits

- Spending
- Debt

### Training

- Insight
- Prowess
- Resolve
- Playbook

### Crew Gear

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

### Ship Gear

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

### 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.