CHARACTER CREATION

O. 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, Hirak, 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, Natoth, 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 Bomber Jacket Suspenders Long Scarf Short Cloak Intricate Rings Knit Cap Skirt and Blouse Leathers Fancy Makeup Wide Belt Stillsuit Slim Jacket Hide and Furs Fitted Dress 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 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.

SEUM SVILLAINY MECHANIC

		STARTING ABILITY	▶ ▶ RIG
NAME	ALIAS	► TINKER: When you work on a clock with rig or hack, or when you study a schematic, fill +1 segment.	PROWESS ///////
LOOK			
HERITAGE: IMPERIAL—SPACE			HELM SCRAMBLE
MANUFACTURED—WAND VICE/PURVEYOR: FAITH—GA	DERER—XENO GUILDER—MILITARY—NOBLE—SYNDI	CONSTRUCT WHISPERER: Machines speak to you when you study them. The first time you roll a critical while fixing or building a particular	SCRAP SKULK
STRESS ///////		STANDID JUNKYARD HUNTER: When you acquire parts or equipment during	RESOLVE ////////////////////////////////////
HARM B	NEED HEAVY	HACKER: You may expend your special armor to resist the consequences of hacking, or to push yourself when hacking or gathering info electronically.	COMMAND CONSORT SWAY
2	-1D SPECIAL CRED DODD S	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.	BUNUS DICE PUSH YOURSELF (take
1 RECOVERY Get treat.	EFFECT	MECHANIC'S HEART: When you speak from your heart, your words can reach even the most hardened criminal, and you gain potency .	+ 2 stress) -OR- accept a DEVIL'S BARGAIN
RECOVERY Get treat	ment in downtime to fill your healing clock >	OVERCLOCK: When you spend a gambit on a rig roll to repair or	+ ASSIST (they take 1 stress)
	\rightarrow	upgrade, treat the system you worked on as 1 quality higher for the remainder of the job.	+ SPEND A GAMBIT
NOTES / PROJECTS		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.	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.
		COLORFUL FRIENDS ITEMS (Italics don't count for load) LD	AD 3 light 5 normal 6 heav
		△▽ Slice, a junkyard owner ☐ Fine Hacking Rig	☐ Blaster Pistol
		△ ▽ Nisa, a previous employer ☐ Fine Ship Repair Tools ☐ Small Drone	☐ 2nd Blaster Pistol☐ Melee Weapon
			□ - □ Heavy Blaster
		△▽ Len, a black market dealer □ Spare Parts	□ Detonator
TEAMWORK	PLANNING & LOAD GATHER INFO	△ ▽ Kenn, a family member ☐ Genius Pet	☐ Hacking Tools ☐ Repair Tools
Lead a group action.	Choose plan . Pick load . Provide detail: • What's their intention?		Z □ - □ Medkit
· ·	 Assault plan: Point of attack. Deception plan: Method. What might I suspect of this? What can I prove 		☐ Spy Gear
Set up another character.	 ◆ Infiltration plan: Entry point. ★ What's the danger her 		☐ Illicit Drugs
Protect a teammate.	◆ Mystic plan: Arcane power.		☐ Communicator ☐+☐ Armor
Assist another character.	 Social plan: Social connection. Transport plan: Route and means. Ask about a detail for a detail	· V · i led illier of	□ - □ Spacesuit

SCUM SVILLAINY MUSCLE

STAPTING ARII ITV

AND

NGEROUS INTIMIDATING	▶ ▶ DOCTOR
TER	► ► HACK

INSIGHT

▶ ► RIG

			STARTING ADICITY		▶ ► STUDY
NAME	ALIAS		► UNSTOPPABLE: You can push you perform a feat of physical force engage a small gang on equal foo	that verges on the superhuman— $\;\;\;$	PROWESS ///////
LOOK			SPECIAL ABILITIES	ung in close combat.	▶ ► HELM
HERITAGE: IMPERIAL—SPACEF MANUFACTURED—WAND	R—COLONIST— BACKGROUND: ACADEMIC- ERER—XENO GUILDER—MILITARY—NOB		WRECKING CREW: Your strength	and ferocity are infamous. When never you spend a gambit in combat, ion.	SCRAMBLE SCRAP SKULK
VICE/PURVEYOR: FAITH—GAI	MBLING—LUXURY—OBLIGATION—PLEASURE-	-STUPOR-WEIRD	BACKUP: An ally's push costs 1 stre	ss on any action you set up or assist.	RESOLVE //////
STRESS //////////////		D—OBSESSED—PARANOID DFT—UNSTABLE—VICIOUS	BATTLEBORN: You may expend you from an attack in combat, or to p	our special armor to reduce harm oush yourself during a fight.	► ► ATTUNE
HARM 3	NEED	MOR //	you take harm , clear 1 stress .	a crewmate, resist with +1d . When	COMMAND CONSORT SWAY
2		ecial /		at the beginning of downtime , mark k. When you push yourself to ignore stress (not 2).	BONUS DICE PUSH YOURSELF (take
1 RECOVERY Get treatm	EFFECT		Whenever you gather information	st weakened or vulnerable targets. on on a weakness or vulnerability,	+ 2 stress) -OR- accept a DEVIL'S BARGAIN
RECOVERY Get treatm			the worst you can get is a 4/5 re		+ ASSIST (they take 1 stress
				g ambushed, you gain potency to all your first flashback costs 0 stress .	+ SPEND A GAMBIT
			,	te and danger obvious to even the	GAMBITS
NOTES / PROJECTS			most unobservant. You gain po	ptency when trying to intimidate ter a show of force, also take +1d.	Add a gambit to you crew when you roll a 6 o
			VETERAN: Choose a special a	bility from another source.	and you didn't spend a gambit on a bonus die.
			DEADLY FRIENDS	ITEMS (Italics don't count for load) LOA	
			$\triangle \bigtriangledown$ Krieger, a fine blaster pistol \Box $\triangle \bigtriangledown$ Shod, a weapons dealer $\triangle \bigtriangledown$ Chon-zek, a bounty hunter $\triangle \bigtriangledown$ Yazu, a crooked cop	☐ Vera, a Fine Sniper Rifle ☐ Zmei, a Fine Flamethrower ☐ Sunder, a Fine Vibro-Blade ☐ Zarathustra, Detonator Launcher ☐ Fine Martial Art Style	☐ Blaster Pistol ☐ 2nd Blaster Pistol ☐ Melee Weapon ☐ Heavy Blaster ☐ Detonator
TEAMWORK	PLANNING & LOAD GATHE	ZR INFO	△ ▽ Aya, an assassin	Mystic Ammunition	☐ Hacking Tools☐ Repair Tools
Lead a group action. Set up another character.	 ◆ Deception plan: Method. this? W ◆ Infiltration plan: Entry point. ◆ What's 	night I suspect about That can I prove? the danger here?	 Every time you roll a desperate action At the end of each session, for eaplaybook or an attribute) or 2 xp if 	ch item below, mark 1 xp (in your that item occurred multiple times.	□ Medkit □ Spy Gear □ Illicit Drugs □ Communicator
Protect a teammate. Assist another character.	◆ Social plan: Social connection. ◆ What's	n I find? really going on here? out a detail for a plan .	 You addressed a tough challenge win You expressed your beliefs, drives, h You struggled with issues from your 	neritage, or background.	□ - □ Armor □ - □ Spacesuit

SEUM SVILLAINY MYSTIC

• Infiltration plan: Entry point.

• Mystic plan: Arcane power.

• Social plan: Social connection.

• Transport plan: Route and means.

Protect a teammate.

Assist another character.

playbook or an attribute) or **2 xp** if that item occurred multiple times.

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

• You addressed a tough challenge with wisdom or the Way.

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

A GALACTIC WANDERER IN TOUCH WITH

INSIGHT

DOCTOR

□ Communicator

□**-**□ Armor

□**-**□ Spacesuit

				THE WAY		
			STARTING ABILITY			RIG STUDY
NAME	ALIAS		► THE WAY: You can spend a gambit	t instead of paying any stress cost.		זעטוכ
			SPECIAL ABILITIES		PROW	255 /////
HERITAGE: IMPERIAL—SPACER—COLONIST— MANUFACTURED—WANDERER—XENO GUILDER—MILITARY—NOBLE—SYNDICATE VICE/PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD STRESS TRAIM ARMIDR HARM ARMIDR LESS EFFECT RECOVERY Get treatment in downtime to fill your healing clock >		KINETICS: You can push yourself to to throw a table-sized object with briefly with superhuman speed. PSY-BLADE: You can focus Way en charged, the weapon can cut throu and you gain potency on your mel	> >> > > > > > > > > > > > > > > > > >	SKULK		
		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			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	
NOTES / PROJECTS			causing psychic harm to anyone in You may spend 1 stress for each a of stuns—you and anyone you ch VETERAN: Choose a special a		t crew v critica and y gambi	a gambit to you when you roll a 6 o al on a risky actio you didn't spend it on a bonus die.
			WEIRD FRIENDS	ITEMS (Italics don't count for load)		
			$\triangle \bigtriangledown$ Horux, a former teacher $\triangle \bigtriangledown$ Hicks, a mystic goods supplier $\triangle \bigtriangledown$ Laxx, a xeno $\triangle \bigtriangledown$ Rye, an unrequited love	 Fine Melee Weapon Offerings Trappings of Religion Outdated Religious Outfit Memento of Your Travels 	□ Melee □•□ Hea □ Deton	laster Pistol Weapon Ivy Blaster ator
TEAMWORK	PLANNING & LOA	D GATHER INFO	riangle $ riangle$ Blish, a fellow mystic	☐ Precursor Artifact	☐ Hackin ☐ Repain	_
Lead a group action .	Choose plan . Pick load . Provide de • Assault plan : Point of attack.	etail: • What's their intention? • What might I suspect about	• Every time you roll a desperate action	•	☐ Repair ☐ Med ☐ Spy Ge	dkit
Set up another character.	Deception plan: Method.	this? What can I prove?	At the end of each session, for each	ach item below, mark 1 xp (in your	□ Illicit E)rugs

• What's the danger here?

What's really going on here?

• Ask about a **detail** for a **plan**.

◆ How can I find _____?

SEUMEVILLAINY PILOT

◆ Transport plan: Route and means. ◆ Ask about a **detail** for a **plan**.

A SHIP-HANDLING WIZARD AND DANGER ADDICT

► HACK

□-□ Spacesuit

		STARTING ABILITY		STUDY	
NAME	NAME CALL SIGN		► ACE PILOT: You have potency on all speed-related rolls. When you roll to resist the consequences of piloting, gain +1d .		
LOOK		·		PROWESS ////////	
		SPECIAL ABILITIES		▶ ► HELM	
HERITAGE: IMPERIAL—SPACE MANUFACTURED—WANI		overlook. Gain +1d when firing sh			
VICE/PURVEYOR: FAITH—G	AMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD		ntime activity in port doing odd jobs. i floating about, the GM will tell you	► ► SKULK RESOLVE	
STRESS /////////	TRAUMA COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS		ship you may damage a ship system	► ► ATTUNE	
HARM	ARMOR //	you have access to in order to g		► COMMAND	
3	NEED HEAVY		ish yourself, you may spend +1 stress effect and +1d instead of one or the	CONSORT SWAY	
2	-1D SPECIAL	HEDONIST: When you indulge v	your vice , you may adjust the dice	BONUS DICE	
	LESS CRED DODD STASH	outcome by +/-2. An ally who jo		PUSH YOURSELF (take	
1	EFFECT	example, a small group counts	ad a group action , gain +1 scale (for sas a medium group). If you lead a	+ 2 stress) -OR- accept a DEVIL'S BARGAIN	
RECOVERY Get treat	ment in downtime to fill your healing clock >	group action in combat, you m rolls as a critical .	ay count multiple 6 s from different	+ ASSIST (they take 1 stress	
	\bigcup		around unusual cultures and xenos.	+ SPEND A GAMBIT	
			ting to consort with or sway them.	GAMBITS	
NOTES / PROJECTS		PUNCH IT:: When you spend a garisky instead.	mbit on a desperate roll, it counts as	Add a gambit to your crew when you roll a 6 or critical on a risky action	
		VETERAN: Choose a special	ability from another source.	and you didn't spend a gambit on a bonus die.	
		FAST FRIENDS	ITEMS (Italics don't count for load) LOA	□ 3 light □ 5 normal □ 6 heav	
		△ ▽ Yattu, a gang boss	☐-☐ Fine Customized Spacesuit	☐ Blaster Pistol	
		$\triangle abla$ Triv, a ship mechanic	□-□ Fine Small Urbot	☐ 2nd Blaster Pistol	
		Δ ∇ Choss, a professional racer	Fine Mechanics Kit	☐ Melee Weapon	
		△ ▽ Meris, a scoundrel	☐ Grappung Hook	☐ Heavy Blaster☐ Detonator	
		· · · · · · · · · · · · · · · · · · ·	Guild License	☐ Hacking Tools	
TEAMWORK	PLANNING & LOAD GATHER INFO	△▽ Mav, a former mentor	☐ Victory Cigars	☐ Repair Tools	
Lead a group action .	Choose plan . Pick load . Provide detail: • What's their intention?		OOK ADVANCEMENT	Medkit	
	◆ Assault plan: Point of attack. ◆ What might I suspect about		tion, mark xp in that action's attribute. each item below, mark 1 xp (in your	☐ Spy Gear	
Set up another character.	 ◆ Deception plan: Method. ★ Infiltration plan: Entry point. ★ What can I prove? ★ What's the danger here? 		if that item occurred multiple times.	☐ Illicit Drugs	
Protect a teammate.	◆ Mystic plan: Arcane power. ◆ How can I find?	 You addressed a tough challenge v 	vith speed or flair.	☐ Communicator	
Assist another character.	Social plan: Social connection. What's really going on here? Ark shout a datail for a plan.	 You expressed your beliefs, drives, You struated with issues from voi 	heritage, or background. ur vice or traumas during the session.	□ - □ Armor □ - □ Spacesuit	

SEUMEVILLAINY SCOUNDREL A SCRAPPY AND LUCKY SURVIVOR

◆ Transport plan: Route and means. ◆ Ask about a **detail** for a **plan**.

□-□ Spacesuit

			STARTING ABILITY			
NAME	OUTLAW NAME		► SERENDIPITOUS: Your crew starts v	with +1 gambit when the pool resets.	. 1.	STUDY
LOOK					PROWE	255 //////
LOOK			SPECIAL ABILITIES			HELM
HERITAGE: IMPERIAL—SPACE			_	nerate gambits on desperate rolls.		SCRAMBLE
MANUFACTURED—WANI	DERER—XENO GUILDER—MILITARY—NO	BLE—SYNDICATE	You may also generate gambits e			SCRAP
				k at a port after being away, pick one		SKULK
VICE/PURVEYOR: FAITH—GA	AMBLING—LUXURY—OBLIGATION—PLEASURE	—STUPOR—WEIRD		not deadly—it pays well enough—it's ction you trust—it targets an enemy	RESOL	ve / //////
STRESS ///////	TRAUMA COLD-HAUNTI	ED-OBSESSED-PARANOID	you have. You may spend 1 cred p			
		OFT-UNSTABLE-VICIOUS	TENACIOUS: Penalties from harm	are one level less severe (though		ATTUNE COMMAND
HARM	NEED		level 4 harm is still fatal).			COMMAND
3		PAVY		gain a second use of special armor		SWAY
		recial //	between each downtime.			3 4471
2	-1D SF	ELIAL _/	, ,	and your special armor to resist the	BONUS	S DICE
1	LESS	ED 🗆 🗆 STASH	way out of (or running from) tro	to push yourself when talking your uble.		YOURSELF (take
1	EFFECT			perate roll, you may take +1d. If you		ss) -OR- accept a
RECOVERY Get treat	, , , , , , , , , , , , , , , , , , , ,		do so, do not mark xp in that act			T (they take 1 stress
			SHOOT FIRST: When you attack fro	om hiding or spring a trap, take +1d.		D A GAMBIT
				no acts first, the answer is you (two		
NOTES / PROJECTS			characters with Shoot First act s	,,	GAMBI	ITS
				consort to gather info, you gain +1		a gambit to you when you roll a 6 o
			effect and can in addition ask: W	ho might this benefit?	+ critica	ı l on á risky actio
			VETERAN: Choose a special a	bility from another source.		ou didn't spend t on a bonus die.
			44			
			"FRIENDS"	ITEMS (Italics don't count for load) LOA		
			$\Delta \nabla$ Nyx, a moneylender	☐ Fine Blaster Pistol (or Pair ☐)	☐ Blaster	r Pistol .aster Pistol
			$\triangle igtriangleleft$ Ora, an info broker	☐ Fine Coat ☐ Loaded Dice or Trick Holo-cards	☐ Melee	
			riangle $ extstyle ex$	Forged Documents		vy Blaster
			riangle $ riangle$ Rhin, a smuggler	Mystic Ammunition	☐ Detona	ator
TEAMWORK		DO INICO	Δ $ abla$ Battro, a bounty hunter	Personal Memento	☐ Hackin	_
•	PLANNING & L□AD GATH Choose plan. Pick load. Provide detail: ◆ What's	ER INFO	<u> </u>	OK ADVANCEMENT	☐ Repair	
Lead a group action.	·	might I suspect about	• Every time you roll a desperate action		□-□ Med□ Spy Ge	
Set up another character.	◆ Deception plan: Method. this? V	Vhat can I prove?	At the end of each session, for each		☐ Jpy de	
Protect a teammate.	F - 7 F	s the danger here? on I find?	playbook or an attribute) or 2 xp if ◆ You addressed a tough challenge win	·	□ Comm	_
	mysus pann in carre power.	really going on here?	 You expressed your beliefs, drives, h 	neritage, or background.	□ - □ Arm	
Assist another character.	·	out a detail for a plan	 You struggled with issues from your 	vice or traumas during the session.	□+ □ Spac	cesuit

SEUMSVILLANNY

SPEAKER

or lay low. Any time you gather info, take +1d.

PLAYER: You always know when someone is lying to you.

advice that a crewmate follows, you both clear 1 stress.

friend you know there (see Influential Friends below).

and danger also pause while you speak.

When you resist with resolve, gain +1d.

► AIR OF RESPECTABILITY: You get an extra downtime activity to acquire

FAVORS OWED: During downtime, you get +1 d when you acquire assets

INFILTRATOR: You are not affected by quality or Tier when you bypass

Subterfuge: You may expend your special armor to resist a consequence of persuasion or suspicion. When you resist with insight,

HEART TO HEART: When you provide meaningful insight or heartfelt

OLD FRIENDS: Whenever you land in a new location, write down a

DISARMING: Whenever you use a gambit while speaking, hostilities

Purpose: You may expend your **special armor** to **push yourself** when

outclassed by your opposition, or when under the effects of wounds.

>>> VETERAN: Choose a special ability from another source.

STARTING ABILITY

SPECIAL ABILITIES

assets or lay low.

security measures.

gain +1d.

A RESPECTABLE PERSON ON THE TAKE

	DOCTOR

	DU	C	U
	НΔ	Ck	•

	RIG
	CTLID

P	RΠ	WE	22	/////	7/7/7

	- 14		M.
	п	ᄄ	.IVI

▶ SCRAMBLE

SCRAP

▶ ► SKULK

RESOLVE	<i> </i>
TELLEVE,	' // // // // //

▶ 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

☐ Blaster Pistol

☐ Melee Weapon

□ Detonator

☐ Hacking Tools

☐ Repair Tools

□**-**□ Medkit

☐ Spy Gear

□**-**□ Armor

☐ Illicit Drugs

□-□ Spacesuit

□ Communicator

□**-**□ Heavy Blaster

☐ 2nd Blaster Pistol

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.

INFLUENTIAL FRIENDS

🛆 귯 Manda, a Guild member

△

Arryn, a Noble

 $\triangle \nabla$ Kerry, a doctor

 $\triangle \nabla$

△ ▽ Je-zee, a diplomat

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

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

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

NAME **ALIAS**

LOOK

NOTES / PROJECTS

Lead a **group action**.

Protect a teammate.

Set up another character.

Assist another character.

HERITAGE: IMPERIAL —SPACER—COLONIST— MANUFACTURED-WANDERER-XENO GUILDER-MILITARY-NOBLE-SYNDICATE

BACKGROUND: ACADEMIC-LABOR-CULT-

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

COLD—HAUNTED—OBSESSED—PARANOID

ŀ		TRAUMA ////	RECKI	LESS—SOFT—UNSTABLE—V	ICIOUS
ı	HARM			ARMOR	
3			NEED HELP	HEAVY	
2			-1D	SPECIAL	
1			LESS EFFECT	CRED DDD S'	rash
R	RECOVERY Get treat	tment in downtime to fill your healing clock >			

TEAMWORK PLANNING & LOAD **GATHER INFO**

Choose **plan**. Pick **load**. Provide **detail**: ◆ What's their intention?

- ◆ 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 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**.

SEUMSVILLAINY STITCH

• **Social plan:** Social connection.

◆ Transport plan: Route and means. ◆ Ask about a **detail** for a **plan**.

Assist another character.

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

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

SPACEFARING HEALER OR

INSIGHT

□**-**□ Armor

□-□ Spacesuit

▶ DOCTOR

		SCIENTIST	HACK		
		STARTING ABILITY	RIG STUDY		
NAME	ALIAS	▶ I'M A DOCTOR, NOT A: You can push yourself to roll your doctor rating while performing a different action. Say which patient, research, or posting taught you this trick.	PROWESS ///////		
LOOK		SPECIAL ABILITIES	HELM		
HERITAGE: IMPERIAL—SPACE MANUFACTURED—WAND		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	SCRAMBLE SCRAP SKULK		
STRESS HARM		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.	RESULVE ATTUNE COMMAND CONSORT SWAY		
1 RECOVERY Get treats	LESS EFFECT The ment in downtime to fill your healing clock >	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,	PUSH YOURSELF (take + 2 stress) -OR- accept a DEVIL'S BARGAIN + ASSIST (they take 1 stres		
		and focus on the mystical. You may always handle Precursor artifacts safely. When you study an artifact or doctor a strange substance,	+ SPEND A GAMBIT		
NOTES / PROJECTS		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.	Add a gambit to you crew when you roll a 6 or critical on a risky actic and you didn't spend gambit on a bonus die.		
		OLD FRIENDS ITEMS (Italics don't count for load) LOP	AD 3 light 5 normal 6 hea		
		 △ ▽ Jackev, a drug dealer △ □ Fine Medkit □ Fine Bedside Manner □ Fine Clothing □ Recognizeable Medic Garb □ Candies and Treats 	☐ Blaster Pistol☐ 2nd Blaster Pistol☐ Melee Weapon☐ Heavy Blaster☐ Detonator		
TEAMWORK	PLANNING & LOAD GATHER INFO	△ ▽ Lynie, a hospital admin □ Syringes and Applicators	☐ Hacking Tools ☐ Repair Tools		
Lead a group action.	Choose plan . Pick load . Provide detail : ◆ What's their intention?	MARK XP: PLAYBOOK ADVANCEMENT	□ - □ Medkit		
Set up another character.	 Assault plan: Point of attack. Deception plan: Method. What might I suspect about his? What can I prove? 	◆ 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 yr if that item assured multiple times.			
Protect a teammate.	 Infiltration plan: Entry point. Mystic plan: Arcane power. What's the danger here? How can I find? 	playbook or an attribute) or 2 xp if that item occurred multiple times. • You addressed a tough challenge with insight or compassion.	☐ Communicator		

◆ What's really going on here?

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 nonmarket 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 accourrements 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.

RECOGNIZEABLE MEDIC GARB: The common red medic outfit bearing the official white medic seal of the Hegemony. Recognizeable 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. Hopefuly there won't be anyone left standina!"

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.

Al MODULE: Software connected to an Ur Al 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.

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 nanoassembler, 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 accomodate 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 partical 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 nonmilitary 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, highpower 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 freightersized 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.

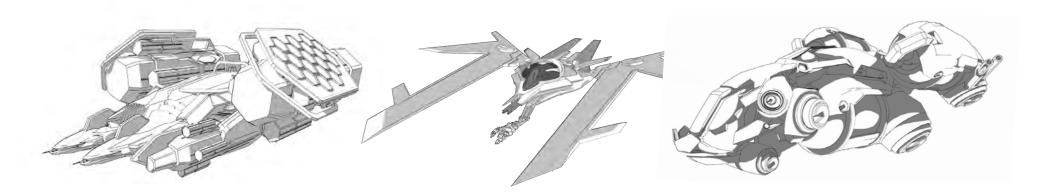
SECRET BASE: Perhaps inside ancient Ur ruins on a planet. Maybe buildings inside a massive asteroid. Possibly an old and forgotten station, long abandoned but now repurposed. You have found and commissioned a hiding spot away from the baleful gaze of the Hegemony where you and your allies can meet, hide,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



SCUMZVILLAINY SHIPSHEET

STARDANCER SMUGLERS, AND BLOCKAD

CF-350 Series Scarab-cla	ıss Freiahter			SPELIAL ABILITIES		
DESIGNATION COLORS/LOOK	THE GETAWAY: You gain potency when you scramble or helm capture or run a blockade. When doing a delivery job, take +1e engagement roll.					
HULL Smuggling Compartments Cargo Hold Graph Hold Cargo Hold C		ENGINES Jump Drive Afterburners GAMIBITS RESET TO 2 GAMBITS AT THE START OF EVERY JOB		 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. 		
COMMS	upkeep weapons -			CREW/SHIP UPGRADES	CONTACTS	
☐ Fake Transponder		AUXILIARY ☐ AI Module	SHIP GEAR ☐ Holo-Emitters	False Ship Papers 🗌	T'kala, a dockmaster	
☐ Quantum Encryptor	(SYSTEMS + CREW) / 4	Armory	☐ Intruder Alarm	Dark Hyperspace Lane Maps 🗌	Alor, a keen-eared barkeep	
	PAID AT THE START OF EVERY DOWNTIME	☐ Brig ☐ Galley	☐ Land Rover☐ Power Reserves	Smuggler's Rigging 🗌	→ Heani, a tugboat captain	
				Lucky Charm □-□	Rakka, a diplomat	
	SKIPS ////// SHIELDS	— Medical Bay	☐ Shuttle	Thrillseekers 🔲 - 🔲 -	Citani, a reclusive info broker	
		☐ Science Bay	☐ Stasis Pods	CREW XP		
NOTES / PROJECTS	□+ □ Shields	□ Vault	At the end of each session, for each item below, mark 1 xp (or 2 xp			
		TRAINING	CREW GEAR	instead if that item occurred multi	ple times).	
			☐ Alien Pet	◆ You executed a successful transport or smuggling operation.		
	□Prowess	☐ Land Transport	 You contended with challenges above 			
	— □ Resolve	Recon Drone	 You bolstered your crew's reputation or developed a new one. You expressed the goals, drives, inner conflict, or essential nature of the crew. 			
	□ Playbook	□ Survival Gear □ Workshop				

SCUM SVILLAINY SHIP SHEET

CERBERUS

SPECIAL ABILITIES

AND EXTRACTION
SPECIALISTS

DESIGNATION CREW REPUTATION COLORS/LOOK				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.		
CREW	VETTE — FRIGATE — DREADNOUGHT					
□ Long-Range Scanner	 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. 	ENGINES Jump Drive		ON THE TRAIL: Your crew gains an extra downtime activity to work on long-term projects, or acquire assets to track bounties.		
☐ Nexus Link ☐	◆ 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. □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □			▶ Light Touch : You gain potency when tailing a target, or when gathering info at a target's previous location.		
0				SNATCH'N'GRAB: When you use a d to execute a kidnapping or extracti	eception, infiltration, or social plan on, 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).			
		T	RESET TO 1 GAMBIT AT THE START OF EVERY JOB	PLAY BOTH SIDES: When you release a bounty tar crew contact. DEADLY: Each crew member may add 1 action ra	, -	
				scrap, or skulk (up to a max of 3). VETERAN: Choose a special ability from another source.		
WEAPONS	UPKEEP HULL			CREW/SHIP UPGRADES	CONTACTS	
	/ <u></u> /_	AUXILIARY	SHIP GEAR	Tracers 🗌	Stacy Weathers, ace reporter	
☐ Grappling Hooks	(SYSTEMS + CREW) / 4	☐ AI Module	☐ Holo-Emitters	Stun Weapons 🗌	> Arlox, an Ashen Knives Pasha	
☐ Particle Cannons	PAID AT THE START OF EVERY DOWNTIME SKIPS ////// SHIPLDS	☐ Armory ☐ Brig ☐ Galley ☐ Medical Bay		Personal Vehicles □-□	⊳Ishi, a weapons dealer	
L				Hard Knocks 🔲 - 🔲	Lix, a xeno tracker	
				Smooth Criminals		
NOTES / PROJECTS			☐ Stasis Pods ☐ Vault CREW GEAR	At the end of each session, for each		
			□ Alien Pet	 instead if that item occurred multiple times). ◆ You executed a successful extraction operation or capture of a bounty. 		
			☐ Land Transport	 You executed a successful extraction operation or capture or a bounty. You contended with challenges above your current station. 		
			☐ Recon Drone ☐ Survival Gear ☐ Workshop	 You bolstered your crew's reputation or developed a new one. You expressed the goals, drives, inner conflict, or essential nature of the crew. 		

SCUMEVILLAINY SHIPSHEET FIREDRAKE

_Converted Khanjigar-clas				SPELIAL ABILITIES			
DESIGNATION CREW REPUTATION COLORS/LOOK					OLD HANDS: When you're at War (-3) with a Hegemony faction, all cremembers get +1d to vice rolls and still get two downtime activities.		
CREW CIMMS Targeting Computer Fake Transponder	 Each downtime yeach consecution 1-3 No worries 4/5 Damage to describe 	damage, mark a ship system. ou don't pay your ship's upkeep, roll a die tive downtime you haven't paid. a system, but it's minor. You can rig a solution. badly damaged and must be repaired.	WEAPONS Particle Can Coherence C	nons	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).		
		EAMBITS RESET TO 2 GAMBIT AT THE START OF EVERY JOB		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 gaints +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.		
ENGINES -	UPKEEP	HULL			CREW/SHIP UPGRADES	CONTACTS	
☐ Jump Drive		☐ Crew Quarters	AUXILIARY	SHIP GEAR	Black Market Contacts 🗌	Garin, a Guild weapons engineer	
	(SYSTEMS + CREW) / 4	☐ Landing Bay	☐ Al Module	☐ Holo-Emitters ☐ Intruder Alarm	Secret Base	Tyura, a legendary assassin	
	PAID AT THE START OF EVERY DOWNTIME	E canding bay	□ Armory □ Brig	☐ Land Rover	Popular Support 🔲 🔲 🔲	Ada Black, a famous performer	
			□Galley	☐ Power Reserves	Way-Blessed □-□	> Tiko Lux, a hotshot pilot	
	SKIPS ///////	SHIELDS	— ☐ Medical Bay	■ Shuttle	Driven	▶ Ibo-one, an ancient Cult mystic	
			☐ Science Bay	☐ Stasis Pods	CREW XP		
NOTES / PROJECTS			□-□ Shields TRAINING	□ Vault CREW GEAR	At the end of each session, for eac instead if that item occurred multip	h item below, mark 1 xp (or 2 xp	
			□Insight	☐ Alien Pet	◆ You executed a successfu job that opposes Hegemonic dominance.		
			∪ □Prowess	☐ Land Transport	You contended with challenges above your current station.		
			 □ Resolve □ Playbook	□ Recon Drone □ Survival Gear □ Workshop	 You bolstered your crew's reputation or developed a new one. You expressed the goals, drives, inner conflict, or essential nature of the crew. 		