

# SCOUNDREL

CHARMING ROGUE. SMARMY HUCKSTER. CONNECTED CRIMINAL.

NAME:

DESCRIPTION:

## APPROACHES

Assign the following scores to each of the 5 Approaches: +2, +1, 0, -1. When you **upgrade an Approach**, increase one of your Approaches by +1 to a maximum of +3. Each Approach can only be increased once.

**VOLATILE**

Firefight  
Skirmish  
Interrupt

**CALCULATING**

Acquire Target  
Share Expertise  
Scope It Out

**SLICK**

Act Quick  
Manipulate

**STALWART**

Recover  
Keep Your Cool  
Assist

**ALIEN**

Into The Abyss  
Assaulted by the  
Abyss

## HARM

## STRESS:

When you are directed by a Move or the SM to mark Harm, for each Harm you receive, mark off one of the Harm options or mark off 1 Stress.

When you have 5 Stress, clear the Stress track, and take a Calamity.

### ☑ JUST A SCRATCH:

You're a bit banged up, but it's nothing serious. Can be healed by choosing "Shrug it off" when you roll Recover, or when a Scene ends.

### ☑ I'M RATTLED:

You're shaken and shocked, you have Disadvantage ongoing to any +Slick or +Calculating rolls. Can be healed by choosing "Shrug it off" when you roll Recover, or when a Scene ends.

### ☑ I'M HURT BAD:

You have severe bleeding or broken bones, you have Disadvantage to any roll requiring physical exertion. Can be healed by receiving Surgery.

### ☑ I'M KNOCKED OUT:

You've been knocked unconscious and can't move, act, or even see anything. Can be healed when an Ally chooses "First Aid" when they roll Recover, or when a Scene ends.

### ☑ I CAN'T GO ON:

Your journey is over, you pass away, unmourned and unnoticed by the vast black of space.

## XP & ADVANCES:

When you roll a 6-, or when a move directs you to, take XP. When you have 5 XP, choose 1:

- Upgrade an Approach.
- Gain a new Scoundrel Move.
- Gain a Gear slot.

## HOOKS

When a Hook applies to the current situation, and either you, the SM, or another player brings it to the attention of your group, choose 1:

- Apply your Hook. You have Disadvantage going forward. Determine whether your Hook forces you to make a roll.
- Decline the offer to apply your Hook and say how your character overcomes or avoids the Disadvantage of the moment.

## GEAR

## SLOTS:

You start with 3 Gear slots and all the Gear listed in your Supplies. When you choose to Open a Gear slot, outline a light grey closed Gear slot. Mark off an open, empty Gear slot while you are away from your Supplies and engaged in a dangerous situation to choose a piece of Gear you have with you. When you get back to your supplies, empty all your open Gear Slots.

- Pistol: 1 Harm, Skirmish, Firefight, Discharge, Stun, Basic Gear
- Power Pack (3 Uses)
- Shotgun: 3 Harm, Skirmish, Discharge, Messy, Advanced Gear
- A valuable artifact, not yours (Trinket)
- Illegal Drugs (Trinket, Illegal)

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## SIGNATURE MOVE

You start with this Move.

## CON ARTIST

When you attempt to perform a deception, subterfuge, misdirection, bluff, or con on a person, roll+Slick. On a 10+, your deception is masterful, hold 2. On a 7-9, your deception will work, for a while. Hold 1. As you act out and maintain your deception, you may spend hold, 1 for 1, on the following:

- Something small escapes their notice.
- Suspicion or blame is shifted away from you.

## BACKGROUND - RAP SHEET

Choose a shady past that describes who you were before you joined the Crew.

### ☑ SCUM

You've always been the lowest of the low and mistrusted those with power and authority. Crime has always been your only way to help those as unfortunate as you out of the sludge. When you're in danger or trouble anywhere with a number of the poor or downtrodden, you can describe an ally or friend who can help you in a small way. When they help, you have Advantage to Keep Your Cool or Act Quick.

### ☑ VILLAINY

You come from a fine pedigree of successful and wealthy criminals. You start with the Liquid Assets Gear.

When you prepare to enter a regulated area, you may hide 1 small weapon or inconspicuous armor on your person. When dealing with the criminal elite or looking for a useful criminal contact, you have Advantage.

# SCOUNDREL MOVES

When you have 5 XP and choose to gain a Scoundrel Move, select one of the Moves below.

## ✔ PEOPLE PERSON

When you have a charged interaction with a person, roll+Slick. On a 10+, you get a good read on them, hold 3. On a 7-9, just hold 1. During your interaction with them spend your hold, 1 for 1, to ask their player one of the following questions:

- *Is your character telling the truth?*
- *What is your character truly feeling?*
- *What does your character intend to do?*
- *What does your character wish I'd do?*
- *How could I get your character to \_\_\_\_\_?*

## ✔ CRIMINAL CONTACTS

When you reach out to the criminal underground of a location for contacts to gain information, buy or sell contraband, or a shady Contract, roll+Slick. On a 10+, you find someone who can get you what you need, choose 1. On a 7-9, it's not so easy, choose 1 and the SM will tell you one:

- *It's not quite what you need.*
- *You have a complicated past with your contact.*
- *There's strings attached.*

## ✔ CRACK PILOT

You have spent many of your years driving, flying, or operating all kinds of ships and vehicles. When you control a vehicle or ship and make a Move to attempt to avoid danger, you have Advantage.

## ✔ SEX APPEAL

Your sex appeal is undeniable and near universal. When you turn on your charm you can always make someone attracted to you or unsettled by you, their choice. Depending on their reaction you can use promise of affection or distance as exchange when you Manipulate.

## ✔ SMOOTH OPERATOR

Add the following option to Con Artist:

- *You convince someone that something you offer is valuable.*

## ✔ CROWD CONTROL

Add the following option to Firefight:

- *You funnel or box a group of enemies into a tight position.*

## ✔ STUN GRENADE

When you lob a grenade, instead of dealing Harm, you may choose to temporarily blind and deafen your target(s).

## ✔ A WAY WITH MACHINES

Add the following option when you use a Tactical Pack:

- *You issue a single basic command to a simple computer or electronic system, within their programming.*

# CALAMITY

When you mark an item in the Calamity list, describe the Fictional consequences mentioned in your choice and mark XP. If appropriate, you may write a Hook about it.

- *You come into possession of something extremely rare or valuable, but it's stolen or illegal.*
- *An old flame you have a complicated history with reaches out to rekindle your relationship. If you do, take your other Background Move.*
- *Someone you owe a lot of money to is looking to collect the money or your head.*
- *You're faced with a choice: stay under the radar or make a big score.*
- *An old lover reaches out to you for help with a problem or danger they're facing.*
- *You suffer a terrible wound, illness, or debility. Describe what you have lost.*
- *Now or soon, an agent of Authority tracks you down and attempts to arrest you for your biggest successful heist. When they corner you, roll+Slick.*

On a 10+, you bribe, sweet talk, or romance them into letting you go or joining you in retirement.

On a 7-9, you get away, but they're still after you. You have to run hard and fast to keep your freedom and leave your Crew behind.

On a 6-, justice is served. You're apprehended or killed.

## AGENDA

- *Play a compromised, active character*
- *Imagine dangerous and exciting worlds*
- *Play to find out what happens*

## PRINCIPLES

- *Take risks and embrace the consequences*
- *Learn your Archetype's Moves*
- *Keep track of your Hooks and say when they apply*
- *Step up when it's your turn to shine*
- *Step back when it's another player's turn to shine*
- *Look after your fellow players*
- *Think cinematically*

## ALWAYS SAY

- *What the Principles demand*
- *What honesty demands*
- *What the rules demand*

# MAKING YOUR SCOUNDREL

**NAME** Choose 1 or make your own:  
*Solo, Drake, Mal, Anna, Val, Marcus, Higgs, Vash, Mack, Harman, Lian, Florentina, Akami, Valentine*

**DESCRIPTION** Choose Pronouns & up to 4:  
*Trendy, Charming, Scruffy, Dapper, Worn, Shifty, Nervous, Craven, Sexy, Hot, Sharp, Mismatched, Dexterous*

## APPROACHES

Set a Modifier for each Approach as described in the Approaches section.

## SIGNATURE MOVE & BACKGROUND

Read your Signature Move and make any choices you need to. Read your Backgrounds and choose one.

## STARTING HOOKS

Once all Players have Introduced their characters, fill in at least 3 of your starting Hooks and then choose your favorite 3 to be your current Hooks.

- *[ PC ] and I have seen everything together, we're closer than family. Nothing will pull us apart.*
- *I slept with [ PC ], and now it's awkward.*
- *[ PC ] isn't a leader anymore. I don't have to take their orders.*
- *[ PC ] is an easy mark. I'll wrap them around my smallest digit.*
- *I'm exclusively attracted to folks who are bad for me.*
- *I can't resist engaging in a complex deception when the truth would work perfectly well.*
- *I stole from [NPC/Group], and now they're after me.*
- *I owe [NPC] big time, for a caper that went very, very bad.*