

MECHANIC: A gearhead and hacker

NAME	Jaana Hill ALIAS Echo	
LOOK	Greasy vest, suspension belts, bomber jacket, trucker cap.	
HERITAGE	Colonist - Lithos (ice planet) colonists; joined Starsmiths Guild to get out.	
BACKGROUND	Guilder - Until you started drinking and they threw you out.	
VICE	Stupor - Once you start drinking it's hard to stop.	

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\triangleright	\triangleright	\triangleright	DOCTOR	\triangleright	\triangleright	\triangleright	HELM	\triangleright	\triangleright	\triangleright	ATTUNE
	>	\triangleright	HACK	>	\triangleright	\triangleright	SCRAMBLE	\triangleright	\triangleright	\triangleright	COMMAND
	>	\triangleright	RIG	\triangleright	\triangleright	\triangleright	SCRAP	\triangleright	\triangleright	\triangleright	CONSORT
	\triangleright	\triangleright	STUDY	\triangleright	\triangleright	\triangleright	SKULK	•	\triangleright	\triangleright	SWAY

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

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.

HARM		STRESS
3	NEED HELP	TRAUMA [] [] []
2	-1D	ARMOR HEAVY
1	LESS EFFECT	SPECIAL

Recovery: Get treatement in **downtime** to fill your **healing clock**. \square \square \square \square \square

CRED 0000 STASH 00000 00000 00000 00000 00000

SPECIAL ABILITIES

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

COLORFUL FRIENDS

▲ (**CLOSE**) **Slice**, a junkyard owner

Nisa, a previous employer

▼ (RIVAL) Stev, a gambler of ill repute

Len, a black market dealer

Kenn, a family member

NOTES / PROJECTS

STARSMITHS GUILD (III): Maintain the jumpgates and hyperspace lanes, and build ships. All ships in Hegemonic space must be certified and registered with the Starsmiths Guild-but forged papers are all too common.



□ 3 light □ 5 normal □ 6 heavy (Italics don't count for load)							
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☐ Fine Hacking Rig: Visualization goggles, unpublished exploits, overclocked non-market chips,							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.							
☐ Vision-Enhancing Goggles: Eyewear with settings for thermal and ultraviolet, and magnification levels in the thousands.							
□ Spare Parts: Usually for ship repairs and electronics. Often forgotten in a pocket or tool belt. □ Genius Pet: Incapable of speaking, but can understand language and assist with basic tasks. Likes you. Really cute. Anticipates your actions.							
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). □ 2nd Blaster Pistol							
□ Melee Weapon: Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with laser							
edges. Some vibrateooh. Batteries included. ————————————————————————————————————	e						
unshielded doors. Has about a dozen shots.							
□ 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' have this. No, really.	't						
☐ Hacking Tools: Deck, splicing pliers, plugs and ports, keypad crackers, specialized software,							
custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs.							
☐ 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.							
□-□ Medkit: Blood for a few common races, gauze, anti-radiation injector, laser scalpel, antiseptics, thread, painkillers.							
□ Spy Gear: Disguises, voice modulators, mini-cameras, thermal scanners, false thumbprints,							
and audio filters.							
O Illicit Drugs: What's your poison, space cowboy?							
O Communicator : Has a few bands, likely even a few encrypted. Works only when within orbit.							
□-□ Armor: Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without							
noticing. Powered. Assists in movement.							
\Box - \Box Spacesuit: Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).							



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