

NAME	Jet Nagan	ALIAS	Athena
LOOK	Deep hooded cloak, wide belt, loose pants.		
HERITAGE	Colonist - Working class parents on Indri.		
BACKGROUND	Labor - Factory worker until you found the Way and began wandering.		
VICE	Obligation - Devoted to charity and the Cobalt worker's union.		

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

HARM	STRESS	TRAUMA	ARMOR	HEAVY	SPECIAL
<div>3</div> <div></div> <div>NEED HELP</div>	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>	<div></div> <div></div> <div></div> <div></div>	<div></div> <div></div>	<div></div>	<div></div>
2					
1					

Recovery: Get treatment in **downtime** to fill your healing clock.

CRED**STASH**

SPECIAL ABILITIES
<div>▶ THE WAY: You can spend a gambit instead of paying any stresss cost.</div> <div>▶ KINETICS: You can push yourself to do one of the following: <i>use the Way to throw a table-sized object with dangerous force—propel yourself briefly with superhuman speed.</i></div>

WEIRD FRIENDS	NOTES / PROJECTS
<div>▲ (CLOSE) Horax, a former teacher.</div> <div>Hicks, a mystic goods supplier.</div> <div>Laxx, a xeno.</div> <div>Rye, an unrequited love.</div> <div>▼ (RIVAL) Blish, a fellow mystic.</div>	<div>COBALT SYNDICATE (i): Organized labor union dabbling in a little crime to fund their demands for a better life. Usually display a blue stripe somewhere on their clothes.</div>

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

MYSTIC ITEMS

- ☐-☐ **Fine Melee Weapon:** Antiquated weapon that acts as an extension of your body.
- ☐ **Offerings:** A candle, oil lamp, flowers, food, water, incense, pebbles from your journey.
- ☐ **Trappings of Religion:** Scrolls, texts, icons, cups and bowls, bells.
- **Outdated Religious Outfit:** *Robes, worn cloaks, sandals, etc.*
- **Memento of Your Travels:** *A small statue, outdated currency, a lock of hair, a picture.*
- ☐ **Precursor Artifact:** A small object made of ancient materials. Precursor tech.

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 vibrate...ooh. Batteries included.
- ☐-☐ **Heavy Blaster:** Can do considerable damage to vehicles, heavy armor, and constructions like 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'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.
- ☐ **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.
- **Illicit Drugs:** *What's your poison, space cowboy?*
- **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.
- ☐-☐ **Spacesuit:** Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).



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