SCUM&VILLAINY

Goal

- Desired outcome, e.g. overcome one obstacle, defeat 1-2 opponents (or a group of weak ones), achieve segments on a clock.
- Could you have already overcome in a **flashback**?

Action

- Doctor / Hack / Rig / Study
- Helm / Scramble / Scrap / Skulk
- Attune / Command / Consort / Sway
- Lead **group action**: use highest result, lead takes 1 **stress** for each fail

Position

- **Controlled / Risky / Desperate**
- Previous team **set up** (could be a flashback) gives +1 **position** or +1 **effect**

Effect

- Factors: potency, quality/tier, scale
- **None / Limited / Standard / Great**
- Trade position for effect
- +1 effect Push for 2 **stress**

Bonus

- **+1d** Team **assist** (1 **stress**)
- **+1d** Push (2 **stress**), or Devil's Bargain (collateral damage, **coin**, betray, anger, tick clock, **heat**, **harm**)
- **+1d** Spend a **gambit** (cannot gain)

Result

- Two 6s: Critical, increased **effect** (overcome additional obstacle, 3 ticks); Risky: gain a **gambit**
- 6 highest: Success (2 ticks); Risky: gain a **gambit**
- 4-5 highest: Limited success (1 tick) and consequences
- 1-3 highest: Consequences (probably fail)

Consequences

- Controlled: minor **complication**, lesser **harm**, **risky** position, or reduced **effect** (if partial). Can withdraw.
- Risky: **complication** (additional obstacle, reinforcements, 1 heat, 2 ticks, lose status), **harm**, **desperate** position, reduced **effect** (partial) or **lose** opportunity (fail).
- Desperate: serious **complication**, severe **harm**, reduced **effect** (partial), or **lose** opportunity (fail)

Resistance

- Resist to **avoid** or **reduce** each consequence – Insight / Prowess / Resolve. Take **stress** (6 – highest roll); critical clears 1 stress.
- Armor to **reduce**
- **Protect** a teammates and take their consequence (you may resist as normal)