

NAME	Mino Valorum	ALIAS	Mooch
LOOK	Leathers, tight pants, slim jacket.		
HERITAGE	Wanderer - Parents were travelling thespians; you picked pockets.		
BACKGROUND	Syndicate - Moved illegal cargo for the Turner Society before freelancing.		
VICE	Weird - You get a thrill when people use Way powers on you.		

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 charm or audacity.
- 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>▶ SERENDIPITOUS: Your crew starts with +1 gambit when the pool resets.</div> <div>▶ NEVER TELL ME THE ODDS: You generate gambits on desperate rolls. You may also generate gambits even if you spent a gambit.</div>

"FRIENDS"
<div>Nyx, a money lender</div> <div>Ora, an info broker</div> <div>▲ (CLOSE) Jal, a ship mechanic</div> <div>Rhin, a smuggler</div> <div>▼ (RIVAL) Battro, a bounty hunter</div>

NOTES / PROJECTS
<div>TURNER SOCIETY (II): A Holt-based Syndicate running drug dens masquerading as society houses. Their drugs are cooked with rare Aketi animal parts and Vosian crystals-which they sometimes have trouble sourcing.</div>

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

SCOUNDREL ITEMS

- ☐ **Fine Blaster Pistol** (or **Pair** ☐): Customised or strange. Can fire mystic ammunition.
- ☐ **Fine Coat**: A heavy but well-made and well-kept coat. Distinctive and with a history.
- ☐ **Loaded Dice or Trick Holo-cards**: *Gambling accoutrements subtly altered to favor particular outcomes.*
- ☐ **Forged Documents**: *Reasonably well-made facsimiles of documents that would never actually be given to someone like you.*
- ☐ **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.*

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).

