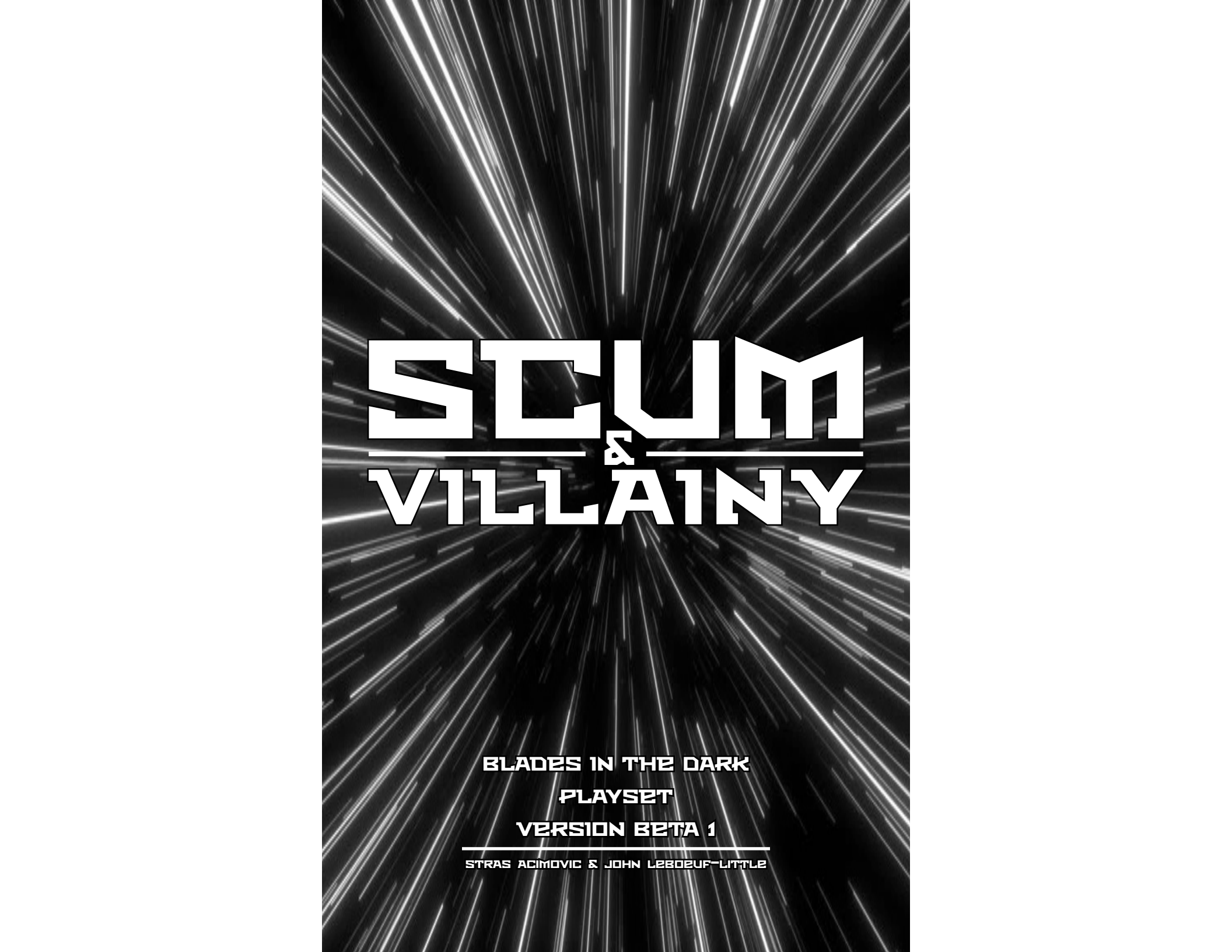




SCUM & VILLAINY

BLADES IN THE DARK

PLAYSET

VERSION BETA 1

STRAS ACIMOVIC & JOHN LEBOEUF-LITTLE

SCUM & VILLAINY

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SCUM & VILLAINY

This game would not be possible without the support of John Harper, Sean Nittner, the Blades in the Dark G+ community, and the original Beta community, plus all the folks playing S&V during development and giving feedback and critique.

Special Thanks: Mike, Nick, Dante, Dylan, Alice, Lou, and Christian - who put up with nonsense every Tuesday.

Mel and Jeff "Nunch" Johnston - without whom "Blasters in the Dark" would not have existed to grow up and become this game.

And the original playtesters crew: Jeff, Heather, Phil and Ed - who jumped into games without question, and who remain the best folks to playtest with.

Design & Writing: Stras Acimovic & John LeBoeuf-Little

Layout: Stras Acimovic

Editing: Bryant "Dante" Stone

Art: Tomasso Renieri, Juan Ochoa, Michaela DeSacco, and Tazio Bettin

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OVERVIEW

"The Legion will probably let us through if we ask real nice, don't you think?"

"Likely as your ego growing smaller than a gas giant."

"You're probably right. Ok, hit heavy thrust. Someone tell our mystic to pray."

— CAPTAIN RAY AMAN
& FIRST MATE ALEERA SUHN

SUMMARY

- ▶ You play scoundrels, folks on the edge of the law, and ne'er-do-wells making their way in the Procyon sector of the Galactic Hegemonic Alliance. There are space ships, blasters, aliens, and strange space-mystics.
- ▶ You and the other players run your business on board a fix-er-up ship, and take on both legal and illicit jobs to improve your assets and status.
- ▶ Game play focuses on the moments of wild adventure during a caper (with occasional flashbacks) and the downtime between jobs when you recover, meet old friends and contacts, and pursue personal interests.

TOUCHSTONES

When you're pitching the game to players here are some media touchstones you can use to relate the game to stuff they might be familiar with.

MOVIES: *Star Wars* by George Lucas. *Guardians of the Galaxy* by James Gunn. *Serenity* by Joss Whedon.

TV: *Outlaw Star* by Takehito Iho. *Cowboy Bebop* by Keiko Mogumoto. *Firefly* by Joss Whedon. *Lost Universe* by Hajime Kanzaka

THEME SONG

"Ain't No Rest for the Wicked" by Cage the Elephant.

THE GAME

Scum and Villainy is a game powered by **Blades in the Dark** about the crew of a spaceship, trying to keep flying and make ends meet while bending the iron fisted rule of the Galactic Hegemony (huh-GEM-o-ni). There are heists, chases, escapes, unwise deals, blaster fights, deceptions, betrayals, victories, and high adventure among the stars.

We play to find out if our spaceship crew can thrive amidst the teeming threats of powerful criminal syndicates, warring Noble families, dangerous aliens, strange mystics, ruins of lost civilizations, and each crewmember's own foibles and vices.

THE SETTING

The year is 1261 since the founding of the Galactic Hegemonic Alliance which united the warring factions of humanity after the Dark Age. Near the center of the galaxy lies the seat of the Hegemon who rules with the Grand Council comprised of powerful families, greedy merchant Guilds in control of entire categories of technology, and the heads of several powerful state-sanctioned Cults.

The galaxy is vast, and the Procyon sector is too many jumps away from the Core to matter to the biggest and most important players. It has a few well-mapped Hyperspace lanes, four systems, and jumpgates to more and less fortunate parts of known space.

This far out towards the rim, there is less of a ubiquitous presence of the Justicars and the Armada, but local constabularies war with pirate queens, underworld syndicates, and oversee legit businesses (and their more ambitious and less legal side projects) such as the Guild corporations.

The worlds here are peppered with ruins of the Ur (an ancient civilization officially referred to as the Precursors) and mystics claim that the flow of the Galactic Ley Lines are strong in the sector. Humans and strange aliens live and work side by side, and band together in common interest against the Hegemonic force of the law, and the organized criminals that prey on the weak.

THE CHARACTERS

Your crew attempts to develop their enterprise from a ragtag group barely flying in the black to a serious and reputed ship that has built a name for itself.

You do this by taking risky legal and illegal jobs, planning your own escapades, making alliances, outsmarting your enemies, and trying to stay one step ahead of the Hegemony.

THE PLAYERS

Each player creates a crewmember and works with the other players to bring life to their ship and their crew. Each player strives to portray an interesting, daring, conflicted space-opera character who reaches boldly beyond their current safety and means. The players, with the oversight of the GM, decide as a group on the tone and style of the game by making judgement calls about dice and actions.

THE GAME MASTER

The GM establishes a dynamic world around the characters, especially the law abiding civilian world and the shadowy criminal underworld. The GM plays all the non-player characters in the world by giving each one a concrete desire and preferred method of action. They present opportunities to the PCs. Then they follow the chain of action and consequences wherever it leads.

QUICK START

Scum and Villainy is powered by **Blades in the Dark**, and thus it's lacking some key information which can be found in the **Blades in the Dark** main text. This can be found either via the Blades Kickstarter/Backerkit or via DriveThruRpg.

This document is a functional one, attempting to provide you with enough playable information that you could run a session of fast, exciting space opera escapades for a somewhat-legal crew on the fringes of space, provided you already have a copy of Blades.

If you have a copy of this know that the plan is to eventually make this text standalone (version 1.7).

If you happen to run this, we'd be delighted to hear about it (and any comments or feedback you might have). The best place for discussion is probably the Blades G+ group:

<https://goo.gl/AQjDNC>

The community is very active, with many helpful people.

Scum and Villainy isn't meant to completely supplant Blades, and as per John Harper's request, if you're looking to hack or make your own product out of it - please consult the Blades info on that (to paraphrase - wait for the **Blades SRD** before going full hog).

Have fun, take risks, and good luck among the stars!

CHARACTER CREATION

0. CHOOSE SHIP

Your characters will probably be greatly influenced by which ship you crew, so discuss the ship selection for your game first.

1. CHOOSE PLAYBOOK

Your playbook determines your character's role and reputation, their **special abilities**, and how they advance. Multiple players can choose the same one.

2. CHOOSE STARTING AND SPECIAL ABILITY

Playbooks begin with a **starting ability** marked. Choose one **special ability** as well. Note that starting abilities cannot be selected using Veteran (since they are not special abilities).

If you want to play an xeno whose gimmick is their inhuman physique or abilities - replace your **starting ability** with the following: "**Xeno**: You may spend **stress** (0-3) to perform an inhuman feat only members of your species can do."

3. CHOOSE A HERITAGE

...and detail it with a note about your family life (*for example: Spacer: Asteroid Miners*). **Add one point to an action** that reflects your Heritage choice (max starting action rating is 2).

4. CHOOSE A BACKGROUND

...and detail it with your specific history (*for example: Guilder: Apprentice Navigator*). **Add one point to an action** that reflects your Background choice (max starting action rating is 2).

5. ASSIGN ACTION DOTS

Assign **2 additional action points**. No action may begin with a rating higher than 2. After character creation, action ratings may advance up to 3.

6. ITEMS CARRIED

You have access to all of the items on your character sheet. At the start of each mission, decide your character's **load**. During the mission, you may say that your character has an item by checking the box by the item you want to use — up to a number of items equal to your chosen **load**. Your **load** determines your movement speed and conspicuousness:

- **Light** (faster, less conspicuous, can blend in with citizens)
- **Normal** (a scoundrel ready for trouble)
- **Heavy** (slower, obviously an operative on a mission)

Some items count as two items for **load** (they have two connected boxes). *Items in italics don't count toward your load.*

7. CHOOSE YOUR VICE

Pick your preferred type of **vice** (or two) and detail it with a short description.

8. CHOOSE A CLOSE FRIEND AND A RIVAL

Mark the one who is a close friend, long-time ally, family relation, or lover (the upward-pointing triangle). Mark another who is a former friend turned rival, enemy, scorned lover, betrayed partner, etc (the downward-pointing triangle).

9. RECORD NAME, ALIAS, AND LOOK

NAMES: Abra, Ahroon, Aria, Brell, Chendra, Cord, Del, Duncan, Ed, Entex, Espa, Faykan, Faye, Finn, Fox, Gaius, Garm, Garrus, Genera, Greeg, Gurney, Han, Hirak, Hondo, Ignor, Impera, Jaana, Jango, Jerec, Jet, Jung, Kai, Kalo, Kahlee, Kasumi, Kirk, Kit, Kor, Lando, Leto, Liara, Lotus, Marak, Mevakor, Mill, Mino, Miranda, Mordin, Naimon, Needa, Oola, Orrin, Paul, Poe, Potak, Praxis, Quinton, Ramus, Rey, Rocco, Saldeed, Samara, Saren, Seklor, Spike, Thane, Tilad, Yast, Yola, Victor, Wyndam, Xavier, Zaeed, Zokar

FAMILY NAMES: Acon, Apple, Bartok, Brell, Black, Clovis, Crynyd, Curia, Drake, Dyson, Emari, Endua, Evazan, Farr, Feris, Gallia, Gree, Gyle, Hawking, Hex, Hill, Impera, Indigo, Intal, Ivanov, Jaana, Jor, Jusik, Kasur, Kedra, Kor, Kranax, Kritus, Kromyl, Kymnal, Lana, Livia, Luo, Mahat, Marak, Natoth, Nagan, Naimon, Needa, Neumann, Nur, Ortcutt, Pava, Pim, Quag, Ramus, Rudra, Ryle, Shrike, Sprek, Suzuka, Tann, Tarkin, Tel, Thorn, Tilad, Ulmak, Ursis, Valorium, Veers, Vosa, Wu, Wolffe, Wren, Yoneyama, Yueh, Yularen, Zan, Zer

ALIASES: Ace, Agony, Apex, Athena, Badger, Bingo, Black, Bolt, Brakes, Carrot, Cash, Cosmo, Dash, Devil, Dipper, Echo, Eight, Elbows, Falcon, Fireball, Flex, Game, Gargoyle, Gear, Gonzo, Guns, Hammer, Headhunter, Helo, Hex, Highball, Hyper, Intake, Iris, Iron, Juggler, Juice, Junior, Karma, Lasher, Legend, Link, Loco, Mooch, Nails, Nemesis, Nova, Owl, Phoenix, Quirk, Raider, Razor, Rash, Skulls, Snaps, Snitch, Stinger, Syndrome, Tank, Tax, Titan, Tread, Under, Vandal, Vapor, Wraith, X-ray, Yellow, Zen, Zenith, Zipper

LOOKS: Man, Woman, Ambiguous, Xeno

Ornate Headdress	Suit & Vest	Loose Silks
Long Coat	Collared Shirt	Tight Pants
Hood & Veil	Suspenders	Bomber Jacket
Short Cloak	Intricate Rings	Long Scarf
Knit Cap	Skirt & Blouse	Leathers
Fancy makeup	Wide Belt	Stillsuit
Slim Jacket	Fitted Dress	Hide & Furs
Hooded Cloak	Flight Suit	Worn Uniform
Tall Boots	Heavy Cloak	Plain Tunic
Work Boots	Thick Duster	Space Suit
Mask & Robe	Soft Boots	Glittering Jewelry

ACTIONS

- **ATTUNE** to the Way to communicate with non-sentient species or robots; sense unseen danger or killing intent; safely handle Precursor artifacts or remnants.
- **COMMAND** obedience with your force of personality; intimidate or threaten; lead an action with **contractors** or **passengers**.
- **CONSORT** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.
- **DOCTOR** someone who's been injured; handle and identify substances; do science; comfort, support, or elicit sympathy.
- **HACK** computers, systems, and digital locks; reprogram robots or drones; jam surveillance and communications.
- **HELM** a ship, ship system, land vehicle, or beast; fire ship weaponry; plot a jump or in-system course.
- **RIG** together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives.
- **SCRAP** with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle.
- **SCRAMBLE** to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments.
- **SKULK** about unseen; pick pockets; employ subtle misdirection or sleight of hand.
- **STUDY** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research.
- **SWAY** someone with charm, logic, deception, disguise or bluffing; change attitudes or behavior with manipulation or seduction.

SCUM & VILLAINY

NAME

ALIAS

LOOK

HERITAGE: IMPERIAL—SPACER—COLONIST—
MANUFACTURED—WANDERER—XENO

BACKGROUND: ACADEMIC—LABOR—CULT—
GUILDER—MILITARY—NOBLE—SYNDICATE

VICE/PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS

TRAUMA

COLD—HAUNTED—OBSESSED—PARANOID
RECKLESS—SOFT—UNSTABLE—VICIOUS

HARM

3

NEED
HELP

2

-1D

1

LESS
EFFECT

RECOVERY

Get treatment in **downtime** to fill your **healing clock** >



NOTES / PROJECTS

TEAMWORK

Lead a **group action**.

Set up another character.

Protect a teammate.

Assist another character.

PLANNING & LOAD GATHER INFO

Choose **plan**. Pick **load**. Provide **detail**:

◆ **Assault plan:** Point of attack.

◆ **Deception plan:** Method.

◆ **Infiltration plan:** Entry point.

◆ **Mystic plan:** Arcane power.

◆ **Social plan:** Social connection.

◆ **Transport plan:** Locations / route.

◆ *What's their intention?*

◆ *What might I suspect about this? What can I prove?*

◆ *What's the danger here?*

◆ *How can I find ____?*

◆ *What's really going on here?*

◆ *Ask about a **detail** for a **plan**.*

MECHANIC

GEARHEAD AND
HACKER

STARTING ABILITY

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

SPECIAL ABILITIES

► **BAILING WIRE AND TWINE:** During **downtime** the **repair** action costs you **0 cred**.

► **CONSTRUCT SPEAKER:** Machines speak to you when you **study** them. The first time you roll a **critical** while fixing or building a particular machine, you may add a **simple modification** to it (see Crafting).

► **JUNKYARD HUNTER:** When you **acquire** parts or equipment during **downtime**, you may either gain **2 assets**, or gain **+1 effect** level on the roll.

► **FIXED:** You may expend your **special armor** to resist a consequence from machines breaking or being damaged, or to **push yourself** when repairing or building a machine.

► **HACKER:** You may expend your **special armor** to resist the consequences of hacking, or to **push yourself** when hacking or **gathering info** electronically.

► **MECHANIC'S HEART:** When you speak from your heart, your words can reach even the most hardened criminal, and you gain **potency**.

► **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.

► **ANALYST:** When you **hack** a system, you may also ask a question about the owner or location of the system as though you had rolled a 6 on **gather info**. When you **resist** the consequences of hacking, roll **+1d**.

►► **VETERAN:** Choose a **special ability** from another source.

COLORFUL FRIENDS

△▽ Slice, a junkyard owner

△▽ Nisa, a previous employer

△▽ Stev, a gambler of ill repute

△▽ Len, a black market dealer

△▽ Kenn, a family member

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

☐ **Fine Hacking Rig**

☐ ☐ **Fine Ship Repair Tools**

☐ *Small Drone*

☐ Vision Enhancing Goggles

☐ Spare Parts

☐ *Genius Pet (ex: a dog)*

INSIGHT

►► **DOCTOR**
►► **HACK**
►► **RIG**
►► **STUDY**

PROWESS

►► **HELM**
►► **SCRAMBLE**
►► **SCRAP**
►► **SKULK**

RESOLVE

►► **ATTUNE**
►► **COMMAND**
►► **CONSORT**
►► **SWAY**

BONUS DICE

+ **PUSH YOURSELF** (take 2 stress) **-OR-** accept a **DEVIL'S BARGAIN**

+ **ASSIST** (they take 1 stress)

+ **SPEND A GAMBIT**

GAMBITS

+ Add a **gambit** to your crew when you roll a **6** or **critical** on a **risky** action and you didn't **spend a gambit** on a bonus die.

MARK XP :

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

At the end of each session, for each item below, **mark 1 xp** (in your playbook or an attribute) or **2xp** 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.

PLAYBOOK ADVANCEMENT

☐ Blaster Pistol
☐ 2nd Blaster Pistol
☐ Melee Weapon
☐ Heavy Blaster
☐ Detonator
☐ Hacking Tools
☐ Repair Tools
☐ Medkit
☐ Spy Gear
☐ Illicit Drugs
☐ Communicator
☐ Armor
☐ Spacesuit

SCUM & VILLAINY

NAME

ALIAS

LOOK

HERITAGE: IMPERIAL—SPACER—COLONIST—
MANUFACTURED—WANDERER—XENO

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TRAUMA

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RECKLESS—SOFT—UNSTABLE—VICIOUS

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3

NEED
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2

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1

LESS
EFFECT

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NOTES / PROJECTS

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Choose **plan**. Pick **load**. Provide **detail**:

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◆ *What's their intention?*

◆ *What might I suspect about this? What can I prove?*

◆ *What's the danger here?*

◆ *How can I find ____?*

◆ *What's really going on here?*

◆ *Ask about a **detail** for a **plan**.*

MUSCLE

BADASS WITH ANY
WEAPON

STARTING ABILITY

► **UNSTOPPABLE:** You can **push yourself** to do one of the following: perform a feat of physical force that verges on the superhuman - engage a small gang on equal footing in close combat.

SPECIAL ABILITIES

► **WRECKING CREW:** Your strength and ferocity are infamous. When striking in melee, you gain **+1d**. Whenever you spend a **gambit** in combat, you also gain **potency** on that action.

► **FLESH WOUND:** If you're wounded at the beginning of **downtime**, mark **+3 segments** on your **healing clock**. When you **push yourself** to ignore wound penalties you take only **1 stress** (not 2).

► **BACKUP:** An ally's **push** costs **1 stress** on any action you **set up** or **assist**.

► **BATTLEBORN:** You may expend your **special armor** to reduce **harm** from an attack in combat, or to **push yourself** during a fight.

► **READY FOR ANYTHING:** When being ambushed, you gain **potency** to all actions during a **flashback**, and your first flashback costs **0 stress**.

► **PREDATOR:** Take **+1d** to rolls against weakened or vulnerable targets. Whenever you **gather information** on a weakness or vulnerability, the worst you can get is a **4-5** result.

► **SCARY:** You have an air of menace and danger obvious to even the most unobservant. You gain **potency** when trying to intimidate someone. If done immediately after a show of force, also take **+1d**.

► **BODYGUARD:** When you **protect** a crewmate, **resist** with **+1d**. When you take **harm**, clear **1 stress**.

►► **VETERAN:** Choose a **special ability** from another source.

DEADLY FRIENDS

△▽ Krieger, a fine blaster pistol

△▽ Shod, a weapons dealer

△▽ Chon-zek, a bounty hunter

△▽ Yazu, a crooked cop

△▽ Aya, an assassin

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

☐ **Vera**, a Fine Sniper Rifle

☐ **Zmei**, a Fine Flamethrower

☐ **Sunder**, a Fine Vibro-Blade

☐ Zarathustra, Detonator Launcher

☐ **Fine Martial Art Style**

☐ Mystic Ammunition

☐ Blaster Pistol

☐ 2nd Blaster Pistol

☐ Melee Weapon

☐ Heavy Blaster

☐ Detonator

☐ Hacking Tools

☐ Repair Tools

☐ Medkit

☐ Spy Gear

☐ Illicit Drugs

☐ Communicator

☐ Armor

☐ Spacesuit

MARK XP :

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◆ You addressed a tough challenge with force or threats.

◆ You expressed your beliefs, drives, heritage, or background.

◆ You struggled with issues from your vice or traumas during the session.

PLAYBOOK ADVANCEMENT

INSIGHT

►► DOCTOR
►► HACK
►► RIG
►► STUDY

PROWESS

►► HELM
►► SCRAMBLE
►► SCRAP
►► SKULK

RESOLVE

►► ATTUNE
►► COMMAND
►► CONSORT
►► SWAY

BONUS DICE

PUSH YOURSELF (take + 2 stress) **-OR-** accept a **DEVIL'S BARGAIN**

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Add a **gambit** to your crew when you roll a **6** or **critical** on a **risky** action and you didn't **spend a gambit** on a bonus die.

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STRESS		TRAUMA		COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS	
HARM				ARMOR	
3				NEED HELP	
2				-1D	
1				LESS EFFECT	
RECOVERY		Get treatment in <i>downtime</i> to fill your <i>healing clock</i> >			

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Lead a group action.

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◆ How can I find ____?

◆ What's really going on here?

◆ Ask about a **detail** for a **plan**.

MYSTIC

GALACTIC
WANDERER

STARTING ABILITY

▶ **THE WAY:** You can spend a **gambit** instead of paying any **stress** cost.

SPECIAL ABILITIES

▶ **KINETICS:** You can **push yourself** to do one of the following: *use the Way to throw a table-sized object with dangerous force - propel yourself briefly with superhuman speed.*

▶ **PSY BLADE:** You can focus Way energy into your melee weapon. While charged, the weapon can cut through non-shielded materials with ease, and you gain **potency** on your attacks.

▶ **CENTER:** You gain **Meditation** as a **vice**. When you indulge this vice clear +1 **stress** and add **Dark Visions** as an **overindulgence**.

▶ **WAY SHIELD:** You can block blaster bolts with the Way (**resist** with **resolve**). If you resist a blaster attack, you may spend 1 **stress** to redirect fire and make an attack of your own with it.

▶ **WARDED:** You may expend your **special armor** to resist the consequences of a Way attack or artifact use, or **push yourself** when using mystic powers.

▶ **PSY-DANCING:** You may **push yourself** to cloud a target's mind and **sway** them in the face of contradictory evidence. *You must do as I say. I am the ambassador.* Spend 1 **stress** for each additional feature: *they have only vague memories of the event - it works on a small group.*

▶ **VISIONS:** Spend 1 **stress** to remotely view a distant place or person tied to you in some intimate way. Spend 1 **stress** for each extra feature: *It lasts for a minute rather than a moment - your target can also see and hear you - you may see something only familiar to you, not intimate.*

▶ **SUNDERING:** You may **push yourself** to **attune** to the Way and twist it, causing psychic harm to anyone in the area who cannot withstand your assault. You may spend 1 **stress** for each additional feature: *it damages instead of stuns - the area includes a few targets instead of one - you are not included in the effect.*

▶▶ **VETERAN:** Choose a **special ability** from another source.

WEIRD FRIENDS

△▽ Horux, a former teacher

△▽ Hicks, a mystic goods supplier

△▽ Laxx, a xeno

△▽ Rye, an unrequited love

△▽ Blish, a fellow mystic

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

☐ ☐ **Fine Melee Weapon**

☐ Offerings

☐ Trappings of Religion

☐ *Outdated Religious Outfit*

☐ Precursor Artifact

☐ *Memento of Your Travels*

MARK XP :

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

At the end of each session, for each item below, **mark 1 xp** (in your playbook or an attribute) or **2xp** 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.

PLAYBOOK ADVANCEMENT

INSIGHT

▶▶▶ DOCTOR
▶▶▶ HACK
▶▶▶ RIG
▶▶▶ STUDY

PROWESS

▶▶▶ HELM
▶▶▶ SCRAMBLE
▶▶▶ SCRAP
▶▶▶ SKULK

RESOLVE

▶▶▶ ATTUNE
▶▶▶ COMMAND
▶▶▶ CONSORT
▶▶▶ SWAY

BONUS DICE

+ **PUSH YOURSELF** (take 2 stress) -OR- accept a **DEVIL'S BARGAIN**

+ **ASSIST** (they take 1 stress)

+ **SPEND A GAMBIT**

GAMBITS

+ Add a **gambit** to your crew when you roll a **6** or **critical** on a **risky** action and you didn't **spend a gambit** on a bonus die.

☐ Blaster Pistol
☐ 2nd Blaster Pistol
☐ Melee Weapon
☐ Heavy Blaster
☐ Detonator
☐ Hacking Tools
☐ Repair Tools
☐ Medkit
☐ Spy Gear
☐ Illicit Drugs
☐ Communicator
☐ Armor
☐ Spacesuit

SCUM & VILLAINY

NAME

CALL SIGN

LOOK

HERITAGE: IMPERIAL—SPACER—COLONIST—MANUFACTURED—WANDERER—XENO **BACKGROUND:** ACADEMIC—LABOR—CULT—GUILDER—MILITARY—NOBLE—SYNDICATE

VICE/PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS		TRAUMA		COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS	
HARM				ARMOR	
3				NEED HELP	
2				-1D	
1				SPECIAL	
RECOVERY		Get treatment in downtime to fill your healing clock >			

NOTES / PROJECTS

TEAMWORK

Lead a **group action**.

Set up another character.

Protect a teammate.

Assist another character.

PLANNING & LOAD GATHER INFO

Choose **plan**. Pick **load**. Provide **detail**:

◆ **Assault plan:** Point of attack.

◆ **Deception plan:** Method.

◆ **Infiltration plan:** Entry point.

◆ **Mystic plan:** Arcane power.

◆ **Social plan:** Social connection.

◆ **Transport plan:** Locations / route.

◆ *What's their intention?*

◆ *What might I suspect about this? What can I prove?*

◆ *What's the danger here?*

◆ *How can I find ____?*

◆ *What's really going on here?*

◆ *Ask about a **detail** for a **plan**.*

PILOT

SHIP HANDLING
WIZARD, ADDICTED
TO DANGER

STARTING ABILITY

▶ **ACE PILOT:** You have **potency** on all speed-related rolls. When you roll to **resist** the consequences of piloting, gain **+1d**.

SPECIAL ABILITIES

▶ **KEEN EYE:** You have sharp eyes and notice small details many might overlook. Gain **+1d** when firing ship guns or making trick shots.

▶ **SIDE JOB:** You may spend a **downtime** activity in port doing odd jobs. Gain **1 cred**. If there are rumors floating about, the GM will tell you of them.

▶ **EXCEED SPECS:** While onboard a ship you may damage a ship system you have access to in order to gain **+1d** or **+1 effect** to a roll.

▶ **LEAF ON THE WIND:** When you **push** yourself, you may spend **+1 stress** (so **3 stress** total) to gain both **+1 effect** and **+1d** instead of one or the other.

▶ **HEDONIST:** When you indulge your **vice**, you may adjust the dice outcome by +/-2. An ally who joins you may do the same.

▶ **COMMANDER:** Whenever you lead a **group action**, gain **+1 scale** (for example: a small group counts as a medium group). If you lead a group action in combat, you may count multiple **6's** from different rolls as a **critical**.

▶ **TRAVELLER:** You're comfortable around unusual cultures and xenos. You gain **potency** when attempting to **consort** with or **sway** them.

▶ **PUNCH IT!** When you spend a **gambit** on a **desperate** roll, it counts as **risky** instead.

▶▶ **VETERAN:** Choose a **special ability** from another source.

FAST FRIENDS

△▽ Yattu, a gang boss

△▽ Triv, a ship mechanic

△▽ Choss, a professional racer

△▽ Meris, a scoundrel

△▽ Maz, a former mentor

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

☐ **Fine Customized Spacesuit**

☐ **Fine Small Urbot**

☐ **Fine Mechanic's Kit**

☐ Grappling Hook

☐ Guild License

☐ Victory Cigars

INSIGHT

▶▶▶ **DOCTOR**
▶▶▶ **HACK**
▶▶▶ **RIG**
▶▶▶ **STUDY**

PROWESS

▶▶▶ **HELM**
▶▶▶ **SCRAMBLE**
▶▶▶ **SCRAP**
▶▶▶ **SKULK**

RESOLVE

▶▶▶ **ATTUNE**
▶▶▶ **COMMAND**
▶▶▶ **CONSORT**
▶▶▶ **SWAY**

BONUS DICE

+ **PUSH YOURSELF** (take 2 stress) **-OR-** accept a **DEVIL'S BARGAIN**

+ **ASSIST** (they take 1 stress)

+ **SPEND A GAMBIT**

GAMBITS

+ Add a **gambit** to your crew when you roll a **6** or **critical** on a **risky** action and you didn't **spend a gambit** on a bonus die.

MARK XP :

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

At the end of each session, for each item below, **mark 1 xp** (in your playbook or an attribute) or **2xp** if that item occurred multiple times.

◆ You addressed a tough challenge with **speed** or **flair**.

◆ You expressed your beliefs, drives, **heritage**, or **background**.

◆ You struggled with issues from your **vice** or **traumas** during the session.

PLAYBOOK ADVANCEMENT

☐ Blaster Pistol
☐ 2nd Blaster Pistol
☐ Melee Weapon
☐ Heavy Blaster
☐ Detonator
☐ Hacking Tools
☐ Repair Tools
☐ Medkit
☐ Spy Gear
☐ Illicit Drugs
☐ Communicator
☐ Armor
☐ Spacesuit

SCUM & VILLAINY

NAME

OUTLAW NAME

LOOK

HERITAGE: IMPERIAL—SPACER—COLONIST—MANUFACTURED—WANDERER—XENO **BACKGROUND:** ACADEMIC—LABOR—CULT—GUILDER—MILITARY—NOBLE—SYNDICATE

VICE/PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS		TRAUMA		COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS	
HARM				ARMOR	
3				NEED HELP	
2				-1D	
1				SPECIAL	
RECOVERY		Get treatment in <i>downtime</i> to fill your <i>healing clock</i> >			

NOTES / PROJECTS

TEAMWORK

- Lead a **group action**.
- Set up another character.
- Protect a teammate.
- Assist another character.

PLANNING & LOAD

- Choose **plan**. Pick **load**. Provide **detail**:
- ♦ **Assault plan:** *Point of attack.*
 - ♦ **Deception plan:** *Method.*
 - ♦ **Infiltration plan:** *Entry point.*
 - ♦ **Mystic plan:** *Arcane power.*
 - ♦ **Social plan:** *Social connection.*
 - ♦ **Transport plan:** *Locations / route.*

GATHER INFO

- ♦ *What's their intention?*
- ♦ *What might I suspect about this? What can I prove?*
- ♦ *What's the danger here?*
- ♦ *How can I find _____?*
- ♦ *What's really going on here?*
- ♦ *Ask about a **detail** for a **plan**.*

SCOUNDREL

SCRAPPY SURVIVOR
WITH MORE LUCK
THAN BRAINS

STARTING ABILITY

- ▶ **SERENDIPITOUS:** Your crew starts with +1 **gambit** when the pool resets.

SPECIAL ABILITIES

- ▶ **NEVER TELL ME THE ODDS:** You also generate **gambits** on **desperate** rolls. You may also generate **gambits** even if you spent a **gambit**.
- ▶ **I KNOW A GUY:** When you first dock at a port after being away, pick one and ask the the GM about a job: *it's not deadly -- it pays well enough -- it's not a rush job -- it comes from a faction you trust -- it targets an enemy you have.* You may spend 1 **cred** per additional feature.
- ▶ **TENACIOUS:** Penalties from **harm** are one level less severe (though level 4 harm is still fatal).
- ▶ **DEVIL'S OWN LUCK:** You may expend your **special armor** to resist the consequences of blaster fire, or to **push yourself** when talking your way out of or running from trouble.
- ▶ **SHOOT FIRST:** When you attack from hiding or spring a trap, take +1d. When there's a question about who acts first, the answer is you (two characters with **Shoot First** act simultaneously).
- ▶ **DAREDEVIL:** When you make a **desperate** roll you may take +1d. If you do so, do not **mark xp** in that action's attribute.
- ▶ **ASK QUESTIONS LATER:** When you **consort** to **gather info**, you gain **potency** and can in addition ask: *Who might this benefit?*
- ▶ **WHEN THE CHIPS ARE DOWN:** You gain a second use of **special armor** on each job.
- ▶▶ **VETERAN:** Choose a **special ability** from another source.

"FRIENDS"

- △▽ Nyx, a moneylender
- △▽ Ora, an info broker
- △▽ Jax, a ship mechanic
- △▽ Rin, a smuggler
- △▽ Battro, a bounty hunter

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

- ☐ **Fine Sidearm** (or **Pair** ☐)
- ☐ **Fine Coat**
- ☐ *Loaded Dice, Trick Holocards*
- ☐ *Forged Documents*
- ☐ *Mystic Ammunition*
- ☐ *Personal Memento*

MARK XP :

- ♦ Every time you roll a **desperate action**, **mark xp** in that action's attribute. At the end of each session, for each item below, **mark 1 xp** (in your **playbook** or an attribute) or **2xp** 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.*

PLAYBOOK ADVANCEMENT

INSIGHT

- ▶▶▶ **DOCTOR**
- ▶▶▶ **HACK**
- ▶▶▶ **RIG**
- ▶▶▶ **STUDY**

PROWESS

- ▶▶▶ **HELM**
- ▶▶▶ **SCRAMBLE**
- ▶▶▶ **SCRAP**
- ▶▶▶ **SKULK**

RESOLVE

- ▶▶▶ **ATTUNE**
- ▶▶▶ **COMMAND**
- ▶▶▶ **CONSORT**
- ▶▶▶ **SWAY**

BONUS DICE

- + **PUSH YOURSELF** (take 2 stress) **-OR-** accept a **DEVIL'S BARGAIN**
- + **ASSIST** (they take 1 stress)
- + **SPEND A GAMBIT**

GAMBITS

- + Add a **gambit** to your crew when you roll a **6** or **critical** on a **risky** action and you didn't **spend a gambit** on a bonus die.

- ☐ Blaster Pistol
- ☐ 2nd Blaster Pistol
- ☐ Melee Weapon
- ☐ Heavy Blaster
- ☐ Detonator
- ☐ Hacking Tools
- ☐ Repair Tools
- ☐ Medkit
- ☐ Spy Gear
- ☐ Illicit Drugs
- ☐ Communicator
- ☐ Armor
- ☐ Spacesuit

SCUM & VILLAINY

NAME

ALIAS

LOOK

HERITAGE: IMPERIAL—SPACER—COLONIST—MANUFACTURED—WANDERER—XENO **BACKGROUND:** ACADEMIC—LABOR—CULT—GUILDER—MILITARY—NOBLE—SYNDICATE

VICE/PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS		TRAUMA		COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS	
HARM		NEED HELP		ARMOR	
3				HEAVY	
2		-1D		SPECIAL	
1		LESS EFFECT		CRED ☐ ☐ ☐ ☐ STASH	
RECOVERY		Get treatment in <i>downtime</i> to fill your <i>healing clock</i> >			

NOTES / PROJECTS

TEAMWORK

Lead a **group action**.

Set up another character.

Protect a teammate.

Assist another character.

PLANNING & LOAD GATHER INFO

Choose **plan**. Pick **load**. Provide **detail**:

◆ **Assault plan:** *Point of attack.*

◆ **Deception plan:** *Method.*

◆ **Infiltration plan:** *Entry point.*

◆ **Mystic plan:** *Arcane power.*

◆ **Social plan:** *Social connection.*

◆ **Transport plan:** *Locations / route.*

◆ *What's their intention?*

◆ *What might I suspect about this? What can I prove?*

◆ *What's the danger here?*

◆ *How can I find _____?*

◆ *What's really going on here?*

◆ *Ask about a **detail** for a **plan**.*

SPEAKER

A WELL-SPOKEN
RESPECTABLE
PERSON

STARTING ABILITY

▶ **AIR OF RESPECTABILITY:** You get an extra **downtime** activity to **acquire assets** or **lay low**.

SPECIAL ABILITIES

▶ **FAVORS OWED:** During **downtime**, you get +1 d when you **acquire assets** or **lay low**. Any time you **gather info** take +1d.

▶ **PLAYER:** You always know when someone is lying to you.

▶ **INFILTRATOR:** You are not affected by **quality** or **tier** when you bypass security measures.

▶ **SUBTERFUGE:** You may expend your **special armor** to resist a consequence of persuasion or suspicion. When you **resist** with **insight**, gain +1d.

▶ **HEART TO HEART:** When you provide meaningful insight or heartfelt advice that a crewmate follows, you both clear **1 stress**.

▶ **OLD FRIENDS:** Whenever you land in a new location, write down a friend you know there (see **Influential Friends** below).

▶ **DISARMING:** Whenever you use a **gambit** while speaking, hostilities and danger also pause while you speak.

▶ **PURPOSE:** You may expend your **special armor** to **push yourself** when outclassed by your opposition, or when under the effects of wounds. When you **resist** with **resolve**, gain +1d.

▶▶ **VETERAN:** Choose a **special ability** from another source.

INFLUENTIAL FRIENDS

△▽ Arryn, a noble

△▽ Manda, a Guild member

△▽ Kerry, a doctor

△▽ Je-zee, a diplomat

△▽ _____

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

☐ **Fine Clothes**

☐ *A Legitimate ID*

☐ *Luxury Item*

☐ *Luxury Item*

☐ ☐ **Large Luxury Item**

☐ *Memento of a Past Encounter*

☐ Blaster Pistol

☐ 2nd Blaster Pistol

☐ Melee Weapon

☐ Heavy Blaster

☐ Detonator

☐ Hacking Tools

☐ Repair Tools

☐ Medkit

☐ Spy Gear

☐ Illicit Drugs

☐ Communicator

☐ Armor

☐ Spacesuit

MARK XP :

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

At the end of each session, for each item below, **mark 1 xp** (in your playbook or an attribute) or **2xp** if that item occurred multiple times.

◆ You addressed a tough challenge with deception or influence.

◆ You expressed your beliefs, drives, heritage, or background.

◆ You struggled with issues from your vice or traumas during the session.

PLAYBOOK ADVANCEMENT

INSIGHT

▶▶ DOCTOR
▶▶ HACK
▶▶ RIG
▶▶ STUDY

PROWESS

▶▶ HELM
▶▶ SCRAMBLE
▶▶ SCRAP
▶▶ SKULK

RESOLVE

▶▶ ATTUNE
▶▶ COMMAND
▶▶ CONSORT
▶▶ SWAY

BONUS DICE

+ **PUSH YOURSELF** (take 2 stress) **-OR-** accept a **DEVIL'S BARGAIN**

+ **ASSIST** (they take 1 stress)

+ **SPEND A GAMBIT**

GAMBITS

+ Add a **gambit** to your crew when you roll a **6** or **critical** on a **risky** action and you didn't **spend a gambit** on a bonus die.

SCUM & VILLAINY

NAME

ALIAS

LOOK

HERITAGE: IMPERIAL—SPACER—COLONIST—
MANUFACTURED—WANDERER—XENO

BACKGROUND: ACADEMIC—LABOR—CULT—
GUILDER—MILITARY—NOBLE—SYNDICATE

VICE/PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—STUPOR—WEIRD

STRESS		TRAUMA		COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS	
HARM				ARMOR	
3		NEED HELP		HEAVY	
2		-1D		SPECIAL	
1		LESS EFFECT		CRED ☐ ☐ ☐ ☐ STASH	
RECOVERY		Get treatment in <i>downtime</i> to fill your <i>healing clock</i> >			

NOTES / PROJECTS

TEAMWORK

Lead a group action.

Set up another character.

Protect a teammate.

Assist another character.

PLANNING & LOAD GATHER INFO

Choose **plan**. Pick **load**. Provide **detail**:

- ◆ **Assault plan:** Point of attack.
- ◆ **Deception plan:** Method.
- ◆ **Infiltration plan:** Entry point.
- ◆ **Mystic plan:** Arcane power.
- ◆ **Social plan:** Social connection.
- ◆ **Transport plan:** Locations / route.
- ◆ What's their intention?
- ◆ What might I suspect about this? What can I prove?
- ◆ What's the danger here?
- ◆ How can I find ____?
- ◆ What's really going on here?
- ◆ Ask about a **detail** for a **plan**.

STITCH

LEARNED PERSON
AND WANDERING
HEALER

STARTING ABILITY

- ▶ **I'M A DOCTOR, NOT A...** : You can **push yourself** to roll your **doctor** rating while performing a different action. Say which patient, research, or posting taught you this trick.

SPECIAL ABILITIES

- ▶ **PHYSICKER:** You may **study** a malady or corpse, and **gather info** from a crime scene or corpse. Also, your crew gets **+1d** to **recovery** rolls.
- ▶ **PATCH:** You may **doctor** someone during a job to allow them to ignore the effects of a **harm** penalty.
- ▶ **WELCOME ANYWHERE:** While wearing your medic garb, you are welcome even in dangerous places. Gain **+1d** to **consort** and **sway** when offering tending to anyone in need, or who has family or friends in need.
- ▶ **COMBAT MEDIC:** You may expend your **special armor** to resist any consequence while tending to a patient. When you **doctor** someone in combat, clear **1 stress**.
- ▶ **UNDER PRESSURE:** Add a **gambit** to the pool whenever you or a crew member suffers level 2 or greater **harm**.
- ▶ **MORAL COMPASS:** When you do the right thing at cost to yourself, **mark xp** (any category).
- ▶ **DR. STRANGE:** Your research and fields of study are fringe, esoteric, and focus on the mystical. You may always handle Precursor artifacts safely. When you **study** an artifact or **doctor** a strange substance you may ask one: *what could this do?* — *why could this be dangerous?*
- ▶ **BOOK LEARNING:** You speak a multitude of languages and are broadly educated. Gain **+1d** when using **study** during a **downtime** activity.
- ▶▶ **VETERAN:** Choose a **special ability** from another source.

OLD FRIENDS

- △▽ Jackev, a drug dealer
- △▽ Alben, a former patient
- △▽ Ditha, a family member
- △▽ Juda, a doctor
- △▽ Lynie, a hospital admin

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

- ☐ **Fine Medkit**
- ☐ **Fine Bedside Manner**
- ☐ **Fine Clothing**
- ☐ *Recognizable Medic Garb*
- ☐ Candies and Treats
- ☐ *Syringes and Applicators*

MARK XP :

- ◆ Every time you roll a desperate action, **mark xp** in that action's attribute.
- At the end of each session, for each item below, **mark 1 xp** (in your playbook or an attribute) or **2xp** if that item occurred multiple times.
- ◆ You addressed a tough challenge with **insight** or **compassion**.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice or traumas during the session.

PLAYBOOK ADVANCEMENT

INSIGHT

- ▶▶ **DOCTOR**
- ▶▶ **HACK**
- ▶▶ **RIG**
- ▶▶ **STUDY**

PROWESS

- ▶▶ **HELM**
- ▶▶ **SCRAMBLE**
- ▶▶ **SCRAP**
- ▶▶ **SKULK**

RESOLVE

- ▶▶ **ATTUNE**
- ▶▶ **COMMAND**
- ▶▶ **CONSORT**
- ▶▶ **SWAY**

BONUS DICE

- + **PUSH YOURSELF** (take 2 stress) **-OR-** accept a **DEVIL'S BARGAIN**
- + **ASSIST** (they take 1 stress)
- + **SPEND A GAMBIT**

GAMBITS

- + Add a **gambit** to your crew when you roll a **6** or **critical** on a **risky** action and you didn't **spend a gambit** on a bonus die.

- ☐ Blaster Pistol
- ☐ 2nd Blaster Pistol
- ☐ Melee Weapon
- ☐ Heavy Blaster
- ☐ Detonator
- ☐ Hacking Tools
- ☐ Repair Tools
- ☐ Medkit
- ☐ Spy Gear
- ☐ Illicit Drugs
- ☐ Communicator
- ☐ Armor
- ☐ Spacesuit

STANDARD ITEMS

BLASTER PISTOL: A pistol that shoot bolts of hot plasma. Accurate only at close range. Makes pew pew noises (mandatory).

HEAVY BLASTER: Can do considerable damage to vehicles and things like unshielded doors. Has about a dozen shots.

DETONATOR: Extremely deadly explosive weapon that fits in the palm of your hand and can be thrown. Takes care of those shielded doors 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 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, etc.

MELEE WEAPON: Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with lazer edges. Some vibrate... ooo. Batteries included.

SPY GEAR: Disguises, voice modulators, mini-cameras, thermal scanners, false thumbprints, and audio filters.

ILLCIT DRUGS: What's your poison, space cowboy?

COMMUNICATOR: Has a few bands, likely even a few encrypted. Works within one orbit.

ARMOR: 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 whatever you breathe).

MYSTIC AMMUNITION: A large-caliber shell, designed to be fired from a specialized gun that releases mystic energies when it hits. Grants **potency** against mystic targets.

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.

MUSCLE ITEMS

Muscles are particular about their weapons. If you have more than one muscle playbook on the crew feel free to instead fill in your own weapon names. Here are a few suggestions:

Blink, Checkmate, Echo, Ender, Equalizer, Ghost, Itchy, Malice, Mercy, Pride, Thorn, Thunder, Tickle, Twitch, Whisper, Wynona.

VERA, A FINE SNIPER RIFLE: A full-bore auto-lock with customized trigger, double cartridge, thorough gauge. Can fire mystic ammo.

ZMEI, A FINE FLAMETHROWER: For those times when you really need to heat things up. Settings for regular and extra crispy.

SUNDER, A FINE VIBRO BLADE: Cuts through almost any material. Decorated blade.

ZARATHUSTRA, DETONATOR LAUNCHER: Fires detonators at high velocity.

FINE MARTIAL ARTS STYLE: Your own custom blend of combat techniques, unique as a fingerprint.

KRIEGER, A FINE BLASTER PISTOL: Takes 1 load. As a friend or ally, this signature pistol can be used during **downtime** to threaten or intimidate. As an enemy, someone owns and it's carrying a bullet for you.

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.

PRECURSOR ARTIFACT: A small object made of ancient materials. Precursor tech. *What does it do?*

MEMENTO OF YOUR TRAVELS: A small statue, outdated currency, a lock of hair, a picture.

PILOT ITEMS

FINE CUSTOMIZED SPACESUIT: Sweet decals, emergency beacon, some thrust.

FINE SMALL URBOT: A small Urbot that supports piloting and can carry a few items. Seems eerily sentient. *What is its designation?*

FINE MECHANICS KIT: Hand-held scanners, hull patch kit, assortment of hand-tools

GRAPPLING HOOK: Small, but mechanized. Can pull you up. Fits in your belt.

GUILD LICENSE: Legit pilot certification (though it may not be yours). Will allow you passage through a jumpgate.

VICTORY CIGARS: Enough to share with a few choice people.

SCOUNDREL ITEMS

FINE BLASTER PISTOL/MATCHED PAIR: Customised or strange. Can fire mystic ammunition. *What do they fire? Where in your travels did you get them?*

FINE COAT: A heavy, but well-made and well-kept, coat. Distinctive and with a history.

LOADED DICE/TRICK HOLOCARDS: 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.

PERSONAL MEMENTO: A keepsake you cherish. A locket, small holo, music from your homeworld.

SPEAKER ITEMS

FINE CLOTHES: Silk sarongs, suits, fine blue capes. Which ones did you wear *this* time?

LUXURY ITEM: Fine brandies, small but thoughtful gifts, spices and perfumes, fine instruments, popular games, etc. **Note:** comes in a few varied sizes.

MEMENTO OF A PAST ENCOUNTER: A distinctive piece of jewelry, a fine blade with a house crest, a signet ring, a small statue.

STITCH ITEMS

FINE MEDKIT: Better stocked than the standard. Skin staples, diagnostic hand-scanners, synthflesh, bone stabilizers, spray hypos, anti-venom (for dangerous alien beasts), and a wider selection of drugs.

FINE BEDSIDE MANNER: Charm that sets patients at ease. Some stitches never bother to bring this.

FINE CLOTHING: A suit or outfit for fancy dinner parties and high society.

RECOGNIZEABLE MEDIC GARB: The common red medic outfit bearing the official white medic seal of the Hegemony. Recognizeable from a distance.

CANDIES AND TREATS: For those extra brave customers.

SYRINGES AND APPLICATORS: Syringes, injectors, patch applicators. Many can be palmed easily.

ITEM DETAILS

If you want to include advantages from specific details of your items—reach, speed, adaptability, etc.—consider a **devil's bargain** that relates to a detail.

"You can take +1d here to command by flashing your detonator, but people will see it and go streaming out into the streets in a panic."

"You can probably just empty both your clips and take +1d here, but you'll be out of ammo if there's anyone left standing."

SHIP CREATION

1. CHOOSE A SHIP TYPE

Your ship type determines the jobs that you'll focus on, as well as a selection of special abilities that support that kind of action. The ship type isn't meant to be restrictive—the Stardancer might sometimes engage in bounty hunting (like the Cerberus) or antagonize the Hegemony (like the Firedrake)—but the core activity of the ship type is the most frequent way they earn cred and xp for advancement.

There are three different ships to choose from:

- ▶ **STARDANCER:** Illicit merchants, smugglers, and blockade runners. Looking to do odd jobs, small thefts, and find lost items.
- ▶ **CERBERUS:** Bounty Hunters and extraction specialists. Looking to find missing people or items, and claim prizes on those criminals the Hegemony (or others) consider important or dangerous enough.
- ▶ **FIREDRAKE:** Rebels and criminals. Hunted by the law and often beloved by the citizenry. Looking to do jobs that free the oppressed, protect the downtrodden, and fight the iron fist of the Hegemony.

Like a character playbook, your ship type is also how you're known in the underworld of Procyon. The criminal factions and the Hegemony think of you as "smugglers" or "bounty hunters," etc., and will treat you accordingly.

Choosing a ship type is a very important decision! It's a way for the group to say, "These are the sorts of jobs we want to do." It organizes game play from "doing crimes" to "smuggling illegal Urbot parts"—which helps the GM focus on the parts of the setting that matter most, rather than having to juggle every possibility at once. The group should choose a ship type that everyone is excited about. As a player, be vocal about your preferences. You're about to spend many hours doing this, so if you're feeling lukewarm about one of the options, speak up.

Once you've chosen, grab the appropriate ship sheet for that crew type and record the following choices in ship creation as you go.

Your ship begins with **2 cred** in its hold (those represent the remains of the crew's savings from adventures and the acquisition of the ship beforehand).

2. CHOOSE A REPUTATION

Your crew has just formed and acquired a ship. Given this group of characters and their previous escapades, what initial reputation would you have among the factions of the sector? Choose one of the following (or create your own):

Ambitious, Brutal, Daring, Honorable, Professional, Savvy, Subtle, Strange.

You earn xp when you bolster your ship's reputation, so think of this as another cue to indicate what sorts of action you want in the game. Will you be recklessly ambitious, targeting higher Tier targets? Will you take on daring jobs that others deem too risky? Are you interested in the strange weirdness of the black?

3. CUSTOMIZE YOUR SHIP

Each ship starts with preselected ship systems. You choose 2 additional ship systems to improve. Your choices are **engines**, **hull**, **comms**, and **weapons**. You may instead improve **crew quality** but it'll cost your crew **2 cred**.

After you decide what you improve, the GM will tell you about a faction that helped you get those improvements. They did you a favor. How do you respond?

- ▶ **PAY THEM OFF.** Give them **1 cred** in exchange for a job well done.
- ▶ **OWE THEM ONE.** Promise them you'll return the favor down the line when they ask and gain **+1 status** with them. *If you chose crew quality, you must take this option.*
- ▶ **STIFF THEM.** No need to pay a faction that doesn't demand payment up front! Take **-1 status** with that faction.

4. SELECT SPECIAL ABILITY

Choose one of the **special abilities** listed on your ship. If you can't decide which one to pick, go with the first one on the list—it's placed there as a good default choice. It's important to pick a special ability that everyone is excited about. You can get more special abilities in the

future by earning xp.

Just like picking your ship type, origin, and systems, choosing a special ability is another chance to focus the game down to a more specific range of possibilities. Instead of playing a generic ship full of scoundrels, you end up with the Stardancer and her crew of ambitious smugglers, who salvaged the ship after her previous crew went missing, and who stiffed the Dyrinek Gang when they upgraded the hull and weapons of the ship, and who have "The Getaway" special ability - demonstrating a knack for hiding and running from their problems. That's a lot to work with, and it helps get the game going in a strong direction from the very beginning.

5. ASSIGN UPGRADES

In addition to the upgrades that come pre-installed in your ship, you also, as a group, get to add two additional upgrades to your new ship. For example, you might pick the Cerberus upgrade Stun Weapons as one of your choices and also the Auxiliary module Armory as your other choice.

An upgrade is a valuable asset or system module that helps the crew in some way, such as an Afterburner module or a Shuttle. (Each is described more fully on the following pages). Each ship has pre-selected upgrades that are well-suited for that crew, such as the Galley for the Stardancer or the Brig for the Cerberus.

After you assign your two upgrades, the GM will tell you about two factions impacted by your choices:

- ▶ One faction helped you get an upgrade. You're on good terms. *Did they broker a deal? Did you run a job for them? Did you bail them out of trouble?* They like you, and you get **+1 status** with them. At your option, spend **1 cred** to repay their kindness, and take **+2 status** with them instead.
- ▶ The other faction was screwed over when you got an upgrade. *Did you steal the part from them? Was it a specific individual's ship? Was it illegal, and the Hegemony now*

SHIP CREATION

hunts them? They don't like you, and you get **-2 status** with them. At your option, spend **1 cred** to mollify them, and take **-1 status** with them instead - tell us how you smoothed things over.

You'll be able get more upgrades in the future by earning xp or spending cred.

6. FAVORITE CONTACT

Take a look at your list of potential contacts on the ship sheet. Although all the contacts are your friends and allies - one is closer to the crew than the others. Choose one contact who is a close friend, long-time ally, or partner in crime. The GM will tell you about two factions that are impacted by your choice:

- ▶ One faction is also friendly with this contact, and you get **+1 status** with them.
- ▶ One faction is unfriendly with this contact, and you get **-1 status** with them.

7. UPDATE SHIP INFO

Calculate your upkeep costs and starting gambits. Gambits are shared and reset at the beginning of jobs.

Crew creation done - you're ready to fly!

CREW ADVANCEMENT

When you mark **8 crew xp**, clear the ticks and do two things. First, each crewmember gains **stash** equal to **2 + crew quality**. Second, your crew gains one of the following:

- ▶ **2 UPGRADES.** Any two boxes, among modules and crew/ship upgrades.
- ▶ **1 SPECIAL ABILITY.**
- ▶ **1 CREW QUALITY.** Requires 4 times the new **crew quality** in **cred**.
- ▶ **1 SHIP QUALITY.** **Engines, hull, comms, or weapons** - modules sold separately. They're purchased via upgrades/cred.

CREW UPGRADES

SHIP GEAR

HOLO EMITTERS: For holoconferences and map imaging. The images don't usually hold up to close scrutiny but they can be convincing for a short while. Includes sweet games and holovids.

STASIS PODS: State-of-the-art pods provide room for one severely injured, deathly ill, or unconscious guest each. Does not prevent dreams.

INTRUDER ALARM: A suite of sensors run throughout the ship, including proximity sensors, door codes, and panic buttons that can all trigger a loud klaxon and red security lights.

LAND ROVER: All-terrain vehicle used to carry heavy cargo over land. High-powered winch, roll-bars, and Tough Mudder stickers come stock.

POWER RESERVES: Capacitors, batteries, and energy supplies that can power the ship independently of the engine. Sufficient for a few hours of operation at minimal usage or a few minutes of full power. Acts as **armor** against power related mishaps.

SHUTTLE: A small space-craft capable of carrying a few people from planet to orbit. Limited systems capacity - treat any **system** as **quality 0** vs actual ships. Can attach to airlocks, but best stored in a **landing bay** if you don't want stray asteroids/fire affecting it.

VAULT: Useful for securing valuables during space travel. Programmable lock allows for personalized security codes, one-time use codes, and access logs. Uses **Hull** rating when contested.

CREW GEAR

ALIEN PET: Lovable rascalion or loyal guardian, these critters are usually more trouble than they're worth. *Where did you get it?*

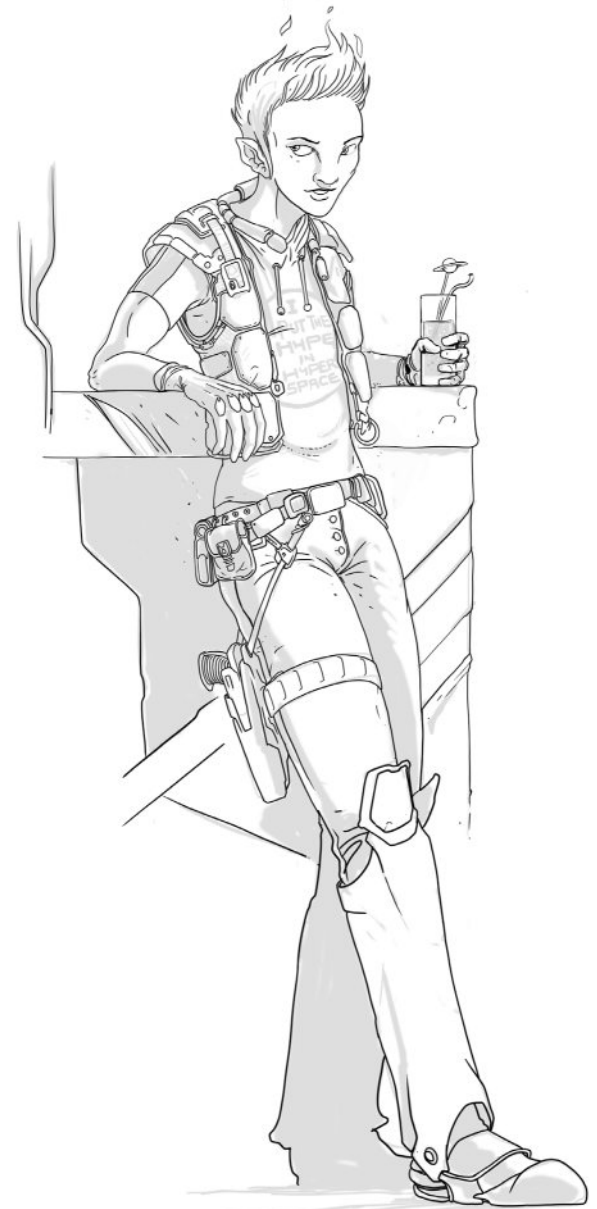
LAND TRANSPORT: Enough land-transportation for the entire crew. Tires or close-to-ground hover. These may be motorized bikes, land-skimmers, or very small cars.

RECON DRONE: A small drone for surveillance, mapping, and intelligence gathering. Can be given simple instructions. *Search the mine for heat signatures.* Uses **Comms** quality when contested.

SURVIVAL GEAR: Camping gear, rebreathers, climbing equipment, scuba gear. Everything an enterprising crew needs to survive on an inhospitable, but not uninhabitable, rock. Stillsuits included.

2 OF 3

WORKSHOP: Plasma cutters, a nano-assembler, a stock of metal and electrical components, a forge - anything required to build, modify, or disassemble complex machines.



SHIP SYSTEMS

Ship systems are rated in a few broad categories (**hull**, **engines**, **comms**, and **weapons**). **Modules** are **upgrades** for specific ship systems. Not every ship is designed to implement as many of each type of system/module. A luxury liner would have a good **hull**, while a combat vessel would have better **weapons**.

Modules already listed under a system on the ship sheet are either designed to be implemented, or are already on the ship but damaged/unstocked.

When ships are engaged, compare the **quality** of the respective systems. A ship with quality 3 **engines** will reliably outrun one with fewer in a dead heat (although pilots can make up the difference).

If your crew needs to compare their **quality** against a faction, consult the **crew** rating on your ship sheet vs opposing faction tier.

Since **Scum and Villainy** is space opera, ship and **system quality** is a critical factor when comparing the capabilities of two ships (although **scale** will still influence effect). This means a tiny ship with high quality **hull** and **weapons** could take on a much larger ship if they use **set up** actions, and **push** for effect in order to overcome the **scale** difference.

This is how tiny ships can take out even the most powerful battlecruisers and battlestations. A good pilot and crew can make all the difference even against powerful opponents. Just keep your ship in good shape.

COSTS

A ship has to pay **upkeep** fees every **downtime** or risk damage as parts wear out. Repairing a system costs **1 cred** and **1 downtime** activity per level of damage (see **repair** downtime activity).

When a ship is hit by fire it reduces **system** rating by one for each level of damage (ex: 3 for a **desperate** action). Pilots or engineers can reduce this with an appropriate **resistance** roll. A good engineer can **rig** a system to act at full power despite damage but this is always at least **risky**.

SHIP MODULES

A new **module** can be purchased when the crew advances. Doing so, though, requires time in drydock. At creation you may select modules as part of your crew **upgrades**.

If this is too slow for your crew, run a job to acquire a module, or purchase one (cost in **cred** is 3 times that current **system quality**, or 6 cred per box for an auxiliary module or crew/ship gear). Illegal modules require answers about how you're acquiring them first before installing them aboard your ship.

You cannot have more **modules** in a **ship system** than you have **quality** in that system (although you can have fewer than the **system quality**). Auxiliary systems are exempt from this.

AUXILIARY

Complex systems with specialized purpose. Not strictly required, but provide functions the crew considers important. Often found on larger ships.

AI MODULE: Software connected to an Ur AI core running throughout the ship. Can automate tasks or otherwise run the ship on behalf of the crew. Snarky personality module available for free.

ARMORY: A secure room holding the crew weapons and armor. All crew weapons/armor are considered **fine**.

BRIG: Space jail. Not meant for long term incarceration.

GALLEY: A combined kitchen/serving area for meals. Greatly facilitates longer trips. Includes fresh food storage.

MEDICAL BAY: A clean room with medical equipment. No hospital, but sufficient to patch most injuries. Storage for drugs and medical scanners. Add **+1d** to **recovery** rolls.

SCIENCE BAY: Laboratory that can be used to analyze anomalies and Precursor artifacts. Secure storage for things that may react oddly with the rest of the ship (or physics).

SHIELDS: Particle sinks and EM deflectors. Can be overwhelmed with focused fire. Counts as **armor** against ship weapons and energy discharge. Largely absorbs hand-blaster fire.

HULL

Hull governs how tough a ship is. Hull modules are passive systems laid out throughout the ship and often are necessary to even allow certain actions. As a note small and medium size ships can land on planets, otherwise you need shuttles.

CARGO HOLD: Enough space on a ship to make a moderate (cred-earning) shipment. A cargo hold is evident when the ship is boarded, and no special precautions are taken to hide its contents.

CREW QUARTERS: You can sleep anywhere, but crew quarters are actually meant for it. Crew quarters afford privacy and comfort in a domain where such things are luxuries. Also you don't have to share, and you know the first mate snores.

LANDING BAY: Airlocks, bay-doors, and take-off ramps to accomodate shuttles and single-pilot small fighter craft.

SMUGGLING COMPARTMENTS: Like a cargo hold, (can carry a small shipment) but it won't show up on routine scans or visual inspections of the ship. At **3+ hull** rating, has life support for smuggling people too.

ENGINES

Power and propulsion systems of a ship. Not only make you go, but let you maneuver, power your ship, and travel space in a few different ways. Ships at **0 engine** rating have minimal thrust.

AFTERBURNERS: Dumps raw fuel into the engines for a short burst of speed. May treat engines as one higher rating for a roll, but it may damage them.

CLOAKING DEVICE: Doesn't necessarily render the ship invisible to the eye, but masks the heat and electrical signature of the ship, making it very hard to detect or identify. Super illegal.

JUMP DRIVE: A special engine that can activate the Ur gates that connect systems.

GRAVITIC FIELD GENERATOR: Creates a large gravitic field extending ship to ship. Can be used to grapple or tow. Temperamental and dangerous. Guild prototype. Not legal.

COMMS

Communication arrays, sensors, and scanners. These systems govern signal detection, transmission, and the quality of a ship's computers.

FAKE TRANSPONDER: Usable remotely, this system can broadcast a different ship's signal or play a powerful recording (or act as a beacon) on command.

LONG RANGE SCANNER: Provides broad EM spectrum and gravimetric readings, giving the crew advance warning up to a dozen light-minutes away.

QUANTUM ENCRYPTOR: Applies encryption to communications and data storage. Grants **special armor** against interception of digital communications. Data on the ship is in a secure state until unlocked.

TARGETING COMPUTER: Handles calculations and targeting for weapon systems without crew. Roll **comms** rating when firing.

NEXUS LINK: A connection to the Hegemonic System Network. Creative hacking allows for news updates, realtime message transmissions, and possible tapping into a system-wide sensor grid. May allow others to hack into your ship from a distance.

WEAPONS

Self explanatory. Note that most non-military ships are not armed. Obvious weapons can land you in trouble.

GRAPPLING HOOKS: Officially for latching onto asteroids and netting cargo, it's an array of nets and grapples that can link two vessels. Legal.

MINING DRILL: High power energy drill. Vaporizes rock. Vicious close range weapon easily modified to bore through hulls. Legal.

PARTICLE CANNONS: Pew! Pew! Often cross linked. Not legal without license.

MISSILES: Projectile with mounted drive. Not legal.

COHERENCE CANNON: Capital weapon. One shot only till repaired/recharged on ships smaller than dreadnoughts. May fry systems. Deadly. Super not legal.

ILLICIT MERCHANTS AND BLOCKADE RUNNERS

- ◆ You expressed the goals, drives, inner conflict, or essential nature of the crew.

SHIP INFO & JOBS: STARDANCER

SHIP NOTES

This freighter has seen some miles, but with a loving engineer and some illegal modifications, it's become a fast little ship that's equipped to get places it's not supposed to and carry things it shouldn't.

It starts with the following:

► **The Stardancer:** Engines 1 (Jump Drive), Hull 2 (Cargo Hold, Smuggling Compartments). **Modules:** Galley. **Gambits:** 2.

False ship papers or a fake transponder will make transit much easier, and converting some cargo space back into crew quarters will make the ship much more comfortable on long hauls.

SHIP OPTIONS

FALSE SHIP PAPERS: A few well-forged or transferred documents, giving the crew and ship identities that are less wanted in any given system. Often simplify gate travel if the transponder and ship match. You have a couple sets even if you have to practice responding to a new name.

DARK HYPERSPACE LANE MAPS: Routes through systems that aren't officially maintained. Sometimes faster. Always less patrolled. Often full of Way creatures, pirates, and other scoundrels. You don't want to think about the poor fools that died mapping them.

SMUGGLER'S RIGGING: Great way to sneak items webbed to yourself. Adds some hands-free carry while working on the outside of the ship, and lets you smuggle a blaster into a well-guarded meeting while keeping the stylish cut of your coat.

LUCKY CHARM: Whether an artifact, or a few mementos prominently displayed, sometimes luck is just believing. The crew starts with **+1 gambit** every job. It costs **2 upgrades** to unlock instead just 1.

THRILLSEEKERS: Each PC gets **+1 stress** box (increase max to 10). It costs **3 upgrades** to unlock, not just 1.

SHIP CONTACTS

► **T'kafa**, a dockmaster. *Was he the one that helped you get your ship?*

► **Alor**, a keen-eared barkeep. *A good source of jobs, and a good source of drinks. What do you bring him from your travels?*

► **Heani**, a tugboat captain. *How often do you pass each other in the black? When did they fetch you back to safety?*

► **Rakka**, a diplomat. *Which faction do they represent? How did you make friends with someone from high society?*

► **Citani**, a reclusive info broker. *Who do they work for when not speaking with the crew? What type of info do they broker most commonly?*

SHIP JOBS

The Stardancer takes what jobs it can, both legal and illegal. You can find and carry lost goods, and if your hull is good enough, even smuggle people the Hegemony is looking for. Unfortunately, people just seem to keep blaming you for the actions and value of your cargo. The nerve!

Look for opportunities with a twist. Offer easy jobs with moral dilemmas, or hard jobs that help people, or cargo that multiple people want. Remember that this ship isn't a bruiser. Violent faction like the Scarlet Wolves are more likely to hire the crew to extract a member than they are for murder (they have people for that).

Focus on escapades, tight flying, and standard space opera hyjinx. Always look for an opportunity for a run, chase, or high energy adventure.

For any job opportunity, consider how the job may bypass blockades and inspections, or smuggle goods and people. Think about travel time too. To add a twist, discover what factions might be involved, or add additional elements, roll on the job generator tables.

STARDANCER: LUCRATIVE OPPORTUNITIES

1. A faction war needs a delivery of weapons and supplies past the enemy line.
 2. A fugitive will pay to get smuggled into the next system.
 3. A Cult wants you to move their Chosen One past a Church/Legion checkpoint.
 4. Living cargo needs to be transported, but is hard to contain and pin down once loose.
 5. A client wants you to move a package for 2 weeks straight. No stopping. No peeking.
 6. Transporting the goods is easy, but can you convince a socialite to give you the job?
-
1. Someone wants you to accept a job for a faction, but give them the goods instead.
 2. An ace pilot wants you to smuggle their custom, illegally modified racing ship to the start line past Guild inspections.
 3. A simple job, except the cargo isn't what they said it was, and it gets dangerous mid trip.
 4. Smuggle a Way creature to a planetside mystic. Just one problem, it has to be carried inside one of the crew.
 5. Smuggle an artifact out of an archeological dig.
 6. Run a Guild trade embargo to get a key scientist off the planet.
-
1. Transport of cargo requires a path through a pirate's booby-trapped and patrolled turf.
 2. An exiled ex-pirate stashed a treasure on Baftoma and will split it with whoever can get them there past pirates and back.
 3. A mystic needs a crew to explore a newly-formed Way line. Way beasts guaranteed.
 4. A Sah'iir wishes to adopt xeno children as servants. They must be moved before they are registered with the Hegemony.
 5. Priority shipment from Indri to Amerath can only make it in time if you cut through the Belt of Fire.
 6. A criminal gang needs to smuggle a message to a lifer in Isotropa Max Secure.

STARTING THE GAME: STARDANCER

STARTING SITUATION

Your crew of smugglers landed on Warren - the moon of Aleph in the Rin system - hoping to make a few credits to refuel and refit your ship. The job sounded easy enough...

A small item (a gray stone box) was discovered on Rin Aleph and shipped to the moon by the Cobalt Syndicate. The full abilities of the item were unclear at the time, and it was stored in a warehouse in the industrial district.

What became clear is that everyone wants the item — now known as the Aleph Key — and moreover, folks are faster to kill for it than trade or negotiate. Powerful players are in motion, hunting for the box and each hoping to get it for their own reasons, each one bringing overwhelming force to bear in order to possess it.

The crew is holding the box currently, poised to make a profit. Can they stay alive and keep it long enough? Who will end up with it? And can you get that landlock lifted from your ship? We play to find out.

MAKE CHARACTERS AND SHIP

Follow the procedures under Character and Ship Creation. Ask some of these questions while you do it:

- *So who's the captain of your ship?*
- *How did you end up in this forsaken sector? And when did you and the Hegemonic law part ways?*
- *Did you ever kill somebody? If so, when and how?*
- *What's your vice? What is it specifically? Why does it drive and consume you?*
- *Who do you trust the most on the crew? Who do you trust the least? What's that about? Or will we find out in play?*

For a one-shot or faster start, you can forego crew creation. The PCs are a gang of smugglers with a ship locked down in port.

THE FIRST SCENE

After they make characters and the crew, tell them this:

The doors to the warehouse blow open. From the darkness blaster shots fly out. Pew! Pew! The job had gone smoothly. A little ... too ... smoothly. Who could have predicted that you'd walk into the handoff with your contact dead and two factions already taking aim at each other ... and now they're all looking at you.

You're outnumbered, and your pursuers will be on you in just a scant few moments.

How do you escape? Will you try to talk your way out of this? Barricade the doors to buy time? Perhaps steal a few getaway vehicles from some tough looking hover-bike riders parked outside a dive bar nearby?

Create a 10-segment getaway clock. Make Warren busy, grimy, and exciting. Give the players plenty of things in the scene to jump over, have breakneck chases around, and blow up. The Cobalt Syndicate was planning to trade the box for leverage, and while they're not expert marksmen or feared thieves, they're very determined to get it back. The crew will figure out who to sell it to once you escape with some derring-do.

THE NEXT SCENES

Downtime should be when the players decide what to do with the Precursor artifact. Ask them what their priorities are as players and the crew. Perhaps they want to gather information on possible buyers, or investigate the artifact itself. They may also just keep the artifact and run, focusing on liberating their ship first.

The next job will likely be convincing a faction to not simply kill the crew and take what they want, but instead to actually cough up the creds and buy the artifact. Whoever the crew sells it to will likely have enemies that need scoundrels to help them even the score.

Similarly, these enemies will likely be busy dealing with whatever the box is now used for, and may need the scoundrels to handle their day-to-day business while they're busy.

THE CAMPAIGN

You can easily play out the consequences of the starting situation over several sessions. Who do the PCs sell the artifact to? What ends do they use it for? Who holds a grudge because of it? Does someone want the crew to steal it back? Can they stay on-planet long enough to avoid powerful angry factions and the law in order to do more jobs?

Write down pressing questions to help keep the action focused:

What exactly will the Nightspeakers do when they complete the Raiment?

If Tallon has a fully loyal Legion battle-fleet, who will fill the vacuum when he leaves?

What must Ritam al'Malklaith do to reverse his disgrace?

These questions may collect a clock or two, tracking the status of some developing circumstances. When a question is answered, remove it and add a new one. They don't have to last forever.

JOB I

The Banshee (the Pirate Queen leader of the Maelstrom) is looking for someone to steal a Nightspeaker mask and will pay you handsomely to get it done quietly.

- Who has the mask currently? How and why is it currently vulnerable?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

JOB II

Governor Ritam al'Malklaith, through his guard captain Jerrem, is looking to kidnap a member of the Maelstrom in order to find out where the pirates are holed up. He does need them alive...

- What is the pirate's vice, and where do they satisfy it on Warren?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

JOB III

Members of the Cult of the Sun have identified Commander Tallon's psychic and captured her. Tallon needs someone with a ship to fetch her from a Hegemonic prison on Aleph.

- What must you do to scrub the record of her capture?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

EXTRACTION
SPECIALISTS AND
BOUNTY HUNTERS

- ◆ *You executed a successful extraction operation or capture of a bounty.*
- ◆ *You contended with challenges above your current station.*
- ◆ *You bolstered your crew's reputation or develop a new one.*
- ◆ *You expressed the goals, drives, inner conflict, or essential nature of the crew.*

SHIP INFO & JOBS: CERBERUS

SHIP NOTES

The Cerberus was once a well-armed patrol craft, but while it's been repurposed in its new life, it still has the sleek lines, limited crew, and cargo space of a predator.

It starts with the following:

► **The Cerberus:** Comms 2 (Long Range Scanner), Engines 1 (Jump Drive), Weapons 1 (Grapplers). **Modules:** Brig. **Gambits:** 1.

Good Comms are important for finding your targets and following them (hopefully at range) before moving in for a grapple and boarding. A nexus link is crucial for fast messages and getting a jump on bounties.

SHIP OPTIONS

TRACERS: A wide array of ways to track your targets. Includes tiny bugs that can be hidden on clothes with a suave pat on the back, beacons that can attach to hulls, and even bugs for comms. Legality varies.

STUN WEAPONS: A variety of weapons for capturing and securing prisoners without (serious) harm. Includes, but is not limited to: restraints (0 load), stun batons (1 load), stun settings on normal blasters (not the heavy kind), and even stun grenades (replace detonators on sheet), knockout drugs (0 load, may not work on some xenos). Not required to bring on jobs, but useful if you want to claim bounties. Generally legal.

PERSONAL VEHICLES: Sleek small craft that can fold up tight enough to fit into a reasonable parking space. Limited fuel, but can break atmo. Can carry basic weapons, though they can't seriously damage anything freighter-sized or larger. You may want a landing bay.

HARD KNOCKS: Sometimes luck is just hard-earned experience. Your crew starts each job with **+1 gambit**.

SMOOTH CRIMINALS: Sometimes legality is only a question of who has the gun. **+1 stress** box (total 10).

SHIP CONTACTS

► **Stacey Weathers**, ace reporter. *Has all sorts of hot leads, but what does she ask for in return?*

► **Arlox**, an Ashen Knives pasha. *This once-assassin is now a high-ranking member of a criminal Syndicate. Do you hunt for illegal as well as legal bounties?*

► **Ishi**, a weapons dealer. *Bounties and targets are often armed, and Ishi helps even the field. Does he also tune your ship?*

► **Lix**, a xeno tracker. *Is he a xeno with a particular adaptation for tracking people, or someone that hunts xenos?*

► **Jezri**, a fixer. *Whatever you need, Jezri has. Info, gear, jobs, friends, ... and enemies. Did Jezri help you get your ship or license?*

SHIP JOBS

The Cerberus is a mercenary ship willing to make cred bringing in those who others place a bounty on - but always remember that targets are people too. Bounties aren't always placed for wrongdoing so much as for inconveniencing the wrong faction.

Always ask why someone was willing to get a price on their head, and showcase what their purpose and goals are even when they're in the ship's brig. Ask the crew if they're willing to turn them in at the end of the day.

Bounties are hard to track. The GM can tell you if you need to **consort** with the right people, find a clue to their location (**acquire asset**), or finish a **long term project** to discover where they've gone to ground.

For any job opportunity, consider who applied the bounty, who else may want it, and who the target wants to get away from. To add a twist, discover what factions might be involved, or add additional elements, roll on the job generator tables.

CERBERUS: TARGETTED OPPORTUNITIES

1. A Syndicate courier ran with his package. Nab him before he sells it to another Syndicate.
 2. A Noble's servant (with secrets) is running. Fight any others who want to claim the bounty.
 3. Someone stole the Starshaper's prototype vessel. Hunt them down.
 4. A Legionnaire defector has been missing for years, but a rumor of their location surfaces.
 5. The child of a diplomat was kidnapped in transit. Spring them from pirates.
 6. A bounty is placed on a dangerous Way creature on Aketi.
-
1. A large prison breakout happens on Isotropa Max Secure. Gotta catch them all.
 2. A Scarlet Wolf assassin just inexplicably killed a large number of people. Get them.
 3. There's a large bounty placed on someone who just blew up a chunk of a jumpgate. The person blamed didn't actually do it.
 4. Find a lost researcher for the Guild (whether they want to come back or not).
 5. Mendicants are hiding a former pirate. Fetch them for the Vignerons.
 6. Extract a Guild member from the local Guild headquarters. Good luck.
-
1. Catch a Noble's escaped pet and deal with it on the transport back.
 2. A Syndicate leader wants to make an example of a gambler who's not making good on some large debts. No disintegrations.
 3. A fugitive has gone to ground on a super-inhospitable planet or region of space.
 4. A Cobolt Syndicate rabble-rouser is being hidden by his people.
 5. Retrieve an item from a vessel captured by pirates. (Crew rescue optional.)
 6. A hacker has taken over some satellites. Disable their hacking and capture them.

STARTING THE GAME: CERBERUS

STARTING SITUATION

Your crew of bounty hunters have come to Warren - the moon of Aleph in the Rin system - to track down an Ashen Knife assassin named Cho Tyrek. The job is supposed to be simple: find Tyrek, abduct him, and cash in.

Several people are on the look-out for him. Tyrek's Syndicate pasha wants to speak with him for walking off of a job. The Guild is financing the bounty. And there is an odd, large Urbot offering a sum for the safe return of him and what he's holding.

A few bribes and a lucky break have led you through two systems to the door of a run-down motel called "Paradise". Night has fallen, and the neon lighting has kicked on.

You have to be careful picking up a snake like Tyrek, lest you get bitten. Can you capture the ex-assassin? What tricks and traps does he have up his sleeve? Who will you turn him over to? Why did he decide to walk away from the life? We play to find out.

MAKE CHARACTERS AND SHIP

Follow the procedures under Character and Ship Creation. Ask some of these questions while you do it:

- *So who's the captain of your ship?*
- *How did your crew get assembled? Who met whom first?*
- *What's your vice? What is it specifically? Why does it drive and consume you?*
- *When's the last time you bagged a bounty? Who tipped you off to this bounty? Why do you want this one so bad?*
- *Who do you trust the most on the crew? Who do you trust the least? What's that about? Or will we find out in play?*

For a one-shot or faster start, you can forego crew creation. The PCs are bounty hunters with a juicy bounty in their sights.

THE FIRST SCENE

After they make characters and the crew, tell them this:

You've kicked in the door to Tyrek's room when you hear a crash from behind the motel and the roar of an engine starting up. A bright headlight comes streaming through the windows, and some heavy blaster fire rips through the walls. Tyrek is bolting on a hoverbike, a tiny figure clutching to his back - and with him goes your bounty.

How do you chase him down? Do you boost a nearby hovercar, or convince a waiting taxi that he can double his fare by chasing this opportunity?

Create an 8 segment chase and an 8 segment escape clock. Actions that bring the crew closer to Tyrek increase the chase clock while delays increase Tyrek's escape clock. Make Warren busy, grimy, and exciting. Give the players plenty of things in the scene to jump over, have breakneck chases around, and blow up. Tyrek will absolutely shoot to kill if it looks like he can get away, but once his clock gives out, he'll surrender providing the crew agrees to take care of his charge. The crew can decide what to do with him at that point.

THE NEXT SCENES

Downtime should be when the players decide what to do with Tyrek. He's on the run with a small Urbot named Ara-ini, housed in a frame reminiscent of a small child. Cho claims that his assassin's code would not allow him to harm children - a thing he's become convinced Ara-ini actually is.

The next job will likely be either turning Cho over to the authorities on Indri, or trying to smuggle Ara-ini to a representative of Conclave 01 who is supposed to meet Cho on Baftoma. Regardless there are other factions who want one or the other (the Ashen Knives and the Guild being prominent possibilities) and who will likely send someone to crash the party. Ask the crew their plan and make an **engagement** roll.

It's possible the crew may decide to let Cho Tyrek go after they hear his story. Add him as a crew contact, and offer them some of his remaining jobs as possible opportunities (roll on the jobs table).

THE CAMPAIGN

This **Scum and Villainy** quick start isn't really meant for a campaign, but you can easily play out the consequences of the starting situation over several sessions. Who does Ara-ini end up with, and what makes her different from other Urbots? Who holds a grudge because of how you handle the bounty? Does someone want the crew to steal the little Urbot back?

Write down pressing questions to help keep the action focused:

What will happen to Cho if the Ashen Knives get to him?

What will the Guild of Engineers do if the opinion that Urbots are sentient becomes widespread?

Who is manipulating the Indri authorities to get their hands on Cho and his charge?

These questions may collect a clock or two, tracking the status of some developing circumstances. When a question is answered, remove it and add a new one. They don't have to last forever.

JOB I

The Banshee (the Pirate Queen leader of the Maelstrom) is looking for someone to steal a Nightspeaker mask and will pay you handsomely to get it done quietly.

- Who has the mask currently? How and why is it currently vulnerable?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

JOB II

Nightspeaker Doraam's protégé Rax left before completing training. Doraam wants you to find and capture them and bringing them to a Nightspeaker ship in the black.

- To whom would a scared mystic apprentice run on Warren?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

JOB III

Members of the Cult of the Sun have identified Commander Tallon's psychic and want you to capture her and deliver her to the Way of Light (battlecruiser).

- When does Liyara leave the Legion Battlecruiser and why does she have to do so regularly?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

FIREDRAKE

REBELS AND
CRIMINALS

Converted Khanjigar class Corvette

DESIGNATION

CREW REPUTATION

COLORS/LOOK

CREW

SHIP SIZE

► PERSONAL — FREIGHTER — **CORVETTE** — FRIGATE — DREADNOUGHT

COMMS

- ☐ Targeting Computer
- ☐ Long Range Scanner
- ☐ Fake Transponder
- ☐

- ◆ For each level of damage, mark a **ship system**.
- ◆ Each **downtime** you don't pay your ship's **upkeep**, roll a die for each consecutive downtime you haven't paid.
 - ◆ 1-3 No worries.
 - ◆ 4-5 Damage a system, but it's minor. A jury-rig can solve it.
 - ◆ 6+ A system is badly damaged and must be repaired.

CRED

► DEBT

[illegible]

WEAPONS

- ☒ Particle Cannons
- ☐ Coherence Cannon
- ☐

GAMBITS

RESET TO **2** GAMBIT
AT THE START OF
EVERY JOB

ENGINES

- ☐
- Jump Drive

UPKEEP

(SYSTEMS + CREW) / 4
PAID AT THE START OF
EVERY DOWNTIME

SKIPS

HULL

- ☒ Crew Quarters
☐ Landing Bay

SHIELDS

AUXILIARY

- ☐ AI Module
- ☐ Armory
- ☐ Brig
- ☐ Galley
- ☒ Shields
- ☐ Medical Bay
- ☐ Science Bay

TRAINING

- ☐ Insight
- ☐ Prowess
- ☐ Resolve
- ☐ Personal

SHIP GEAR

- ☐ Holo Emitters
- ☐ Intruder Alarm
- ☐ Land Rover
- ☐ Power Reserves
- ☒ Shuttle
- ☐ Stasis Pods
- ☐ Vault

CREW GEAR

- ☐ Alien Pet
- ☐ Ground Vehicles
- ☐ Recon Drone
- ☐ Survival Gear
- ☐ Workshop

SPECIAL ABILITIES

- ▶ **OLD HANDS:** When you're at War (-3) with a Hegemony faction, all crewmembers get **+1d** to **vice** rolls and still get 2 **downtime** activities, instead of just 1.
- ▶ **FORGED IN FIRE:** Your crew has been toughened by cruel experience. You each get **+1d** to all **resistance** rolls.
- ▶ **SYMPATHISERS:** Your ideology is especially appealing. When you deal with a crew or faction, the GM will tell you who among them believes in your cause (one, a few, many, or all).
- ▶ **NATURAL ENEMIES:** When you run a job against Hegemony factions, take **+1d** to the **engagement** roll.
- ▶ **SPARK OF REBELLION:** If you leave a calling card or a highly visible symbol of resistance on your job, gain **+2 heat**. Your crew gains **+1d** to **vice** during the next **downtime**, and cannot **overindulge**.
- ▶ **JUST CAUSE:** When your crew does the right thing at cost to themselves, you may mark a **crew xp**.
- ▶ **HEARTS AND MINDS:** Each crew member may add 1 action rating to **command**, **consort**, or **sway** (up to a max of 3).
- ▶▶ **VETERAN:** Choose a **special ability** from another source.

CREW/SHIP UPGRADES

CONTACTS

- | | |
|---|-----------------------------------|
| Black Market Contacts ☐ | ▶ Garin, Guild weapons engineer |
| Secret Base ☐ | ▶ Tyura, a legendary assassin |
| Way-Blessed (+1 gambit) ☐ ☐ | ▶ Ada Black, popular performer |
| Popular Support ☐ ☐ ☐ | ▶ Tiko Lux, a hotshot pilot |
| Driven (+1 trauma) ☐ ☐ ☐ | ▶ Ibo-one, an ancient Cult mystic |

CREW XP

At the end of each session, for each item below, mark **1 xp** (or **2 xp** instead if that item occurred multiple times).

- ◆ *You executed a successful job that opposes Hegemonic dominance.*
- ◆ *You contended with challenges above your current station.*
- ◆ *You bolstered your crew's reputation or develop a new one.*
- ◆ *You expressed the goals, drives, inner conflict, or essential nature of the crew.*

SHIP INFO & JOBS: FIREDRAKE

SHIP NOTES

The Firedrake is a corvette, and thus a larger ship that isn't meant to land on planets. It usually uses a shuttle to ferry the crew planetside and back.

It starts with the following:

► **The Firedrake:** Engines 1 (Jump Drive), Hull 1 (Crew Quarters), Weapons 1 (Particle Cannons). **Modules:** Shields, Shuttle. **Gambits:** 2.

You may want to acquire a Fake Transponder as soon as possible (particularly once your wanted level rises, or when you're at war with Hegemonic factions) or you may find passing between systems a hassle.

SHIP OPTIONS

BLACK MARKET CONTACTS: Able to get you all the modules (even illegal ones) your ship needs, even when you're highly wanted. Resourceful. Mobile. May have jobs for you from time to time.

SECRET BASE: Perhaps inside ancient Ur ruins on a planet. Maybe buildings inside a massive asteroid. Possibly an old and forgotten station, long abandoned but now repurposed. You have found and commissioned a hiding spot away from the baleful gaze of the Hegemony where you and your allies can meet, hide, and plan your jobs. It's secret ... for now.

WAY-BLESSED: Some people are just plain lucky. The common folk think this is some sort of sign. Don't look too much into it. You start with **+1 gambit** at the start of every job.

POPULAR SUPPORT: It takes work to win hearts and minds, but your cause has supporters among the common folk. When you approach a planet or a station, ask the GM who there might be a sympathiser.

DRIVEN: Each PC gets **+1 trauma** box. It costs three upgrades to unlock, not just one. *This can bring a PC with 4 trauma back into play if you wish.*

SHIP CONTACTS

► **Garin**, a Guild weapons engineer. *Has a conscience that doesn't let him do everything the Guild demands of him. Possibly helped you acquire your ship?*

► **Tyura**, a legendary assassin. *How did you earn her loyalty? What is her beef with the Hegemony?*

► **Ada Black**, a famous performer. *Darling of the sector, her holovids are well known. Perhaps her tours can be good covers to get into blockaded areas?*

► **Tiko Lux**, a hotshot pilot. *The best, but kicked out of the Legion. Perhaps a getaway driver for you?*

► **Ibo-one**, an ancient Cult mystic. *Perhaps a guide into dangerous Ur ruins that can be used to hide?*

SHIP JOBS

The Firedrake has a long and complex path ahead of it. The Hegemony seems omnipresent, and its hold choking. Whenever you make a job, ask who is being oppressed, overlooked, or belittled. Give the crew a chance to even the odds or help the underdog.

Failing that, resources and opportunities are rare for people dead set against the law, and friends are uncommon. Threaten their supply lines, showcase a lack of resources, and offer difficult opportunities to rectify the problem. Those who they do build relationships with may ask them to even the odds when they get in trouble for their friendship.

Always showcase how the missions affect public perception.

For any job opportunity, consider how the job may oppose Hegemonic dominance, acquire allies, or gain recognition and Standing in the eyes of the citizens. To add a twist, discover what factions might be involved, or add additional elements, roll on the job generator tables.

FIREDRAKE: REBELLIOUS OPPORTUNITIES

1. The Legion is holding an ally in a facility surrounded by toxic-waters on Aleph.
 2. Local xenos are upset at their treatment and are organizing. The Hegemony has troops in place to make sure nothing goes wrong. Run a blockade to get them supplies.
 3. A local faction found your staging base and is using it, but you need it for an upcoming job.
 4. A Hegemonic bureaucrat with incriminating info wants to defect, but needs help getting out.
 5. You need to recruit a hotshot pilot who knows a secret route for your next job.
 6. Important sympathisers have clandestine information to hand off at a fancy party.
-
1. A Hegemonic defector is on the run with blueprints and plans.
 2. There's a rumor of an Ur artifact that might make a difference in your fight. Just one problem - it's got weird effects and Way creatures guarding it.
 3. Capture the plans for a new prototype Guild weapon from a secure data depot.
 4. Raid a Guild convoy for much needed supplies.
 5. You need to disable some ground support for a strike against the Legion.
 6. A Cult needs you to fend off the Church of Solar Flame so their Chosen One can escape to safety.
-
1. A key Noble or dignity is visiting the sector. Assassinate or kidnap them.
 2. The Memish are rebelling. Can you shut off the gate so the Hegemony doesn't send battleships to pacify them?
 3. A bounty hunter has a rebel leader. Stop them, or get the leader back.
 4. Help a terraforming settlement the Hegemony has abandoned.
 5. A rebel leader has been released from prison. He may have key information from the inside, but it's almost certainly a trap.
 6. A rebel ship is damaged and hiding. They need you to escort them to safety.

STARTING THE GAME: FIREDRAKE

STARTING SITUATION

Your crew of prisoners were framed and caught for crimes that you have for once not committed. They've sent you all to the nastiest prison in the sector - Isotropa Max Secure. Whether you knew each other already, or made friends in the scant few days here - you've forged an alliance, and a plan.

There's a ship held in impound till the Starsmiths can pick it up, and at least one of you knows its ignition codes and security overrides. It's just the chance you need to get out before the Hegemony factions figure out which crimes you actually did.

Tonight is the night you spring your plan into action. It's simple: get free, get your stuff, get the ship, get out of dodge. Mayhem, profit, and rebellion are optional.

Can you recruit any other prisoners? Will you get out quietly or are you going to make the Hegemonic Network News? Can you turn a profit on being locked up? And how will you get the ship out of impound? We play to find out.

MAKE CHARACTERS AND SHIP

Follow the procedures under Character and Ship Creation. Ask some of these questions while you do it:

- *How did your crew get assembled? Who met whom first?*
- *What's your vice? What is it specifically? Why does it drive and consume you?*
- *What were you imprisoned for? Which of you is actually guilty of what they're accused of? What crimes do the Hegemony NOT know about?*
- *Who do you trust the most on the crew? Who do you trust the least? What's that about? Or will we find out in play?*

For a one-shot or faster start, you can forego crew creation. The PCs are criminals and rebels with an exciting prison escape to execute.

THE FIRST SCENE

After they make characters and the crew, tell them this:

You're in the mess on a normal day, eating food, stretching your legs, getting into fights while the guards watch... but you know that today's the day. There's a blare of alarms followed by silence. Darkness falls, and it will be a few minutes before anything but emergency lights turn on. In the commotion, a few cell doors spring open. Your gear is in a safe, past a grate and down the hall.

The guards are confused, trying to find their way without lights. The drones that back them up are the real problem. How do you get past them both, and deal with the door leading to your stuff?

The Hegemony is clean and efficient, but they're understaffed tonight and unprepared for a break-out. Direct engagement with blasters is completely possible, but so is scrambling through darkened corridors, rigging secure doors, and hacking terminals for drone control and valuable information. Freeing all the prisoners in the compound will also make a scene, which could be useful. Certainly some powerful Syndicate members are imprisoned here, willing to pay to get out. Agree to any makeshift gear the crew comes up with, and ask them to choose their **load** once they get to their stuff. Then suggest they get to the ship and get out.

THE NEXT SCENES

Downtime should be when the players decide what to do with their ship. Ask what their priorities are as players and as a crew. They may have fallout to deal with over how they escaped from the facility, or they may want to look into who flagged their names in the first place.

Perhaps prisoners that escaped in the chaos feel like they owe the crew a favor and offer them a job. Or factions that saw how the crew stuck it to the man hope to make some allies and have them do it again on their behalf.

THE CAMPAIGN

This **Scum and Villainy** quick start isn't really meant for a campaign, but you can easily play out the consequences of the starting situation over several sessions. Who is blamed for your escape, and how long will they hunt you to make it right? Will the Hegemony ever realize exactly who they held in their hands and lost? What bounty hunter is hired to chase you down?

Write down pressing questions to help keep the action focused:

Who properly owns the ship that you stole?

How does the Hegemony deal with sparks of rebellion?

Do your previous allies still trust you, knowing that you were locked up and almost miraculously got away?

These questions may collect a clock or two, tracking the status of some developing circumstances. When a question is answered, remove it and add a new one. They don't have to last forever.

JOB I

The Cobalt Syndicate is looking for a crew to sabotage a Starsmith's Guild ship. Sneak on board their shipping vessel Telos and permanently disable the engines while they're in transit.

- What is the Guild shipping that's interfering with Cobalt operations?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

JOB II

The Vigilance has judged that Victor Kromyl - the Governor of Mem - has acted dishonorably towards those he is sworn to protect and serve. They want you to flood the Governor's mansion.

- How will it be clear this is a message from the Vigilance?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

JOB III

The Dyrinek Gang is paying for someone to broadcast House Malklaith corruption and dirty laundry. They want you to sneak into an HNN tower and cue the broadcast.

- Where is the broadcasting tower located in the system?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

PROCYON SECTOR

"And who exactly do you think it is that will stop us out here?"

— Pirate Queen ALANDRA "THE BANSHEE"

PROCYON SECTOR

Sectors in the Hegemony are slices of the galaxy, each controlled by a Noble House overseeing the harvesting of resources and expansion in the area on behalf of the Hegemon. Originally belonging to House Nim-Amar, the sector has changed hands a number of times, finally falling to House Malklaith after the last Hegemon ascended.

Unlike most of the sectors of known space, Procyon is actually relatively small, hosting gates to only four systems (although many say that if the Hantu gate were ever to be open and stable, that would create another boom era for the sector). When Malklaith was promised a sector for their help in the Ascension wars, the "gift" of Procyon was actually an insult. Already mined out, with few directions left for expansion, and too many jumps from the Core, this sector is a washed-out backwater at best. Consequently, people assigned here are sent largely as punishment, or (continuing the Hegemonic tradition) as a way to keep a promise of a posting without giving up something cherished.

PROCYON SYSTEMS

RIN: A three gate system, with the only path deeper into the Hegemony. Rin is largely prized for its natural resources, many of which (like Baftoma) have already been plundered. This system has more prominence than expected since it contains the Guild head and (for tactical reasons) the Malklaith Governors seat on Warren. It's also a hotbed of crime and piracy.

HOLT: Holt is a strange place, where the least of its mysteries is the large unstable gate that may lead to further systems. The Holt gate had to be forced open, but only rumors and theories exist as to why the Precursors

may have wanted it shut. It has xenos unhappy about the yoke of the Hegemony, crime and pirate hotbeds, and one of the richest (and most fiercely guarded) Guild mining planets. In a sector known for its ragtag populace, Holt is the biggest hotbed of scum and villainy.

IOTA: A twin star system, Iota is a mixed bag. Though many people only pass through it on the way to Brekk, Iota is the industrial production house that transforms many of the resources of Rin and Iota into the useable goods for the rest of the sector and the Hegemony. Amerath is a popular vacation spot for well-off folks, seeming a bit rustic and rural with "charming" ruins, while also sporting enough control and tech to support luxury.

BREKK: The cultural capitol of Procyon. If you're looking to file paperwork, strike deals, and otherwise mingle with the elite of the sector, you'll find many of them on the neon-lit streets of Nightfall. And if you're looking to do research or understand something, there's no better place to stop than Khalud Academy on Shimaya.

TRAVEL

Most ships are designed for in-system flight. The majority of them cruise or haul goods with some form of human-built conventional engines. Ships with jump drives are not exactly uncommon, but more pricey and regulated (think cars and planes in the modern day respectively). Jump drives are complex and regulated by the Starsmith's Guild (whose members are very tight-lipped about where they get them). Only engineers certified by the Guild are officially allowed to fix them, though Guild dropouts and second- and third-hand students are often what's used to make do.

With conventional engines it takes several months to reach the edges of any system. Often it's far cheaper to ship goods via this slow but reliable system. The Starsmith's Guild and some Seeker Cult members map and maintain Hyperspace lanes.

Ships with jump drives can enter these lanes, usually via large, rings near the endpoints, though hotshot pilots and good engineers working together can do it anywhere along the path. From the outside a ship in a lane looks like a shooting star. These lanes aren't direct lines everywhere, so often you can catch a path part-way and exit. Ships then travel conventionally to the next entry point. Traveling across a system may require two dozen stops or so.

Stations in these oases between lanes are common. Lane travel often cuts planet-to-planet travel down to days, and a journey to the system Gate to only a week. Often such stops have engines of their own, since lanes drift, and it behooves builders to move such rest stops to compensate. They are also frequent targets of pirate raids, and stops for Legion patrols alike.

Rumors persist of dark lanes, unmapped by the Guild, that the pirates, smugglers and mystics use. However, without clear

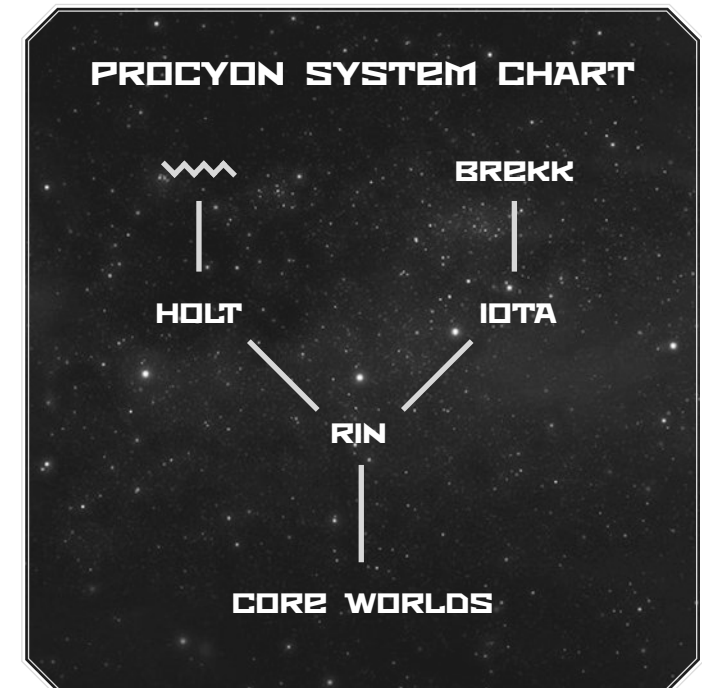
demarcation, it's unclear where they start and end, making them dangerous to traverse.

Gates are the only way to traverse the vast gulfs between systems. Giant rings able to transmit battleships, they stand fixed in space. Folks often plan trips when their planet is closer to them. Each is a huge ring made of unknown material, with strange faces and forms carved in it.

COMMUNICATION

Most settled systems have an ansible network, which can transmit in-system communications instantly. Also, unlike conventional comms - ansibles can communicate to the other side of a gate while it is open. The Sah'iir are tight-lipped as to how exactly they managed that.

Communication between systems is slower. Often a courier ship is parked at the edge of a gate, traversing across once a day to deliver messages. Hence, live conferences between systems are rare, and news several jumps away has a delay in disseminating.



PROCYON SECTOR

THE LAW

Legal matters in the sector are usually handled planet-by-planet. In general planets that have a higher population and wealth have their own local law enforcement agencies which answer to the planetary Governor. System Police are called in to oversee inter-system and interplanetary crimes and criminals. These system cops usually wear the colors of the House they function under the auspices of (hence in Procyon the police wear the green and black of House Malklaith).

The Legion and their battlecruisers are military, and swear fealty to the Hegemon, but answer to the Noble House that rules the system. They can be called in to handle matters that require extra force or have proven too complex for the System Police to handle.

Large scale action from the Core tends to be slow. House Malklaith's job as the steward of the sector is first to appear like everything is in order lest another Noble House be granted control of the sector. This means that high level response by either the House head or the Hegemony itself is often slow and uncertain.

THE HEGEMONY

The Hegemony is a distant source of law and power. The Hegemon rules from their seat amidst the black holes near the center of the galaxy. The Hegemon's greatest task is keeping power divided between factions such that they always squabble over it, and don't unify to seat a new Hegemon.

The galaxy is carved into sectors, put under the stewardship of seven Noble Houses. Technology and science are the domain of the approved Hegemonic Guilds (such as the Guild of Engineers). Mysteries and the arcane fall to the approved Hegemonic Cults (such as the Church of Stellar Flame). Each of these guard their domains jealously.

Still, for every rule there is an exception.

There are a number of planets that pay a tithe to the Hegemony and self-govern without belonging to any specific House.

There's a number of ship repair shops that have mechanics with expired Guild Licenses.

There are plenty of mystic groups and cults that walk freely through the streets of every world, and are popular figures of romance and mystery in the entertainment industry - even though they're not part of any official Hegemonic Cult.

THE PEOPLE

The Hegemony is predominantly made up of humans. Whomever the Precursors were, they tended to create system gates to places that host planets or moons that conform to human specifications (at least one in the Goldilocks zone, with atmosphere and temperatures that were inside earth-like specs, or that the Guilds could terraform to spec).

Consequently, humans spread far and wide, multiplying and taking over the galaxy. While there are xenos of many shapes and colors, the ones that are most frequently found are ones those that can breathe human atmospheres, function in near-1G gravity, and are about the size of humans. For reasons nobody is sure of (although many blame the Ur) a number of human-appearing aliens (bilateral symmetry, twin-legged) are the most common, though many have modifications suited to their homeworlds (more eyes, extra arms, gills, different colors, etc.).

That's not to say you won't find ten-foot tall, reptile-scaled Norsicans at the docks moving crates with their prodigious strength, or the occasional three-foot, furry Wrinlian engineer using their six limbs to perform delicate adjustments inside the wiring of a guild starbase.

XENOS IN PLAY

If a player chooses the Xeno starting ability at creation, take the time to discuss their people and flesh out what sorts of things to expect their xeno abilities to do. Some guidelines are as follows:

0 STRESS: These are either constant abilities or adaptations that don't affect the game significantly: things like breathing water, seeing in the UV spectrum, or being able to use multiple limbs or eyes that your xenotype has at once.

1 STRESS: These are abilities that aren't constant, and require exertion or concentration to pull off. Good candidates are using **0-stress** Xeno abilities outside of their normal parameters, or pushing them to their limits.

A good example might be: a desert xeno pushing their heat immunity to dive into an engine fire without taking damage.

2 STRESS: These powers tend to be things that humans couldn't even attempt. If this only enables you to take an action and a roll is still required, take **+1d** or **+1 effect** to it (player's choice).

A Norsican ripping chains apart through sheer strength. A xeno breathing fire or generating a sleep venom under their claws. A deep-sea xeno using their incredible lung capacity to ignore the sleep-gas the Governor pumped into a room for a while.

OPTIONAL RULE: Any significant weakness that can take you out of a scene or cause great trouble for you (**level 2** or **3 harm** equivalent) will also generate a **gambit** for your crew when it comes up in game.

This is a good way to simulate certain extreme allergies, problems with atmosphere, and severe social problems or prejudices. Some examples might include: heat sickness, calcium deprivation that causes you to hunt your crew, or not being allowed off ship or into key areas of the job/planet without a disguise.

2 OF 2

EXAMPLE: MEMISH

The planet Mem is in the Holt system. Let's talk about the Memish because they are not an unfamiliar sight in the Procyon sector.

Although they're generally humanoid, the Memish have pitch-black eyes, and skin that comes in various shades of blue, purple, and green. The Memish are able to survive at extreme depths, and navigate waters with virtually no light available.

They're known for organizing in complex, extended family groups, and practicing their religion away from the light of the Holt star. It involves ritual carving of their scaled hides, and imbuing the carvings with carefully tended bioluminescent deep-sea plantlife.

Here's some things you might expect a Memish to be able to do:

0 STRESS: Breathe water. Hear really low soundwaves. Swim incredibly quickly.

1 STRESS: Sense the flow of electricity nearby (a sense developed to hunt prey in the deeps). This ability might cost **0 stress** if you and your target are both underwater. Use your deep-water muscles to lift a thug one-handed. Extend rending claws capable of filleting sharkskin.

2 STRESS: Navigate flawlessly in pitch blackness. Reveal that Memish adaptations for watery deeps allow them to survive in space unharmed for a short while. **Attune** to the Way to sense gravitic disturbances (common on Mem) and the relative mystic ability of anyone nearby.

OPTIONAL RULE: When you are acting under significant heat take **level 2** or **level 3 harm** (based on how hot or dry it is) called "Memish Weakness" and add a **gambit** to your crew's gambit pool.

It can be removed by being immersed in water for 24 hours. A **recovery** downtime activity with water available will remove this in addition to any segments filled.



SYSTEM OVERVIEW

The entry point to the Procyon sector, Rin was colonized a little over a hundred years ago by House Nim-Amar. It has never been an important sector, so Malklaith has never invested more than a minimum of resources in its development. Instead, it is used to safely train potentially important House members, or as an assignment to punish those who fail the House. Galactic law is more present here than the rest of the sector as this is the seat of the sector's administration and contains gates to three systems, including a path towards the rest of the Hegemony.

WARREN

DESCRIPTION: Warren is home to an ecumenopolis - a city spanning the entire surface of the moon. It is the capitol for the system, and the system Governor Ritam al'Malklaith makes his residence here. On Warren, you can find anything you need - for a price.

SCENE: A bustling hawker center filled with neon signs promising foods of all kinds. Hovercars streaming between towering buildings on their way from complex to complex. The bass beat of a basement club playing the latest mix, patrons stumbling out onto the street with alcohol on their breath. Socialites attending a fancy gala at the Governor's mansion.

OUTPOST SB-176

DESCRIPTION: You don't need a planet in order to mine. Or at least, you don't need ground. This combination 'mining' platform and space colony is responsible for extracting resources from Vet, the gas planet below. Most of those are packaged and fired towards Prime gate.

SCENE: Cold clacking of footsteps on the station's brilliantly clean main concourse. Quiet whispers of politicians taking tea at a parlor. The mechanical hum of generators in the darkened side-passages leading to the lower levels. Dingy workers shouting in the cramped quarters of the mining rigs. Children running down halls connected to docked ships,

THE COVE

DESCRIPTION: The Maelstrom pirates have made a station out of derelict freighters, cargo containers, and stolen scrap metal. They call this home "the Cove". Enterprising individuals can discover where it is located if they have the tenacity or contacts - though it does move within the Cloud.

SCENE: Quick bets taken on an open brawl between two captains over slights. Blue-white sparks of maintenance workers welding on a new ship. Fresh water misting over rows of hydroponics. A station-wide broadcast of the Banshee's latest conquest, followed by cheers throughout the halls. A spacer running a shell game, loudly barking for people to find the bolt.

NOTABLE LOCATIONS

ALEPH: Between the poisonous gasses and tectonic instability, there would be no reason to come to Aleph if it weren't for its mineral stores. Most of the wealth generated on the planet is taxed heavily by the Governor, leading to frequent unrest with the miners.

ASHTARI CLOUD: An Ur ship suffered a mishap here generating an in-system nebula. Normal propulsion is minimal and nav systems are worthless. The Maelstrom pirates have figured out how to navigate the cloud, and made their base of operations within its protective shroud.

THE STRAYLIGHT: The latest high-society fad, the Straylight is an upscale club and cocktail bar where the system's elites can wine and dine. It usually orbits Aleph, though for periods of time it moves to other planets and moons in the system. Its owner, Chance, runs a tight establishment, but things can sometimes get out of hand.

BAFTOMA AKA "THE HUSK": Hegemony resource exploitation is comprehensive, and planets which are not capable of sustaining life are stripped to their core. Baftoma was one such planet, and over the course of centuries was entirely stripped down, leaving scaffolding in its place. Its broken form is often used by folks seeking to hide or avoid pursuit.

NOTABLES

RITAM AL'MALKLAITH: The Governor of the Rin system, but in disgrace within House Malklaith. He seeks to improve his position in the House by acquiring illegal Ur artifacts. (*callous, ambitious, strange*)

LIARA CURIA: The owner and operator of the Lock Luna, the most infamous bar in the undercity. (*cunning, unforgiving, popular*)

ROCCO APPLE: Ship designer extraordinaire. Only makes one of each ship designed. (*artistic, brilliant, aloof*)

PASHA QU'OLIN: Once a feared assassin, now a cunning Syndicate leader. Loves good food and pit fights. (*sly, corpulent, sartorial, decadent*)

WEALTH	▶ ▶ ▶
CRIME/SYNDICATE	▶ ▶ ▶
TECH LEVEL	▶ ▶ ▶
WEIRD	▶ ▶ ▶

Warren is a wretched hive of villainy, yet also the Hegemonic seat of power in the system. You can take **+1d** to **acquire assets** here, if you also accept **+2 heat**.

NOTABLES

YAST JOR: Guilder head of the outpost. Jor is known for getting things done, even if it means bending the rules. A bit of a thrill-seeker, he keeps a Guild-enhanced racing ship for rare days off. (*commanding, shrewd, bold*)

KASUMI ORTCUTT: A mystic who claims to hear the voice of Vet, the gas giant the platform is mining. Trades information, including esoterica on the Ur. (*passionate, strange, religious*)

ESPA "BOLT" WU: Labor organizer for the Guilder miners. Rabble-rouser beloved by the workers. Has been incarcerated numerous times for crimes both real and fabricated. (*popular, dissident, ambitious*)

WEALTH	▶ ▶ ▶
CRIME/SYNDICATE	▶ ▶ ▶
TECH LEVEL	▶ ▶ ▶
WEIRD	▶ ▶ ▶

Engagement rolls are at **-1d** due to everpresent station monitoring. Operations against Guilders are considered on **hostile turf**.

NOTABLES

PIRATE QUEEN ALANDA "BANSHEE" RYLE: Tough and violent, she enforces a pirate code on those who would follow her. Once stranded a first lieutenant on a barren world for mutiny. (*proud, demanding, honorable*)

PRAXIS IVANOV: Merchant always willing to make a deal. His tentacles are tattooed with the story of his several hundred year life. (*xeno, experienced, shrewd, loves to barter*)

KAI QUAG: Mid-level Cobalt boss. Arranges protection for Cobalt smuggling runs, as well as meeting with potential clients at the Cove. (*cautious, charming, confident*)

WEALTH	▶ ▶ ▶
CRIME/SYNDICATE	▶ ▶ ▶
TECH LEVEL	▶ ▶ ▶
WEIRD	▶ ▶ ▶

Crime is rampant, but by Banshee's decree no murder is allowed. Those needing to settle blood-feuds resort to kidnapping and killing them elsewhere.



SYSTEM OVERVIEW

Holt was the second Procyon system to be colonized, though the Rin-Holt gate was troublesome to stabilize. Hegemonic scientists eventually found a series of Ur keys in the Rin system that forced the gate to consistently lead to Holt. However, the gate remains temperamental, and has been known to open on its own. No ships have come through during these spontaneous openings... so far. The Holt system star burns white, though it is far older than stars of this type should be, which Hegemonic scientists attribute to ancient Ur manipulation.

MEM

DESCRIPTION: This ocean planet was colonized by the Hegemony for almost a hundred years before aquatic xenos made themselves (and their planetary claims) known. Hegemonic forces broke the Memish military and incorporated them into the Hegemony. Exploration of Mem has proven difficult because of the free-standing gravity wells deep beneath the waves.

SCENE: Hegemonic administrators dressed in long gowns with sashes of bright purple talking with Memish labor bosses. Tall, see-through spires leading from the underwater government palace to open-air pavilions. Tourists embarking on massive submersibles to take photos of the local sea life. Deep sea missions in exo-suits while the Memish watch.

SONHANDRA

DESCRIPTION: This planet is tidally locked - meaning the same side of the planet faces the star at all times. Perhaps disconcerting, all light sources extinguish about a kilometer into the night side. Most of the settlements are in the border zone between night and day, including the capital city of Ugar. Known for its exceptionally lax policies regulating trade, it has become a destination of choice for smugglers and fences alike.

SCENE: Perpetual twilight amid paved streets and concrete buildings. Howling of frequent wind storms. Masked and cloaked strangers congregating around a steel warehouse before an auction begins. Row after row of ships landed in the open dirt on the outskirts of Ugar.

VOS

DESCRIPTION: Known throughout the system as "Glimmer", the surface of this enormous planet is mostly made up of carbon compounds such as graphite and diamond. At night, the largest crystal formations glow with an unearthly light - a property many of the crystals retain after being mined.

SCENE: The well-armed, permanent blockade in space, with ships wait for clearance. Cold, smooth, black walls of dense carbon brick, with clear diamond glass panes looking out over a blackened surface. Diamond-scarred and sooty-faced miners, drinking by their bulky sonic cutters. The clean, perfectly arranged shops of the main visitor settlement.

NOTABLE LOCATIONS

JEREC'S JUNKYARD: A free-floating mass of ships, parts, and sheeting connected via magnetism, cabling, and colorful engineering. If you're looking for equipment on the cheap, the Junkyard is your place, though it will likely be missing a piece or unreliable. Jerrec also buys, but is a canny haggler.

HANTU GATE: The Hegemony has never been able to activate this second system gate. Based on schematics of other gates, it seems to be missing pieces. It has been speculated that the Ur locked the gate and hid the keys somewhere, though it's anyone's guess as to why.

TRADE PLATFORM AUTO #4: The Guild has set up an automated trading platform for selling fuel. It has defensive systems to deter theft or assault. Because of this, parties have been known to conduct delicate negotiations at the platform to discourage escalation. The first three trade platforms have had accidents or mysteriously disappeared.

QUARANTINE PLANET OMEGA: Three survey crews and one military expedition were lost before the Hegemony quarantined this planet. The planet is overrun by a deadly life form that resists nukes from orbit. The Hegemony considers it hostile, but insignificant to its plans. It's said the alien creatures nest within artifact-rich Precursor ruins.

NOTABLES

VICTOR KROMYL: Planetary administrator. Seeks proof of Memish insubordination after several second-in-commands went missing. Goes nowhere without his Legion bodyguard. (*vigilant, meticulous, paranoid*)

ESPA NUR: Memish labor boss. His scars are packed with deep-ocean bioluminescence. Reports to Kromyl on seditious behaviour, but has hidden his knowledge of Memish occultism. (*ambitious, cunning, treacherous*)

WYNDAM ZAHN: Biology researcher searching for a connection between the Mem and other life on the planet with little success. Putting together an exploration of the ancient Mem city of Bok-Dar. (*wealthy, brilliant, passionate*)

WEALTH	▶ ▶ ▶
CRIME/SYNDICATE	▶ ▶ ▶
TECH LEVEL	▶ ▶ ▶
WEIRD	▶ ▶ ▶

*The deeps are littered with Ur sites and strange glows. When in the deeps using **attune** for **long term projects** grants **+1d**. Failures may attract Way attention.*

NOTABLES

DEL HEX: Outlaw and gunslinger. Has some obvious cybernetics from his Guild of Engineers days. Wanted in several systems. Runs a vibro-weapon fighting ring deep in the Day-side. (*ruthless, fast, cautious*)

ABRA DRAKE: Fixer for hire and auctioneer. If she can't get it or sell it, she knows someone who can. (*connected, confident, bold*)

ZAEED "TANK" MARAK: Mercenary turned Nyct farmer. Knows where and how to hide ships on the Night-side. (*gambler, commanding, experienced*)

OSHA: Nyct-smoking, grizzled ex-Legionnaire. Runs the Three Suns, a gambling den and the biggest local dive. (*deadly, retired, steely*)

WEALTH	▶ ▶ ▶
CRIME/SYNDICATE	▶ ▶ ▶
TECH LEVEL	▶ ▶ ▶
WEIRD	▶ ▶ ▶

*Everything is available here for a price. You can always take **+1d** to **acquire assets**, but on a 1-3 the asset also comes with strings.*

NOTABLES

MOREK AND RA-NA: Most feared bounty hunter in the sector, known for his AI, Ra-na, who controls both his artifact ship and runs support on his missions via the strange armor he wears. On retainer to hunt all who steal from the diamond planet. (*ruthless, vigilant, commanding*)

IMPERA EVAZAN: High-ranking Guild logistics officer, responsible for ensuring a steady supply of Vos crystals is shipped to the galactic Core. Privy to much of the Guild's supply structure. (*popular, demanding, shrewd*)

YOLA SPREK: Jeweler known for using the unique properties of Vos crystals. Her creations may be the most artfully crafted pieces in Procyon. A Sprek piece can open doors in the most elite circles. (*artistic, charming, proud*)

WEALTH	▶ ▶ ▶
CRIME/SYNDICATE	▶ ▶ ▶
TECH LEVEL	▶ ▶ ▶
WEIRD	▶ ▶ ▶

*Vos is full of money, but also closely monitored by the Guild. When you do a job on Vos, you get **+1 cred** and **+1 heat**.*



SYSTEM OVERVIEW

The twin suns of this system are a yellow sun (Iota-1) and a brown dwarf (Iota-2) and the planets of the system orbit the pair. Like Rin, Iota is known for having two working gates. By the time the Hegemony arrived, there were three asteroid belts, one of which still has a large portion of a shattered planet remaining in its midst. Although all three belts were clearly planets once upon a time, nobody is sure what sort of calamity created them. As is their wont, the Guilds didn't look a gift horse in the mouth and set up the Iota shipyards which service many ships in the sector.

LITHIOS

DESCRIPTION: Ancient ice palaces dot the surface of this frozen planet, but the race to which they belong has long since passed. Entry to the palaces has been restricted after a string of mysterious deaths. Orbital mirrors shine like artificial suns, keeping a few larger settlements warm and powering large mining rigs for extracting water and liquified gasses.

SCENE: A purple and green aurora shining over the freezing cold sky. The harsh crunch of snow underfoot while hiking across the undeveloped land. Heated vapors escaping around Solitude Colony. Colonists in full parkas, hustling from building to building in sub-zero weather. Farmers pulling gas-eels and ice-mushroom wine crates in sail-sporting snow skimmers.

INDRI

DESCRIPTION: Over twenty-five percent of the goods manufactured in the Procyon sector come from this incredibly industrialized planet. The thick, rust-colored clouds create a dusk during the day. The smokestacks and various-colored flames from gas burn offs make an impressive skyline from the warehouse-surrounded premier spaceport of Reeves.

SCENE: Rows of hovercars in traffic flying from district to district while advertisements blare on buildings around them. Pedestrians holding specially-treated umbrellas to prevent acid rain damage, walking hurriedly on metal sidewalks. Slow-moving containers being shuttled to warehouses or the spaceport. Stormclouds with multi-hued lightning rolling in.

AMERATH

DESCRIPTION: With a lush biome, this planet has become well-known for pharmaceuticals research and manufacturing. The planet is well-tended, and due to the comprehensive attentions of the Guild, the garden city of Rost is in perennial bloom. Warm, gentle rains come frequently.

SCENE: Massive, person-sized flowers blooming along a vine-supported path through the trees. The sweet smell of honey floating through the air. Scientists and managers taking lunch at treetop outdoor cafes while reviewing project schedules. Sick pilgrims praying for a cure, while waiting to travel to the old Mendicant temple deep in the forests.

NOTABLE LOCATIONS

SHIPYARDS: While the primary hub is run by the Starsmiths, many smaller licensed hubs work on repairs and ship refits. These stations are full of bored, ornery spacers looking for any distraction from the wait. The Starsmiths sometimes hire foolhardy pilots for prototype tests.

BELT OF FIRE: The region of superheated plasma currents between the Iota binary stars. Spacers spin yarns about the Old Dragon — a vast space creature living there. While the name is whimsical, the Hegemony issued a Quarantine order for the area after several ships disappeared.

WAYLINE: The Iota gates produce a strange region between them where engines can produce more thrust, akin to 'winds' of a planetary sea. The path itself is hard to find and moves gradually. Pilots jealously guard the information to gain an advantage against each other for rush deliveries and daring escapes.

ZX-1138: A long-period comet that has recently diverged from its course, taking it much closer to Indri than normal. The reason for the course deviation is unclear, but the Indri council has made a request to the Governor to investigate. Mystics claim that this has shifted the system Ley Lines, making the Way sometimes acts unpredictably.

NOTABLES

ASHA MUNZEN: Ex of the Governor, ice climber, and frequent explorer of the ice palaces and gas caves. Only returns with visions, never artifacts. Attempting to find the 'First Message'. (*mystic, ambitious, fit*)

REN LARANA: Xenobiologist attempting to resurrect an ancient xeno found frozen but alive within the ice, despite Hegemonic law forbidding it. Currently trying to sneak the xeno offworld. (*bold, brilliant, confident*)

RAF URICH: Ice pirate, currently stranded on planet. Used his ship weapons to cut a berth in the ice. Has been hiding out, stealing parts to repair his ship. (*experienced, cautious, shrewd*)

NOTABLES

PIRO LOCKE: Owns a collection of discrete, well-guarded storage repositories in orbit, and maintains a strict no-questions policy. If it's illegal, it's undoubtedly stored by Locke. (*honorable, wealthy, confident*)

ZO O YUN TA RI: Xeno weapons dealer known for prototypes and specialty armaments. Recently acquired an Ur ship weapon and is planning an auction under the cover of a storm. (*connected, cautious, meticulous*)

PASHA LENSARR: Local Ashen Knives leader nicknamed "The Roc". Known for a brutal approach to criminal organization. Wears a custom tailored suit that allows his wings to unfurl as needed. (*xeno, ruthless, demanding*)

NOTABLES

YON LIRAK: High-end drug dealer. Deals in quantity, and has a factory in Rost that never shuts down, devoted to producing synthetic narcotics for several major species. (*experienced, ruthless, unforgiving*)

ARA BLAZE: Once a star athlete, now a preeminent pit fighter in the underground fight clubs. Ara has tried every performance enhancing drug offered to her, and it has changed her. (*ruthless, unforgiving, engineered*)

UYEN AL'VORRON: Well-known Noble duelist from the religious house Vorron. Seeking to cultivate a plant for a new wine orchard he's planning to grow on a moon near the Core. (*armed, deadly, observant*)

WEALTH	▶ ▶ ▶
CRIME/SYNDICATE	▶ ▶ ▶
TECH LEVEL	▶ ▶ ▶
WEIRD	▶ ▶ ▶

When you explore the ice palaces, you must make a **resolve resist** if you don't want to heed the echoes urging you to wander into the frozen wastes.

WEALTH	▶ ▶ ▶
CRIME/SYNDICATE	▶ ▶ ▶
TECH LEVEL	▶ ▶ ▶
WEIRD	▶ ▶ ▶

Due to the pollution and air corruption, everyone outside without proper equipment for any amount of time gains the "Indri Lung" **level 2 wound**.

WEALTH	▶ ▶ ▶
CRIME/SYNDICATE	▶ ▶ ▶
TECH LEVEL	▶ ▶ ▶
WEIRD	▶ ▶ ▶

While it's ruined and unsanctified, the Mendicants keep their temple and their mystics tend to any that request it. Take **+1d** when you **recover** in their care.



SYSTEM OVERVIEW

Considered by many to be more civilized than much of the rest of the Procyon sector, this system is home to many of the finer aspects of the Hegemony - education, culture, and government. Juxtaposed with that are the problems present in every system distant from the Hegemonic Core - corruption, lawlessness, and dissent. The Legion presence is strong in the sector, but the Hyperspace lanes often bend strangely, many making long loops perpendicular to planetary orbits. Pilots map these dark lanes, making it easy to dodge patrols if one is willing to take their time.

SHIMAYA

DESCRIPTION: This desert planet is home to many minerals essential to space travel. Deadly electrical storms ravage the wastes, occasionally clearing colored sand off mineral deposits, or turning it to glass, giving a view to the ruins beneath. Teams race to capitalize on these events, and back to hide from the storms. There is a substantial civilian population, including the sector's preeminent educational institution, Khalud Academy.

SCENE: Professors walking down the marble paths of the Academy. A market street with insistent vendors selling desertworm kebabs to hungry miners. Excavators packing furiously onto sand-skiffs, ready to take advantage of a storm-cleared deposit. The storm-alert ringing citywide.

NIGHTFALL

DESCRIPTION: Named for frequent eclipses caused by the planet's 13 moons. Their erratic movements make night only predictable by computer. The city of Yaw is nestled where night and day last between two and twelve hours each. It bustles with economic activity and is a frequent destination for tourists and traders.

SCENE: Highrises lighting up block-by-block as the city goes from day to night in the span of minutes. A rowdy night club spilling out onto a sun-lit street, dancers dressed in glassy black materials that sparkle in the light but fade into the darkness inside. The blue glow of a public data kiosk projecting the next day's sun schedule and the stock market's changes.

AKETI

DESCRIPTION: This verdant jungle-world would be more settled, save for the incredibly hostile natural life. Between rapidly spreading carnivorous plants, seasonally rampaging beasts, and hyper-aggressive fish — only a few distinct types visit Aketi: researchers, poachers, and criminals hiding from the law. The planet is labeled a Malklaith "nature preserve".

SCENE: Heavily-armed guards patrolling the tall, metallic walls of Base Camp One, watching the jungle for signs of fauna. Research crews packing for their next expedition in uneasy truce with the poachers doing the same across the quad. A smuggler, openly discussing arrangements with a prospective client in a tent while a private barista makes them drinks.

NOTABLE LOCATIONS

BLACKSTARR: The vast and largely empty Nightspeaker ship where initiates go for their first year of training. The entire facility is unlit and moves routinely to prevent discovery. Though it does not often receive visitors, it can be arranged for those that have a favorable relationship to the cult.

DENDARA: Ancient temple on Nightfall's 5th moon - Today. Some say it is an Ur temple, though others claim it belonged to a forgotten mystic cult. Its derelict corridors are tough to tour due to the moon's lack of atmosphere and the strange effects the temple has on drives and electronics.

NOTABLES

HONDO SUZUKA: An HNN reporter looking for evidence of conspiracy at Khalud Academy, where several top students have disappeared. (*ambitious, vigilant, charming*)

ED URISIS: Guild Engineer that works on the orbital array and the electrostatic generators it powers them to keep the storms away from the capital. Collects colored glass statues. (*dedicated, brilliant, overworked*)

MIRANDA KASUR: Minerals trader with a load of stolen goods she needs to move. In hiding after her first attempt went wrong. (*scared, cunning, proud*)

SAHAR: Strange-suited mystic that lives in the desert. (*odd, blue-eyed, ancient*)

NOTABLES

SAREN GALIA: Data broker and bookie. When you can't pay your debts, you become her informant. (*paranoid, fast, connected*)

LOTUS: Fashionista and taste-maker always dressed in elaborate costumes. Privately a high-powered fixer. Has been known to take charity cases when the cause appeals to her. (*popular, passionate, meticulous*)

JET WOLFFE: Scarlet Wolves Assassin. Can be hired for the right price, but only takes off-world jobs. Travels with a large, blue-skinned alien animal of unknown origin. (*aloof, confident, unforgiving*)

SOV BRIGHTON: Best lawyer in the sector. (*cunning, connected, expensive*)

NOTABLES

RAZOR: A poacher mounting an expedition to catch the deadly Grand Phereniki for a rich client's zoo. (*callous, experienced, gambler*)

ZOKAR PAVA: Lost Legionnaire dealing in military-grade weapons on the most lawless planet in the sector. (*cautious, meticulous, dissident*)

INTAL BREL: Concordiat Knight and Psy-blade wielder. Travels with a 9ft xeno, an ex-priest, and an unusual bipedal Urbot. Lost a companion recently and is looking to replace them. (*religious, vigilant, honorable*)

ASHA RAVANN: Base Camp One commander. Instituted a wall-mounted flamethrower measure that's kept the jungle at bay. (*tired, jaded, relentless*)

BRIGHT WIND: A large gas cloud ejected by the primary star of Brekk, now used as a racing grounds for the Echo Wave Riders. Despite the deadlines and illegality of the conditions, racers from all over the sector compete for money and fame. Invitations to the races are exclusive, and require qualifying in equally hazardous conditions.

ISOTROPA MAX SECURE: The most notorious prison system in the Procyon sector, housing the worst of the worst. Brokers audiences with its population, and commutations for those with power and wealth. It orbits the star directly as a free-floating station. Loosely falls under the auspices of House Malklaith, but mostly unsupervised.

WEALTH	▶ ▶ ▶
CRIME/SYNDICATE	▶ ▶ ▶
TECH LEVEL	▶ ▶ ▶
WEIRD	▶ ▶ ▶

Although only students and professors can use the Khalud Archives, all study rolls using them at the university gain +1d.

WEALTH	▶ ▶ ▶
CRIME/SYNDICATE	▶ ▶ ▶
TECH LEVEL	▶ ▶ ▶
WEIRD	▶ ▶ ▶

The center of culture in the system, and here it's about who you know. **Acquire assets** with **consort** instead of crew quality.

WEALTH	▶ ▶ ▶
CRIME/SYNDICATE	▶ ▶ ▶
TECH LEVEL	▶ ▶ ▶
WEIRD	▶ ▶ ▶

Nobody comes here who doesn't have to. The planet hates you, and jobs are hard to find. Even bounty hunters pass it by. When you **lay low** take +1d.

SCIENCE AND THE STRANGE

PRECURSORS

The Ur (as the Precursors are called) are an ancient race shrouded in mystery. Though little is known about them, their presence is felt throughout the Hegemony. Archaeologists are unsure what they looked like because some Ur sites are built for beings the size of giants while others are built for those only a few feet in size. Their language has millions of unique sigils the meanings of which are hotly debated. There are conflicting theories as to why the Ur disappeared, but the bones of their civilization fuel studies and advancements throughout the Hegemony.

LEGACY

There are many pieces of the Ur relics that are used on a daily basis. The jumpgate system and the jump drives that activate it are Precursor tech. Ur ruins litter moons and planets. Studies of their remnants have inspired many papers and exploration missions. Over time many such sites have been dismantled and stored away by the Hegemony, but any unlooted finds (a piece of a ship stuck in an asteroid or hidden in a nebula, or a temple deep inside a planet) create a flurry of interest.

Though most citizens' day-to-day lives are unaffected by the Ur, children learn about them, religions focus on them, and their technology affects travel. Many xenos claim that their system or planet was one of the first or last touched by the Ur. Mystic cults have sprung up over a single Precursor location or artifact, and many branches of science deal with insights learned from a specific artifact or remnant.

ARTIFACTS

Remnants of still-functional Ur-tech are called artifacts in the Hegemony. The Ur, with their superior understanding of the universe, built wonders and marvels, but these were created so long ago that most have strange and unpredictable side effects. Some pieces of Ur-tech are very

common. The AI-cores in Urbots can be found in many broken shells and frames in the Precursor ruins. The Starsmiths produce jump drives, but they are human-made devices that, at their core, yoke an artifact to open gates and allow ships to travel down Hyperspace lanes.

Most Ur-tech is poorly understood, and usually has strange interactions with physics. Such objects are often extremely difficult to damage or destroy. Most artifacts tend to have few moving parts, and function for reasons nobody can explain. Artifacts can do almost anything, from producing a contained blade of solid plasma, to becoming a fixed point in space that cannot be moved for a set period of time, to frivolous things - such as simply boiling all eggs nearby, or changing one color to another in the visible spectrum. Most artifacts also have strange side effects that range from the benign (freezing a person for a few minutes in time, making their hair grow rapidly) to the severe (slowly phasing a person till they vanish, making someone incredibly unlucky, causing someone to de-evolve, creating gravitic disturbances). Scientists theorize that these side effects are breakdowns of the artifacts over the ages - that once the artifacts worked flawlessly, but aeons have broken them down. Such side effects are called jinxes or glitches in slang. Although it's not a hard rule, the more of an effect an artifact has on the world, the more likely it has a significant glitch.

The Hegemony requires folks to turn in any artifact they find. The Cults claim that the artifacts corrupt, and the Guilds teach that they are dangerous. The Cults and the Guilds are supposed to examine each artifact, store the most dangerous, and return the benign to the finder with a seal proving right of ownership. More often than not, they keep powerful artifacts for themselves, and return few, creating a thriving black market for artifacts in most systems. Most gang bosses and unsavory characters will have one or two artifacts

that give them an edge, and many Nobles and rich folk will have an artifact on display (often with a Guild or Cult seal displayed prominently).

ARTIFACTS IN PLAY

When introducing an artifact the GM should answer the following questions:

- **What does it do?** Describe what the artifact does. *Does it produce a blade of hot plasma? Does it shift a gate's destination? Does it affect a mystic's attunement to the Way?*
- **What are the requirements?** These are the conditions for activating the artifact. *Does someone have to bond to it? Does it require a specific place or confluence of stars in order to activate? Does it need to be implanted inside you?*
- **What are the glitches?** Most artifacts have a side effect. These can be avoided by **attuning** or resisted (possibly partially, possibly fully) with **resolve**.
- **How common is it?** Some Precursor artifacts are incredibly rare - often one-of-a-kind items, or part of a handful. Others (like AI-cores, or jump drives) are incredibly common and well-understood. For rare or unique artifacts, specialists are required to study and understand them (locate one as a **long term project**).

Note: The Mystic playbook starts with an artifact in their possession. In that instance, the GM should ask the player to answer the first and fourth questions, but provide the associated requirements and glitches.

Handling artifacts without appropriate containment or care causes their glitches to manifest or affect the person and the surrounding area even if the artifact doesn't activate. You can **attune** to an artifact to handle it safely, or use protective gear (such as in a science lab on a ship).

SAMPLE ARTIFACTS

BLADE OF LIGHT

Effect: Generates a 4-foot blade of plasma.

Requires: Song-cut focusing crystal. Glimmer is a good place to find one.

Glitch: Over time the crystal cracks and must be replaced.

Look: A small metal tube.

Commonality: Some mystic groups bear them as a mark of their order.

ANZANI KEY

Effect: Shifts a gate's exit to the Duha system, which can't be accessed otherwise.

Requires: A year to recharge.

Glitch: Activates upon nearing any gate.

Look: A small blue cube.

Commonality: Only one ever found.

THE HEART

Effect: When a Mystic uses **sundering** they are never included in the effect.

Requires: Implantation in the chest.

Glitch: Over time your body will warp. You may grow a third eye, horns, etc.

Look: A black wireframe dodecahedron, holding an undying blue flame.

Commonality: Many are rumored to be found in the infested temples of Omega.

VOID GATE

Effect: Allows a ship to make system jumps without a gate.

Requires: Someone fused to the artifact.

Glitch: Everyone not asleep during the jump goes mad.

Look: A massive set of crystals, inset into a huge metal ring.

Commonality: Six found. The Voidbreaker, the Hegemon's personal vessel, has one.

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THE WAY

"What is the Way?" is a question scientists, mystics, and historians have tackled for centuries. Some things are widely known: It exists. It interacts with gravity and energy. It often changes physics constants where it flows most strongly. Guilds often detect Way-touched places by monitoring these forces and sensing fluxes (this is how they maintain the Hyperspace lane beacons).

Everyone knows of creatures that live partially in (or emerge from) the Way - more commonly near artifacts. Mystics agree the Way flows stronger in some places and weaker in others. The biggest of these are called Galactic Ley Lines, which tend to create smaller flows or bend the direction of Way-paths and naturally occurring Way-lines in a system.

The Precursors had a deep and involved understanding of the Way. The rest is divided into countless theories, beliefs, and wild guesses.

Ask any mystic or Guilder and they'll tell you their own theories. The Way is sacred - or it's tainted and twists those that use it. It's generated by a machine at the center of the galaxy - or it flows from other dimensions. Everyone has their own theory, but nobody has hard answers.

HEGEMONIC CULTS

The Hegemony takes the stance that Precursor artifacts and Ur-sites are dangerous and should be left to those who will take the burden (and responsibility) from the weary shoulders of average citizens. The two groups that do this most widely are the Guilds and the Cults.

The Hegemonic Cults are approved religious and mystical structures, spread widely through the Hegemony. It's trendy for Nobles to have a Confessor from one of the approved Cults, and representatives from several advise the Hegemon on spiritual matters. They regulate which mystics are allowed to exist, and wield political power not unlike the Guilds and Nobles, squabbling amongst each other. Ultimately, their power is derived from

the Hegemon - who decides which Cults are approved, an authority often used for political gain. The Seekers only became a true Hegemonic Cult because one of their members is the current Hegemon's mother.

Further from the Core, Cult power becomes less dominant. Xenos have mystics of their own. Certain Cults may have strongholds in some systems (with many faithful) but little presence in others.

The Church of the Stellar Flame claims that all people have the Light inside them darkened by exposure to Ur-sites and artifacts. They accuse mystics of dimming this Light and have a branch of Inquisitors dedicated to rooting out sources of such corruption. They're generally seen as zealots, and might have been removed a long time ago, except that the militant orders within the Cult (with their powerful and complex battle armors) have been useful tools for past Hegemons.

Near the Core, one might find the **Vault Keepers**, who hollow out planets and store within artifacts deemed too powerful to be used. Or the **Mendicants**, who once tended to the sick and wounded throughout the Hegemony, but were branded heretics by the Stellar Flame and purged during the last Hegemon's ascension.

MYSTICS

'Mystic' is a catch-all for members of various groups that espouse particular philosophies about the Way. Many have sacred sites (often near Precursor ruins), and artifacts that members carry or inherit. There are hundreds of mystic groups and their requirements are equally varied. Some only have a handful of adherents, whereas others are so powerful members are only talked about in hushed tones.

Mystics often wander, looking for sites and Ur-artifacts for their group. Ones that settle or build shrines often trade wisdom, cleanse houses of Way creatures, and provide guidance to locals. Because of the prevalence of artifacts among syndicates and the Nobility - those in power often hire a mystic to "handle" such things for them.

ATTUNE EXAMPLES

- Sha-sihara the Speaker (who trains with her ship's mystic) has been waiting in the Governor's mansion when she notices a serving-drone carrying refreshments. She **attunes** to it, stops it, and turns up the charm in response to its upset whistles and chirps, asking it to take her through the drone entrance to meet the Governor.
- Rogan's crew has smuggled a Guild scientist to some Suneaters on Indri happy to pay. They're about to cash in when the Urbot by the Suneaters twitches, grabs a gun, and opens fire. "Not so fast!" says Rogan's player. "I can sense killing intent by **attuning** to the Way. **Flashback** to a few seconds earlier where I frown, look around, and yell 'Look out!' before the robot fires." "Cool, sounds like a **0 stress flashback** since you folks are a bit nervous about this handoff anyway. It's a **risky** roll, where the risk is you paint yourself as the first target when you yell."
- Negotiating with an Ashen Knives pasha, Sha-sihara realizes she spoke words she didn't intend to. She **attunes** to the Way looking for the danger, and sees Way-warping around the pasha's ring. He has an artifact that forces both parties to say nothing but the truth. She studies it, **gathering info**, and realizes that it doesn't prevent omission or false implication. The negotiations just got interesting.
- The crew of the Starbreaker is on the fifth moon of Nightfall, following a map to an Ur artifact that might sell on the black market. A giant pair of doors blocks the way, with no obvious opening mechanism. U'tu, their mystic, **attunes** to the Way, turning the Precursor mechanism in the doors and opening them for his crew.
- Sha-sihara is stealthily leading her crew onto the Governor's grounds for a job, but the Governor's prized Kyraxian razor hounds are roaming the gardens! She steps forward, **attuning** to them and smiles, putting her **command** to good use. Because they're well-trained, and naturally predatory, she uses the attune roll as a **setup** and commands at a much better position now that they can understand her.
- U'tu finds translucent blue beetles the crew picked up while crossing through an uncharted Way-line trying to burrow into the jump drive. Oh my! He **attunes** to them, hoping he can convince them of a tastier snack elsewhere.
- Captain Xandra meets with some Scarlet Wolf assassins. "Do you have it?" they ask. "It's on my ship," she says. She looks at her mystic - U'tu. U'tu **attunes** to the Way and checks the Wolves for killing intent. U'tu nods. This isn't a trap for once.
- Sha-sihara has talked her way into some box seats overlooking a local fighting ring. Somewhere in that crowd are four assassins coming for the panicked Ashen Knives bookie who hired her crew to protect him. She could **study** the crowd (though it might be **desperate** to pick out assassins staying hidden). Instead, she **attunes** to the Way, looking for people bent on murder in the crowd. They stand out brightly and she commits her muscle on who he needs to look out for.
- The Faraday's badly-upkept engine malfunctions as the ship jumps into the Hyperspace lane. The pilot avoids hitting any asteroids on the way out, but they end up in unmapped space, weeks from the nearest lane, and supplies are low. Rogan **attunes** to the Way looking for any Galactic Ley Lines. Rumor is exceptional pilots can ride them like Hyperspace lanes. It's **desperate**, but it gives them a chance.
- Rogan is chasing Sarnak, the Nightspeaker, in the jungles of Aketi. Rogan **attunes** to the jungle, communing with the trees to feel the passage of the dark mystic. He crits, and also asks the jungle to warn him of predators hiding amidst the foliage.

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SCIENCE

Technology around the Hegemony varies wildly. On wealthier planets, personal fliers will be parked alongside wheeled vehicles and hovercars, while on poorly terraformed or hostile planets, folks often hitch up or ride pack animals.

Advanced science is not uncommon, but accessibility becomes harder on planets that don't sport as much wealth, tech, or easy line access to ships passing through the gates. Systems without Guild strongholds are often even more technologically impoverished.

Truly advanced stuff (complex cybernetics, nanotech, and the like) is very rare, and under stringent control by the Guilds, who often dole it out carefully as symbols of alliance, or prestige, and for immense sums of wealth. Patents on entire branches of technology are what keep the Guilds in power, and they are used carefully to enforce their status in the Hegemony.

GUILDS

The Guilds (like the Cults) are granted their purviews by the Hegemon. They maintain their power by hoarding technology, and keeping the secrets of its maintenance and construction. Each Guild has a series of patents or categories of technology that ensure their continued existence.

The **Starsmiths** are a Guild of ship engineers. Their power comes from having repeatedly been able to produce and control the supply of jump drives. Many drives found on scoundrel or pirate vessels are retrofitted from older ships or derelicts, and maintained by ex-Starsmiths or those that left the Guild for coin or political reasons. Though they're best known for their ship designs, the Starsmith's also maintain the Hyperspace lane beacons, and the majority of their money and power comes from profits generated by stations between the lanes.

The **Guild of Engineer's** main control is over Urbots. Although many recognize them by the strange gadgets and mechanical limbs their more prominent members might

sport, their core patents are for mining among asteroids and inhospitable planets - feats often accomplished through the use of drones and Urbots. Most raw resources delivered to the Core are supplied (and taxed by) the Guild of Engineers.

The **Counters Guild** is responsible for all legal banking in the Hegemony. Most Cults and Guilds pay in scrip that can be turned in to the Counters for credits. The downside of this is that they frequently notice large sums being moved, leading most scoundrels and low-lives to manage large credit expenditures on the side. The Counters made their fortune by owning patents to terraforming engines, though rumor has it they can't produce any more, and simply ferry the remaining ones carefully to any new systems found. Although not always friendly to scoundrels and the scum of the Procyon sector, the Counters do build large repositories that will store goods (even dangerous goods) no questions asked. If you can meet their price, these repositories (often built in space or in remote locations) are some of the safest ways to hold anything from treasures to illegal goods and artifacts.

The **Maker's Guild** is more commonly known as the **Yaru**. Originally the term "Yaru" was used to identify the clones that they force-grow and train, but has become common parlance for the Guild and all the people in it. The Yaru are incredibly secretive, and unlike the other Guilds, nobody can test into their numbers, whose count is set by the Hegemon. When the last Hegemon ascended, the Yaru sided with a competitor, and consequently their numbers have been severely reduced, leading to far less power and prestige. The Guild holds patents on force-growing clones (which are made in batches and identified by sigils encoded on their foreheads) who are used for menial labor, and to fill out low-grade troop counts when needed. Sometimes special batches of designer clones are made as servants for wealthy and influential individuals. The Yaru also provide modified plants for agriculture on partially terraformed worlds.

MAGNITUDE

Way creatures, space station generators, and mystical forces have many effects and power levels. To help the GM judge these forces consistently, the **magnitude scale** is provided (see Magnitude on the next page).

Magnitude measures the quality level of a Way creature or Ur device, or the various aspects of its abilities, such as area, scale, duration, range, or force. Whenever you need to assemble a fortune pool for something like this, use the magnitude scale as a guideline relative to the examples given on the table.

If it's not obvious or certain how much effect something might have, magnitude is a good number to use to assemble a dice pool for a fortune roll.

A generator on the space station the crew is visiting blows. How much or how little effect does it have? What dire straights is the crew in?

First, interrogate the fiction. Let's say the space station has 5 separate reactors, so a reactor blowing is expected to probably take out a fifth of the station.

The GM makes a fortune roll using 4d (5d for force, equivalent to a ship with good weapons blasting away at a station section, -1d because of bulkheads and secondary systems designed to stop exactly this).

On a 1-3, the explosion has little effect. Damage is contained, though severe near the reactor, with survivors even in damaged areas. On a 4-5, the explosion has reduced effect. There are holes out to space, but the station maintains orbit. On a 6, full effect. A fifth of the station is just gone. Orbit is wildly affected. Multiple secondary systems are offline. On a crit, there's probably a cascade failure. Multiple other sections take heavy damage, most station crew and visitors take heavy losses, and there are only hours before critical failure reaches the remaining sections.

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You can add levels of magnitude together to describe a combination of different effects, or focus on one key feature for the magnitude assessment. Ask if there is one component that's dominant in the situation, or if you really want to model all the different aspects in the effect.

You can also reduce or increase the magnitude by 1 if something that isn't on one of these axes is relevant to the decision. Use your best judgement.

A mystic holds a stone ring that's a precursor artifact. Till now, he's attuned to it to make person-sized rifts in order to make short-range shifts and jumps at the cost of a few stress.

His ship is being pursued, and particle cannons are firing on them. Hoping to save the crew, he tries to attune to the artifact to warp the ship out of enemy fire.

The GM first considers if this is possible at all, and then what it would cost. This is a much more significant effect so the GM adds the magnitude levels of range 5 and area 4 to determine an appropriate cost. Such an awesome display of force will cost 9 stress! The GM offers a compromise: powering up the artifact can be done over a few minutes, and will cost one less stress, but the ship will have to weather those few minutes of fire. It's not like they have a lot of options here!

The Mystic begins to channel, while the pilot starts evasive maneuvers.

The magnitude table is provided as a tool to help the GM make judgement calls. It's not meant to be a rigid construction or mathematical formula to replace those judgement calls. Use the levels as a guideline for setting a magnitude number that seems appropriate to you.

This table can also be used as a guide to quality level when a PC **acquires an asset** or crafts a device or drone (see Crafting below).

MAGNITUDE						
	AREA	SCALE	DURATION	RANGE	QUALITY/TIER	FORCE
0	A Closet	One or Two People	A Few Moments	Within Reach	Poor	Weak
1	A Small Room	A Small Gang (3-6)	A Few Minutes	A Dozen Paces	Adequate	Moderate
2	A Large Room	A Medium Gang (12)	An Hour	Blaster Range	Good	Strong
3	Several Rooms	A Large Gang (20)	A Few Hours	A Block Away	Excellent	Serious
4	A Small Building	A Huge Gang (40)	A Day	Several Blocks Away	Superior	Powerful
5	A Large Building	A Massive Gang (80)	Several Days	A Few Kilometers	Impeccable	Overwhelming
6	A City Block	A Colossal Gang (160)	A Week	Across Town	Legendary	Devastating

QUALITY EXAMPLES

- **Quality 0 Examples:** A rusty knife, worn & tattered clothing, a rickety shack on the street.
- **Quality 1 Examples:** A combat knife, regular clothes, cheap food or drugs, a coffin-room in a cheap motel.
- **Quality 2 Examples:** A regular side-arm, respectable clothing, an apartment, an exotic pet, an exquisitely cooked meal.
- **Quality 3 Examples:** A land vehicle, a military rifle, stylish clothing, a small house, a street tough, designer drugs.
- **Quality 4 Examples:** A personal racing ship, a townhouse, a typical Way creature, a mercenary soldier, insider faction information.
- **Quality 5 Examples:** A small spaceship, a prototype Guild device, Noble clothing, Vosian crystals.
- **Quality 6 Examples:** A mansion, a cybernetic implant, a large spaceship, powerful Ur artifacts, a dangerous Way creature

FORCE EXAMPLES

- **Force 0 Examples:** A firm shove, a candle flame, a breeze, a tiny spark, a rattling table, a pungent aroma.
- **Force 1 Examples:** A solid punch, a bright flashlight, a shock from an electrical outlet, a noisy room.
- **Force 2 Examples:** A powerful blow, a searing brand, an electrical shock from a live wire.
- **Force 3 Examples:** A crushing blow, a grenade, a raging fire, an electrical surge, the wake of a jet engine.
- **Force 4 Examples:** A plasma cutter, a bomb, a tornado, electrocution, a dangerous magnetic field.
- **Force 5 Examples:** A ship's guns, a massive fire, a lightning strike, an earthquake, the wake of a jump drive.
- **Force 6 Examples:** A capital ship weapon, molten lava, a tsunami, a cosmic maelstrom, a huge asteroid impact.

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CRAFTING

During **downtime**, a PC can craft as long as they have access to the required special materials and tools to produce drones, build (or modify) devices, and create system modules. The system for each method is similar, with different details depending on the nature of the project.

DESIGN

To design a schematic for a device, you need to **study** it as a **long term project**. Most designs will require an 8-segment progress clock to invent and learn. The player and the GM answer questions about the invention to define what it will do in play and what is required to create it (see below). The player records these answers in their notes for future reference.

CREATION QUESTIONS

- **GM asks: What type of device is it and what does it do?** Player answers.
- **Player asks: What's the minimum quality level of this item?** GM answers according to the magnitude of the effects the item produces as a guideline.
- **GM asks: What complexity did you have to overcome that keeps this design from being widely used?** Player answers.
- **Player asks: What drawbacks does this item have, if any?** GM answers by choosing one or more from the drawbacks list, or by saying there are none.

Once you've invented a formula or design, you can craft it by using a downtime activity (see Assembly, below). No one else can craft this invention unless they learn your design as a long term project. If you acquire a formula or design invented by someone else, you may **study** it as a long term project. Common devices don't require special schematics to learn. Anyone may attempt to craft them by using commonly available instructions.

CRAFTING

1d per **RIG ACTION** dot

+1 **quality** for each **cred** spent

CRITICAL: Quality of crafted item is equal to **crew quality +2**.

6: Quality of crafted/modified item is equal to **crew quality +1**.

4-5: Quality is equal to **crew quality**.

1-3: Quality is equal to **crew quality -1**.

ASSEMBLY

To craft a device you have a schematic for, spend **1 downtime** activity to make a **rig** roll to determine the **quality level** of the item you produce. The base quality level is equal to your **crew quality**, modified by the result of the roll.

The results are based on your crew quality because it indicates the overall quality of the workspace, tools, and materials you have access to.

The GM sets a minimum **quality** level that must be achieved to craft the item, based on the magnitude (see above) of the effect(s) it produces. Use magnitude as a guideline for setting the quality level—it may be higher or lower at the GM's discretion to better describe the nature of the project. An item may be crafted at higher quality if the player wishes to attempt it - giving it a quality boost similar to a fine item (or higher).

You may spend **cred** 1-for-1 to increase the final quality level result of your roll (this can raise quality level beyond **crew quality +2**) and can be spent after you see the results of your roll.

MODIFYING AN ITEM

Adding a feature or additional function to a device is simpler than creating something new. You don't need to invent a special formula or plan. Make a **crafting roll** to modify an item (the baseline quality of an item that you modify is equal to your **crew quality**, as usual).

- A simple, useful modification requires **crew quality +1**. An example might be adding a belt winch that can rapidly pull you up a line from a grappling hook or adding a noise suppressor to a blaster.
- A significant modification requires **crew quality +2**. This might include something like wiring in a remote-fire component to your blaster-rifle or modifying your ship's shuttle to go under the seas of Mem.
- A strange or Way modification requires at least **crew quality +3**. Modifying sensor goggles to detect way creatures, or wiring an artifact into your ship systems falls into this category.

Modified items, like special devices, may have **drawbacks**.

DRAWBACKS

A device or modification may have one or more **drawbacks**, chosen by the GM. You may add drawbacks to reduce the overall required minimum **quality**, or to match fictional expectations (if you're making stun grenades, they're consumable items).

- **Complex:** You'll have to create it in multiple stages; the GM will tell you how many. One downtime activity and crafting roll is needed per stage.

► **Conspicuous:** This creation doesn't go unnoticed. Take **+1 heat** if it's used any number of times on an operation.

► **Consumable:** This creation has a limited number of uses (all grenades must have this drawback, usually one use). A single crafting may make a few consumable items, but they're each consumed when used.

► **Rare:** This creation requires a rare item or material when it is crafted.

► **Unreliable:** When you use the item, make a **fortune roll** (using its quality) to see how well it performs.

► **Volatile:** The item produces a dangerous or troublesome side-effect for the user, specified by the GM (see examples on the sample creations, next page). A side-effect is a consequence, and may be resisted.

CRAFTING EXAMPLE

Hayley Griffin has been accompanying the crew on infiltrations, and after one-too-many locked doors, has decided to make a fast-hacking device for breaking through digital door security. Hayley's player, Alice, tells her GM, Natalie, that she wants to craft a hacking device.

First, Hayley will need to invent the design. Natalie and Alice go through the creation questions.

Natalie asks: "What type of device is it and what does it do?" Alice answers right away, "I want an arm-worn hacking rig with sweet holographic displays that lets me hack through door without having to unscrew all the plates. I need to be able to do that stuff while booking away from the guards."

Alice next asks Natalie, "What's the minimum quality level for this?" Natalie answers, "If it hacks through

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doors in a few moments, but you have to touch the door's control panel, let's call that quality 5. It will work on Tier 4 or lower doors. If you want it to work on tier 5 doors, that will be tougher." Alice agrees and nods.

Natalie then asks, "What complexity did you have to overcome that keeps this design from being widely used?" Alice thinks about this a moment and says, "Obviously the device needs to cross a bit of an air gap, through the metal plating, and that sort of bypass can only be done using special Vosian crystals tuned to precise frequencies - the holographic displays are there to allow you to tune them for the specific door."

Alice asks, "What drawbacks does this item have, if any?" Natalie grins and says, "Of course it has the **rare** drawback - you need to source a few highly-regulated black Vosian crystals. It's also **conspicuous**. Doing this hack causes a strange ripple effect on the surface of the digital display you're touching as the resonance alters the matter slightly. You'll take one extra heat on jobs where you use the device."

Now that the design is settled, Hayley spends a few downtime activities on an 8-segment **long term project** to **study** the design and learn how to build it.

Once she's mastered the design, Hayley builds the device by spending one downtime activity. Alice rolls **rig** and gets a 6, which is enough to build an item with **quality** equal to Hayley's crew quality +1. Hayley's crew is rating 1, so that's quality level 2 - not enough for the quality level 6 hacking armband.

To make up the difference, Hayley spends 4 cred. It's a big chunk of cred, but Alice thinks it's worth it for an upcoming raid on the Guild. She snags the cred from the ship's vault and the new tool is ready to go.

DRONES

Drones are machines that take direction from an authorized user. They may be programmed or directly controlled. They do not have intelligence and cannot make decisions about their actions. Drones are common, but not ubiquitous in society, and are found more often in warehouses, factories, and spaceports. They have taken over many repetitive menial tasks, such as delivering mail, removing trash, and washing clothes.

Creating a drone uses the same system as any other device, but has two magnitudes that only apply to drones. Both should be consulted when creating a drone.

DRONE MAGNITUDES	
MOBILITY	
0	Stationary
1	Slow Walk
2	Wheeled/Treaded/Hover
3	Fast and Nimble Legs
4	Fast Flight
5	Slow Space Worthy
6	Fast Space Worthy
CHASSIS	
0	Exposed
1	Plastic
2	Metal
3	Reinforced
4	Powered
5	Hegemonic
6	Guild Prototype

DRONE CREATION EXAMPLE

Hayley the Mechanic has had a decent amount of success pilfering safes recently, and with extra cred burning a hole in her pocket, has decided to make a robotic sentry for patrolling corridors. Hayley's player, Alice, tells the GM that she wants to craft a drone.

Like any device, Hayley will need to invent the design. The GM and Alice go through the creation questions.

Natalie, the GM, starts by asking, "What type of device is it and what does it do?" Alice answers, "I want to make a drone that I can station at corridors to alert me when it sees someone coming. It also needs to return to me, and it would be nice if I could use it to scout ahead. It should be lightweight and flying."

Alice asks, "So, what's the minimum **quality** level for this?" The GM answers, "You could probably get by with a slow flight plastic drone (2+1 for quality 3), since it has no weapons, and no real software other than motion detection."

Then the GM asks, "What complexity did you have to overcome that keeps this design from being widely used?" Alice answers, "Guild sensors are stingy with feedback, and wear out constantly. The recognition algorithm has to be retuned constantly so it's not alerting me about flies and rats."

Alice asks, "What drawbacks does this item have, if any?" The GM answers, "Not much, aside from being a little makeshift - if it takes damage it may break entirely."

Now that the design is settled, Hayley spends a few downtime activities on an 8-segment **long term project** to **study** the design and learn how to build it.

Once she's learned the design, Hayley builds the drone by spending a downtime activity. Alice rolls **rig** and

gets a 5, which is enough to build an item with **quality** equal to Hayley's crew rating. Hayley's crew is rating 1 so she'll have to spend 2 cred to meet the minimum requirements. Hayley spends the money from her personal funds and the drone is ready for scouting and flight. She paints it black and gold, and names it Nemoy.

URBOTS

Urbots are drones with sentience. Unlike drones, they can perceive the world, have a personality, and make decisions about how to act. Urbots wish to be useful to their users, often acting without instruction. To build an Urbot you need to have a drone body to attach the precursor AI core to.

Most AI cores will require a standard 8-segment progress clock to mount to an existing drone. Over the course of the **long term project**, the player and the GM will answer questions about it. (Answer 1 question every time you fill 2 segments of the clock.) The player records these answers in their notes.

URBOT CREATION

► **GM asks: How did you attach the AI core to the drone, and what made it difficult?** Player answers.

► **Player asks: What side effects of handling the core are there? Does construction require any rare materials?** GM answers. Rare materials should be reserved for unusual cores.

► **Player asks: What unique physical characteristic does the Urbot have after assembly?** GM answers.

► **GM asks: What personality quirk did the Urbot inherit that you've been unwilling or unable to remove?** Player answers.

URBOT CREATION EXAMPLE

Hayley has recently found an Urbot AI core at an old Precursor ruin, and decided to give her little Nemoy drone

SCIENCE AND THE STRANGE

7 OF 7

more of a mind. Since she already has the drone, she simply needs to mount the core onto the (admittedly flimsy) frame.

The GM and Alice go through the creation questions.

Natalie (the GM) asks, "How did you attach the AI core to the drone, and what made it difficult?" Alice thinks a moment and answers, "The Ur core was substantially more heavy than the plastic body, necessitating upgrading the flight engines to account for the extra weight."

Alice then asks, "What side effects of handling the core are there? Does construction require any rare materials?" The GM answers, "The core itself is ice cold to the touch, and you burn yourself a few times on its unnaturally cold exterior, take **level 1 harm**."

3. Alice asks, "What unique physical characteristic does the Urbot have after assembly?" The GM answers, "That cold seems to radiate outward from the Urbot now - the temperature of a room goes down a few degrees whenever it is present."

4. The GM asks, "What personality quirk did the Urbot inherit that you've been unwilling or unable to remove?" Alice answers, "The Urbot has an almost put-upon air, as if every command given it was an imposition."



FACTIONS

FACTION STATUS

You track your **status** with each faction in the game using the status box on the factions sheet. Status is rated from -3 to +3, with 0 (Neutral) being the default starting value.

When you create your ship, you assign a positive and negative **status levels** (to different factions) to reflect your recent history with factions in the system. Through play, the ratings will change based on your actions.

STATUS CHANGES

When you execute an operation, you lose **1** or **2 status** with any factions that are hurt by your actions. If you keep your operation completely quiet (no one knows it was you) then your **status** does not change.

If you take on a mission given by a faction, you may gain status with that faction depending on your current status with them and the number of jobs you've done for them since your status last changed.

- ▶ Advancing from status **-1 to 0**: 1 job
- ▶ Advancing from status **0 to 1**: 1 job
- ▶ Advancing from status **1 to 2**: 2 jobs
- ▶ Advancing from status **2 to 3**: 3 jobs

After you're Allied with a faction (**+3 status**), you can do 3 more jobs (hinting at and possibly furthering their end goals) to get assigned a final **key mission**. In this special mission your crew will have a critical role that determines the final disposition of the faction. Once you do this, the game is over.

Each faction has a goal (which may change during play) that will change the path of the sector, and possibly the Hegemony at large. Perhaps you'll help the Legion with their Hegemonic coup by disabling a key shield for a battlestation. Or help the Maelstrom take over the sector by severing the Rin system's Hegemonic gate.

Make it big. Make it bold. Make it memorable.

STATUS LEVELS

ALLIES (+3): This faction will help you even if it's not in their best interest to do so. They expect you to do the same for them.

FRIENDLY (+2): This faction will help you if it doesn't create serious problems for them. They expect you to do the same.

HELPFUL (+1): This faction will help you if it causes no problems or significant cost for them. They expect the same from you.

NEUTRAL (0): This faction will neither help nor hinder you unless it's in their best interest. They expect the same from you.

INTERFERING (-1): This faction will seek chances to cause trouble for you as long as it has no significant cost for them.

HEGEMONY			
	TIER	STATUS	JOBS
Guild of Engineers	V		
Church of Stellar Flame	IV		
Counters Guild	IV		
Starless Veil	IV		
The 51st Legion	III		
Isotropa Max Secure	III		
House Malklaith	III		
Starsmiths Guild	III		
Hegemonic News Network	II		
Cult of the Seekers	II		
Yaru	II		
Concordiat Knights	I		

HOSTILE (-2): This faction will seek chances to hurt you if it doesn't create serious problems for them. They expect you to do the same, and take precautions against you.

WAR (-3): This faction will go out of its way to hurt you even if it's not in their best interest. They expect you to do the same, and take precautions against you. When you're at War with any number of factions, your crew suffers **+1 heat** from jobs, and PCs get only **1 downtime** activity rather than 2.

MAKING PEACE

Procyon sector factions can often bring more resources to bear than a small, scrappy crew, making War a difficult situation for any ship's crew.

CRIMINAL SYNDICATES			
	TIER	STATUS	JOBS
Lost Legion	IV		
Scarlet Wolves	IV		
Vorex	IV		
Ashen Knives	III		
Borniko Syndicate	III		
Draxler's Raiders	III		
The Maelstrom	III		
Echo Wave Riders	II		
Janus Syndicate	II		
Turner Society	II		
Cobalt Syndicate	I		
Dyrinek Gang	I		
Wreckers	I		

There are many ways players can solve this situation. A **long term project** (or with the right contact, a **consort**) might get you a meeting with movers and shakers, and you can play out peace negotiations as a job. Making things right might involve doing a couple jobs for a faction, probably at a significant discount (or for free).

The largest factions are often not like single individuals - focused and familiar with the crew. Jobs to delete or scramble information in data banks can throw large factions off the trail and stall hostilities.

If all else fails, helping one of their enemies or boosting their rivals can give them significantly different priorities.

WEIRDNESS			
	TIER	STATUS	JOBS
Sah'ir	IV		
Suneaters	IV		
The Agony	III		
The Ashtari Cult	III		
Vignerons	III		
Ghosts	II		
Mendicants	II		
Nightspeakers	II		
Acolytes of Brashkadesh	I		
Conclave 01	I		
Vigilance	I		

FACTIONS OF THE PROCYON SECTOR

THE 51ST LEGION: Hegemonic military that represents the law anywhere off-planet.

ACOLYTES OF BRASHKADESH: A collective that eschews individuality. Initiates adopt the same garb, and the same name, in the pursuit of perfection at any cost.

THE AGONY: Cult of humans who infect themselves with Way creatures to access the universe in unsettling ways. Named after the pain most endure for their abilities.

ASHEN KNIVES: Dangerous criminal syndicate known for their control of gambling and assassination in the sector.

ASHTARI CULT: Precursor worshippers claiming Ur descent. They carry vials of gasses from the Ashtari Cloud which they inhale to connect to their presumed ancestors.

BORNIKO SYNDICATE: A tightly knit group of thieves who steal high-end technological supplies. Man, the Guild hates these guys.

CHURCH OF STELLAR FLAME: Religious zealots with only a few powerful members. Stretched thin, they're using their influence to seek out and eradicate dangerous artifacts and occult activity in the sector.

COBALT SYNDICATE: Organized labor union dabbling in a little crime to fund their demands for a better life. Usually wear blue somewhere on them.

CONCORDIAT KNIGHTS: Often accompanied by a motley crew, these dozen or so colorful individuals are given blessing by the Hegemonic Churches to pursue a quest for something called the Light of the World.

CONCLAVE 01: Independent, sentient Urbots led by an ancient Urbot known as the Prime. Working to control the mining sites and gain control over Precursor AI modules required to generate true sentient machines.

COUNTERS GUILD: Officials who maintain the galactic currency network and build shadow repositories in any system the Guild has a presence in, storing mysterious items and securing auctions and commerce.

CULT OF THE SEEKERS: Wandering mystics studying artifacts and seeking new places. Members include the Hegemon's mother. They want to open the Hantu gate.

DRAXLER'S RAIDERS: Pirates who specialize in disabling ships before boarding.

DYRINEK GANG: Mostly young, mostly xeno disenfranchised folks who have turned to crime, and found strength and solidarity with each other. Based on Warren.

ECHO WAVE RIDERS: Pilots. Many organize illegal races. Many pilot for pay, and a few test dangerous new engine/flight technologies for the Guild.

GHOSTS: Scientists, who due to a mishap, live exo-suited in a half-phased state. The Church of the Stellar Flame offers a bounty on them and their ghost ship "The Skeleton Key" - dead or destroyed but not alive.

GUILD OF ENGINEERS: One of the Hegemonic High Guilds, responsible for resource acquisition, cybernetics, AI, tech advancement, and research.

ISOTROPA MAX SECURE: The most notorious prison system in the Procyon sector, housing the worst of the worst. Brokers audiences with its population and commutations for those with power and wealth.

JANUS SYNDICATE: Weapons dealers that specialize in ship weapons, headed up by the ruthless Viktor Bax, who insists on doing the first deal with every client in person.

LOST LEGION: Formerly the Hegemon's personal guard, they rebelled when the current Hegemon rose to power. They seek to see the Hegemon dethroned and have been guns for hire ever since the schism.

HEGEMONIC NEWS NETWORK: Those who control the media control the mind. Often use this as leverage over other factions. Spies.

HOUSE MALKLAITH: A powerful Noble house of the Hegemony, ostensibly owns the sector. Represented by the Governor who lives on Warren.

THE MAELSTROM: Rowdy space pirates living in a difficult to navigate nebula. Often clash with the Legion.

MENDICANTS: Originally the Church of the Emerald Heart, their organization was politically destroyed. Now they wander the stars as traveling physicians and healers.

NIGHTSPEAKERS: Mystics with dark proclivities bent on seeking a set of dangerous Precursor artifacts.

SAH'IIR: Tall, ebony-skinned xenos who travel with blindfolded servants that speak for them. Gave the Hegemony their ansible network. Have creepy black-metal ships. Very rich, and work as merchant-families.

SCARLET WOLVES: Although they often hire themselves out as bounty hunters, the Scarlet Wolves are a renowned group of Assassins. Each bears a distinctive tattoo of a wolf holding a star in its mouth.

STARLESS VEIL: Spies and Hegemonic counter-intelligence. At odds with House Malklaith. Seek to undermine the Governor in order to make a case for change in House control.

STARSMITHS GUILD: All ships in Hegemonic space must be certified and registered with the Starsmiths Guild.

SUNEATERS: Ur-archeologists obsessed with recreating jumpgate technology. Looking to extinguish a star in pursuit of its goals.

TURNER SOCIETY: A Holt-based syndicate running drug dens masquerading as society houses. Their drugs are cooked with rare Aketi animals and Vosian crystals - which they sometimes have trouble sourcing.

VIGILANCE: Warrior mystics that seek to enforce an ancient code of justice on those they find wanting.

VIGNERONS: Pursuers of immortality through tech implants and chemical formulas distilled from the living; several of them have been around for hundreds of years.

VOREX: The most successful information broker to ever live. Can access any terminal in the system - though no-one can explain how. Frantically seeking a sister the Hegemony took hostage.

YARU: Guild that force-grows clones for labor (short-lived, symbol on forehead, supposedly only barely sentient). Folks are distinctly uncomfortable around the clones.

WRECKERS: Scavengers and thieves with a few brilliant hackers, who incite factions to fight so that they may pick the battlefields clean later.

OTHER FACTIONS

1 OF 2

SITUATION: Known as "The Butcher", Tallon earned many commendations on the battlefield, but after his command was sacrificed to make a Noble's daughter in command look better, he swore to lead a coup to cleanse the Hegemonic military of favoritism and nepotism. Upon finding Lyara (a child changed by contact with Precursor artifacts), he used her to vet officers and quietly place Legionnaires loyal to him in positions of power.



STARTING FACTIONS

2 OF 2

COBALT SYNDICATE

Once a labor union, the Cobalt Syndicate has turned to smuggling and extortion to carve out shipping lanes and have a real say.

TURF: The Pit, a mining quarry on Aleph (HQ). A major berth and associated docks on Warren.

NPCs: **Jax** (leader, cold, killer, arrogant). **Keve** (captain, augmented, defiant, enterprising). **Sephua** (Jax's sibling, thug, daring, envious, gambler).

NOTABLE ASSETS: A fleet of private ships used for smuggling. Toughs and laborers on every plant who wear the cobalt stripe.

QUIRKS: Every member wears a solid blue stripe along the side of their outfit in some way, signifying their allegiance. A blue stripe on the walls of warehouses is a call to action.

ALLIES: The Maelstrom

ENEMIES: Guild of Engineers, Starsmiths, Yaru

SITUATION: Jax has taken over official and unofficial shipping lanes between Aleph and the core worlds. In doing so, he's angered a number of powerful Guilder factions, and the secret wars between them are nearing a violent outburst. Jax has been stockpiling weapons and vehicles for what he sees as an inevitable and bloody resolution.

II



UNIFY THE
LABOR
FORCE

NOTES/CLOCKS

ASHEN KNIVES

Once lean and ready for battle, the Ashen Knives is a decadent syndicate focused on drugs, gambling, and pleasures of the flesh.

TURF: Drug dens. Gambling houses. A hidden and reinforced bunker on Warren (HQ).

NPCs: **Pasha Qo'iin** (sly, corpulent, sartorial, decadent). **Knife Lirik** (xeno, assassin, gambler, deadly, graceful). **Oya** (high-ranking, greedy, well-armed, leader).

NOTABLE ASSETS: A crew of well-trained assassins, often with a Precursor artifact or two up their sleeves. Heavy coffers. Bribed judges. Crews of thugs.

QUIRKS: Ashen Knives don't join the syndicate till they've taken a life. Being promoted usually requires doing unsavory tasks.

ALLIES: The Maelstrom

ENEMIES: House Malklaith, Cobalt Syndicate.

SITUATION: The Ashen Knives hail from the tiny moon, Warren, and their power there often eclipses that of House Malklaith, which only hasn't become a point of contention since Governor Ritam's eye is cast towards the Core. A recent alliance with the Maelstrom (fencing goods) has filled the Knives' coffers enough that they are contemplating stomping out other small players and unifying Rin's underworld under their control.

III



CONTROL
MAJOR
PLANETARY
CRIMES IN
RIN

THE MAELSTROM

A band of ferocious space pirates hiding among a asteroid-filled nebula, and around the Blasted Planet.

TURF: The Nightbreaker (capital ship). The Cove (turf made of lashed-together ships). The Ashtari Cloud.

NPCs: **Alanda "The Banshee"** (Pirate Queen, beautiful, mirthful, risk-taker). **Yorgar 'Thorn'** (pirate captain, quiet, calculating, deadly). **Hunter** (pirate captain, ex-Noble, daring, space-savvy).

NOTABLE ASSETS: The Nightbreaker (a capital ship with a jumpgate inside it). Storm drives (engines capable of navigating the Ashtari Cloud). A fleet of pirate ships.

QUIRKS: The pirates lash together old or heavily damaged ships, making the Cove. At this point the Cove is the size of a planetoid, rotating near the center of the Ashtari Cloud.

ALLIES: Nightspeakers. Cobalt Syndicate, Ashen Knives

ENEMIES: The 51st Legion, House Malklaith, The Guilds

SITUATION: The Maelstrom raids Guild shipping lanes, and sells goods via the Ashen Knives in-system. Alanda is scheming to find a way to jump systems, probably by taking one of the jumpgates, preferably without incurring full-scale Hegemonic retribution.

III



SIEZE CON-
TROL OF A
JUMP GATE

CHURCH OF STELLAR FLAME

A religious group with Hegemonic backing, believing that Precursor artifacts and sites are dangerous.

TURF: The Way of Light (a battlecruiser of unknown design orbiting a star incredibly closely - HQ).

NPCs: **Alaana** (Noble, high priestess, mystic, driven, ex-heretic). **Battle Sister Diana** (battle-scarred, exo-suited, unstoppable, merciless). **Iraam the Kind** (inquisitor, unremarkable, quiet, cruel).

NOTABLE ASSETS: A handful of zealots willing to die for the cause. An imperial seal letting them do pretty much whatever they want. A powerful battlecruiser.

QUIRKS: Each church member bears the brand of their order somewhere on their body. It is referred to as the Kiss of Light. Many spend whatever time they can praying while bathed in as much light as they can bear.

ALLIES: The Hegemony

ENEMIES: Pretty much everyone else.

SITUATION: Alaana has few but elite resources in the sector. This far out, the Church does not have widespread faithful that report happenings, so she has to rely on her attuned prayers and instincts to guide her. The Church is focusing on finding key targets rather than widespread action.

IV



ROOT OUT
HERETICS
AND DAN-
GEROUS
ELEMENTS

ACTION ROLL

• 1d per **ACTION** dot

+1d if you **PUSH YOURSELF** (you take 2 stress) — **OR** — you accept a **DEVIL'S BARGAIN**

Note: You can't both push yourself and accept a devil's bargain.

+1d if you **SPEND A GAMBIT** (can only spend 1 per roll)

*Note: Risky actions are the mainstay of space opera, and risks that pay off (6 or Critical) generate gambits, but **only if** you didn't spend a gambit on the roll in the first place.*

*Each time you roll a desperate action, mark a tick of **xp** for that attribute.*

CONTROLLED

You act on your terms. You exploit a dominant advantage.

CRITICAL: You do it with **increased effect**.

6: You do it.

4-5: You hesitate. Withdraw and try a different approach, or else do it with a minor consequence: a minor **complication** occurs, you have **reduced effect**, you suffer **lesser harm**, you end up in a **risky** position.

1-3: You're blocked or you falter. Press on by seizing a **risky** opportunity, or withdraw and try a different approach.

RISKY

You go head to head. You act under fire. You take a chance.

CRITICAL: You do it with **increased effect** and add a **GAMBIT** if you haven't spent one on this roll.

6: You do it. Add a **GAMBIT** to your crew as above.

4-5: You do it but, there's a consequence: you suffer **harm**, a **complication** occurs, you have **reduced effect**, you end up in a **desperate** position.

1-3: Things go badly. You suffer **harm**, a **complication** occurs, you end up in a **desperate** position, you **lose this opportunity**.

DESPERATE

You overreach your capabilities. You're in serious trouble.

CRITICAL: You do it with **increased effect**.

6: You do it.

4-5: You do it, but there's a consequence: you suffer **severe harm**, a **serious complication** occurs.

1-3: It's the worst outcome. You suffer **severe harm**, a **complication** occurs, you **lose this opportunity**.

TEAMWORK

ASSIST

Take **1 stress** to give another player **+1d**. You might also suffer consequences from the roll. Only one person may **assist** a roll.

LEAD A GROUP

Lead a **group action**. Roll for each character who participates in the group action. The best single roll counts as the action result, which applies to every character that rolled. Take **1 stress** for any **1-3** result (including your own).

PROTECT

Face danger for a teammate. Step in to suffer a consequence in their place. You may roll to **resist** as normal, if you wish.

SET UP

Set up another character with your action. If you achieve it, any team members who follow up get **+1 effect** or **improved position**.

ACTIONS

► **ATTUNE** to the Way to communicate with non-sentient species or robots; sense unseen danger or killing intent; safely handle Precursor artifacts or remnants.

► **COMMAND** obedience with your force of personality; intimidate or threaten; lead an action with **contractors** or **passengers**.

► **CONSORT** with connections from your heritage, background, friends, or rivals to gain access to resources, information, people, or places.

► **DOCTOR** someone who's been injured; handle and identify substances; do science; comfort, support, or elicit sympathy.

► **HACK** computers, systems, and digital locks; reprogram robots or drones; jam surveillance and communications.

► **HELM** a ship, ship system, land vehicle, or beast; fire ship weaponry; plot a jump or in-system course.

► **RIG** together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives.

► **SCRAP** with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle.

► **SCRAMBLE** to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments.

► **SKULK** about unseen; pick pockets; employ subtle misdirection or sleight of hand.

► **STUDY** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding; do research.

► **SWAY** someone with charm, logic, deception, disguise or bluffing; change attitudes or behavior with manipulation or seduction.

*The GM sets the **consequences** according to the situation. You may suffer one, some, or all of the listed consequences. You may attempt to **avoid or reduce each consequence individually with a resistance roll**.*

*When you roll a **critical** on a **resistance roll**, **clear 1 stress**.*

RESIST ROLL

• 1d per **ATTRIBUTE** dot.

You reduce or avoid the consequence and take **6 STRESS** minus your highest die result.

PAYOFF (1ST)

A job yields goodwill from the faction you did it for, and usually earns the ire of a faction that lost out on it. If you keep it completely quiet—no one knows you did it—you gain no faction decrease, and no **heat** (see heat on the right).

You also earn a **CRED** reward based on the nature of the operation (see the list at right).

- ▶ **2 CRED:** Minor job; enough to make it to next week.
- ▶ **4 CRED:** Small job; enough to buy a bike.
- ▶ **6 CRED:** Standard job; decent loot; a small vehicle.
- ▶ **8 CRED:** Major score; buy important ship parts or a module.
- ▶ **10+ CRED:** A treasure trove; enough to buy a small ship of your own.

ENTANGLEMENTS (3RD)

After payoff/heat, roll an **entanglement** according to your **WANTED LEVEL** in the system:

WANTED 0	WANTED 1	WANTED 2	WANTED 3
1 Ship Trouble	1 Ship Trouble	1 Collectors	1 Ur Field
2 Unquiet Black	2 Unquiet Black	2 Impounded	2 Pirates!
3 New "Friends"	3 Interrogation	3 Bounty Hunter	3 Out of Gas
4/5 Cooperation	4/5 Reprisals	4/5 Interrogation	4/5 Arrest
6 Roll on Wanted 1	6 Roll on Wanted 2	6 Roll on Wanted 3	6 Wanted Level 4

ARREST: The system police send a detail to arrest you. Pay them off (wanted level+3 cred), hand someone over for arrest (clears your heat), or try to evade capture.

BOUNTY HUNTER: An enemy faction hires a bounty hunter. Fight, evade, or pay them off. If you have no faction with negative status, avoid entanglements.

COLLECTORS: A collection agency claims part of your ship. Pay them 2 cred, give them the components (remove a ship module), or make them leave another way.

COOPERATION: A +2 or +3 status faction asks you for a favor/job. Agree to it or lose a status with them. If you don't have a +2/3 faction status, you avoid entanglements.

IMPOUNDED: Dock authorities impound your craft. Bribe dockworkers to lift the lockdown with 2 cred, or steal your ship back. If you are not on a planet or station, you avoid entanglements.

INTERROGATION: System officers question a PC/contact about the crew's crimes. Tell them what they want to know, resist with resolve (PC) or roll fortune (contact) to avoid jail time, or post bail with 2 cred.

NEW "FRIENDS": A neutral faction asks you to do a job that is either extra dangerous, pays little, or gathers more heat than usual (your choice). Accept or lose a status with them.

OUT OF GAS: A piece of your ship fails catastrophically, damaging the system and rendering it inoperable until repaired.

PIRATES! Pirates attempt to take over your ship by force. Outrun, fight, or cut a deal.

REPRISALS: An enemy faction moves against you or yours. Pay them 1 cred per Tier, allow them to mess with you, or fight back.

SHIP TROUBLE: A ship system acts up. Damage a system (the GM will tell you which).

UNQUIET BLACK: An alien or Way creature finds its way on board. Acquire the services of a mystic or exterminator to destroy or banish it, or deal with it yourself.

UR FIELD: The closest jumpgate calls to each of you in a language you cannot understand. Resist with resolve or take level 1 harm from the visions you cannot escape.

WANTED LEVEL 4: The Governor sends a warship to capture your ship. Good luck! Afterwards your wanted level drops by 1.

HEAT (2ND)

After a job or conflict, the crew takes **HEAT** in the system(s) the job took place.

- ▶ **0 HEAT:** Completely quiet; others blamed.
- ▶ **1 HEAT:** Smooth & quiet; low exposure.
- ▶ **2 HEAT:** Contained; standard exposure.
- ▶ **4 HEAT:** Loud and chaotic; high exposure.
- ▶ **6 HEAT:** Wild; devastating exposure.

Add **+1 HEAT** for: high profile or well-connected target, wanted in the system, or public use of artifacts.

Add **+2 HEAT** for: killing or massive property damage, illegal weapons use.

Add **+3 HEAT** for: damaging a gate.

Plus any additional heat from complications or devil's bargains during the session.

DOWNTIME (4TH)

When you're at liberty between jobs and find some respite from peril, **you may pursue two downtime activities**. You also recover all of your **armor** uses. During downtime, you may take additional actions by spending **1 CRED** for each extra action.

For any downtime roll, add **+1d** to the roll if you get help from a **friend** or **contact**. After the roll, you may increase the **result level** by one for each **CRED** spent (by hiring assistance, paying a bribe, etc.). A **1-3** result becomes a **4/5**, a **4/5** becomes **6**, a **6** becomes **critical**.

VICE

Engage in your vice and roll dice equal to your **lowest attribute**. Clear **stress** equal to the highest die result. If you clear more stress than you had marked, you **overindulge** (see below). If you don't or can't indulge your vice during downtime, you take stress equal to your **trauma**.

OVERINDULGENCE

You make a bad call due to your vice — in acquiring it or while under its influence. What did you do?

- ▶ **BENDER:** Reduce your **stash** by 4 or take **2 loan**.
- ▶ **BIG TALK:** Brag about your exploits. **+2 HEAT**.
- ▶ **LOST:** Play a different character till this one returns from their bender.

RECOVER

Remove all **level 1 harm**. Roll ship's **crew quality -1** or a crewmate's **doctor** ability. Advance your **healing clock** per level (**1-3**: one, **4/5**: two, **6**: three, **crit**: five).

LONG TERM PROJECT

Work on a **long term project**, if you have the means. Roll an action and mark segments on the project clock per level (**1-3**: one, **4/5**: two, **6**: three, **crit**: five).

ACQUIRE ASSET

Acquire temporary use of an asset. Roll **crew quality**. The result indicates the quality of the asset (**1-3**: poor, **4/5**: standard, **6**: fine, **crit**: exceptional).

REPAIR

Spend **1 CRED** to repair one level of damage to a ship system.

LAY LOW

Reduce the **heat & wanted level** of a system you're not in. Say how you get the Hegemony off your back & roll an action. Mark segments on the **wanted reduction** clock per level (**1-3**: one, **4/5**: two, **6**: three, **crit**: five). Also **-2 heat**.

TRAIN

Mark **1 xp** for an **attribute** or your **playbook** (**+1 xp** if you have the appropriate crew training upgrade). You can train a given xp track only once per downtime.

GM GOALS

Play to find out what happens.
Bring the sector to life.
Convey the world honestly.

GM PRINCIPLES

Be a fan of the PCs.
Hold on lightly.
Address the characters.
Address the players.
Consider the risk.
Always follow the fiction.
Make the world wondrous.
Make space mysterious.
Cover it in big, clunky tech.

GM ACTIONS

When things are getting started:

- **What's your goal?**
- **What plan did you make?** (What's the detail?)

When things are underway:

- **How do you do that?** (Which action do you use?)
- **What's your goal?** (What's the effect?)

Cut to the moment of crisis.
Always telegraph trouble.
State the consequences and ask.
Offer them a devil's bargain.
Make/tick a progress clock.
Think offscreen.
Ripple actions through the sector.

What do you do?

DEVIL'S BARGAINS

- Reveal a valuable secret.
- Sacrifice **cred** or an item.
- Betray a friend or loved one.
- Make a dangerous promise.
- Add **heat** to the crew from evidence or witnesses.
- Suffer **harm**.

NAMES: Abra, Ahroon, Aria, Brell, Chendra, Cord, Del, Duncan, Ed, Entex, Espa, Faykan, Faye, Finn, Fox, Gaius, Garm, Garrus, Genera, Greeg, Gurney, Han, Hirak, Hondo, Ignor, Impera, Jaana, Jango, Jerec, Jet, Jung, Kai, Kalo, Kahlee, Kasumi, Kirk, Kit, Kor, Kymnal, Lando, Leto, Liara, Loris, Lotus, Marak, Mevakor, Mill, Mino, Miranda, Mordin, Naimon, Needa, Oola, Orrin, Paul, Poe, Potak, Praxis, Quinton, Ramus, Rey, Rocco, Saldeed, Samara, Saren, Seklor, Spike, Thane, Tilad, Yast, Yola, Victor, Wyndam, Xavier, Zaeed, Zokar

FAMILY NAMES: Acon, Apple, Bartok, Brell, Black, Clovis, Crynyd, Curia, Damme, Drake, Dreyfus, Dyson, Emari, Endua, Evazan, Farr, Feris, Gallia, Gree, Gyle, Hawking, Hex, Hill, Impera, Indigo, Intal, Ivanov, Jaana, Jor, Jusik, Kasur, Kedra, Kelmar, Kor, Kranax, Kritus, Kromyl, Kymnal, Lana, Livia, Luo

FAMILY NAMES (CONTINUED): Mahat, Marak, Natoth, Nagan, Naimon, Needa, Neumann, Nur, Ortcutt, Pava, Pim, Quag, Ramus, Rudra, Ryle, Shrike, Sloane, Sprek, Suzuka, Tann, Tarkin, Tel, Thorn, Tilad, Ulmak, Ursis, Valorum, Veers, Vosa, Wu, Wolffe, Wren, Yoneyama, Yueh, Yularen, Zan, Zer

ALIASES: Ace, Agony, Apex, Athena, Badger, Bingo, Black, Bolt, Brakes, Cash, Cosmo, Crashdown, Dash, Devil, Dipper, Echo, Eight, Elbows, Falcon, Fireball, Fish, Flex, Game, Gargoyle, Gear, Gonzo, Guns, Hammer, Headhunter, Helo, Hex, Highball, Intake, Iris, Iron, Juggler, Juice, Junior, Karma, Kingston, Lasher, Legend, Link, Loco, Mooch, Nails, Nemesis, Nova, Owl, Panther, Phoenix, Quirk, Raider, Razor, Skulls, Snaps, Stinger, Tank, Tax, Titan, Tread, Under, Vandal, Vapor, Wraith, X-ray, Yellow, Zen, Zenith, Zipper

LOOKS: Man, Woman, Ambiguous, Xeno

Long Coat	Loose Silks
Hood & Veil	Tight Pants
Knit Cap	Bomber Jacket
Hooded Cloak	Long Scarf
Tall Boots	Leathers
Mask & Robe	Flight Suit
Suit & Vest	Hide & Furs
Plain Tunic	Uniform
Suspenders	Flashy Hairstyle
Skirt & Blouse	Rebreather
Fitted Dress	Encounter Suit
Thick Duster	Unique Jewelry

PROCYON SYSTEM NOTABLES

RITAM AL'MALKLAITH: Noble system Governor in disgrace. Likes Ur artifacts.

YAST JOR: Engineer Guild head. Overseeing mining operations.

BANSHEE: Fierce space pirate Queen.

ALANNA: Church head. Mystic. Zealous in uprooting heresies.

JAX: Cobalt Syndicate leader. Wants to unite labor and get better working conditions. Turning to crime.

PASHA QU'LIN: Leader of the Ashen Knives. Wants to control all syndicates.

TALLON: Commander of 51st Legion. Wants to execute a military coup.

THE PRIME: Ancient Urbot fighting for the freedom of all sentient machines.

DORAAM: Nightspeaker mystic. Along with **Ismissa** and the large **Oin-rai**, seeks a set of Ur artifacts called the Raiment.

ILLIRA: Counters Guild. Wears a golden mask and breathes mysterious vapors.

ZIK ONE-EYE: Most feared bounty hunter in the sector. Has two eyes.

ZHIN AL'YUR: A young Noble Concordant Knight seeking the Way of Light.

DEL PAVA: Head of xeno relations for the sector.

ROCCO APPLE: Best shipwright.

SYSTEM: RIN

Warren	Alaph
Outpost SB-176	Ashtari Cloud
The Cove	The Straylight
	Baftoma

SYSTEM: HOLT

Mem	Jerek's Junkyard
Sonhandra	Hantu Gate
Vos	Trade Platform
	Planet Omega

SYSTEM: IOTA

Lithios	Shipyards
Indri	Belt of Fire
Amerath	Wayline
	ZX-1138

SYSTEM: BREKK

Shimaya	Blackstarr
Nightfall	Dendara
Aketi	Bright Wind
	Isotropa Max

FLASHBACK COSTS

- **0 STRESS** for a normal action for which you had easy opportunity.
- **1 STRESS** for a complex action or unlikely opportunity.
- **2+ STRESS** for an elaborate action which involved several special opportunities or contingencies.

INSIGHT

Doctor
Hack
Rig
Study

PROWESS

Helm
Scramble
Scrap
Skulk

RESOLVE

Attune
Command
Consort
Sway

CONSEQUENCES

You suffer **harm (1-3)**.

You have **reduced effect**.

You **lose your opportunity**.

It takes extra **time**.

You end up in a **worse position**.

Complication (tick a clock 1-3 segments or a new **obstacle** or **threat** appears.)

EFFECT

How does the effect manifest?

If there's a clock for your obstacle, tick segments equal to the **effect level**.

- LIMITED:** How is the effect diminished? What significant obstacle remains?
- STANDARD:** How does the expected effect manifest? What's left to do, if anything?
- GREAT:** How is the effect increased? What extra benefit manifests?

EFFECT FACTORS

-	QUALITY / TIER	+
-	SCALE	+
-	POTENCY	+

FORTUNE ROLL

- **1d** for each **TRAIT** rating.

- + **+1d** for a **MAJOR ADVANTAGE**.

- **-1d** for a **MAJOR DRAWBACK**.

CRITICAL: Exceptional outcome / Great effect.

6: Good outcome / Standard effect.

4-5: Mixed outcome / Limited effect.

1-3: Bad outcome / Poor effect.

EXAMPLE OF PLAY: USING SHIPS

1 OF 3

The crew of the Faraday (a CF-350 Series Scarab freighter modified to smuggle goods now and again) has been running jobs in the Brekk system recently. Their current job is transporting goods to the Rin system. They picked up their cargo (legal and illegal) and will find out that sometimes the crew is more precious than the cargo...

A MOTLEY CREW

A few friends sit down to play **Scum & Villainy**. Having just completed a smuggling job, Natalie, the GM, rolls an **entanglement** and comes up with Bounty Hunters. This should be fun!

The crew is as follows:

- **Captain Ray Aman:** Scoundrel. Good at sway and scrap; he's also the owner of the good ship Faraday, and a known pilot (helm 2). **Notable ability:** Never Tell Me the Odds.
- **First Mate Aleera Suhn:** Muscle. A xeno (did not take ability) with green skin and hair made of emerald fire, she's the calm under-pressure badass that gets the crew out of scraps the scoundrel lands them in. **Notable ability:** Veteran Pilot: Keen Eye.
- **Hayley Griffin:** Mechanic. White haired, with bold tattoos on her face and upper body, Hayley is the reason the ship still runs, although the captain doesn't pay upkeep enough for her taste. **Notable ability:** Fixed.
- **Rogan So'Hayan:** A swarthy human Mystic, with a predilection for strong drink and solving problems with his Psy Blade. Good at scrap, attune, and scramble. **Notable Abilities:** Psy Blade, In Balance

And of course no crew would be complete without their ship:

- **The Faraday:** Crew 1, Engines 2, Hold 2, Weapons 1. **Gambits:** 3 (Ship 2+1 Scoundrel: Serendipitous)

NOT SO SUBTLE TAIL...

Natalie (the GM) looks over the factions, and decides that one of Drexler's boys (a bounty hunter named Darius Black) is looking to make some quick coin snagging an easy prize. Drexler's boys are Tier 3 and she decides Darius also has a small craft.

Natalie looks at Rachel (playing Aleera, the keen-eyed first mate of the Faraday) and says, "So, Aleera, you notice as you're moving forward slowly in the jumpgate queue that there's odd movement behind you. There's a ship that's trying to keep things low profile, but they're skipping queue positions and closing the distance between themselves and you. **What do you do?**"

"I toggle ship comms," Rachel says, "and say, 'Look alive, everybody, we might have company' and bring up our tail on the radar and show it to the Captain."

Juan (who plays Captain Ray Aman) describes looking for a bit at the blip, then frowns and says, "Can I get Aleera to run and man the guns? I don't want to show our hand just yet. I'm going to try and 'fly casual' and lose them, but it might come to that." Rachel nods, and Juan continues by asking, "Can I just outrun them?"

Samantha looks at her prep. Drexler's boys are **Tier 3** in comparison to the Faraday's engine **system quality** of 2, and both ships are of comparable size. "Their ship is definitely a little beefier," she says. "You realize that they have bigger engines, and probably a trick or two up their sleeves. They have the edge, but it's going to come down to rolls, I think."

"Ok," Juan says. "Let's see if they can keep up. I'm going to call down to the engine room, and tell Hayley to give me everything she's got. Then I'm going to punch it hard, and bolt for the gate."

"You realize going into the gate out of order can be a big deal?" asks Natalie. She also starts making a **6-clock** for a getaway. The tail is ready for them to bolt, but they do have a good plan and an escape just ahead of them.

Juan laughs and shrugs. "Guess we'll get some **heat**. Better than being boarded. I'm going to push our engines hard and make for the gate! What's my position?"

"How are you going about this. Are you just making a straight run?"

"Nah," says Juan, "I think I key up the maneuvering thrusters, and go diving between two passing cargo freighters, and soon as I'm covered by the bulk of one, I punch heavy burn."

"Sounds a little **desperate** to me," says Natalie. "You're ducking and weaving through traffic, and at high speeds to boot."

"I'm spending a stress to **assist**!" yells Alice (who plays Hayley, the ship's genius mechanic). "I'll bypass the engine limiters to give the old girl a little extra kick right out of the door."

Juan gets ready to roll. He has **helm 2**. He takes a **gambit** from the

crew for an extra die. This is an important roll and he's already described being a little reckless and taking a chance! He picks up one more die from Hayley's **assist**. "**Devil's bargain?**" he asks.

"There's a System Cop ship right there. They could get a good scan of you as you go tearing by. Extra **heat**?"

"It's ok, this is going to be enough heat in the Brekk system as is. I'll just **push** myself." He marks 2 **stress**, and adds one more die for a total of 5 dice and rolls. His best die is a 5.

Natalie notes two ticks on the getaway clock. "So you punch the engines, and they do too. You dance along the skin of a corvette and hide between moving ships in the order, but they have a higher top speed. And there's a point where there are no ships for a few hundred yards, and you reach that point at the same time. They come out turned towards you, and cut loose with particle cannons. Their matter streams shred into your hull, and start tearing your ship to pieces..." Natalie is describing one of the consequences that **desperate** rolls get on a 5. In this case: take **severe harm**.

"Not so fast!" says Juan. "First off, we have shields. They can't take the full barrage, but the red lights warn me, and I spin the ship!" He marks the shield box on the ship. The harm is reduced to serious by the shield's **armor**. "I'm giving them a thinner profile, and saving some key areas. I'm going to **resist** - this is a physical consequence so ... **prowess**?" Natalie nods, and he picks up his three dice and rolls another 5 result. It costs him 1 **stress**, but the harm is reduced again. The ship takes only one level of **harm**.

The crew talks for a minute about where to assign the harm. "Put it in **engines**," says Alice. "I'm right there, and I can **rig** it to work if I have to." Everyone nods in agreement.

"Ok," says Natalie. "It looks like your crazy stunt just might work, when the particle cannons shred your number 3 engine. And as you were running hot, the feedback flushes right into the engine room." She looks at their ship sheet at the **engine modules**. "Your jump drive is toast, and a fire breaks out in the engine room."

"Not so fast!" says Alice. The fiction says the jump drive was hit but she has a trick up her sleeve. "**Flashback** to about a week ago when I was working on the engines - I added a bypass lever so that I can reboot them quickly if I need to. The jump drive may be offline, but I think I can get it back up and running before we hit the gate."

Natalie smiles. "Sounds like a 1 **stress** flashback. What are you doing about that giant fire in your engine room? The security doors are closing. Are you getting out?"

"Nope," says Alice confidently. "I'm going to punch the release, and suck the oxygen into space. That should kill the fire. Oh, and obviously I don't want to get sucked out too."

"Give me a **resistance** roll to hang onto something, and to keep enough of your breath in. You'll take **harm** if you can't fix the whole 'breathing vacuum' situation."

EXAMPLE OF PLAY: USING SHIPS

2 OF 3

"This is physical so ... **prowess**?" asks Alice. Natalie nods, and Alice rolls her prowess and gets a 6. Zero **stress**! Lucky! "Ok, before I fiddle with the jump drive, I snag the gas mask I wear when cleaning the engine exhaust, and an oxygen tank for the welding torch. I **rig** something to help me breathe for at least a few minutes till I can get the drive back online."

"Sounds **risky**," says Natalie. "If you take too long, you might pass out."

"I'll take that chance, and **push** myself," says Alice. She grabs her rig dice (3) and her push (1) and rolls. "Six! I do it! Also, since that was **risky**, I generate a **gambit**."

"Ray, Aleera, what are you folks doing while this life and death struggle is happening in the engine room? Your dashboard still says the jump drive is offline you know..."

"I'm going to look for the biggest ship I can," says Juan, "and try to run along it. And when we crest the tip, Aleera, give them everything you have with the guns, and I'll just do some fancy flying."

"Are you leading a **group action**, or is Aleera just focusing on shooting them?"

"No," says Rachel. "I'm going to ignore the Captain like I usually do, and instead try to make sure we can get away more easily. My shots aren't trying to disable their ship per se, just blast enough plasma in their faces so that they're blinded. I'm hoping we can run while they're distracted. I think I'm going to **set-up** Ray with my shots for increased **effect**." She picks up her ship-shooting dice (helm 1), **pushes** for another die (2 stress for another die), and has the **Keen Eye** pilot veteran ability which gives her **+1d** when firing ship guns (3 dice total). Happy with her dice-pool, she asks: "What's my position?"

"**Controlled**," says Natalie. Aleera isn't taking tricky shots and this is what she's known for. Rachel rolls, and gets a 6. Natalie describes the maneuver: the ship cresting past the frigate, the barrage of hidden weapons spewing plasma, and the enemy taking some heavy fire into their shields.

Juan stands up out of his chair. "Ok! I'm bee-lining for that gate. I have **+1 effect** from Aleera. Everything we got! Here we go!"

"Going hot and trying to cover that much distance when your engines aren't at 100% is probably **desperate**. You cool with that?"

"'Desperate' is my middle name," he says and everyone at the table groans. Juan grabs his 2 **helm** dice. They discuss devil's bargains, but most of them (including damage to the ship) aren't what he's looking for, so he **pushes** again (up to 5 **stress** now) and grabs another **gambit**. He rolls

the dice and they come up with 2 sixes. A crit! He adds a **gambit** because of the scoundrel **Never Tell Me the Odds** ability.

Natalie marks the remaining 4 ticks on the clock (3 for the crit +1 from the set-up) and describes that great effect. The blinded Draxler's boys fire a few shots but miss badly. They hit some nearby vessels, and the System Cops turn on their lights and come onto the scene. That's not going to end well for the bounty hunters. The crew has made it to the gate ... she turns back to Alice. "How's the engine?"

Alice picks up her **rig** dice again. "What's my position?"

"**Desperate**. You're trying to restart a jump drive using an untested bypass while sucking air through a makeshift mask."

Alice picks up her dice and rolls a 6! The jump drive is online right as they hit the gate.

"So crashing through a gate that's open for a different ship is definitely not safe."

"What does happen when two ships try to go through a gate?" asks Rachel.

"Good question. I think we do a **fortune roll** to decide." Natalie thinks for a second what to base the fortune roll on. Jump drives are what stabilize a ship going through a gate, and those are part of the engine ship systems. So she picks up 2 dice for the appropriate Faraday system and rolls a 5. They'll emerge, but there will be consequences for their ship ...

A MATTER OF SCALE

Running from a problem on the next job, Rogan (the ship mystic) ducks his pursuers, only to find that the very, very angry Drexler's boys have paid off the cops and caught up to him still trying for their bounty.

Natalie describes the dust kicking up from engines twisting into hover position and the bright lights of the Drexler ship cutting through the twilight of Warren and focusing on Rogan. "Their loudspeakers come on, and you hear Darius Black say, 'The bounty says dead or alive, mystic. Which would you prefer?' Their huge, underslung cannons twist to point at you. What do you do, Rogan?" she asks.

Dwayne (Rogan's player) grins and says, "I'm going to draw my wooden sword, and **Psy Blade** it up. I've got the **In Balance** special ability so I want to just deflect their shots."

Natalie considers this. A ship (even a small one like a single seater fighter craft) is easily in **scale** equal to a large gang. A small spaceship that's armed has such a dominant advantage in scale that Rogan couldn't even get **limited effect** in this situation.

"I think the ship is too much of a jump in **scale**. This is like trying to knock down a tower with a hammer in a single roll. Those blasters would just vaporize you and probably some chunk of the road on which you stand, Way or no Way."

"Oh," says Dwayne and thinks about his predicament. "You said the guns are mounted under its cabin, right?" Natalie nods. "Ok, how hard would it be to run towards the ship, and leap on top of its cabin where they can't target me? I have **Kinetics**, so I want to channel the Way to run fast and leap high."

"This is a leap of about a dozen feet or so. The ship is hovering just past the edge of the walkway. You're only moving yourself. Push yourself for 2 **stress**."

"Ok, I pull in the Way, the lights dim, I blur forward."

Natalie holds up her hand and stops him. "I think they don't expect you to do this, or this fast, so they're probably not opening fire immediately. But there's still the obstacle of making the jump, and the chance that they might tilt the ship or fire, putting you in a riskier situation if you fail. So how are you planning to do this?"

"With **scramble**! This is straight up **Kinetics**," says Dwayne. He picks up his 2 **scramble** dice. "I'm going to dash past all the bolts, and just leap up faster than they can get me. What's my position?"

"**Controlled** for now. We'll see how hard it gets."

"I'm just gonna roll." Dwayne lets the dice fly and gets a 4.

Natalie thinks about the outcomes. Rogan's made the jump but there's a **minor complication** or **reduced effect**. "So you blur and jump, but you land on the cabin. Which is curved. Your footing slips under you and you start sliding towards the ground many stories below, your will starts buckling and your attunement to the Way fades..."

Rogan grins. "Aha! Except I will **resist**. Gritting my teeth, I gesture with my hand and rotate their comms antenna with **Kinetics** and grab onto it as I fall. Prowess resist?" Rachel nods. Rogan continues his description. "Once it's next to the cabin I can grab it and use it to scramble back up on top of the ship!" He rolls his resist and gets a 3. Ouch, 3 **stress**! The Mystic comes with a starting ability (The Way) that lets him substitute a **gambit** for any stress cost. He uses up one of his crew's **gambits**, describes grinning at the stunned bounty hunters, and is on his way to the roof of the ship.

"So I **Psy Blade** up my wooden sword," says Dwayne, gesturing like Rogan would, "and I cut down into the hull and make a hole."

EXAMPLE OF PLAY: USING SHIPS

3 OF 3

"It's a few feet of hull there. It's not that your **Psy Blade** won't cut metal, just that there's more metal under it. This is a cargo ship designed to fly through some rocky parts of space."

"Huh," says Dwayne. "Are there any airlocks or portholes or something up on the surface where maybe the hull isn't so thick?"

"Yeah, sure!" says Natalie. "There's a porthole right next to the cargo doors on the top."

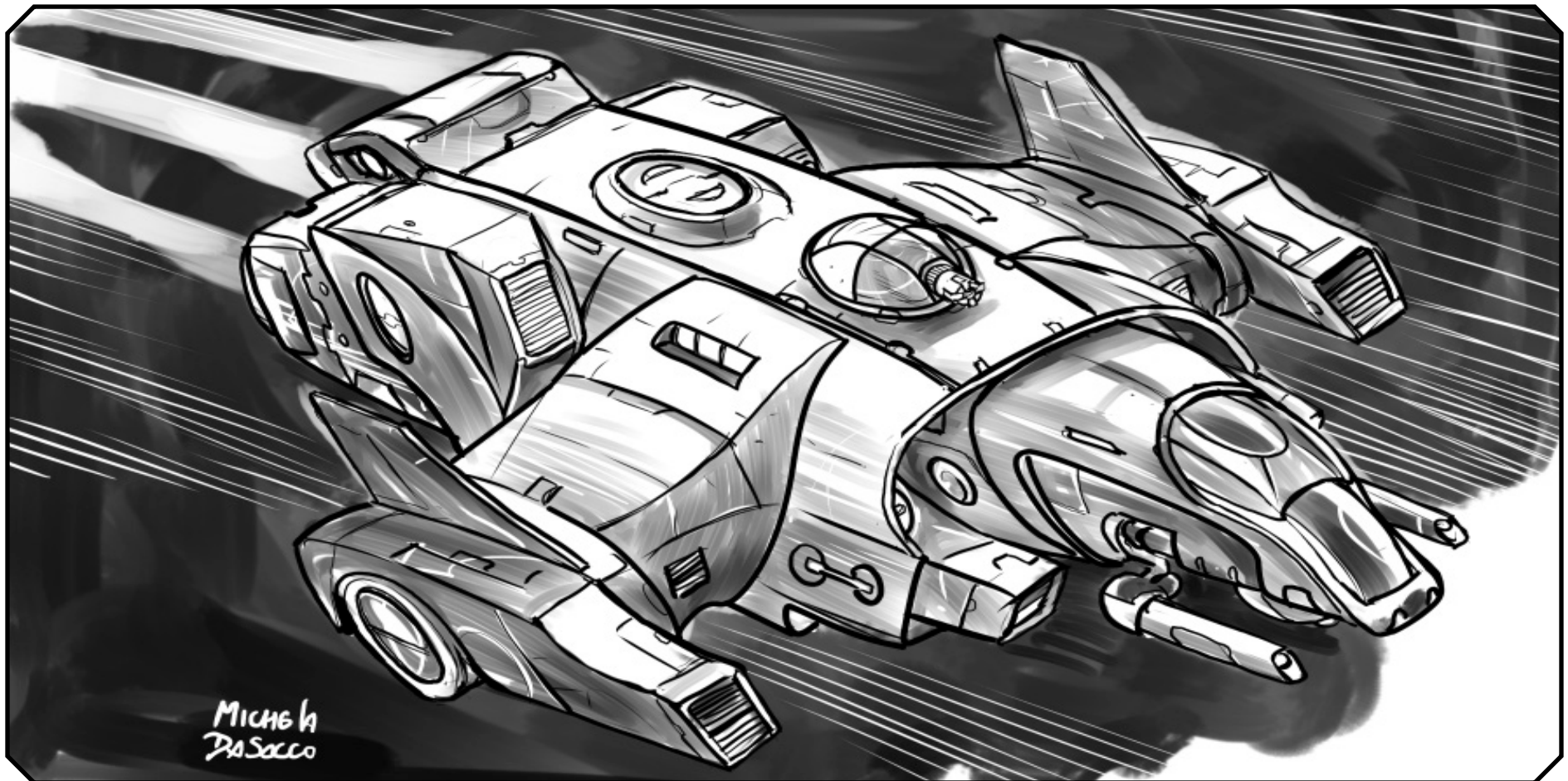
"Great!" says Dwayne. "My sword edge starts glowing, and you see little vapor trails going into it as my **Psy Blade** fully powers up. I'm running right up to the porthole and cutting through. I know the ship hull isn't an opponent, but melee weapons are under **scrap**, so that's what I'm trying to use for my ability. Position?"

"**Controlled**," says Natalie, considering his **crew quality** and the **potency** granted by the ability. "They're no doubt sending someone to catch up to you, so aside from this

taking time, you're not really in much danger at the moment."

Dwayne grabs his dice and rolls, getting a 4-5. "Ok, your **Psy Blade** carves through the glass almost like it was water," says Natalie, "but as you kick the cut out portion into the ship and step through, you see two of the bounty hunters running towards you down the hallway."

Dwayne smirks and describes raising his **Psy Blade**. Those bounty hunters are about to have a really bad day...



LOANS, DEBT, & HEALING

LOANS AND DEBT

Down on your luck? Blown regulator and no cred to fix it? Need a little extra scratch to buy that fancy new module? Counters Guild loans are great financial tools that allow upstanding citizens to bridge the gap in their cash flow.

You are not an upstanding citizen. Welcome to the world of loan sharks, pawnbrokers, and back alley moneymongers.

GETTING JUICED

Gaining **cred** beyond what's in your hold requires finding a lender. This is an **acquire asset** action where the result of the roll determines the max amount you can scrounge up:

- **Poor (1-3):** Up to **2 cred**.
- **Standard (4-5):** Up to **4 cred**.
- **Fine (6):** Up to **6 cred**.
- **Exceptional (crit):** Up to **8 cred**.

You can choose to take out fewer cred than than the max. All modifiers for **acquire asset** and downtime activities apply here, so you can get extra dice for involving a fixer or moneylender friend, using special abilities that affect downtime activities, or spending **cred** to improve your result.

*Dax Thrungi, the pilot of the Tryphon, hasn't paid upkeep and needs to get out of the system before the cops hunt her down over some unpleasantness during the last job. Not having the **cred** to pay her ship upkeep, she goes looking for someone to borrow the needed money from.*

*Dax needs to make sure that the cred is good enough to float her till her next score, so she taps Choss - her **friend**, the professional racer. She knows Choss has come up with cutting edge parts when he was down on his luck so he might put her in touch with the right kind of people. After talking to him, and impressing upon him her need and urgency, her player makes an **acquire assets** roll.*

*She assembles her dice pool. The Tryphon has a **crew rating** of 1, and Dax gets an extra die for leveraging a friend or contact during downtime, for a total of two dice. She rolls a 5 - a standard result - which means she can borrow up to 4 cred. Choss puts Dax in touch with some Ashen Knives moneylenders. They seem nice enough for now, but she knows they'll be waiting in lota for her to repay her debts.*

*Dax chooses to borrow **2 cred**, and marks **2 debt** on*

*the Tryphon's sheet. She spends the first to pay her **upkeep**, and the second for another **acquire asset** action to pick up some fake papers. She needs to get through the gate even if the cops are looking for a ship like hers. She'll take care of repainting the hull on the way.*

The GM should ask questions and use the answers to invent a character that holds this debt. Create a clock to represent the urgency of how soon the debt will need to be repaid, with an 8-clock being standard. Every downtime, form a fortune pool from the debt amount on the ship and roll to advance this clock. When the clock is full, the lender makes trouble for the crew, such as hiring local muscle to collect what money they can. This doesn't square the debt, but it will reset the clock.

Debt is paid off at the rate of **2 cred** to **1 debt**. Loan sharks are not known for their generosity and fair rates. No crew can carry more than **8 debt** at a time. When you're in that deep, word gets around and nobody will touch you.

CLEVER TRICKS

During a score a **devil's bargain** might increase your debt clock. It's very possible that blowback or heat from your current job might make your creditor more anxious about getting paid before the cops put you outside their reach.

Similarly, you may be able to reduce the clock by working on a **long term project** to help alleviate fears and make small-time payments that build goodwill with your creditor.

Your crew might be able to negotiate with your creditor to do a job in lieu of some (or all) of your loan being paid off. Discuss with your table over the details.

Overindulging in your vice can affect your **debt** rating. If you don't have a loan and you select the Bender overindulgence, the GM should let you know who financed your ill-timed binge. If you already hold **debt**, you just get in deeper. Either way, trouble comes knocking sooner rather than later.

HARM AND HEALING

TREATMENT DURING DOWNTIME

To get rid of harm, a character must receive treatment to stabilize injuries or ailments, and choose the **recover** action during **downtime**. When you recover, you might visit a doctor who can mend your wounds and soothe your mind. Roll (**crew quality-1**) to see how available and effective the doctor you have is. If a crew member wants to roll the

doctor ability, you can have them tend to your wounds. If you do, they roll their doctor ability instead. If you want to treat yourself, fine, but it will cost you **1 stress** to do so.

HEALING PROJECT CLOCK

When you've received treatment from the **recover** action, advance your healing clock (on your character sheet, just below your harm tracker). Healing works like a long term project. Once you're tended, make a roll, then tick segments on the clock according to the outcome.

If another PC rolls for your healing, it counts as only one downtime activity - either yours or theirs.

When your healing clock is filled, remove all levels of harm. If you suffer further harm before you finish healing, reset your healing clock.

*Captain Xandra Starblaze took a knife wound (level 2 **harm**) and a broken hand (level 2 **harm**) last job. She gets treatment (**recover** downtime activity) from Doctor X'thul - who passes for a physician on the station. She rolls **crew quality-1** to recover (a single die), and gets a 4, advancing her healing clock two segments. She also has the special ability **Flesh Wound**, so she marks three more segments, putting her at five. Xandra's player can decide to spend one more **cred** to improve the outcome and clear all wounds, or she can spend another downtime activity to finish off the recovery.*

TEMPORARY TREATMENT

The Stitch has a special ability called **Patch** - they can **doctor** someone to temporarily relieve the effects of harm. With a successful action, the targeted PC ignores penalties from their current harm for the day. Patch may also be used for normal treatment and healing rolls during downtime.

HEALING OFF-SCREEN

If your character becomes lost when they overindulge their vice, they leave play for a while (a few weeks of in-game time, or more). When they return, they have healed any harm they had. You may also voluntarily choose for your character to become lost - maybe you want to play a different PC, or you're going to miss a few sessions, so it's a good time for your character to disappear for a while.

JOBS

Roll a handful of dice and use the results as you please to help guide your choices from the list.

CLIENT/TARGET	
CIVILIAN	
1	Academic or Scholar
2	Laborer or Professional
3	Courier or Spacer
4	Shop or Business Owner
5	Artist or Writer
6	Doctor or Mechanic
SYNDICATE	
1	Dust Dealer or Supplier
2	Mercenary or Thug
3	Fence or Gambler
4	Spy or Info Broker
5	Smuggler or Thief
6	Pirate
HEGEMONIC	
1	Executive or Diplomat
2	Accountant or Pilot
3	Saboteur or Refugee
4	Cop or Detective
5	Agent or Scientist
6	Archon or Governor
ESOTERIC	
1	Precursor or Ley Line
2	Occult Collector
3	Wormhole or Beacon
4	Xeno or AI
5	Renegade Urbot
6	Mystic or Cultist

WORK	
COVERT	
1	Stalking or Surveillance
2	Sabotage or Arson
3	Poison or "Accident"
4	Burglary or Heist
5	Lift or Plant
6	Impersonate or Trick
VIOLENCE	
1	Assassinate
2	Disappear or Ransom
3	Terrorize or Escort
4	Destroy or Deface
5	Raid or Defend
6	Rob or Strong Arm
UNDERWORLD	
1	Escort or Security
2	Smuggle or Courier
3	Blackmail or Discredit
4	Con or Espionage
5	Locate or Hide
6	Negotiate or Threaten
OTHER	
1	Infect or Cure
2	Broadcast or Record
3	Capture or Tag
4	Setup/Disrupt Comms
5	Turn On or Off
6	Hack or Download

TWIST OR COMPLICATION	
1.	An element is a cover for a Cult or secret society
2.	A mystic has foreseen this job and warned the parties involved
3.	At least one of the people involved is being impersonated by someone else
4.	The location is being watched by Hegemonic forces
5.	The job furthers a xeno group's secret agenda
6.	The job furthers a Guild's secret agenda
1.	An element is a front for a criminal enterprise
2.	A dangerous gang uses the location
3.	The job is a trap laid by your enemies
4.	The job is a test for another job
5.	The job furthers a magnate's secret agenda
6.	The job furthers a pirate's secret agenda
1.	The job has strong Precursor or Ley Line presence
2.	The job is in pirate or contested territory
3.	The job is not planetside
4.	The location moves around (site changes, it's on a vehicle, etc.)
5.	The job furthers a revolutionary's secret agenda
6.	The job furthers a Governor's secret agenda

CONNECTED TO A PERSON...		
1	PC	Friend
2	PC	Rival
3	PC	Family or Background Connection
4	CREW	Contact
5	PLANET	Planetary Notable
6	ESOTERIC	Urbot, Ship, or Guild Representative

Whenever a job is generated it's usually connected to at least two factions: one that the job hurts in some way, and another faction which is benefitted by the job in some way.

...AND FACTIONS			
1-1	The 51st Legion	4-1	Lost Legion
1-2	Acolytes of Brashkadesh	4-2	Guild of Engineers
1-3	The Agony	4-3	HNN
1-4	Ashen Knives	4-4	House Malklaith
1-5	The Ashtari Cult	4-5	The Maelstrom
1-6	Borniko Syndicate	4-6	Mendicants
2-1	Church of Stellar Flame	5-1	Nightspeakers
2-2	Cobalt Syndicate	5-2	Sah'iir
2-3	Concordiat Knights	5-3	Scarlet Wolves
2-4	Conclave 01	5-4	Starless Veil
2-5	Counter's Guild	5-5	Starsmiths Guild
2-6	Cult of the Seekers	5-6	Suneaters
3-1	Draxler's Raiders	6-1	Turner Society
3-2	Dyrinek Gang	6-2	Vigilance
3-3	Echo Wave Riders	6-3	Vignerons
3-4	Ghosts	6-4	Vorex
3-5	Isotropa Max Secure	6-5	Wreckers
3-6	Janus Syndicate	6-6	Yaru

ADVANCED ABILITIES & PERMISSIONS

Here's a few advanced abilities and permissions for characters to acquire through the events of play. You might create your own for your **Scum & Villainy** series, focused on the elements that are important in your game. Before you can acquire the abilities, there are fictional requirements. But it will be up to your table to discuss and discover in play how to fulfill those requirements.

These powers are a good way to flesh out and detail the world, and answer some questions. What are the Nightspeakers really like? What sets them apart from other cults? What does it truly mean to be a Guild member?

GUILD MEMBER

When you pass the Guild exams and pay the appropriate admission fees, you become a licensed Guild Apprentice and receive permission to take on Guild contracts. You also gain the adept ability of your Guild (this does not count as a special ability).

When you have proven your trustworthiness and technical acumen, you achieve the rank of Journeyman. You receive permission to study the secrets of the Guild and may take the Master special ability of your Guild as a Veteran advance.

STARSHAPER'S GUILD

[Adept] Badged: As a licensed member of the Starshapers Guild, you can dock your ship and receive routine maintenance free while parked at an official port (you do not pay **upkeep** at Hegemony ports). You may furthermore certify ships and ship-modifications as being space-worthy and legal.

[Master] Drive Schematics: You gain access to Starshaper engine designs and materials and can upgrade your ship engines using a **long term project**. This clock has six segments, plus two for every current rating. You are legally allowed to open and work on any jump drive.

*Hayley (the mechanic of the Faraday) achieves the title of Master Starsmith. She attempts to redesign and tune the Faraday's engines. The Faraday has Engines 2 currently, and she's trying to push them to become Engines 3. This becomes a 10-clock **long term project** that requires time in a Starsmith drydock. At the end of the project the Faraday will have quality 3 Engines.*

GUILD OF ENGINEERS

[Adept] Tools and Techniques: You gain access to the Grand Archive, an encrypted and regularly updated trove of mechanical designs and scientific papers. A well-guarded copy exists in each system the Guild has a strong presence. When you **study** the Archive to design a new schematic, you get **+1 effect**. You also create devices at one Tier higher than usual.

[Master] Personal Upgrade: Cybernetics are restricted to Guild Masters and select (often powerful) Hegemonic clients, licensed to have such things. You have one or two parts of your body cyberized. Discuss with your table what enhancements this upgrade offers you. You may perform superhuman feats using your cybernetic part by expending an appropriate (0-2) stress cost.

Yun Halrath has recently achieved the rank of Master Engineer. As part of his status, he chooses to go under the knife, and pick up a very stylish mechanical arm. Of course, as with many Guild items, it's not simply a decorative status feature, so the player, the GM, and the table discuss what the arm does. Although Yun will be able to use it to do other things, they establish a few common uses and costs for the arm.

0 stress: Rip a door off its hinges.

1 stress: Fire the hand as a grappling hook, and use motors inside the arm to ascend.

2 stress: Block blaster bolts with the arm.

MEMISH MYSTIC

When you scar your body with the holy words of the Prophet Ruum, embed within the wounds the rare seaweed from the depths of Mem's oceans, pray at the Memish holy site of Nur-thulama, and are accepted as a true member of the Mem, you open your mind to the Memish secrets of the Way. You gain access to the following special abilities as Veteran advances:

The Way of Seeming: You can **push yourself** to do one of the following: *turn invisible to eyes, ears, and the Way - create illusions that look, sound, and feel real.*

When you push yourself to activate this ability, you still get one of the normal benefits of pushing yourself (+1d, +1 effect, etc.) in addition to the special ability (perhaps to **sway** someone that the illusion is real).

The Way of Depths: You can **push yourself** to do one of the following: *manipulate shadows as if they were solid matter, creating weapons, tools, or terrifying shapes - step into a shadow and emerge from another nearby shadow.*

When you push yourself to activate this ability, you still get one of the normal benefits of pushing yourself (+1d, +1 effect, etc.) in addition to the special ability. Although you may still need to make **rig** or **skirmish** rolls using the tools/weapons created by this power, all shadow items count as **fine** items.

NIGHTSPEAKER

When you achieve the rank of initiate, you receive permission to attend the secret rituals of the cult. When you make the appropriate sacrifices to the cult, master the secret rituals, and bond to your provided mask, you become an adept. You learn the true purpose of the Raiment of Night and are tasked with retrieving the pieces. You may also take the following special abilities as Veteran advances:

The Night Voice: You can **push yourself** to strip an area of the Way for a few minutes. Doing so creates darkness, strange gravitational effects, and disables access to the Way for everyone, including you (powers, artifacts, and any tech that relies on the Way will stop working). When you push yourself to activate this ability, you still get one of the normal benefits of pushing yourself (+1d, +1 effect, etc.) in addition to the special ability.

Bound in Darkness: You may use teamwork maneuvers with any Nightspeaker that has bonded to their mask, regardless of the distance separating you. You may take **1 stress**, so that your whispered message is heard by everyone wearing a Nightspeaker mask (Nightspeaker or no).

SCAVENGER

Scavengers are less of an organized group, and more of a well-known group of scoundrels and explorers willing to go where the Hegemony forbids, and risk life and limb to return with treasures.

When you lead a successful expedition to a promising Ur-site and scavenge it for all it's worth, you gain notoriety in the underworld as a ruin explorer. You may also take the following special abilities as veteran advances:

ADVANCED ABILITIES AND PERMISSIONS

2 OF 2

More Luck Than Sense: You may expend your **special armor** to resist the consequence of traps or Ur-artifacts, or to **push yourself** when running, jumping, or wildly trying to escape danger.

Gadgets: You have assembled a collection of small, common, usually-stable Ur gadgets that you have access to. Each mission, you may bring up to three of these gadgets for **1 load**. The gadgets you can bring are listed below:

- ▶ **Pocket Spacesuit:** A badge, bracelet, or amulet that can generate life support in vacuum for an hour or so. May look like a force-field or actually expand into a suit that surrounds a person. Takes an hour or so to recharge.
- ▶ **Rocket Boots:** Some sort of thrust. May be a beam that propels you or actual small jets. Often difficult to control. Generates small jumps in atmo, but is very useful in vacuum. Takes a few minutes to recharge.
- ▶ **Gravity Link:** A small pyramid that, when opened, generates a gravity well, drawing in nearby objects up to the size of a person for a few moments. Takes an hour or so to recharge.
- ▶ **Babel Rings:** A set of two rings that scrambles all communication in an area the size of a building. Works on writing, voice, and electronics. Takes a day or so to recharge.
- ▶ **Zero Element Belt:** A belt with a dial. When turned on, the user has neutral buoyancy (floating as if in zero G). Only works on people. Never seems to run out. Often has trouble turning off.
- ▶ **Cold Cube:** A cube inside a wooden container. When placed on a non-wood surface, it devours heat and snuffs out fire. Causes frostbite if touched outside its box.
- ▶ **Null Space Pocket:** A small dimensional pocket you can fit your hand and wrist into, attached to a fancy stone carving. You can hide a **1 load** item inside it.
- ▶ **Mirror Dimension Coin:** When looked through, shows a small, common item. When smashed, the item appears. No two have the same item.
- ▶ **Ur-botic Pet:** Adorable, small, eerily smart. Tiny AI core that seems to have imprinted animal-like behavior.

These items are generally stable and safe to use, but may manifest consequences, particularly if damaged (at the GM's discretion). If you lose your items, you may undertake a job or **long term project** at the dig site to replace them or find new ones.

MENDICANTS

When you are accepted as a petitioner of the Mendicants, you may offer your services at Mendicant hospices and will receive supplies required to help those in need. When you have proven your dedication to the cause and an Emerald Heart becomes available, you may have it implanted by a Mendicant Physician.

When you are implanted with an Emerald Heart, you suffer a **trauma** and gain the following special ability:

Mendicant Physician: You cease to age, become immune to diseases, no longer need to eat, and gain a free downtime activity for **recovery**.

The artifact does not come without drawbacks: it changes the user over time. Old (and ancient) Mendicants frequently disguise their changes or live far from civilization.

You may also take the following special abilities as Veteran advances:

Aura of Peace: You may extend the biotic field of your implant to someone in your care. **Push yourself** to ease the burdens of another. They ignore all **harm** penalties until they are hurt again or two hours pass.

Biogenesis: Your implant allows you to share your health with another. When you **doctor** someone, you may spend stress 1-for-1 to add extra segments to their recovery clock.

"When going to a negotiation, you're best off to bring a Speaker. And if your ship doesn't have one? Bring some coin to bribe them up front, and then pay them when they take offense. And if you're broke, make sure you tuck a detonator in a back pocket."

— CAPTAIN RAY AMAN



GM DOWNTIME

During downtimes and between games, the GM has a responsibility to keep the world running. Without independent action by the sector factions, the game feels flat and static - the crew running the clock, and the world only reacting. Each faction should be working on its plans despite the best efforts of the crew. To simulate this, we use faction clocks - clocks which determine when factions will succeed at their plans.

For example: the Nightspeakers search for the next piece of the Raiment of Night. Between jobs, make a **fortune roll** using the faction's Tier as the baseline, and let it guide the story you're telling. It's important to explain, if only to yourself, the outcome of the roll. The Nightspeakers had two segments to fill in, but only rolled one segment? Figure out what went wrong for them. Did they crit on their roll and complete their clock? What does that look like? Who helped them out? Take every opportunity to then showcase this in play, showing the effects of background actions on the world the players see and experience.

TIER AND SCOPE

Whatever the goal, the size of the faction clock is under your control. A standard clock is **8 segments**, but easier or harder goals should be bigger or smaller. The scope of the action should also match up with the Tier of the faction. A Tier 1 faction would never have a faction clock for: *Bring down the Legion*. This is impossible (and correspondingly, too big a clock) for them. A Tier 5 faction would never have a faction clock of: *Deal with a member of this low-Tier gang*. This would barely be on their radar.

For each goal, think about what it would take for the faction to accomplish that goal and ask: *is this something they could put into motion or do they need to do something else first?* If it's the latter, figure out how to break down the action into reasonable goals, and make the first of those goals the faction clock.

This is especially true of the goal: *Increase in Tier*, which should never be an explicit goal. Instead, think about how the faction would improve its Tier, and then set goals that bring that about.

The Dyrinek Gang needs jump-capable ships to get off Warren and spread through the sector. Once they do this, they'll be a higher Tier faction with more influence and members. Create a clock: Steal freighters from the Cobalt Syndicate - this sounds like a bigger deal than normal, so maybe make that one a ten segment clock.

OLD AND NEW FACTIONS

You don't need to simulate every faction in the game each downtime. Usually, you can roll just for the ones that interest you in the sector - the ones that the players have dealt with, or that were in the starting situation, or that you explicitly want to introduce. If the players engage with a new faction, you can usually start fresh with that faction. If their starting goal doesn't make sense given where the story is - update it!

Sometimes, you may decide a faction isn't relevant to your game anymore. Just stop rolling for them during downtimes. You're not locked into progressing and updating faction clocks for a faction that the story hardly ever includes. If they become relevant again, you can make a few fortune rolls for them in a row, to indicate that they've been working on stuff in the background.

GIVING UP A CLOCK

Sometimes a faction clock no longer makes sense (often knowingly or unknowingly, crew actions will muck with faction goals). For example, maybe a faction wants to catch and interrogate a rival faction leader, but then that leader gets killed. In those cases, just create a new clock to replace the old one. Their priorities have shifted. There can be a natural desire to give factions credit for having completed some of the clock, but it's better to just start clean. If there's some small portion of the previous clock they could salvage/use for their new agenda, just represent that with a smaller clock on their new goal.

FACTION VS NPC CLOCKS

Factions aren't monolithic and unified. The crew may influence one of the faction's NPCs, or that NPC may simply have competing interests to the larger faction goals. Remember that a faction operates on a different scale than a single person. You may want to create some clocks to represent those NPC interests. As an example, two Guild primarchs could be fighting over who is really in control of the faction (represented by a tug-of-war clock) while the faction itself is trying to take over some new business interest (represented by a faction clock). You can track/advance these NPC clocks in the same fashion as faction clocks during downtime (assemble a pool of fortune dice, roll, interpret how the results reflect the events, and change the clocks appropriately).

If specific NPCs interfere with a faction's overall progress, you can reduce the filled segments on the faction's clock; likewise, if there's some windfall of luck or the players help out a faction, consider advancing the clock. Let the story influence the mechanics in the same way that the mechanics influence the story.

SPECIAL CASES

When players spend cred for extra downtime activities, that money goes somewhere, sometimes into the pockets of a faction (the GM will decide when it's relevant). It can be good to think about how that money gets spent and if it might be relevant to the story. For instance, after a harsh but well-paying job against the Ashen Knives, the crew is flush with cash. They spend their downtimes recuperating, but spend cred for extra downtime activities, laying low in another system, and another to improve the result to a crit.

Those two cred are clearly going into bribes for someone to smooth things over - maybe the Legion or House Malklaith. With this extra cash, you might add a die to those faction rolls this downtime, or if it's a lot of cash, maybe just add a bonus roll. If the characters are just spending money locally - maybe to acquire an asset or work on a long term project - look at what factions might be around to benefit, and decide how the influx of cash is going to help them.

USING YOUR PREP

The GM should take every opportunity to showcase the world and the actions of the factions. This shouldn't necessarily be secret information. Faction clocks often create job opportunities for the crew. Use it to detail and explain crew entanglements after jobs. These downtimes tie the world together. Showcase the story of the sector and let the faction actions make your game world breathe.

CREW CURIOSITY

Once the effects of the faction actions are felt in the world, crews will inevitably want to find out what factions are working on and what they can do about it. Getting someone to gab might be an **acquire asset** action if they don't have an in (or just a gather information using **consort** if they have an appropriate crew or personal contact). Well-hidden plans might require a **long term project** to discover the the agenda of a group (clock size determined by how secret this agenda is).