

CHARACTER CREATION

0. CHOOSE A SHIP AND CREW

Your characters will be influenced by the ship you fly, so discuss the ship selection for your game first. Pick the ship now, but detail the ship during crew creation.

1. CHOOSE A PLAYBOOK

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

2. CHOOSE A STARTING ABILITY

Playbooks begin with a **starting ability** marked. Note that starting abilities cannot be selected using Veteran.

If you want to play a xeno with unique abilities, replace your **starting ability** with the following: "**Xeno**: You may spend **stress** (0-2) to perform an inhuman feat only members of your species can do."

3. CHOOSE A SPECIAL ABILITY

Choose from the list on your sheet. If you're unsure, choose the first one (it's placed there as a good default choice).

4. CHOOSE A HERITAGE

Pick one on the sheet and add a note about your family life.

5. CHOOSE A BACKGROUND

Pick one on the sheet and add a detail about your specific history.

6. ASSIGN ACTION DOTS

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

7. CHOOSE ONE FRIEND AND ONE RIVAL

You know all of the people here well. Mark someone on your list who is a close friend, long-time ally, family relation, lover, etc. (the upward-pointing triangle). Mark another who is a former friend turned rival, enemy, scorned lover, betrayed partner, etc. (the downward-pointing triangle).

8. CHOOSE YOUR VICE

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

9. RECORD YOUR NAME, ALIAS, AND LOOK

Choose from the lists (right), or write down your own.

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

FAMILY NAMES: Acon, Apple, Bartok, Black, Brell, Clovis, Crynyd, Curia, Doona, Drake, Dyson, Emari, Endua, Evazan, Farr, Feris, Gallia, Gree, Gyle, Hawking, Hex, Hill, Impera, Indigo, Intal, Ivanov, Jor, Jusik, Kasur, Kedra, Kor, Kranax, Kritus, Kromyl, Kymnal, Lana, Livia, Luo, Mahat, Marak, Nattoh, Nagan, Neumann, Nur, Ortcutt, Pava, Pim, Quag, Ramus, Rudra, Ryle, Shrike, 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, 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 and Vest	Loose Silks
Long Coat	Collared Shirt	Tight Pants
Hood and Veil	Suspenders	Bomber Jacket
Short Cloak	Intricate Rings	Long Scarf
Knit Cap	Skirt and Blouse	Leathers
Fancy Makeup	Wide Belt	Stillsuit
Slim Jacket	Fitted Dress	Hide and Furs
Hooded Cloak	Flight Suit	Worn Uniform
Work Boots	Heavy Cloak	Space Suit
Mask and Robe	Thick Duster	Glittering Jewelry

10. REVIEW YOUR DETAILS

Read your experience triggers and ways you can earn **xp**. Everyone has access to all the gear on their sheet, but the items listed in the grey section are **special items** unique to your playbook.

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 NPCs; order people to do what you want.
- **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 vehicle; fire ship weaponry; plot a jump or in-system course; escape a chasing ship.
- **RIG** together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives.
- **SCRAMBLE** to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments.
- **SCRAP** with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle.
- **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, 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:** *Route and means.*

◆ *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

A 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 MECH-TAPE:** You get an extra **downtime activity** to **repair**, and the repair activity costs you **0 cred**.

► **CONSTRUCT WHISPERER:** 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.

► **JUNKYARD HUNTER:** When you **acquire** parts or equipment during **downtime**, you may either gain **two assets**, or one asset at **+1 quality**.

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

► **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.

► **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

□ **Fine Hacking Rig**

□ **Fine Ship Repair Tools**

□ *Small Drone*

□ *Vision-Enhancing Goggles*

□ *Spare Parts*

□ *Genius Pet*

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 **2 xp** if that item occurred multiple times.

◆ You addressed a tough challenge with **technical skill** or **ingenuity**.

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

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

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 **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				HEAVY	
2				SPECIAL	
1				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:** Route and means.
 - ◆ 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

A DANGEROUS
AND INTIMIDATING
FIGHTER

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 **+1 effect** on that action.
- **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.
- **BODYGUARD:** When you **protect** a crewmate, **resist** with **+1d**. When you take **harm**, clear **1 stress**.
- **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).
- **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.
- **READY FOR ANYTHING:** When being ambushed, you gain **potency** to all actions during a **flashback**, and your first flashback costs **0 stress**.
- **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**.
- **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

- 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 :

- ◆ 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 **2 xp** if that item occurred multiple times.
- ◆ 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**
- + **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.

- +** 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

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				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:** Route and means.

◆ 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

A SHIP-HANDLING
WIZARD AND
DANGER ADDICT

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** (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 **6s** from different rolls as a **critical**.

▶ **TRAVELER:** 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

△▽ Mav, a former mentor

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

☐ **Fine Customized Spacesuit**

☐ **Fine Small Urbot**

☐ **Fine Mechanics 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 **2 xp** 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		NEED HELP		ARMOR	
3				HEAVY	
2		-1D		SPECIAL	
1		LESS EFFECT		CRED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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.
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PLANNING & LOAD

- Choose **plan**. Pick **load**. Provide **detail**:
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 - ◆ *What's the danger here?*
 - ◆ *How can I find ____?*
 - ◆ *What's really going on here?*
 - ◆ *Ask about a **detail** for a **plan**.*

GATHER INFO

SCOUNDREL

A SCRAPPY AND LUCKY SURVIVOR

STARTING ABILITY

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

SPECIAL ABILITIES

- ▶ **NEVER TELL ME THE ODDS:** You 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).
- ▶ **WHEN THE CHIPS ARE DOWN:** You gain a second use of **special armor** between each downtime.
- ▶ **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.
- ▶ **DAREDEVIL:** When you make a **desperate** roll, you may take +1d. If you do so, do not **mark xp** in that action's attribute.
- ▶ **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).
- ▶ **ASK QUESTIONS LATER:** When you **consort** to **gather info**, you gain +1 **effect** and can in addition ask: *Who might this benefit?*
- ▶▶ **VETERAN:** Choose a **special ability** from another source.

"FRIENDS"

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

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

- ☐ **Fine Blaster Pistol** (or **Pair** ☐)
- ☐ **Fine Coat**
- ☐ *Loaded Dice or Trick Holo-cards*
- ☐ *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 **2 xp** if that item occurred multiple times.
- ◆ *You addressed a tough challenge with **charm** or **audacity**.*
- ◆ *You expressed your beliefs, drives, **heritage**, or **background**.*
- ◆ *You struggled with issues from your **vice** or **traumas** during the session.*

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				ARMOR	
3		NEED HELP		HEAVY	
2		-1D		SPECIAL	
1		LESS EFFECT		CRED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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:** Route and means.
- ◆ 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 RESPECTABLE
PERSON ON
THE TAKE

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
- ☐ Legitimate ID
- ☐ Luxury Item
- ☐ Luxury Item
- ☐ Large Luxury Item
- ☐ Memento of a Past Encounter

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 **2 xp** 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.

- ☐ 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 _____

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◆ *What's their intention?*

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◆ *How can I find ____?*

◆ *What's really going on here?*

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

STITCH

SPACEFARING
HEALER OR
SCIENTIST

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, wounds, or corpse, and **gather info** from a crime scene. 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 to tend to anyone in need.

▶ **UNDER PRESSURE:** Add a **gambit** to the pool whenever you or a crew member suffers level 2 or greater **harm**.

▶ **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**.

▶ **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*

☐ Blaster Pistol

☐ 2nd Blaster Pistol

☐ Melee Weapon

☐ Heavy Blaster

☐ Detonator

☐ Hacking Tools

☐ Repair Tools

☐ Medkit

☐ Spy Gear

☐ Illicit Drugs

☐ Communicator

☐ Armor

☐ Spacesuit

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STANDARD ITEMS

ARMOR: Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.

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

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

DETONATOR: Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can’t handle. Illegal. You shouldn’t have this. No, really.

HACKING TOOLS: Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs.

HEAVY BLASTER: Can do considerable damage to vehicles, heavy armor, and constructions like unshielded doors. Has about a dozen shots.

ILLICIT DRUGS: What’s your poison, space cowboy?

MEDKIT: Blood for a few common races, gauze, anti-radiation injector, laser scalpel, antiseptics, thread, painkillers.

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

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.

SPACESUIT: Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).

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

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.

SPARE PARTS: Usually for ship repairs and electronics. Often forgotten in a pocket or tool belt.

VISION-ENHANCING GOGGLES: Eyewear with settings for thermal and ultraviolet, and magnification levels in the thousands.

GENIUS PET: Incapable of speaking, but can understand language and assist with basic tasks. Likes you. Really cute. Anticipates your actions.

MUSCLE ITEMS

If you have more than one Muscle playbook on the crew, feel free to 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.

FINE MARTIAL ARTS STYLE: Your own custom blend of combat techniques.

KRIEGER, A FINE BLASTER PISTOL: As a friend or ally, it can be used during **downtime** to threaten or intimidate. As an enemy, someone else owns it and it’s carrying a bullet for you.

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

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

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

ZARATHUSTRA, DETONATOR LAUNCHER: Fires detonators at high velocity.

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

MYSTIC ITEMS

FINE MELEE WEAPON: Antiquated weapon that acts as an extension of your body.

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

OFFERINGS: A candle, oil lamp, flowers, food, water, incense, pebbles from your journey.

OUTDATED RELIGIOUS OUTFIT: Robes, worn cloaks, sandals, etc.

PRECURSOR ARTIFACT: A small object made of ancient materials. Precursor tech.

TRAPPINGS OF RELIGION: Scrolls, texts, icons, cups and bowls, bells.

PILOT ITEMS

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

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

FINE SMALL URBOT: Supports piloting and can carry a few items. Seems eerily sentient.

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

GUILD LICENSE: Legit pilot certification (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.

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

FORGED DOCUMENTS: Reasonably well-made facsimiles of documents that would never actually be given to someone like you.

LOADED DICE/TRICK HOLO-CARDS: Gambling accoutrements subtly altered to favor particular outcomes.

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

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

SPEAKER ITEMS

FINE CLOTHES: Silk sarongs, suits, fine blue capes.

LEGITIMATE ID: A properly encoded Hegemonic ID indicating your legitimate station in the Hegemony.

LUXURY ITEM: Fine brandies, small but thoughtful gifts, spices and perfumes, fine instruments, popular games, etc.

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

CANDIES AND TREATS: For those extra brave customers.

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.

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

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

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.

*“Can I take +1d here to **command** by flashing my detonator? People will see it and go streaming out into the streets in a panic.”*

“I’ll empty both clips if it’ll get me +1d, but then I’ll be out of ammo. Hopefully there won’t be anyone left standing!”

CREW CREATION

1. CHOOSE YOUR SHIP

There are three starting ships to choose from:

- **STARDANCER:** Smugglers and blockade runners. Looking to do odd jobs, small thefts, and find lost items.
- **CERBERUS:** Extraction specialists. Looking to find missing people or items and claim bounties.
- **FIREDRAKE:** Rebels and criminals. Looking to protect the downtrodden and fight the Hegemony.

2. CHOOSE A REPUTATION

What reputation has this crew garnered with the different factions of the sector? Choose one (or create your own):

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

3. CUSTOMIZE YOUR SHIP

Your ship begins with **2 cred** in its hold and a few preselected ship systems.

Choose two 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 its starting **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. CHOOSE A 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.

5. ASSIGN UPGRADES

Each ship starts with pre-selected upgrades well-suited to the crew, such as the Galley for the Stardancer, or the Brig for the Cerberus.

In addition to those upgrades, pick two more (details on following handouts). You can pick any two boxes, but be aware that some (like Shields) cost two upgrades in order to select.

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. 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. 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 YOUR 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!

MODULES & UPGRADES

Complex specialized systems. Not 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 run the ship on behalf of the crew. Snarky personality module available for free.

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

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

GALLEY: A combined kitchen and 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. Overwhelmed by focused fire. Counts as **armor** against ship weapons and energy attacks. Largely absorbs blaster fire. Costs two upgrades instead of one.

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 sensor echoes (or act as a beacon).

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

NEXUS LINK: A link to the Hegemonic System Network. Allows for news updates, realtime messages, and tapping into system-wide sensor grids. Others may be able to hack into your ship remotely via the same channel.

QUANTUM ENCRYPTOR: Encrypts comms 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 the crew. Roll **comms** rating when firing.

CREW GEAR

ALIEN PET: Lovable rascalion or loyal guardian, these critters are more trouble than they're worth.

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

RECON DRONE: A small drone for surveillance, mapping, and intelligence gathering. Can be given simple instructions. 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.

WORKSHOP: Plasma cutters, a nano-assembler, a stock of metal and electrical components, a forge—anything required to build, modify, or disassemble complex machines. Adds **+1 quality** to **craft** rolls.

CREW TRAINING

May represent an appropriate place on your ship, relevant manuals, or expert mentors.

Mark **2 xp** in the appropriate category instead of 1 when taking the downtime **train** action.

ENGINE

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.

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.

JUMP DRIVE: A special engine that can activate the Ur gates that connect systems and translate the ship into hyperspace lanes.

HULL

Hull governs how tough a ship is. These passive systems are laid out throughout the ship and often necessary for certain actions. **Note:** personal and freighter-sized 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 takeoff 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.

SHIP UPGRADES

HOLO-EMITTERS: For holo-conferences and maps. Images won't hold up to close scrutiny but can be convincing for a short while. Includes sweet games and holo-vids.

INTRUDER ALARM: A full suite of sensors about the ship, including motion sensors, door codes, and panic buttons that can all trigger a klaxon and red security lights.

LAND ROVER: Armored all-terrain vehicle for carrying heavy cargo or folks over land. High-powered winch and decorative stickers come standard.

POWER RESERVES: 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 spacecraft capable of carrying a few people from planet to orbit. Limited systems capacity—treat any **system** as **quality zero** vs. actual ships. Can attach to airlocks, but best stored in a **landing bay** if you don't want stray asteroids or partial cannon fire affecting it.

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

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.

WEAPONS

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

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

GRAPPLING HOOKS: Officially for latching onto asteroids and netting cargo, it's an array of nets, grappling lines, and arms that can tie together two vessels for towing or boarding. Legal.

MINING DRILL: Vicious, close-range, high-power energy drill. Vaporizes rock. Easily modified to bore through hulls. Legal.

MISSILES: Projectile with mounted drive. Not legal.

PARTICLE CANNONS: Pew! Pew! Usually fixed in one direction on personal vessels. Often cross linked. Not legal without license.

CREW SPECIFIC UPGRADES

STARDANCER 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 you can swap between.

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: Webbing or fake skin used to hold small items close to the body. Adds some hands-free carry room 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. Hides one item with a max of **1 load**.

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

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

CERBERUS 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 transmission cloners 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 (1 load), even stun grenades (replace detonators on sheet, 1 load), 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 single-seater 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. Costs **two upgrades** instead of one.

HARD KNOCKS: Sometimes luck is just hard-earned experience. Your crew starts each job with **+1 gambit**. Costs **two upgrades** instead of one.

SMOOTH CRIMINALS: Sometimes legality is only a question of who has the gun. Each crew member gains **+1 stress** box (total 10). Costs **three upgrades** instead of one.

FIREDRAKE OPTIONS

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

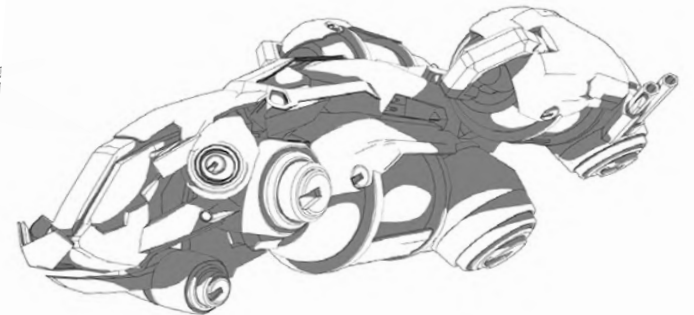
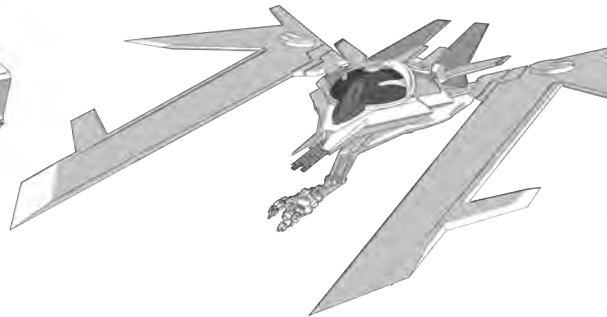
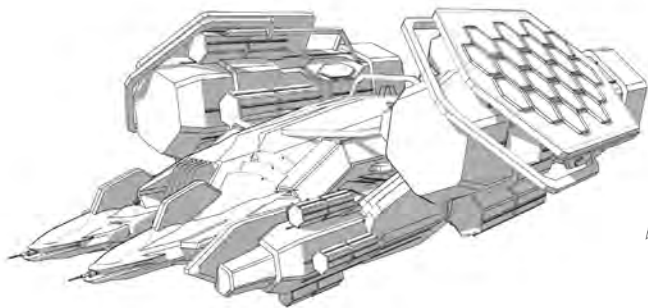
SECRET BASE: Perhaps inside ancient Ur ruins on a planet. Maybe buildings inside a massive asteroid. Possibly an old and forgotten station, long abandoned but now repurposed. You have found and commissioned a hiding spot away from the baleful gaze of the Hegemony where you and your allies can meet, hide,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

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 sympathizer. Costs **three upgrades** instead of one.

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. Costs **two upgrades** instead of one.

DRIVEN: Each PC gets **+1 trauma** box. This can bring a PC with **4 trauma** back into play if you wish. Costs **three upgrades** instead of one.

AUXILIARY



STARTING THE GAME: STARDANCER

STARTING SITUATION

Your crew of smugglers was hired by Citani (your crew's reclusive info broker friend) to deliver a small, well-sealed box to the moon of Warren for a very particular client who didn't want to reveal their identity. The job sounded easy enough...

The delivery should have been easy cred, except that your contact is dead, you might take the rap for it, and several powerful factions are more likely to kill than negotiate for the object you're holding.

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

MAKING IT YOURS

Customize the starting position below to suit your own crew. What does the Aleph Key do? It should be something big (perhaps a key component to making or opening jumpgates, or a powerful program that can hack Guild systems). Think about what you want your story to be about, and how gaining such a thing might impact the sector.

During crew creation, you chose some factions the crew rubbed the wrong way. See if any of them could be interested in the Key. Perhaps a crew member's rival might be involved. Making the story personal adds immediacy and ties the players' choices directly into the narrative.

THE FIRST SCENE

After the players make their characters and crew, tell them this:

The drop-off is a bar near the ground of Warren, meaning the air outside is thick with smog, and the patrons are of the rougher sort. Your contact is in the private booth in the back. Just one problem...

As you sit down to conclude the deal, you see that your contact is dead, and covered in fresh blood. Adding to your woes, there are House Malklaith guards drinking at the bar, and some well-gear'd folks eyeing the booth. This is not the best place to pick a fight with few escapes in sight.

How do you escape? Will you try to talk your way out of this? Slip out the back? Perhaps steal a few getaway vehicles that some tough-looking hoverbike riders have parked outside?

Create a 10-segment getaway clock and explain that it advances whenever the party evades or throws off any pursuers.

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. Several factions are after the box, and any crimes will alert the House Malklaith guards. Very likely a faction of any power will have locked down the crew's ship in port too.

THE NEXT SCENES

Downtime should be when the players decide what to do with the Key. 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 and getting far away from Warren 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 may then need some space scoundrels to help them even the score.

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:

Why does House Malklaith want the Aleph Key?

Your contact was hired by the original client. How close are they to tracking down the crew and the Key?

How does the Church of Stellar Flame deal with the sale of high-value artifacts?

These questions may collect a clock or two to track the status of developing circumstances. When a question is answered, remove the clock and add a new one as needed. Clocks 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? Who else wants it?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

JOB II

A scientist wishes to hire a crew to get them off Warren, past the Guild patrols looking for them and to the next system over where they'll be safe.

- What research does the Guild not want them to reveal? Which faction will hide them once they're off-world?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

JOB III

A plague has broken out among the workers on Indri. A Mendicant priest on Amerath wants to tend to them, but the Church of Stellar Flame is looking for them, and has hired the Legion to assist.

- Which other faction hired bounty hunters to attack this priest? How have their religious practices changed the priest?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

STARTING THE GAME: CERBERUS

STARTING SITUATION

Your crew of bounty-hunters was hired by Arlox (your crew's Ashen Knives Pasha friend) to capture Cho-Tyrek, a badass Syndicate muscle who apparently left a job unfinished. And the Ashen Knives don't like leaving jobs unfinished.

Tracking a Syndicate muscle who doesn't want to be found is no easy feat, but you know where he's laying low. In the process you've found out that the Ashen Knives aren't the only people who are looking for Cho. Several other factions are offering bounties for him and what he holds.

Will the crew catch Cho? Can they keep others from getting him first? What will they do with the childlike Urbot he has with him? Will Arlox be understanding if they let him go? We play to find out.

MAKE IT YOURS

Customize the starting position below to suit your own crew. Cho-Tyrek has an extremely unusual Urbot with him. Why is she special? What can she do, or what does she imply about Urbots that the Guild (or others) may not want disseminated? Does the Conclave want to free her as an individual with free will?

During crew creation, you chose some factions the crew rubbed the wrong way. See if any of them could be interested in the Urbot. Perhaps a crew member's rival is racing the crew to the prize? Making the story personal adds immediacy and ties the players' choices directly into the narrative.

THE FIRST SCENE

After the players make their characters and crew, tell them this:

You're in the hallway of the second floor of a run-down hotel that the neon sign out front proclaims as "Paradise." It's cost some cred—and a few twisted arms in two systems—to get Cho's location, but you've tracked him to Warren, and that sweet prize money is about to be yours. As you prepare to kick the door to Cho's room down, you hear the roar of a hoverbike engine starting up in an alley behind the hotel.

Heavy blaster fire begins ripping through the hallway, shredding the plaster and moving quickly towards where you're standing. It's Cho-Tyrek on a souped-up hoverbike, a tiny figure clutched to his back. What do you do?

This might be a good place to introduce resistance rolls (to avoid the heavy blaster fire) or flashbacks (to showcase how parts of the crew may be someplace else).

Create an 10-segment chase clock and put two ticks on it to represent the crew's actions in finding Cho's hideout. Actions bringing the crew closer to Cho-Tyrek increase the chase clock and delays decrease it. If the clock fully empties, Cho escapes. Make Warren busy, neon-lit, and full of things to dodge, weave, and even crash into. Tyrek will absolutely shoot to kill if it looks like he can't get away, but once the clock fills, 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

The players should decide what to do with Tyrek during downtime. He's on the run with a small Urbot named Ara-ini, housed in a frame reminiscent of a small child. Cho's assassin's code will not let him harm children—he's become convinced Ara-ini counts.

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

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 cred, and potential jobs (roll on the jobs table).

THE CAMPAIGN

You can easily play out the consequences of the starting situation over several sessions. What do the PCs do with Ara-ini? Who is upset with them for their choices? Does someone want the crew to steal the Urbot back?

Write down pressing questions to help keep the action focused:

What can Ara-ini do that other Urbots cannot?

How are Ara-ini's original owners planning to deal with the crew?

These questions may collect a clock or two to track the status of developing circumstances. When a question is answered, remove the clock and add a new one as needed. Clocks don't have to last forever.

JOB I

A thief has stolen a well-guarded piece of jewelry from Glimmer. The Guild wants it found—and kept hush-hush.

- Who is protecting this thief from the usual Guild channels?
- Make a clock for finding the thief and tick it whenever the crew finds a clue or makes a roll that directly leads them to the thief.
- Once the clock is done, ask: What's the **plan** to capture the thief? 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 deliver them to a Nightspeaker ship in the black.

- Who would a scared apprentice run to on Warren and why would they abandon their training?
- What's the **plan**? Provide the **detail**.
- **Engagement roll.** Cut to the action.

JOB III

Members of the Church of Stellar Flame have identified Commander Tallon's psychic, and want you to capture her and deliver her to the Way of Light (a battle cruiser). She's scheduled to transport to the surface of Aleph to interrogate someone in a lonely prison in the toxic atmosphere of the planet.

- What's the **plan**? Provide the **detail**.
- **Engagement roll.** Cut to the action.

STARTING THE GAME: FIREDRAKE

STARTING SITUATION

Your crew was framed and caught for crimes that—for once—you have 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.

One of you has a ship held in impound—called the Firedrake—until the Starsmiths can pick it up. The Hegemony techs have secured it, but you have hidden security overrides and ignition codes if you can get onboard. It's just the chance you need to get out before the Hegemony factions figure out which crimes you actually committed.

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 News Network? And how will you get the ship out of impound? We play to find out.

MAKE IT YOURS

Customize the starting position below to suit your own crew.

Is there an allied faction with someone in lockup you can bring along? Are there enemies that might use the chaos to strike at your crew? Is a crew member's ally or friend in the secure wing? Making the story personal adds immediacy and ties the players' choices directly into the narrative.

THE FIRST SCENE

After the players make their characters and 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 efficient, but understaffed tonight and unprepared for a breakout. Engagement with blasters is possible, but so is scrambling through dark 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, and 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. Feel free to flash back to how the crew gathered whatever tools and allies they have on hand.

The job ends when the crew is free of the prison.

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 a faction that saw how the crew stuck it to the man wants to be allies, in the hopes that the crew will rebel again on their behalf.

THE CAMPAIGN

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 is blamed for the escape and how will they seek to even the score?

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 result in a clock or two to track the status of developing circumstances. When a question is answered, remove the clock and add a new one as needed. Clocks don't have to last forever.

JOB I

The Cobalt Syndicate is looking for a crew willing to acquire for them a prototype Starsmiths Guild ship. This is no ordinary vessel, as it's being built on a hunk of rock away from the usual hyperspace lanes.

► What is so special about this ship that makes the Cobalt Syndicate want it? Who is guarding this site? How do you plan to get away?

► What's the **plan**? Provide the **detail**.

► **Engagement roll**. Cut to the action.

JOB II

Victor Kromyl, Governor of Mem, treats the native population somewhat poorly. The Vigilance has judged him harshly and is looking for someone with the muscle to help him pay.

► What punishment would satisfy their desire for vengeance?

► What's the **plan**? Provide the **detail**.

► **Engagement roll**. Cut to the action.

JOB III

The Banshee will pay top cred for someone to capture a Guild engineer who doesn't go off-world very often. The xeno is said to be one of the Hegemony's foremost experts on jumpgates, and he's taking a much-needed vacation aboard a luxury vessel on a tour of the Indri system.

► What's the **plan**? Provide the **detail**.

► **Engagement roll**. Cut to the action.



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's never invested more than a minimum of resources in its development. Instead, it's used to train young 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 street market with neon signs promising foods of all kinds. Hovercars streaming between towering buildings. The bass beat of a basement club playing the latest mix; patrons stumbling out onto the street, singing. 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 the Rin-Ecliptis gate.

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

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 moves about within the Ashtari 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.

NOTABLE LOCATIONS

ALEPH: Between the poisonous gasses and tectonic instability, Aleph would be a planet to avoid if it weren't for its mineral stores. Most of the wealth dug from 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 dodgy. 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 fad, the Straylight is an upscale club and cocktail bar where elites can wine and dine. It usually orbits Aleph, though it can move to other planets and moons in the system. Its owner, Chance, runs a tight establishment, but things can sometimes get out of hand.

BAFTOMA "THE HUSK": Resource exploitation by the Hegemony is comprehensive, and planets incapable of sustaining life are stripped to their core. Baftoma was one such planet—now only scaffolding of rock remains, its broken form only used by folks hiding or dodging pursuit.

NOTABLES

RITAM AL'MALKLAITH: 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: 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 among the Knives, 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 ever-present station monitoring. Any jobs run against Guilders are considered on **hostile turf**.

NOTABLES

PIRATE QUEEN ALANDA "THE 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 and meets with potential clients at the Cove. (*cautious, charming, confident*)

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

Conflicts are rampant, but by Banshee's decree no murder is allowed. Those needing to settle blood feuds resort to kidnapping and killing folks 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 system that forced the gate to consistently lead to Holt. The gate remains temperamental, however, 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 officials in sashes, talking with Memish labor bosses. See-through spires rising from the underwater government palace to open-air pavilions. Tourists embarking on submersibles to take in the local sea life. Scientists in exo-suits on deep-sea missions while the Memish watch from the waters.

SONHANDRA

DESCRIPTION: This planet is tidally locked—the same side of the planet faces the star at all times. Oddly, all light sources extinguish about a kilometer into the night side. Most of the settlements are in the twilight border zone, including the capital city of Ugar. Known for its lax policies regulating trade, it's become a choice destination 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 made up of carbon compounds such as graphite and diamond. At night, the largest crystal formations glow with an unearthly light—an exotic property many of the crystals retain after being cut.

SCENE: A well-armed, permanent blockade in space, with many ships waiting for clearance. Smooth walls of dense carbon brick, looking out onto the black surface. Diamond-scarred and sooty-faced miners, drinking by their bulky sonic cutters. Chiming music floating out from the pristine shops of the visitor settlement.

NOTABLE LOCATIONS

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

HANTU GATE: The Hegemony has never been able to activate this jumpgate. Compared to other gates it seems to be missing a few small but key 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, covered in defensive systems to deter theft. Because of this, some parties conduct negotiations here to discourage escalation. Nobody knows what happened to the first three platforms.

PLANET OMEGA: Three survey crews and one military expedition vanished before the Legion quarantined this planet. It's overrun by a deadly life form that nests within Ur ruins and can resist nukes from orbit. The Hegemony considers it hostile, but insignificant to its plans.

NOTABLES

VICTOR KROMYL: Planetary Governor. Seeks proof of Memish rebellion after a few subordinates vanished. Always with 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 hides his knowledge of Memish occultism. (*xeno, ambitious, cunning, treacherous*)

WYNDAM ZAHN: Biology researcher seeking a connection between the Mem and other planetary life, with little success. Gathering 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 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. Ra-na, his AI partner, helms his artifact ship and runs ops on his missions via the strange armor he wears. On retainer to hunt any who loot Vos. (*ruthless, vigilant, commanding*)

IMPERA EVAZAN: High-ranking Guild logistics officer, responsible for crystal mining. Privy to much of the Guild's supply structure. (*popular, demanding, shrewd*)

YOLA SPREKK: Jeweler known for using the unique properties of Vos crystals. Her creations may be the most artful pieces in Procyon. A Sprekk 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 planets in Iota orbit a pair of semi-detached binary stars—a yellow sun (Iota-1) and a brown dwarf (Iota-2). By the time the Hegemony arrived, there were two asteroid belts. One of these belts still has a large portion of a shattered planet remaining in its midst. Although both belts were clearly planets once upon a time, nobody is sure what sort of calamity could have shattered them. Not to look a gift horse in the mouth, the Guild wasted no time in setting up the Iota shipyards, which service many ships in the sector.

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 cafés while reviewing project schedules. Sick pilgrims praying for a cure while waiting to travel to the old Mendicant temple deep in the forests.

INDRI

DESCRIPTION: Over 25 percent of all goods manufactured in the Procyon Sector come from this incredibly industrialized planet. Thick, rust-colored clouds create dusk even during the day. From the warehouse-surrounded spaceport of Reves, one can view the impressive skyline of smokestacks and flames from gas burn-offs.

SCENE: Hovercar traffic reflecting adverts on buildings. Gas-masked pedestrians walking hurriedly down metal sidewalks with umbrellas treated to prevent acid rain damage. Slow-moving containers being shuttled to warehouses. Storm clouds with multi-hued lightning rolling in.

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 liquefied gasses.

SCENE: A purple and green aurora shining over the freezing cold sky. Ice explorers whispering about the Yaru creche. Heated vapors escaping around Solitude Colony. Colonists in full parkas, riding large, many-eyed canids. Farmers pulling gas-eels and ice-mushroom wine crates in sail-sporting snow skimmers.

NOTABLE LOCATIONS

SHIPYARDS: While the primary yard is run by the Starsmiths, many smaller, licensed hubs work on repairs and ship refits. These stations are full of bored spacers looking for any distraction from the wait. 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.

WAY LINE: The Iota gates produce a region between them where engines can produce more thrust, akin to “winds” of a planetary sea. The path itself is hard to find and switches direction. Pilots in the know use this to gain an advantage against each other on rush deliveries (or daring escapes).

ZX-1138: A long-period comet that recently diverged from its course, taking it much closer to Indri. Reasons for the course change are unclear, but the locals have requested the Governor investigate. Mystics claim this has shifted the system Way Lines, making the Way act unpredictably.

NOTABLES

YON LIRAK: High-end drug dealer. Runs a factory in Rost that never shuts down, 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: Famous Noble duelist from the religious House Vorron. Seeking to cultivate a plant for a new vineyard he's planning to grow on a moon near the Core. (*armed, deadly, observant*)

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 aid. Take **+1d** when you **recover** in their care.

NOTABLES

PIRO LOCKE: Owns a number of discrete, well-guarded storage spaces in orbit, and maintains a strict no-questions policy. If it's illegal, it's certainly 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 plans to auction it under the cover of a storm. (*xeno, connected, cautious, meticulous*)

PASHA “THE ROC” LENSARR: Local Ashen Knives head. Known for a brutal approach to criminal organization. Wears custom-tailored suits that allows his wings to unfurl as needed. (*xeno, fierce, ruthless, demanding*)

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

Anyone spending any amount of time outside without proper equipment or xeno abilities gains **level 2 harm** “Indri Lung.”

NOTABLES

ASHA MUNZEN: Ex-lover of the Governor, ice climber, mystic, 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 revive an ancient xeno found frozen but alive within the ice, despite Hegemonic law forbidding it. Currently trying to sneak the xeno off-world. (*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*)

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.



SYSTEM OVERVIEW

Considered by many to be more civilized than much of the rest of Procyon, this system is home to many of the finer aspects of the Hegemony—education, art, and culture. Wealth and culture means the Legion presence is strong in the sector, protecting the elite. However, there are many odd, non-Starsmith-maintained hyperspace lanes that bend strangely, making long loops perpendicular to planetary orbits. Pilots map these so-called “dark lanes,” making it easy to dodge patrols if one is willing to take one’s time, and has the skills necessary to navigate them.

AKETI

DESCRIPTION: This verdant jungle-world would be more settled, were it not 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 walls of Base Camp One, nervously eyeing the jungle. Research crews packing for their next expedition across from poachers doing the same. A smuggler discussing arrangements with a client in a tent while a personal barista makes them drinks.

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 2 and 12 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 dancers clad in black, glow-accented outfits onto a sun-lit street. The blue glow of a public data kiosk projecting tomorrow’s night schedule and market changes.

SHIMAYA

DESCRIPTION: This desert planet is ravaged by electrical storms that occasionally clear colored sand off mineral deposits essential to space travel, or turn it to glass, giving a view to the ruins beneath. 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 sandworm kebabs to hungry miners. Excavators packing furiously onto sand-skiffs, ready to take advantage of a storm-cleared deposit. The storm alert blaring citywide.

NOTABLE LOCATIONS

BLACKSTARR: The vast and largely empty Nightspeaker ship where initiates train for their first year. The ship is unlit and moves routinely to prevent discovery. It does not often receive visitors, though exceptions can be made for those that have a favorable relationship to the Cult.

DENDARA: An ancient temple on Nightfall’s fifth moon, Today. Some say it’s an Ur temple, others that it’s the remains of a forgotten mystic Cult. Its derelict corridors are tough to tour due to the moon’s lack of atmosphere and the glitching effect the temple has on drives and electronics.

BRIGHT WIND: A large gas cloud ejected by the star, now used as a racing grounds by the Echo Wave Riders. Despite it being both lethal and illegal, racers all over the sector compete for cred and fame. Invitations to the races are exclusive and require qualifying in hazardous conditions.

ISOTROPA MAX SECURE: Orbiting near the star, Isotropia is the most notorious prison system in Procyon. Wardens broker audiences with prisoners and grant commutations for the powerful and wealthy. They report to Malklaith but the prison largely runs itself.

NOTABLES

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

ZOKAR PAVA: Lost Legionnaire dealing in military-grade weapons. (*cautious, meticulous, dissident*)

INTAL BREL: Psy-blade-wielding Concordiat Knight. Travels with a nine-foot-tall xeno, an ex-priest, and an Urbot. Recently lost a party member and hopes 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*)

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.*

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, dressed in elaborate costumes. Secretly 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*)

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

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.*

NOTABLES

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

ED URSIS: 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 deal went wrong. (*scared, cunning, proud*)

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

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

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

FACTIONS

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

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		

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

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 **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**. Each player who participates rolls for their character. 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).

SET UP

Set up another character with your action. If you achieve it, any team members who follow through on your maneuver get **+1 effect** or **improved position**.

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.

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 NPCs; order people to do what you want.

► **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 vehicle; fire ship weaponry; plot a jump or in-system course; escape a chasing ship.

► **RIG** together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives.

► **SCRAMBLE** to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments.

► **SCRAP** with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle.

► **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.

When you complete a job, do the following in order. First, calculate **payoff**. Second, determine how much **heat** you accrued on the job (apply it to the system you did the majority of the job in). Next, the GM rolls an **entanglement** that will occur. The crew should pursue two (or more if you spend **cred**) **downtime activities**.

PAYOFF & UPKEEP (1ST)

A job yields goodwill from the faction you did it for, and usually the ire of a faction it hurt. Mark it on the faction sheet. If you keep it completely quiet—no one knows you did it—you gain no faction decrease, and no **heat** (see heat on the below).

You also earn a **cred** reward based on the nature of the operation (see the list on the right). Decide if you're paying ship **upkeep** out of these funds.

- **2 CRED:** Minor job; enough to make it to next week.
- **4 CRED:** Small job; enough for a hoverbike.
- **6 CRED:** Standard job; enough for a small vehicle or ship module.
- **8 CRED:** Major job; enough to buy important ship parts.
- **10+ CRED:** A treasure trove; enough to buy a small ship of your own.

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 and 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 or public use of artifacts.

Add **+2 heat** for: Killing Hegemonic citizens, massive property damage, illegal weapons use.

Add **+3 heat** for: Damaging a hyperspace lane or system gate.

Add any additional heat from complications or Devil's Bargains during the session.

ENTANGLEMENTS (3RD)

Roll **1d** and consult the result in the column equal to the **wanted level** of the system the ship is in at the end of the job. The higher your **wanted level**, the worse the outcomes.

If you roll a **6**, roll again on the next chart (sometimes blowback is harsh). Note that **wanted level 4** is the highest level available.

Entanglements can occur any time before the next job. The GM will inject them into the story, sometimes waiting until downtime is over to make them felt.

Some groups like to roll "in the open" so everyone knows what's about to hit them. Others let the GM roll "in secret" so it's a surprise. Either way is fine.

WANTED 0		WANTED 1	
1	Ship Trouble	1	Ship Trouble
2	Unquiet Black	2	Unquiet Black
3	New "Friends"	3	Interrogation
4/5	Cooperation	4/5	Reprisals
6	Roll on Wanted 1	6	Roll on Wanted 2

WANTED 2		WANTED 3	
1	Collectors	1	Ur Field
2	Impounded	2	Pirates!
3	Bounty Hunter	3	Out of Gas
4/5	Interrogation	4/5	Arrest
6	Roll on Wanted 3	6	Wanted Level 4

DOWNTIME (4TH)

Between jobs, you may pursue **two downtime activities**, attending to personal needs and side projects. (If you're at War with a faction, you only get one activity.) You may take additional actions by spending **1 cred** for each extra action. You also recover all of your **armor** uses.

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**.

ACQUIRE ASSET

Acquire temporary use of an asset. Roll **crew quality**. The result indicates the quality of the asset, using the crew's quality as the base. (1-3: -1, 4/5: equal, 6: +1, crit: +2).

CRAFT

If you have a schematic, craft a device. Roll **rig** or **hack**. The result indicates the quality of the asset, using the crew's quality as the base. (1-3: -1, 4/5: equal, 6: +1, crit: +2). Add +1 quality if you have a **workshop** on your ship, or for each **cred** spent.

INDULGE 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?

► **RASH ACTION:** Reduce your **stash** by **4** or take **2 debt**.

► **BIG TALK:** Brag about your exploits. Take **+2 heat**.

► **LOST:** Play a different character until this one returns from their bender.

LAY LOW

Reduce the **heat** and **wanted level** of a system you're not in. Say how you get the Hegemony off your back and roll an action. Mark segments on the system's **wanted reduction** clock per level (1-3: one, 4/5: two, 6: three, crit: five). Also remove **2 heat** from that system.

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).

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).

REPAIR

Spend **1 cred** to repair one level of damage to a ship system.

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
- ▶ Convey the world honestly
- ▶ Bring Procyon to life.

GM PRINCIPLES

- ▶ Be a fan of the PCs.
- ▶ Always follow the fiction.
- ▶ Make the world wondrous
- ▶ Make space mysterious.
- ▶ Cover it in big, clunky tech
- ▶ Address the characters
- ▶ Address the players.
- ▶ Consider the risk.
- ▶ Hold on lightly.

GM ACTIONS

- ▶ Ask Questions.
- ▶ Provide Opportunities and follow their lead.
- ▶ Cut to the action.
- ▶ Telegraph trouble before it strikes.
- ▶ Follow through.
- ▶ Initiate an action with an NPC.
- ▶ Tell them the consequences and ask.
- ▶ Tick a clock.
- ▶ Offer a Devil's Bargain.
- ▶ Think offscreen.

Always Ask: What do you do?

DEVIL'S BARGAINS

- ▶ Collateral damage.
- ▶ Sacrifice **cred** or an item.
- ▶ Betray a friend or loved one.
- ▶ Offend or anger a faction.
- ▶ Start and/or tick a clock.
- ▶ Add **heat** to the crew.
- ▶ Suffer **harm**.

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

FAMILY NAMES: Acon, Apple, Bartok, Black, Brell, Clovis, Crynyd, Curia, Doona, Drake, Dyson, Emari, Endua, Evazan, Farr, Feris, Gallia, Gree, Gyle, Hawking, Hex, Hill, Impera, Indigo, Intal, Ivanov, Jor, Jusik, Kasur, Kedra, Kor, Kranax, Kritus, Kromyl, Kymnal, Lana, Livia, Luo, Mahat, Marak, Natoth, Nagan, Neumann, Nur, Ortcutt, Pava, Pim, Quag, Ramus, Rudra, Ryle, Shrike,

FAMILY NAMES (CONTINUED): 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, Carrot, Cash, Cosmo, Dash, Devil, Dipper, Echo, Eight, Elbows, Falcon, Fireball, Flex, Game, Gargoyle, Gear, Gonzo, Guns, Hammer, Headhunter, Helo, Hex, Highball, 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	Wide Belt
Long Coat	Fitted Dress
Hood and Veil	Flight Suit
Short Cloak	Heavy Cloak
Knit Cap	Thick Duster
Fancy Makeup	Loose Silks
Slim Jacket	Tight Pants
Hooded Cloak	Bomber Jacket
Work Boots	Long Scarf
Mask and Robe	Leathers
Suit and Vest	Stillsuit
Collared Shirt	Hide and Furs
Suspenders	Worn Uniform
Intricate Rings	Space Suit
Skirt and Blouse	Glittering Jewelry

PROCYON SYSTEM NOTABLES

RITAM AL'MALKLAITH: Noble system Governor in disgrace. Likes Ur artifacts.

YAST JOR: Engineer Guild head. Overseeing mining operations.

ALANDA "THE BANSHEE": Fierce space pirate Queen.

ALAANA: Church head. Mystic. Zealous in rooting out heretics.

JAX: Cobalt Syndicate leader. Wants to unite labor and get better working conditions. Turning to crime.

PASHA QU'OLIN Leader of the Ashen Knives. Wants to control all Syndicates.

TALLON "THE BUTCHER": 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.

TORX: Counters Guild CEO. Wears a golden mask and breathes mysterious vapors.

MOREK: Most feared bounty hunter in the sector. Has an AI-controlled ship.

NICOLS AL'NIM-AMAR: Noble Concordant Knight seeking the Way of Light.

DORAE WHITE: Starsmith Guild Head. Cybernetic arm and eye.

ROCCO APPLE: Ship designer extraordinaire.

SYSTEM: RIN

Warren	Aleph
Outpost SB-176	Ashtari Cloud
The Cove	The Straylight
	Baftoma

SYSTEM: HOLT

Mem	Jerrec's Junkyard
Sonhandra	Hantu Gate
Vos	Trade Platform
	Planet Omega

SYSTEM: IOTA

Amerath	Shipyards
Indri	Belt of Fire
Lithios	Wayline
	ZX-1138

SYSTEM: BREKK

Aketi	Blackstarr
Nightfall	Dendara
Shimaya	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** per **MAJOR ADVANTAGE**

- **-1d** per **MAJOR DISADVANTAGE**

CRITICAL: Exceptional result / Great, extreme effect.

6: Good result / Standard, full effect.

4/5: Mixed result / Limited, partial effect.

1-3: Bad result / Poor, little effect.

JOBS

Roll a handful of dice and use the results to help guide your choices.

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	Drug 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	Judge or Governor
ESOTERIC	
1	Artifact or Way 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	Steal or Replace
5	Lift or Plant
6	Impersonate or Trick
VIOLENCE	
1	Assassinate
2	Liberate or Ransom
3	Terrorize or Escort
4	Destroy or Deface
5	Raid or Defend
6	Rob or Strong-arm
UNDERWORLD	
1	Escort or Guard
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	Explore or Move
5	Turn On or Off
6	Hack or Download

TWIST OR COMPLICATION	
1.	An element is a cover for a Hegemonic Cult.
2.	A mystic or visions have alerted your target ahead of time.
3.	Someone on the job isn't who they say they are.
4.	The location is guarded or watched by Hegemonic forces.
5.	This job furthers a mystic or xeno group's agenda.
6.	The job furthers a Guild's agenda.
1.	The target is a front or member of a criminal group.
2.	The job is on a dangerous gang's turf.
3.	The job is a trap laid by your enemies.
4.	The job is a test for another job.
5.	The job furthers pirate goals and agendas.
6.	The job is being closely watched by a wealthy patron.
1.	The job has a strong Precursor or Way Line presence.
2.	The job is in the middle of actively contested turf.
3.	The job is not planetside, or easy to get to.
4.	The location moves (it's not where you expect it to be).
5.	The job aids a rebellious cause.
6.	The job directly affects the Governor.

CONNECTED TO...		
1	PC	Friend
2	PC	Rival
3	PC	Heritage NPC
4	CREW	Contact
5	PLANET	Notable
6	FACTION	Notable NPC

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	51st Legion	4-1	House Malklaith
1-2	Acolytes of Brashkadesh	4-2	Isotropa Max Secure
1-3	The Agony	4-3	Janus Syndicate
1-4	Ashen Knives	4-4	Lost Legion
1-5	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	Conclave 01	5-3	Scarlet Wolves
2-4	Concordiat Knights	5-4	Starless Veil
2-5	Counters 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	Guild of Engineers	6-5	Wreckers
3-6	Hegemonic News Network	6-6	Yaru (Makers Guild)

STARTING THE GAME: STARDANCER

STARTING SITUATION

Your crew of smugglers was hired by Citani (your crew's reclusive info broker friend) to deliver a small, well-sealed box to the moon of Warren for a very particular client who didn't want to reveal their identity. The job sounded easy enough...

The delivery should have been easy cred, except that your contact is dead, you might take the rap for it, and several powerful factions are more likely to kill than negotiate for the object you're holding.

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

MAKING IT YOURS

Customize the starting position below to suit your own crew. What does the Aleph Key do? It should be something big (perhaps a key component to making or opening jumpgates, or a powerful program that can hack Guild systems). Think about what you want your story to be about, and how gaining such a thing might impact the sector.

During crew creation, you chose some factions the crew rubbed the wrong way. See if any of them could be interested in the Key. Perhaps a crew member's rival might be involved. Making the story personal adds immediacy and ties the players' choices directly into the narrative.

THE FIRST SCENE

After the players make their characters and crew, tell them this:

The drop-off is a bar near the ground of Warren, meaning the air outside is thick with smog, and the patrons are of the rougher sort. Your contact is in the private booth in the back. Just one problem...

As you sit down to conclude the deal, you see that your contact is dead, and covered in fresh blood. Adding to your woes, there are House Malklaith guards drinking at the bar, and some well-gear'd folks eyeing the booth. This is not the best place to pick a fight with few escapes in sight.

How do you escape? Will you try to talk your way out of this? Slip out the back? Perhaps steal a few getaway vehicles that some tough-looking hoverbike riders have parked outside?

Create a 10-segment getaway clock and explain that it advances whenever the party evades or throws off any pursuers.

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. Several factions are after the box, and any crimes will alert the House Malklaith guards. Very likely a faction of any power will have locked down the crew's ship in port too.

THE NEXT SCENES

Downtime should be when the players decide what to do with the Key. 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 and getting far away from Warren 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 may then need some space scoundrels to help them even the score.

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:

Why does House Malklaith want the Aleph Key?

Your contact was hired by the original client. How close are they to tracking down the crew and the Key?

How does the Church of Stellar Flame deal with the sale of high-value artifacts?

These questions may collect a clock or two to track the status of developing circumstances. When a question is answered, remove the clock and add a new one as needed. Clocks 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? Who else wants it?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

JOB II

A scientist wishes to hire a crew to get them off Warren, past the Guild patrols looking for them and to the next system over where they'll be safe.

- What research does the Guild not want them to reveal? Which faction will hide them once they're off-world?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

JOB III

A plague has broken out among the workers on Indri. A Mendicant priest on Amerath wants to tend to them, but the Church of Stellar Flame is looking for them, and has hired the Legion to assist.

- Which other faction hired bounty hunters to attack this priest? How have their religious practices changed the priest?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

STARTING THE GAME: CERBERUS

STARTING SITUATION

Your crew of bounty-hunters was hired by Arlox (your crew's Ashen Knives Pasha friend) to capture Cho-Tyrek, a badass Syndicate muscle who apparently left a job unfinished. And the Ashen Knives don't like leaving jobs unfinished.

Tracking a Syndicate muscle who doesn't want to be found is no easy feat, but you know where he's laying low. In the process you've found out that the Ashen Knives aren't the only people who are looking for Cho. Several other factions are offering bounties for him and what he holds.

Will the crew catch Cho? Can they keep others from getting him first? What will they do with the childlike Urbot he has with him? Will Arlox be understanding if they let him go? We play to find out.

MAKE IT YOURS

Customize the starting position below to suit your own crew. Cho-Tyrek has an extremely unusual Urbot with him. Why is she special? What can she do, or what does she imply about Urbots that the Guild (or others) may not want disseminated? Does the Conclave want to free her as an individual with free will?

During crew creation, you chose some factions the crew rubbed the wrong way. See if any of them could be interested in the Urbot. Perhaps a crew member's rival is racing the crew to the prize? Making the story personal adds immediacy and ties the players' choices directly into the narrative.

THE FIRST SCENE

After the players make their characters and crew, tell them this:

You're in the hallway of the second floor of a run-down hotel that the neon sign out front proclaims as "Paradise." It's cost some cred—and a few twisted arms in two systems—to get Cho's location, but you've tracked him to Warren, and that sweet prize money is about to be yours. As you prepare to kick the door to Cho's room down, you hear the roar of a hoverbike engine starting up in an alley behind the hotel.

Heavy blaster fire begins ripping through the hallway, shredding the plaster and moving quickly towards where you're standing. It's Cho-Tyrek on a souped-up hoverbike, a tiny figure clutched to his back. What do you do?

This might be a good place to introduce resistance rolls (to avoid the heavy blaster fire) or flashbacks (to showcase how parts of the crew may be someplace else).

Create an 10-segment chase clock and put two ticks on it to represent the crew's actions in finding Cho's hideout. Actions bringing the crew closer to Cho-Tyrek increase the chase clock and delays decrease it. If the clock fully empties, Cho escapes. Make Warren busy, neon-lit, and full of things to dodge, weave, and even crash into. Tyrek will absolutely shoot to kill if it looks like he can't get away, but once the clock fills, 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

The players should decide what to do with Tyrek during downtime. He's on the run with a small Urbot named Ara-ini, housed in a frame reminiscent of a small child. Cho's assassin's code will not let him harm children—he's become convinced Ara-ini counts.

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

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 cred, and potential jobs (roll on the jobs table).

THE CAMPAIGN

You can easily play out the consequences of the starting situation over several sessions. What do the PCs do with Ara-ini? Who is upset with them for their choices? Does someone want the crew to steal the Urbot back?

Write down pressing questions to help keep the action focused:

What can Ara-ini do that other Urbots cannot?

How are Ara-ini's original owners planning to deal with the crew?

These questions may collect a clock or two to track the status of developing circumstances. When a question is answered, remove the clock and add a new one as needed. Clocks don't have to last forever.

JOB I

A thief has stolen a well-guarded piece of jewelry from Glimmer. The Guild wants it found—and kept hush-hush.

- Who is protecting this thief from the usual Guild channels?
- Make a clock for finding the thief and tick it whenever the crew finds a clue or makes a roll that directly leads them to the thief.
- Once the clock is done, ask: What's the **plan** to capture the thief? 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 deliver them to a Nightspeaker ship in the black.

- Who would a scared apprentice run to on Warren and why would they abandon their training?
- What's the **plan**? Provide the **detail**.
- **Engagement roll.** Cut to the action.

JOB III

Members of the Church of Stellar Flame have identified Commander Tallon's psychic, and want you to capture her and deliver her to the Way of Light (a battle cruiser). She's scheduled to transport to the surface of Aleph to interrogate someone in a lonely prison in the toxic atmosphere of the planet.

- What's the **plan**? Provide the **detail**.
- **Engagement roll.** Cut to the action.

STARTING THE GAME: FIREDRAKE

STARTING SITUATION

Your crew was framed and caught for crimes that—for once—you have 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.

One of you has a ship held in impound—called the Firedrake—until the Starsmiths can pick it up. The Hegemony techs have secured it, but you have hidden security overrides and ignition codes if you can get onboard. It's just the chance you need to get out before the Hegemony factions figure out which crimes you actually committed.

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 News Network? And how will you get the ship out of impound? We play to find out.

MAKE IT YOURS

Customize the starting position below to suit your own crew.

Is there an allied faction with someone in lockup you can bring along? Are there enemies that might use the chaos to strike at your crew? Is a crew member's ally or friend in the secure wing? Making the story personal adds immediacy and ties the players' choices directly into the narrative.

THE FIRST SCENE

After the players make their characters and 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 efficient, but understaffed tonight and unprepared for a breakout. Engagement with blasters is possible, but so is scrambling through dark 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, and 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. Feel free to flash back to how the crew gathered whatever tools and allies they have on hand.

The job ends when the crew is free of the prison.

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 a faction that saw how the crew stuck it to the man wants to be allies, in the hopes that the crew will rebel again on their behalf.

THE CAMPAIGN

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 is blamed for the escape and how will they seek to even the score?

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 result in a clock or two to track the status of developing circumstances. When a question is answered, remove the clock and add a new one as needed. Clocks don't have to last forever.

JOB I

The Cobalt Syndicate is looking for a crew willing to acquire for them a prototype Starsmiths Guild ship. This is no ordinary vessel, as it's being built on a hunk of rock away from the usual hyperspace lanes.

► What is so special about this ship that makes the Cobalt Syndicate want it? Who is guarding this site? How do you plan to get away?

► What's the **plan**? Provide the **detail**.

► **Engagement roll**. Cut to the action.

JOB II

Victor Kromyl, Governor of Mem, treats the native population somewhat poorly. The Vigilance has judged him harshly and is looking for someone with the muscle to help him pay.

► What punishment would satisfy their desire for vengeance?

► What's the **plan**? Provide the **detail**.

► **Engagement roll**. Cut to the action.

JOB III

The Banshee will pay top cred for someone to capture a Guild engineer who doesn't go off-world very often. The xeno is said to be one of the Hegemony's foremost experts on jumpgates, and he's taking a much-needed vacation aboard a luxury vessel on a tour of the Indri system.

► What's the **plan**? Provide the **detail**.

► **Engagement roll**. Cut to the action.



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's never invested more than a minimum of resources in its development. Instead, it's used to train young 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 street market with neon signs promising foods of all kinds. Hovercars streaming between towering buildings. The bass beat of a basement club playing the latest mix; patrons stumbling out onto the street, singing. 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 the Rin-Ecliptis gate.

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

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 moves about within the Ashtari 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.

NOTABLE LOCATIONS

ALEPH: Between the poisonous gasses and tectonic instability, Aleph would be a planet to avoid if it weren't for its mineral stores. Most of the wealth dug from 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 dodgy. 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 fad, the Straylight is an upscale club and cocktail bar where elites can wine and dine. It usually orbits Aleph, though it can move to other planets and moons in the system. Its owner, Chance, runs a tight establishment, but things can sometimes get out of hand.

BAFTOMA "THE HUSK": Resource exploitation by the Hegemony is comprehensive, and planets incapable of sustaining life are stripped to their core. Baftoma was one such planet—now only scaffolding of rock remains, its broken form only used by folks hiding or dodging pursuit.

NOTABLES

RITAM AL'MALKLAITH: 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: 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 among the Knives, 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 ever-present station monitoring. Any jobs run against Guilders are considered on **hostile turf**.

NOTABLES

PIRATE QUEEN ALANDA "THE 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 and meets with potential clients at the Cove. (*cautious, charming, confident*)

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

Conflicts are rampant, but by Banshee's decree no murder is allowed. Those needing to settle blood feuds resort to kidnapping and killing folks 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 system that forced the gate to consistently lead to Holt. The gate remains temperamental, however, 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 officials in sashes, talking with Memish labor bosses. See-through spires rising from the underwater government palace to open-air pavilions. Tourists embarking on submersibles to take in the local sea life. Scientists in exo-suits on deep-sea missions while the Memish watch from the waters.

SONHANDRA

DESCRIPTION: This planet is tidally locked—the same side of the planet faces the star at all times. Oddly, all light sources extinguish about a kilometer into the night side. Most of the settlements are in the twilight border zone, including the capital city of Ugar. Known for its lax policies regulating trade, it's become a choice destination 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 made up of carbon compounds such as graphite and diamond. At night, the largest crystal formations glow with an unearthly light—an exotic property many of the crystals retain after being cut.

SCENE: A well-armed, permanent blockade in space, with many ships waiting for clearance. Smooth walls of dense carbon brick, looking out onto the black surface. Diamond-scarred and sooty-faced miners, drinking by their bulky sonic cutters. Chiming music floating out from the pristine shops of the visitor settlement.

NOTABLE LOCATIONS

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

HANTU GATE: The Hegemony has never been able to activate this jumpgate. Compared to other gates it seems to be missing a few small but key 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, covered in defensive systems to deter theft. Because of this, some parties conduct negotiations here to discourage escalation. Nobody knows what happened to the first three platforms.

PLANET OMEGA: Three survey crews and one military expedition vanished before the Legion quarantined this planet. It's overrun by a deadly life form that nests within Ur ruins and can resist nukes from orbit. The Hegemony considers it hostile, but insignificant to its plans.

NOTABLES

VICTOR KROMYL: Planetary Governor. Seeks proof of Memish rebellion after a few subordinates vanished. Always with 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 hides his knowledge of Memish occultism. (*xeno, ambitious, cunning, treacherous*)

WYNDAM ZAHN: Biology researcher seeking a connection between the Mem and other planetary life, with little success. Gathering 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 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. Ra-na, his AI partner, helms his artifact ship and runs ops on his missions via the strange armor he wears. On retainer to hunt any who loot Vos. (*ruthless, vigilant, commanding*)

IMPERA EVAZAN: High-ranking Guild logistics officer, responsible for crystal mining. Privy to much of the Guild's supply structure. (*popular, demanding, shrewd*)

YOLA SPREKK: Jeweler known for using the unique properties of Vos crystals. Her creations may be the most artful pieces in Procyon. A Sprekk 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 planets in Iota orbit a pair of semi-detached binary stars—a yellow sun (Iota-1) and a brown dwarf (Iota-2). By the time the Hegemony arrived, there were two asteroid belts. One of these belts still has a large portion of a shattered planet remaining in its midst. Although both belts were clearly planets once upon a time, nobody is sure what sort of calamity could have shattered them. Not to look a gift horse in the mouth, the Guild wasted no time in setting up the Iota shipyards, which service many ships in the sector.

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 cafés while reviewing project schedules. Sick pilgrims praying for a cure while waiting to travel to the old Mendicant temple deep in the forests.

INDRI

DESCRIPTION: Over 25 percent of all goods manufactured in the Procyon Sector come from this incredibly industrialized planet. Thick, rust-colored clouds create dusk even during the day. From the warehouse-surrounded spaceport of Reves, one can view the impressive skyline of smokestacks and flames from gas burn-offs.

SCENE: Hovercar traffic reflecting adverts on buildings. Gas-masked pedestrians walking hurriedly down metal sidewalks with umbrellas treated to prevent acid rain damage. Slow-moving containers being shuttled to warehouses. Storm clouds with multi-hued lightning rolling in.

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 liquefied gasses.

SCENE: A purple and green aurora shining over the freezing cold sky. Ice explorers whispering about the Yaru creche. Heated vapors escaping around Solitude Colony. Colonists in full parkas, riding large, many-eyed canids. Farmers pulling gas-eels and ice-mushroom wine crates in sail-sporting snow skimmers.

NOTABLE LOCATIONS

SHIPYARDS: While the primary yard is run by the Starsmiths, many smaller, licensed hubs work on repairs and ship refits. These stations are full of bored spacers looking for any distraction from the wait. 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.

WAY LINE: The Iota gates produce a region between them where engines can produce more thrust, akin to “winds” of a planetary sea. The path itself is hard to find and switches direction. Pilots in the know use this to gain an advantage against each other on rush deliveries (or daring escapes).

ZX-1138: A long-period comet that recently diverged from its course, taking it much closer to Indri. Reasons for the course change are unclear, but the locals have requested the Governor investigate. Mystics claim this has shifted the system Way Lines, making the Way act unpredictably.

NOTABLES

YON LIRAK: High-end drug dealer. Runs a factory in Rost that never shuts down, 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: Famous Noble duelist from the religious House Vorron. Seeking to cultivate a plant for a new vineyard he's planning to grow on a moon near the Core. (*armed, deadly, observant*)

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 aid. Take **+1d** when you **recover** in their care.

NOTABLES

PIRO LOCKE: Owns a number of discrete, well-guarded storage spaces in orbit, and maintains a strict no-questions policy. If it's illegal, it's certainly 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 plans to auction it under the cover of a storm. (*xeno, connected, cautious, meticulous*)

PASHA “THE ROC” LENSARR: Local Ashen Knives head. Known for a brutal approach to criminal organization. Wears custom-tailored suits that allows his wings to unfurl as needed. (*xeno, fierce, ruthless, demanding*)

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

Anyone spending any amount of time outside without proper equipment or xeno abilities gains **level 2 harm** “Indri Lung.”

NOTABLES

ASHA MUNZEN: Ex-lover of the Governor, ice climber, mystic, 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 revive an ancient xeno found frozen but alive within the ice, despite Hegemonic law forbidding it. Currently trying to sneak the xeno off-world. (*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*)

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.



SYSTEM OVERVIEW

Considered by many to be more civilized than much of the rest of Procyon, this system is home to many of the finer aspects of the Hegemony—education, art, and culture. Wealth and culture means the Legion presence is strong in the sector, protecting the elite. However, there are many odd, non-Starsmith-maintained hyperspace lanes that bend strangely, making long loops perpendicular to planetary orbits. Pilots map these so-called “dark lanes,” making it easy to dodge patrols if one is willing to take one’s time, and has the skills necessary to navigate them.

AKETI

DESCRIPTION: This verdant jungle-world would be more settled, were it not 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 walls of Base Camp One, nervously eyeing the jungle. Research crews packing for their next expedition across from poachers doing the same. A smuggler discussing arrangements with a client in a tent while a personal barista makes them drinks.

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 2 and 12 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 dancers clad in black, glow-accented outfits onto a sun-lit street. The blue glow of a public data kiosk projecting tomorrow’s night schedule and market changes.

SHIMAYA

DESCRIPTION: This desert planet is ravaged by electrical storms that occasionally clear colored sand off mineral deposits essential to space travel, or turn it to glass, giving a view to the ruins beneath. 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 sandworm kebabs to hungry miners. Excavators packing furiously onto sand-skiffs, ready to take advantage of a storm-cleared deposit. The storm alert blaring citywide.

NOTABLE LOCATIONS

BLACKSTARR: The vast and largely empty Nightspeaker ship where initiates train for their first year. The ship is unlit and moves routinely to prevent discovery. It does not often receive visitors, though exceptions can be made for those that have a favorable relationship to the Cult.

DENDARA: An ancient temple on Nightfall’s fifth moon, Today. Some say it’s an Ur temple, others that it’s the remains of a forgotten mystic Cult. Its derelict corridors are tough to tour due to the moon’s lack of atmosphere and the glitching effect the temple has on drives and electronics.

BRIGHT WIND: A large gas cloud ejected by the star, now used as a racing grounds by the Echo Wave Riders. Despite it being both lethal and illegal, racers all over the sector compete for cred and fame. Invitations to the races are exclusive and require qualifying in hazardous conditions.

ISOTROPA MAX SECURE: Orbiting near the star, Isotropia is the most notorious prison system in Procyon. Wardens broker audiences with prisoners and grant commutations for the powerful and wealthy. They report to Malklaith but the prison largely runs itself.

NOTABLES

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

ZOKAR PAVA: Lost Legionnaire dealing in military-grade weapons. (*cautious, meticulous, dissident*)

INTAL BREL: Psy-blade-wielding Concordiat Knight. Travels with a nine-foot-tall xeno, an ex-priest, and an Urbot. Recently lost a party member and hopes 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*)

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.*

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, dressed in elaborate costumes. Secretly 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*)

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

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.*

NOTABLES

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

ED URSIS: 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 deal went wrong. (*scared, cunning, proud*)

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

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

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

FACTIONS

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

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		

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

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 **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**. Each player who participates rolls for their character. 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).

SET UP

Set up another character with your action. If you achieve it, any team members who follow through on your maneuver get **+1 effect** or **improved position**.

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.

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 NPCs; order people to do what you want.

► **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 vehicle; fire ship weaponry; plot a jump or in-system course; escape a chasing ship.

► **RIG** together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives.

► **SCRAMBLE** to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments.

► **SCRAP** with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle.

► **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.

When you complete a job, do the following in order. First, calculate **payoff**. Second, determine how much **heat** you accrued on the job (apply it to the system you did the majority of the job in). Next, the GM rolls an **entanglement** that will occur. The crew should pursue two (or more if you spend **cred**) **downtime activities**.

PAYOFF & UPKEEP (1ST)

A job yields goodwill from the faction you did it for, and usually the ire of a faction it hurt. Mark it on the faction sheet. If you keep it completely quiet—no one knows you did it—you gain no faction decrease, and no **heat** (see heat on the below).

You also earn a **cred** reward based on the nature of the operation (see the list on the right). Decide if you're paying ship **upkeep** out of these funds.

- **2 CRED:** Minor job; enough to make it to next week.
- **4 CRED:** Small job; enough for a hoverbike.
- **6 CRED:** Standard job; enough for a small vehicle or ship module.
- **8 CRED:** Major job; enough to buy important ship parts.
- **10+ CRED:** A treasure trove; enough to buy a small ship of your own.

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 and 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 or public use of artifacts.

Add **+2 heat** for: Killing Hegemonic citizens, massive property damage, illegal weapons use.

Add **+3 heat** for: Damaging a hyperspace lane or system gate.

Add any additional heat from complications or Devil's Bargains during the session.

ENTANGLEMENTS (3RD)

Roll **1d** and consult the result in the column equal to the **wanted level** of the system the ship is in at the end of the job. The higher your **wanted level**, the worse the outcomes.

If you roll a **6**, roll again on the next chart (sometimes blowback is harsh). Note that **wanted level 4** is the highest level available.

Entanglements can occur any time before the next job. The GM will inject them into the story, sometimes waiting until downtime is over to make them felt.

Some groups like to roll "in the open" so everyone knows what's about to hit them. Others let the GM roll "in secret" so it's a surprise. Either way is fine.

WANTED 0		WANTED 1	
1	Ship Trouble	1	Ship Trouble
2	Unquiet Black	2	Unquiet Black
3	New "Friends"	3	Interrogation
4/5	Cooperation	4/5	Reprisals
6	Roll on Wanted 1	6	Roll on Wanted 2

WANTED 2		WANTED 3	
1	Collectors	1	Ur Field
2	Impounded	2	Pirates!
3	Bounty Hunter	3	Out of Gas
4/5	Interrogation	4/5	Arrest
6	Roll on Wanted 3	6	Wanted Level 4

DOWNTIME (4TH)

Between jobs, you may pursue **two downtime activities**, attending to personal needs and side projects. (If you're at War with a faction, you only get one activity.) You may take additional actions by spending **1 cred** for each extra action. You also recover all of your **armor** uses.

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**.

ACQUIRE ASSET

Acquire temporary use of an asset. Roll **crew quality**. The result indicates the quality of the asset, using the crew's quality as the base. (1-3: -1, 4/5: equal, 6: +1, crit: +2).

CRAFT

If you have a schematic, craft a device. Roll **rig** or **hack**. The result indicates the quality of the asset, using the crew's quality as the base. (1-3: -1, 4/5: equal, 6: +1, crit: +2). Add +1 quality if you have a **workshop** on your ship, or for each **cred** spent.

INDULGE 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?

► **RASH ACTION:** Reduce your **stash** by **4** or take **2 debt**.

► **BIG TALK:** Brag about your exploits. Take **+2 heat**.

► **LOST:** Play a different character until this one returns from their bender.

LAY LOW

Reduce the **heat** and **wanted level** of a system you're not in. Say how you get the Hegemony off your back and roll an action. Mark segments on the system's **wanted reduction** clock per level (1-3: one, 4/5: two, 6: three, crit: five). Also remove **2 heat** from that system.

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).

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).

REPAIR

Spend **1 cred** to repair one level of damage to a ship system.

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
- ▶ Convey the world honestly
- ▶ Bring Procyon to life.

GM PRINCIPLES

- ▶ Be a fan of the PCs.
- ▶ Always follow the fiction.
- ▶ Make the world wondrous
- ▶ Make space mysterious.
- ▶ Cover it in big, clunky tech
- ▶ Address the characters
- ▶ Address the players.
- ▶ Consider the risk.
- ▶ Hold on lightly.

GM ACTIONS

- ▶ Ask Questions.
- ▶ Provide Opportunities and follow their lead.
- ▶ Cut to the action.
- ▶ Telegraph trouble before it strikes.
- ▶ Follow through.
- ▶ Initiate an action with an NPC.
- ▶ Tell them the consequences and ask.
- ▶ Tick a clock.
- ▶ Offer a Devil's Bargain.
- ▶ Think offscreen.

Always Ask: What do you do?

DEVIL'S BARGAINS

- ▶ Collateral damage.
- ▶ Sacrifice **cred** or an item.
- ▶ Betray a friend or loved one.
- ▶ Offend or anger a faction.
- ▶ Start and/or tick a clock.
- ▶ Add **heat** to the crew.
- ▶ Suffer **harm**.

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

FAMILY NAMES: Acon, Apple, Bartok, Black, Brell, Clovis, Crynyd, Curia, Doona, Drake, Dyson, Emari, Endua, Evazan, Farr, Feris, Gallia, Gree, Gyle, Hawking, Hex, Hill, Impera, Indigo, Intal, Ivanov, Jor, Jusik, Kasur, Kedra, Kor, Kranax, Kritus, Kromyl, Kymnal, Lana, Livia, Luo, Mahat, Marak, Natoth, Nagan, Neumann, Nur, Ortcutt, Pava, Pim, Quag, Ramus, Rudra, Ryle, Shrike,

FAMILY NAMES (CONTINUED): 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, Carrot, Cash, Cosmo, Dash, Devil, Dipper, Echo, Eight, Elbows, Falcon, Fireball, Flex, Game, Gargoyle, Gear, Gonzo, Guns, Hammer, Headhunter, Helo, Hex, Highball, 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	Wide Belt
Long Coat	Fitted Dress
Hood and Veil	Flight Suit
Short Cloak	Heavy Cloak
Knit Cap	Thick Duster
Fancy Makeup	Loose Silks
Slim Jacket	Tight Pants
Hooded Cloak	Bomber Jacket
Work Boots	Long Scarf
Mask and Robe	Leathers
Suit and Vest	Stillsuit
Collared Shirt	Hide and Furs
Suspenders	Worn Uniform
Intricate Rings	Space Suit
Skirt and Blouse	Glittering Jewelry

PROCYON SYSTEM NOTABLES

RITAM AL'MALKLAITH: Noble system Governor in disgrace. Likes Ur artifacts.

YAST JOR: Engineer Guild head. Overseeing mining operations.

ALANDA "THE BANSHEE": Fierce space pirate Queen.

ALAANA: Church head. Mystic. Zealous in rooting out heretics.

JAX: Cobalt Syndicate leader. Wants to unite labor and get better working conditions. Turning to crime.

PASHA QU'OLIN Leader of the Ashen Knives. Wants to control all Syndicates.

TALLON "THE BUTCHER": 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.

TORX: Counters Guild CEO. Wears a golden mask and breathes mysterious vapors.

MOREK: Most feared bounty hunter in the sector. Has an AI-controlled ship.

NICOLS AL'NIM-AMAR: Noble Concordant Knight seeking the Way of Light.

DORAE WHITE: Starsmith Guild Head. Cybernetic arm and eye.

ROCCO APPLE: Ship designer extraordinaire.

SYSTEM: RIN

Warren	Aleph
Outpost SB-176	Ashtari Cloud
The Cove	The Straylight
	Baftoma

SYSTEM: HOLT

Mem	Jerac's Junkyard
Sonhandra	Hantu Gate
Vos	Trade Platform
	Planet Omega

SYSTEM: IOTA

Amerath	Shipyards
Indri	Belt of Fire
Lithios	Wayline
	ZX-1138

SYSTEM: BREKK

Aketi	Blackstarr
Nightfall	Dendara
Shimaya	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** per **MAJOR ADVANTAGE**

- **-1d** per **MAJOR DISADVANTAGE**

CRITICAL: Exceptional result / Great, extreme effect.

6: Good result / Standard, full effect.

4/5: Mixed result / Limited, partial effect.

1-3: Bad result / Poor, little effect.

JOBS

Roll a handful of dice and use the results to help guide your choices.

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	Drug 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	Judge or Governor
ESOTERIC	
1	Artifact or Way 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	Steal or Replace
5	Lift or Plant
6	Impersonate or Trick
VIOLENCE	
1	Assassinate
2	Liberate or Ransom
3	Terrorize or Escort
4	Destroy or Deface
5	Raid or Defend
6	Rob or Strong-arm
UNDERWORLD	
1	Escort or Guard
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	Explore or Move
5	Turn On or Off
6	Hack or Download

TWIST OR COMPLICATION	
1.	An element is a cover for a Hegemonic Cult.
2.	A mystic or visions have alerted your target ahead of time.
3.	Someone on the job isn't who they say they are.
4.	The location is guarded or watched by Hegemonic forces.
5.	This job furthers a mystic or xeno group's agenda.
6.	The job furthers a Guild's agenda.
1.	The target is a front or member of a criminal group.
2.	The job is on a dangerous gang's turf.
3.	The job is a trap laid by your enemies.
4.	The job is a test for another job.
5.	The job furthers pirate goals and agendas.
6.	The job is being closely watched by a wealthy patron.
1.	The job has a strong Precursor or Way Line presence.
2.	The job is in the middle of actively contested turf.
3.	The job is not planetside, or easy to get to.
4.	The location moves (it's not where you expect it to be).
5.	The job aids a rebellious cause.
6.	The job directly affects the Governor.

CONNECTED TO...		
1	PC	Friend
2	PC	Rival
3	PC	Heritage NPC
4	CREW	Contact
5	PLANET	Notable
6	FACTION	Notable NPC

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	51st Legion	4-1	House Malklaith
1-2	Acolytes of Brashkadesh	4-2	Isotropa Max Secure
1-3	The Agony	4-3	Janus Syndicate
1-4	Ashen Knives	4-4	Lost Legion
1-5	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	Conclave 01	5-3	Scarlet Wolves
2-4	Concordiat Knights	5-4	Starless Veil
2-5	Counters 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	Guild of Engineers	6-5	Wreckers
3-6	Hegemonic News Network	6-6	Yaru (Makers Guild)

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.

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.

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.



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.

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*)

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*)

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*)

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.

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**.

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

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

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*)

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*)

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	▶ ▶ ▶

*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.*

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.*

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*)

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.

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*)

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**.

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	▶ ▶ ▶

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.

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.

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	JOB5
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	JOB5
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	JOB5
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		

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, Gargoyles, 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.

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 Dissappear 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 |

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
Long Coat
Hood & Veil
Short Cloak
Knit Cap
Fancy makeup
Slim Jacket
Hooded Cloak
Tall Boots
Work Boots
Mask & Robe

Suit & Vest
Collared Shirt
Suspenders
Intricate Rings
Skirt & Blouse
Wide Belt
Fitted Dress
Flight Suit
Heavy Cloak
Thick Duster
Soft Boots

Loose Silks
Tight Pants
Bomber Jacket
Long Scarf
Leathers
Stillsuit
Hide & Furs
Worn Uniform
Plain Tunic
Space Suit
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** >



ARMOR

HEAVY

SPECIAL

CREC ☐ ☐ ☐ ☐ STASH



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

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** >



ARMOR

HEAVY

SPECIAL

CRED ☐☐☐☐ STASH



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**.*

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 :

◆ 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 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**

+ **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	
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

- 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**.

GATHER INFO

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

- +** 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	
2				HEAVY	
1				SPECIAL	
RECOVERY	Get treatment in <i>downtime</i> to fill your <i>healing clock</i> >			CRED	STASH

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

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.

- ☐ 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				ARMOR	
3				HEAVY	
2				SPECIAL	
1				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

- 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**.

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

- Fine Medkit
- Fine Bedside Manner
- Fine Clothing
- Recognizeable Medic Garb
- Candies and Treats
- Syringes and Applicators

- 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 **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.

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?*

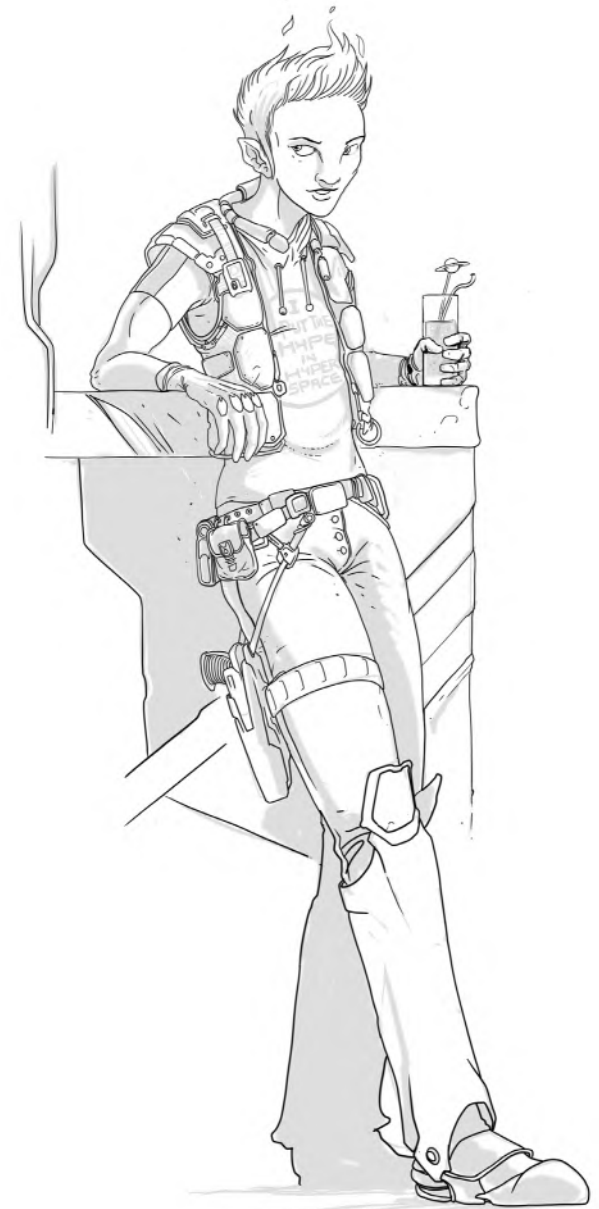
LAND TRANSPORT: Enough land-transportation for the entire crew. Tires or close-to-ground hover. These may be motorized bikes, land-skimmers, or very small cars.

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 executed a successful transport or smuggling operation.*
- ◆ *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.*

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.

CHARACTER CREATION

0. CHOOSE A SHIP AND CREW

Your characters will be influenced by the ship you fly, so discuss the ship selection for your game first. Pick the ship now, but detail the ship during crew creation.

1. CHOOSE A PLAYBOOK

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

2. CHOOSE A STARTING ABILITY

Playbooks begin with a **starting ability** marked. Note that starting abilities cannot be selected using Veteran.

If you want to play a xeno with unique abilities, replace your **starting ability** with the following: "**Xeno**: You may spend **stress** (0-2) to perform an inhuman feat only members of your species can do."

3. CHOOSE A SPECIAL ABILITY

Choose from the list on your sheet. If you're unsure, choose the first one (it's placed there as a good default choice).

4. CHOOSE A HERITAGE

Pick one on the sheet and add a note about your family life.

5. CHOOSE A BACKGROUND

Pick one on the sheet and add a detail about your specific history.

6. ASSIGN ACTION DOTS

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

7. CHOOSE ONE FRIEND AND ONE RIVAL

You know all of the people here well. Mark someone on your list who is a close friend, long-time ally, family relation, lover, etc. (the upward-pointing triangle). Mark another who is a former friend turned rival, enemy, scorned lover, betrayed partner, etc. (the downward-pointing triangle).

8. CHOOSE YOUR VICE

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

9. RECORD YOUR NAME, ALIAS, AND LOOK

Choose from the lists (right), or write down your own.

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

FAMILY NAMES: Acon, Apple, Bartok, Black, Brell, Clovis, Crynyd, Curia, Doona, Drake, Dyson, Emari, Endua, Evazan, Farr, Feris, Gallia, Gree, Gyle, Hawking, Hex, Hill, Impera, Indigo, Intal, Ivanov, Jor, Jusik, Kasur, Kedra, Kor, Kranax, Kritus, Kromyl, Kymnal, Lana, Livia, Luo, Mahat, Marak, Nattoh, Nagan, Neumann, Nur, Ortcutt, Pava, Pim, Quag, Ramus, Rudra, Ryle, Shrike, 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, 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 and Vest	Loose Silks
Long Coat	Collared Shirt	Tight Pants
Hood and Veil	Suspenders	Bomber Jacket
Short Cloak	Intricate Rings	Long Scarf
Knit Cap	Skirt and Blouse	Leathers
Fancy Makeup	Wide Belt	Stillsuit
Slim Jacket	Fitted Dress	Hide and Furs
Hooded Cloak	Flight Suit	Worn Uniform
Work Boots	Heavy Cloak	Space Suit
Mask and Robe	Thick Duster	Glittering Jewelry

10. REVIEW YOUR DETAILS

Read your experience triggers and ways you can earn **xp**. Everyone has access to all the gear on their sheet, but the items listed in the grey section are **special items** unique to your playbook.

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 NPCs; order people to do what you want.
- **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 vehicle; fire ship weaponry; plot a jump or in-system course; escape a chasing ship.
- **RIG** together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives.
- **SCRAMBLE** to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments.
- **SCRAP** with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle.
- **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, 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:** Route and means.

◆ 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

A 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 MECH-TAPE:** You get an extra **downtime activity** to **repair**, and the repair activity costs you **0 cred**.

► **CONSTRUCT WHISPERER:** 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.

► **JUNKYARD HUNTER:** When you **acquire** parts or equipment during **downtime**, you may either gain **two assets**, or one asset at **+1 quality**.

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

► **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.

► **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

□ Fine Hacking Rig

□ Fine Ship Repair Tools

□ Small Drone

□ Vision-Enhancing Goggles

□ Spare Parts

□ Genius Pet

□ 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 **2 xp** if that item occurred multiple times.

◆ You addressed a tough challenge with **technical skill** or **ingenuity**.

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

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

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	
2				HEAVY	
1				SPECIAL	
RECOVERY				CREW STASH	
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:** Route and means.

◆ 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

A DANGEROUS
AND INTIMIDATING
FIGHTER

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 **+1 effect** on that action.

► **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.

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

► **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).

► **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.

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

► **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**.

►► **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 :

◆ 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 **2 xp** if that item occurred multiple times.

◆ 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**

+ 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.

- +** 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

CALL SIGN

LOOK

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

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HARM				ARMOR	
3				NEED HELP	
2				HEAVY	
1				SPECIAL	
RECOVERY				CRED STASH	
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

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- ◆ **Social plan:** Social connection.
- ◆ **Transport plan:** Route and means.
- ◆ 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

A SHIP-HANDLING
WIZARD AND
DANGER ADDICT

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** (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 **6s** from different rolls as a **critical**.
- ▶ **TRAVELER:** 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
- △▽ Mav, a former mentor

ITEMS (Italics don't count for load) LOAD

- ☐ ☐ **Fine Customized Spacesuit**
- ☐ ☐ **Fine Small Urbot**
- ☐ ☐ **Fine Mechanics 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 **2 xp** 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

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		NEED HELP		ARMOR	
3				HEAVY	
2		-1D		SPECIAL	
1		LESS EFFECT		CRED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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

- 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:** *Route and means.*
 - ◆ *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**.*

GATHER INFO

SCOUNDREL

A SCRAPPY AND LUCKY SURVIVOR

STARTING ABILITY

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

SPECIAL ABILITIES

- ▶ **NEVER TELL ME THE ODDS:** You 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).
- ▶ **WHEN THE CHIPS ARE DOWN:** You gain a second use of **special armor** between each downtime.
- ▶ **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.
- ▶ **DAREDEVIL:** When you make a **desperate** roll, you may take +1d. If you do so, do not **mark xp** in that action's attribute.
- ▶ **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).
- ▶ **ASK QUESTIONS LATER:** When you **consort** to **gather info**, you gain +1 **effect** and can in addition ask: *Who might this benefit?*
- ▶▶ **VETERAN:** Choose a **special ability** from another source.

"FRIENDS"

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

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

- ☐ **Fine Blaster Pistol** (or **Pair** ☐)
- ☐ **Fine Coat**
- ☐ *Loaded Dice or Trick Holo-cards*
- ☐ *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 **2 xp** if that item occurred multiple times.
- ◆ *You addressed a tough challenge with **charm** or **audacity**.*
- ◆ *You expressed your beliefs, drives, **heritage**, or **background**.*
- ◆ *You struggled with issues from your **vice** or **traumas** during the session.*

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**

GAMBIT'S

- + 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 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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:** *Route and means.*

◆ *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 RESPECTABLE
PERSON ON
THE TAKE

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**

☐ *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 **2 xp** 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

3

NEED
HELP

2

-1D

1

LESS
EFFECT

RECOVERY

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



ARMOR

HEAVY

SPECIAL

CRED ☐ ☐ ☐ ☐ STASH



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:** Route and means.

◆ 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

SPACEFARING
HEALER OR
SCIENTIST

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, wounds, or corpse, and **gather info** from a crime scene. 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 to tend to anyone in need.

▶ **UNDER PRESSURE:** Add a **gambit** to the pool whenever you or a crew member suffers level 2 or greater **harm**.

▶ **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**.

▶ **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*

☐ 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 **2 xp** 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.

STANDARD ITEMS

ARMOR: Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.

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

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

DETONATOR: Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can’t handle. Illegal. You shouldn’t have this. No, really.

HACKING TOOLS: Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs.

HEAVY BLASTER: Can do considerable damage to vehicles, heavy armor, and constructions like unshielded doors. Has about a dozen shots.

ILLICIT DRUGS: What’s your poison, space cowboy?

MEDKIT: Blood for a few common races, gauze, anti-radiation injector, laser scalpel, antiseptics, thread, painkillers.

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

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.

SPACESUIT: Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).

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

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.

SPARE PARTS: Usually for ship repairs and electronics. Often forgotten in a pocket or tool belt.

VISION-ENHANCING GOGGLES: Eyewear with settings for thermal and ultraviolet, and magnification levels in the thousands.

GENIUS PET: Incapable of speaking, but can understand language and assist with basic tasks. Likes you. Really cute. Anticipates your actions.

MUSCLE ITEMS

If you have more than one Muscle playbook on the crew, feel free to 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.

FINE MARTIAL ARTS STYLE: Your own custom blend of combat techniques.

KRIEGER, A FINE BLASTER PISTOL: As a friend or ally, it can be used during **downtime** to threaten or intimidate. As an enemy, someone else owns it and it’s carrying a bullet for you.

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

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

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

ZARATHUSTRA, DETONATOR LAUNCHER: Fires detonators at high velocity.

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

MYSTIC ITEMS

FINE MELEE WEAPON: Antiquated weapon that acts as an extension of your body.

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

OFFERINGS: A candle, oil lamp, flowers, food, water, incense, pebbles from your journey.

OUTDATED RELIGIOUS OUTFIT: Robes, worn cloaks, sandals, etc.

PRECURSOR ARTIFACT: A small object made of ancient materials. Precursor tech.

TRAPPINGS OF RELIGION: Scrolls, texts, icons, cups and bowls, bells.

PILOT ITEMS

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

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

FINE SMALL URBOT: Supports piloting and can carry a few items. Seems eerily sentient.

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

GUILD LICENSE: Legit pilot certification (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.

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

FORGED DOCUMENTS: Reasonably well-made facsimiles of documents that would never actually be given to someone like you.

LOADED DICE/TRICK HOLO-CARDS: Gambling accoutrements subtly altered to favor particular outcomes.

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

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

SPEAKER ITEMS

FINE CLOTHES: Silk sarongs, suits, fine blue capes.

LEGITIMATE ID: A properly encoded Hegemonic ID indicating your legitimate station in the Hegemony.

LUXURY ITEM: Fine brandies, small but thoughtful gifts, spices and perfumes, fine instruments, popular games, etc.

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

CANDIES AND TREATS: For those extra brave customers.

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.

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

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

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.

*“Can I take +1d here to **command** by flashing my detonator? People will see it and go streaming out into the streets in a panic.”*

“I’ll empty both clips if it’ll get me +1d, but then I’ll be out of ammo. Hopefully there won’t be anyone left standing!”

CREW CREATION

1. CHOOSE YOUR SHIP

There are three starting ships to choose from:

- **STARDANCER:** Smugglers and blockade runners. Looking to do odd jobs, small thefts, and find lost items.
- **CERBERUS:** Extraction specialists. Looking to find missing people or items and claim bounties.
- **FIREDRAKE:** Rebels and criminals. Looking to protect the downtrodden and fight the Hegemony.

2. CHOOSE A REPUTATION

What reputation has this crew garnered with the different factions of the sector? Choose one (or create your own):

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

3. CUSTOMIZE YOUR SHIP

Your ship begins with **2 cred** in its hold and a few preselected ship systems.

Choose two 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 its starting **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. CHOOSE A 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.

5. ASSIGN UPGRADES

Each ship starts with pre-selected upgrades well-suited to the crew, such as the Galley for the Stardancer, or the Brig for the Cerberus.

In addition to those upgrades, pick two more (details on following handouts). You can pick any two boxes, but be aware that some (like Shields) cost two upgrades in order to select.

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. 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. 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 YOUR 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!

MODULES & UPGRADES

Complex specialized systems. Not 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 run the ship on behalf of the crew. Snarky personality module available for free.

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

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

GALLEY: A combined kitchen and 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. Overwhelmed by focused fire. Counts as **armor** against ship weapons and energy attacks. Largely absorbs blaster fire. Costs two upgrades instead of one.

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 sensor echoes (or act as a beacon).

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

NEXUS LINK: A link to the Hegemonic System Network. Allows for news updates, realtime messages, and tapping into system-wide sensor grids. Others may be able to hack into your ship remotely via the same channel.

QUANTUM ENCRYPTOR: Encrypts comms 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 the crew. Roll **comms** rating when firing.

CREW GEAR

ALIEN PET: Lovable rascalion or loyal guardian, these critters are more trouble than they're worth.

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

RECON DRONE: A small drone for surveillance, mapping, and intelligence gathering. Can be given simple instructions. 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.

WORKSHOP: Plasma cutters, a nano-assembler, a stock of metal and electrical components, a forge—anything required to build, modify, or disassemble complex machines. Adds **+1 quality** to **craft** rolls.

CREW TRAINING

May represent an appropriate place on your ship, relevant manuals, or expert mentors.

Mark **2 xp** in the appropriate category instead of 1 when taking the downtime **train** action.

ENGINE

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.

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.

JUMP DRIVE: A special engine that can activate the Ur gates that connect systems and translate the ship into hyperspace lanes.

HULL

Hull governs how tough a ship is. These passive systems are laid out throughout the ship and often necessary for certain actions. **Note:** personal and freighter-sized 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 takeoff 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.

SHIP UPGRADES

HOLO-EMITTERS: For holo-conferences and maps. Images won't hold up to close scrutiny but can be convincing for a short while. Includes sweet games and holo-vids.

INTRUDER ALARM: A full suite of sensors about the ship, including motion sensors, door codes, and panic buttons that can all trigger a klaxon and red security lights.

LAND ROVER: Armored all-terrain vehicle for carrying heavy cargo or folks over land. High-powered winch and decorative stickers come standard.

POWER RESERVES: 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 spacecraft capable of carrying a few people from planet to orbit. Limited systems capacity—treat any **system** as **quality zero** vs. actual ships. Can attach to airlocks, but best stored in a **landing bay** if you don't want stray asteroids or partial cannon fire affecting it.

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

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.

WEAPONS

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

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

GRAPPLING HOOKS: Officially for latching onto asteroids and netting cargo, it's an array of nets, grappling lines, and arms that can tie together two vessels for towing or boarding. Legal.

MINING DRILL: Vicious, close-range, high-power energy drill. Vaporizes rock. Easily modified to bore through hulls. Legal.

MISSILES: Projectile with mounted drive. Not legal.

PARTICLE CANNONS: Pew! Pew! Usually fixed in one direction on personal vessels. Often cross linked. Not legal without license.

CREW SPECIFIC UPGRADES

STARDANCER 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 you can swap between.

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: Webbing or fake skin used to hold small items close to the body. Adds some hands-free carry room 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. Hides one item with a max of **1 load**.

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

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

CERBERUS 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 transmission cloners 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 (1 load), even stun grenades (replace detonators on sheet, 1 load), 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 single-seater 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. Costs **two upgrades** instead of one.

HARD KNOCKS: Sometimes luck is just hard-earned experience. Your crew starts each job with **+1 gambit**. Costs **two upgrades** instead of one.

SMOOTH CRIMINALS: Sometimes legality is only a question of who has the gun. Each crew member gains **+1 stress** box (total 10). Costs **three upgrades** instead of one.

FIREDRAKE OPTIONS

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

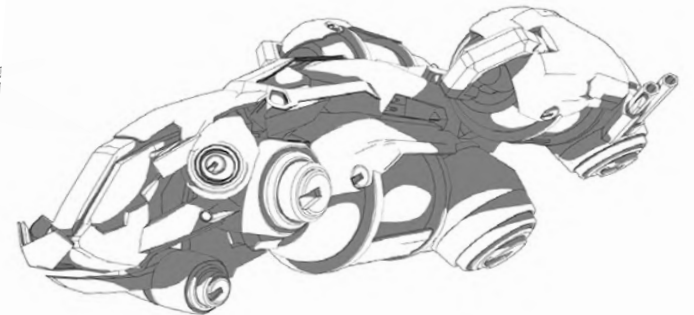
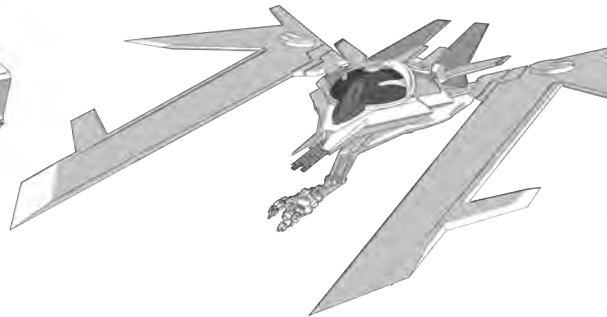
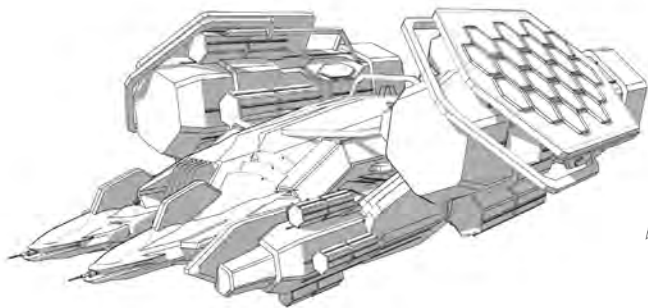
SECRET BASE: Perhaps inside ancient Ur ruins on a planet. Maybe buildings inside a massive asteroid. Possibly an old and forgotten station, long abandoned but now repurposed. You have found and commissioned a hiding spot away from the baleful gaze of the Hegemony where you and your allies can meet, hide,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

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 sympathizer. Costs **three upgrades** instead of one.

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. Costs **two upgrades** instead of one.

DRIVEN: Each PC gets **+1 trauma** box. This can bring a PC with **4 trauma** back into play if you wish. Costs **three upgrades** instead of one.

AUXILIARY



ILLICIT MERCHANTS, SMUGGLERS, AND BLOCKADE RUNNERS

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

CHARACTER CREATION

0. CHOOSE A SHIP AND CREW

Your characters will be influenced by the ship you fly, so discuss the ship selection for your game first. Pick the ship now, but detail the ship during crew creation.

1. CHOOSE A PLAYBOOK

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

2. CHOOSE A STARTING ABILITY

Playbooks begin with a **starting ability** marked. Note that starting abilities cannot be selected using Veteran.

If you want to play a xeno with unique abilities, replace your **starting ability** with the following: "**Xeno**: You may spend **stress** (0-2) to perform an inhuman feat only members of your species can do."

3. CHOOSE A SPECIAL ABILITY

Choose from the list on your sheet. If you're unsure, choose the first one (it's placed there as a good default choice).

4. CHOOSE A HERITAGE

Pick one on the sheet and add a note about your family life.

5. CHOOSE A BACKGROUND

Pick one on the sheet and add a detail about your specific history.

6. ASSIGN ACTION DOTS

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

7. CHOOSE ONE FRIEND AND ONE RIVAL

You know all of the people here well. Mark someone on your list who is a close friend, long-time ally, family relation, lover, etc. (the upward-pointing triangle). Mark another who is a former friend turned rival, enemy, scorned lover, betrayed partner, etc. (the downward-pointing triangle).

8. CHOOSE YOUR VICE

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

9. RECORD YOUR NAME, ALIAS, AND LOOK

Choose from the lists (right), or write down your own.

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

FAMILY NAMES: Acon, Apple, Bartok, Black, Brell, Clovis, Crynyd, Curia, Doona, Drake, Dyson, Emari, Endua, Evazan, Farr, Feris, Gallia, Gree, Gyle, Hawking, Hex, Hill, Impera, Indigo, Intal, Ivanov, Jor, Jusik, Kasur, Kedra, Kor, Kranax, Kritus, Kromyl, Kymnal, Lana, Livia, Luo, Mahat, Marak, Nattoh, Nagan, Neumann, Nur, Ortcutt, Pava, Pim, Quag, Ramus, Rudra, Ryle, Shrike, 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, 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 and Vest	Loose Silks
Long Coat	Collared Shirt	Tight Pants
Hood and Veil	Suspenders	Bomber Jacket
Short Cloak	Intricate Rings	Long Scarf
Knit Cap	Skirt and Blouse	Leathers
Fancy Makeup	Wide Belt	Stillsuit
Slim Jacket	Fitted Dress	Hide and Furs
Hooded Cloak	Flight Suit	Worn Uniform
Work Boots	Heavy Cloak	Space Suit
Mask and Robe	Thick Duster	Glittering Jewelry

10. REVIEW YOUR DETAILS

Read your experience triggers and ways you can earn **xp**. Everyone has access to all the gear on their sheet, but the items listed in the grey section are **special items** unique to your playbook.

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 NPCs; order people to do what you want.
- **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 vehicle; fire ship weaponry; plot a jump or in-system course; escape a chasing ship.
- **RIG** together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives.
- **SCRAMBLE** to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments.
- **SCRAP** with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle.
- **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, 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:** Route and means.

◆ 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

A 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 MECH-TAPE:** You get an extra **downtime activity** to **repair**, and the repair activity costs you **0 cred**.

► **CONSTRUCT WHISPERER:** 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.

► **JUNKYARD HUNTER:** When you **acquire** parts or equipment during **downtime**, you may either gain **two assets**, or one asset at **+1 quality**.

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

► **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.

► **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*

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 **2 xp** if that item occurred multiple times.

◆ You addressed a tough challenge with **technical skill** or **ingenuity**.

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

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

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 **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				HEAVY	
2				SPECIAL	
1				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.
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 - ◆ **Infiltration plan:** Entry point.
 - ◆ **Mystic plan:** Arcane power.
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 - ◆ **Transport plan:** Route and means.
 - ◆ 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

A DANGEROUS
AND INTIMIDATING
FIGHTER

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 **+1 effect** on that action.
- **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.
- **BODYGUARD:** When you **protect** a crewmate, **resist** with **+1d**. When you take **harm**, clear **1 stress**.
- **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).
- **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.
- **READY FOR ANYTHING:** When being ambushed, you gain **potency** to all actions during a **flashback**, and your first flashback costs **0 stress**.
- **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**.
- **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

- ▣▣ 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

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 - ◆ You expressed your beliefs, drives, heritage, or background.
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PLAYBOOK ADVANCEMENT

INSIGHT

- DOCTOR
- HACK
- RIG
- STUDY

PROWESS

- HELM
- SCRAMBLE
- SCRAP
- SKULK

RESOLVE

- ATTUNE
- COMMAND
- CONSORT
- SWAY

BONUS DICE

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SCUM & VILLAINY

NAME

CALL SIGN

LOOK

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HARM				ARMOR	
3				NEED HELP	
2				-1D	
1				LESS EFFECT	
RECOVERY Get treatment in downtime to fill your healing clock >					

NOTES / PROJECTS

TEAMWORK

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 - ◆ **Infiltration plan:** Entry point.
 - ◆ **Mystic plan:** Arcane power.
 - ◆ **Social plan:** Social connection.
 - ◆ **Transport plan:** Route and means.

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**.

PILOT

A SHIP-HANDLING
WIZARD AND
DANGER ADDICT

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** (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 **6s** from different rolls as a **critical**.
- ▶ **TRAVELER:** 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
- △▽ Mav, a former mentor

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

- ☐ ☐ **Fine Customized Spacesuit**
- ☐ ☐ **Fine Small Urbot**
- ☐ ☐ **Fine Mechanics Kit**
- ☐ Grappling Hook
- ☐ Guild License
- ☐ Victory Cigars

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 **2 xp** 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

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

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		NEED HELP		ARMOR	
3				HEAVY	
2		-1D		SPECIAL	
1		LESS EFFECT		CRED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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

- 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: Route and means.

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

A SCRAPPY AND LUCKY SURVIVOR

STARTING ABILITY

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

SPECIAL ABILITIES

- NEVER TELL ME THE ODDS:** You 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).
- WHEN THE CHIPS ARE DOWN:** You gain a second use of **special armor** between each downtime.
- 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.
- DAREDEVIL:** When you make a **desperate** roll, you may take +1d. If you do so, do not **mark xp** in that action's attribute.
- 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).
- ASK QUESTIONS LATER:** When you **consort** to **gather info**, you gain +1 **effect** and can in addition ask: *Who might this benefit?*
- VETERAN:** Choose a **special ability** from another source.

"FRIENDS"

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

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

- ☐ Fine Blaster Pistol (or Pair ☐)
- ☐ Fine Coat
- ☐ Loaded Dice or Trick Holo-cards
- ☐ 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 **2 xp** if that item occurred multiple times.
- You addressed a tough challenge with charm or audacity.
- You expressed your beliefs, drives, heritage, or background.
- You struggled with issues from your vice or traumas during the session.

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

3

NEED
HELP

2

-1D

1

LESS
EFFECT

RECOVERY

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



ARMOR

HEAVY

SPECIAL

CRED ☐☐☐☐ STASH



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:** Route and means.

◆ 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 RESPECTABLE
PERSON ON
THE TAKE

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

☐ 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 **2 xp** 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		CREW <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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:** *Route and means.*

◆ *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

SPACEFARING
HEALER OR
SCIENTIST

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, wounds, or corpse, and **gather info** from a crime scene. 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 to tend to anyone in need.

▶ **UNDER PRESSURE:** Add a **gambit** to the pool whenever you or a crew member suffers level 2 or greater **harm**.

▶ **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**.

▶ **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*

☐ 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 **2 xp** 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.

STANDARD ITEMS

ARMOR: Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.

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

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

DETONATOR: Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can’t handle. Illegal. You shouldn’t have this. No, really.

HACKING TOOLS: Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs.

HEAVY BLASTER: Can do considerable damage to vehicles, heavy armor, and constructions like unshielded doors. Has about a dozen shots.

ILLICIT DRUGS: What’s your poison, space cowboy?

MEDKIT: Blood for a few common races, gauze, anti-radiation injector, laser scalpel, antiseptics, thread, painkillers.

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

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.

SPACESUIT: Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).

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

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.

SPARE PARTS: Usually for ship repairs and electronics. Often forgotten in a pocket or tool belt.

VISION-ENHANCING GOGGLES: Eyewear with settings for thermal and ultraviolet, and magnification levels in the thousands.

GENIUS PET: Incapable of speaking, but can understand language and assist with basic tasks. Likes you. Really cute. Anticipates your actions.

MUSCLE ITEMS

If you have more than one Muscle playbook on the crew, feel free to 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.

FINE MARTIAL ARTS STYLE: Your own custom blend of combat techniques.

KRIEGER, A FINE BLASTER PISTOL: As a friend or ally, it can be used during **downtime** to threaten or intimidate. As an enemy, someone else owns it and it’s carrying a bullet for you.

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

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

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

ZARATHUSTRA, DETONATOR LAUNCHER: Fires detonators at high velocity.

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

MYSTIC ITEMS

FINE MELEE WEAPON: Antiquated weapon that acts as an extension of your body.

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

OFFERINGS: A candle, oil lamp, flowers, food, water, incense, pebbles from your journey.

OUTDATED RELIGIOUS OUTFIT: Robes, worn cloaks, sandals, etc.

PRECURSOR ARTIFACT: A small object made of ancient materials. Precursor tech.

TRAPPINGS OF RELIGION: Scrolls, texts, icons, cups and bowls, bells.

PILOT ITEMS

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

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

FINE SMALL URBOT: Supports piloting and can carry a few items. Seems eerily sentient.

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

GUILD LICENSE: Legit pilot certification (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.

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

FORGED DOCUMENTS: Reasonably well-made facsimiles of documents that would never actually be given to someone like you.

LOADED DICE/TRICK HOLO-CARDS: Gambling accoutrements subtly altered to favor particular outcomes.

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

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

SPEAKER ITEMS

FINE CLOTHES: Silk sarongs, suits, fine blue capes.

LEGITIMATE ID: A properly encoded Hegemonic ID indicating your legitimate station in the Hegemony.

LUXURY ITEM: Fine brandies, small but thoughtful gifts, spices and perfumes, fine instruments, popular games, etc.

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

CANDIES AND TREATS: For those extra brave customers.

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.

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

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

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.

*“Can I take +1d here to **command** by flashing my detonator? People will see it and go streaming out into the streets in a panic.”*

“I’ll empty both clips if it’ll get me +1d, but then I’ll be out of ammo. Hopefully there won’t be anyone left standing!”

CREW CREATION

1. CHOOSE YOUR SHIP

There are three starting ships to choose from:

- **STARDANCER:** Smugglers and blockade runners. Looking to do odd jobs, small thefts, and find lost items.
- **CERBERUS:** Extraction specialists. Looking to find missing people or items and claim bounties.
- **FIREDRAKE:** Rebels and criminals. Looking to protect the downtrodden and fight the Hegemony.

2. CHOOSE A REPUTATION

What reputation has this crew garnered with the different factions of the sector? Choose one (or create your own):

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

3. CUSTOMIZE YOUR SHIP

Your ship begins with **2 cred** in its hold and a few preselected ship systems.

Choose two 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 its starting **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. CHOOSE A 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.

5. ASSIGN UPGRADES

Each ship starts with pre-selected upgrades well-suited to the crew, such as the Galley for the Stardancer, or the Brig for the Cerberus.

In addition to those upgrades, pick two more (details on following handouts). You can pick any two boxes, but be aware that some (like Shields) cost two upgrades in order to select.

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. 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. 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 YOUR 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!

MODULES & UPGRADES

Complex specialized systems. Not 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 run the ship on behalf of the crew. Snarky personality module available for free.

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

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

GALLEY: A combined kitchen and 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. Overwhelmed by focused fire. Counts as **armor** against ship weapons and energy attacks. Largely absorbs blaster fire. Costs two upgrades instead of one.

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 sensor echoes (or act as a beacon).

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

NEXUS LINK: A link to the Hegemonic System Network. Allows for news updates, realtime messages, and tapping into system-wide sensor grids. Others may be able to hack into your ship remotely via the same channel.

QUANTUM ENCRYPTOR: Encrypts comms 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 the crew. Roll **comms** rating when firing.

CREW GEAR

ALIEN PET: Lovable rascalion or loyal guardian, these critters are more trouble than they're worth.

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

RECON DRONE: A small drone for surveillance, mapping, and intelligence gathering. Can be given simple instructions. 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.

WORKSHOP: Plasma cutters, a nano-assembler, a stock of metal and electrical components, a forge—anything required to build, modify, or disassemble complex machines. Adds **+1 quality** to **craft** rolls.

CREW TRAINING

May represent an appropriate place on your ship, relevant manuals, or expert mentors.

Mark **2 xp** in the appropriate category instead of 1 when taking the downtime **train** action.

ENGINE

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.

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.

JUMP DRIVE: A special engine that can activate the Ur gates that connect systems and translate the ship into hyperspace lanes.

HULL

Hull governs how tough a ship is. These passive systems are laid out throughout the ship and often necessary for certain actions. **Note:** personal and freighter-sized 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 takeoff 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.

SHIP UPGRADES

HOLO-EMITTERS: For holo-conferences and maps. Images won't hold up to close scrutiny but can be convincing for a short while. Includes sweet games and holo-vids.

INTRUDER ALARM: A full suite of sensors about the ship, including motion sensors, door codes, and panic buttons that can all trigger a klaxon and red security lights.

LAND ROVER: Armored all-terrain vehicle for carrying heavy cargo or folks over land. High-powered winch and decorative stickers come standard.

POWER RESERVES: 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 spacecraft capable of carrying a few people from planet to orbit. Limited systems capacity—treat any **system** as **quality zero** vs. actual ships. Can attach to airlocks, but best stored in a **landing bay** if you don't want stray asteroids or partial cannon fire affecting it.

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

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.

WEAPONS

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

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

GRAPPLING HOOKS: Officially for latching onto asteroids and netting cargo, it's an array of nets, grappling lines, and arms that can tie together two vessels for towing or boarding. Legal.

MINING DRILL: Vicious, close-range, high-power energy drill. Vaporizes rock. Easily modified to bore through hulls. Legal.

MISSILES: Projectile with mounted drive. Not legal.

PARTICLE CANNONS: Pew! Pew! Usually fixed in one direction on personal vessels. Often cross linked. Not legal without license.

CREW SPECIFIC UPGRADES

STARDANCER 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 you can swap between.

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: Webbing or fake skin used to hold small items close to the body. Adds some hands-free carry room 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. Hides one item with a max of **1 load**.

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

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

CERBERUS 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 transmission cloners 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 (1 load), even stun grenades (replace detonators on sheet, 1 load), 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 single-seater 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. Costs **two upgrades** instead of one.

HARD KNOCKS: Sometimes luck is just hard-earned experience. Your crew starts each job with **+1 gambit**. Costs **two upgrades** instead of one.

SMOOTH CRIMINALS: Sometimes legality is only a question of who has the gun. Each crew member gains **+1 stress** box (total 10). Costs **three upgrades** instead of one.

FIREDRAKE OPTIONS

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

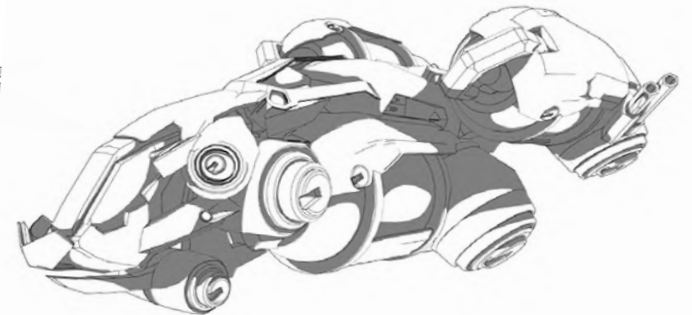
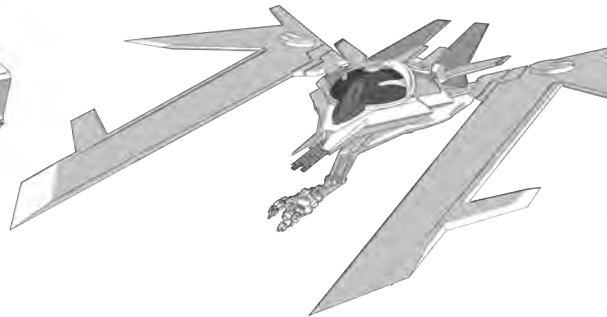
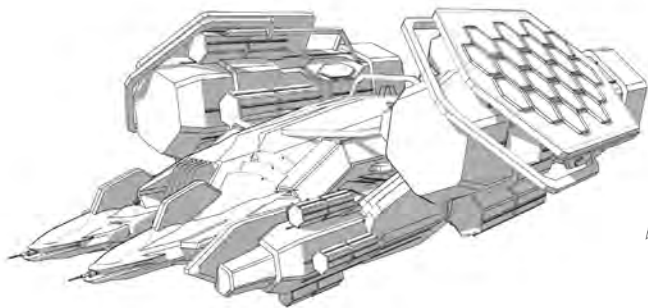
SECRET BASE: Perhaps inside ancient Ur ruins on a planet. Maybe buildings inside a massive asteroid. Possibly an old and forgotten station, long abandoned but now repurposed. You have found and commissioned a hiding spot away from the baleful gaze of the Hegemony where you and your allies can meet, hide,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

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 sympathizer. Costs **three upgrades** instead of one.

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. Costs **two upgrades** instead of one.

DRIVEN: Each PC gets **+1 trauma** box. This can bring a PC with **4 trauma** back into play if you wish. Costs **three upgrades** instead of one.

AUXILIARY



ILLICIT MERCHANTS, SMUGGLERS, AND BLOCKADE RUNNERS

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

STARTING THE GAME: STARDANCER

STARTING SITUATION

Your crew of smugglers was hired by Citani (your crew's reclusive info broker friend) to deliver a small, well-sealed box to the moon of Warren for a very particular client who didn't want to reveal their identity. The job sounded easy enough...

The delivery should have been easy cred, except that your contact is dead, you might take the rap for it, and several powerful factions are more likely to kill than negotiate for the object you're holding.

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

MAKING IT YOURS

Customize the starting position below to suit your own crew. What does the Aleph Key do? It should be something big (perhaps a key component to making or opening jumpgates, or a powerful program that can hack Guild systems). Think about what you want your story to be about, and how gaining such a thing might impact the sector.

During crew creation, you chose some factions the crew rubbed the wrong way. See if any of them could be interested in the Key. Perhaps a crew member's rival might be involved. Making the story personal adds immediacy and ties the players' choices directly into the narrative.

THE FIRST SCENE

After the players make their characters and crew, tell them this:

The drop-off is a bar near the ground of Warren, meaning the air outside is thick with smog, and the patrons are of the rougher sort. Your contact is in the private booth in the back. Just one problem...

As you sit down to conclude the deal, you see that your contact is dead, and covered in fresh blood. Adding to your woes, there are House Malklaith guards drinking at the bar, and some well-gear'd folks eyeing the booth. This is not the best place to pick a fight with few escapes in sight.

How do you escape? Will you try to talk your way out of this? Slip out the back? Perhaps steal a few getaway vehicles that some tough-looking hoverbike riders have parked outside?

Create a 10-segment getaway clock and explain that it advances whenever the party evades or throws off any pursuers.

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. Several factions are after the box, and any crimes will alert the House Malklaith guards. Very likely a faction of any power will have locked down the crew's ship in port too.

THE NEXT SCENES

Downtime should be when the players decide what to do with the Key. 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 and getting far away from Warren 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 may then need some space scoundrels to help them even the score.

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:

Why does House Malklaith want the Aleph Key?

Your contact was hired by the original client. How close are they to tracking down the crew and the Key?

How does the Church of Stellar Flame deal with the sale of high-value artifacts?

These questions may collect a clock or two to track the status of developing circumstances. When a question is answered, remove the clock and add a new one as needed. Clocks 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? Who else wants it?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

JOB II

A scientist wishes to hire a crew to get them off Warren, past the Guild patrols looking for them and to the next system over where they'll be safe.

- What research does the Guild not want them to reveal? Which faction will hide them once they're off-world?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

JOB III

A plague has broken out among the workers on Indri. A Mendicant priest on Amerath wants to tend to them, but the Church of Stellar Flame is looking for them, and has hired the Legion to assist.

- Which other faction hired bounty hunters to attack this priest? How have their religious practices changed the priest?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

SCUM & VILLAINY SHIP SHEET

R-29 Firebrand-type Patrol Craft

DESIGNATION

CREW REPUTATION

CREW

COMMS

- ☒ Long-Range Scanner
☐ Nexus Link
☐ _____
☐ _____

SHIP SIZE

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

- ◆ 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 to a system, but it's minor. You can **rig** a solution.
 - ◆ 6+ A system is badly damaged and must be repaired.

CRED

► DEBT

□ □ □ □ □ □ □ □ □ □ □ □

ENGINES

- ☐
- Jump Drive

GAMBITS

RESET TO **1** GAMBIT
AT THE START OF
EVERY JOB

WEAPONS

- ☒ Grappling Hooks
- ☐ Particle Cannons
- ☐

UPKEEP

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

HULL

SHIELDS

AUXILIARY

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

TRAINING

- ☐ Insight
- ☒ Prowess
- ☐ Resolve
- ☐ Playbook

SHIP GEAR

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

CREW GEAR

- ☐ Alien Pet
- ☐ Land Transport
- ☐ Recon Drone
- ☐ Survival Gear
- ☐ Workshop

CERBERUS

BOUNTY HUNTERS
AND EXTRACTION
SPECIALISTS

SPECIAL ABILITIES

- ▷ **LICENSED:** Take **-2 heat** on any legitimate bounty hunting job. Your ship can carry particle weapons, and your crew can carry and legally use heavy blasters in the pursuit of a target.
- ▷ **ON THE TRAIL:** Your crew gains an extra **downtime** activity to work on **long-term projects**, or **acquire assets** to track bounties.
- ▷ **LIGHT TOUCH:** You gain **potency** when tailing a target, or when **gathering info** at a target's previous location.
- ▷ **SNATCH'N'GRAB:** When you use a **deception**, **infiltration**, or **social** plan to execute a kidnapping or extraction, add **+1d** to the **engagement** roll.
- ▷ **LOADED FOR BEAR:** Your crew can carry **+1 load**. They have distinctive and high-quality armor. When you wear **armor**, it counts as **heavy armor** (two uses).
- ▷ **PLAY BOTH SIDES:** When you release a bounty target, make them a crew contact.
- ▷ **DEADLY:** Each crew member may add 1 action rating to **command**, **scrap**, or **skulk** (up to a max of 3).
- ▷▷ **VETERAN:** Choose a **special ability** from another source.

CREW/SHIP UPGRADES

CONTACTS

- | | | |
|-------------------|--|--------------------------------|
| Tracers | <input type="checkbox"/> | ▷ Stacy Weathers, ace reporter |
| Stun Weapons | <input type="checkbox"/> | ▷ Arlox, an Ashen Knives Pasha |
| Personal Vehicles | <input type="checkbox"/> <input type="checkbox"/> | ▷ Ishi, a weapons dealer |
| Hard Knocks | <input type="checkbox"/> <input type="checkbox"/> | ▷ Lix, a xeno tracker |
| Smooth Criminals | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | ▷ Jezri, a fixer |

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

NOTES / PROJECTS

STARTING THE GAME: CERBERUS

STARTING SITUATION

Your crew of bounty-hunters was hired by Arlox (your crew's Ashen Knives Pasha friend) to capture Cho-Tyrek, a badass Syndicate muscle who apparently left a job unfinished. And the Ashen Knives don't like leaving jobs unfinished.

Tracking a Syndicate muscle who doesn't want to be found is no easy feat, but you know where he's laying low. In the process you've found out that the Ashen Knives aren't the only people who are looking for Cho. Several other factions are offering bounties for him and what he holds.

Will the crew catch Cho? Can they keep others from getting him first? What will they do with the childlike Urbot he has with him? Will Arlox be understanding if they let him go? We play to find out.

MAKE IT YOURS

Customize the starting position below to suit your own crew. Cho-Tyrek has an extremely unusual Urbot with him. Why is she special? What can she do, or what does she imply about Urbots that the Guild (or others) may not want disseminated? Does the Conclave want to free her as an individual with free will?

During crew creation, you chose some factions the crew rubbed the wrong way. See if any of them could be interested in the Urbot. Perhaps a crew member's rival is racing the crew to the prize? Making the story personal adds immediacy and ties the players' choices directly into the narrative.

THE FIRST SCENE

After the players make their characters and crew, tell them this:

You're in the hallway of the second floor of a run-down hotel that the neon sign out front proclaims as "Paradise." It's cost some cred—and a few twisted arms in two systems—to get Cho's location, but you've tracked him to Warren, and that sweet prize money is about to be yours. As you prepare to kick the door to Cho's room down, you hear the roar of a hoverbike engine starting up in an alley behind the hotel.

Heavy blaster fire begins ripping through the hallway, shredding the plaster and moving quickly towards where you're standing. It's Cho-Tyrek on a souped-up hoverbike, a tiny figure clutched to his back. What do you do?

This might be a good place to introduce resistance rolls (to avoid the heavy blaster fire) or flashbacks (to showcase how parts of the crew may be someplace else).

Create an 10-segment chase clock and put two ticks on it to represent the crew's actions in finding Cho's hideout. Actions bringing the crew closer to Cho-Tyrek increase the chase clock and delays decrease it. If the clock fully empties, Cho escapes. Make Warren busy, neon-lit, and full of things to dodge, weave, and even crash into. Tyrek will absolutely shoot to kill if it looks like he can't get away, but once the clock fills, 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

The players should decide what to do with Tyrek during downtime. He's on the run with a small Urbot named Ara-ini, housed in a frame reminiscent of a small child. Cho's assassin's code will not let him harm children—he's become convinced Ara-ini counts.

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

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 cred, and potential jobs (roll on the jobs table).

THE CAMPAIGN

You can easily play out the consequences of the starting situation over several sessions. What do the PCs do with Ara-ini? Who is upset with them for their choices? Does someone want the crew to steal the Urbot back?

Write down pressing questions to help keep the action focused:

What can Ara-ini do that other Urbots cannot?

How are Ara-ini's original owners planning to deal with the crew?

These questions may collect a clock or two to track the status of developing circumstances. When a question is answered, remove the clock and add a new one as needed. Clocks don't have to last forever.

JOB I

A thief has stolen a well-guarded piece of jewelry from Glimmer. The Guild wants it found—and kept hush-hush.

- Who is protecting this thief from the usual Guild channels?
- Make a clock for finding the thief and tick it whenever the crew finds a clue or makes a roll that directly leads them to the thief.
- Once the clock is done, ask: What's the **plan** to capture the thief? 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 deliver them to a Nightspeaker ship in the black.

- Who would a scared apprentice run to on Warren and why would they abandon their training?
- What's the **plan**? Provide the **detail**.
- **Engagement roll.** Cut to the action.

JOB III

Members of the Church of Stellar Flame have identified Commander Tallon's psychic, and want you to capture her and deliver her to the Way of Light (a battle cruiser). She's scheduled to transport to the surface of Aleph to interrogate someone in a lonely prison in the toxic atmosphere of the planet.

- What's the **plan**? Provide the **detail**.
- **Engagement roll.** Cut to the action.

SCUM & VILLAINY SHIP SHEET

FIRE DRAKE

REBELS AND
HEGEMONIC
CRIMINALS

Converted Khanjigar-class Corvette

DESIGNATION

CREW REPUTATION

COLORS/LOOK

CREW

COMMS

- ☐ Targeting Computer
- ☐ Fake Transponder
- ☐
- ☐

SHIP SIZE

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

- ♦ 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 to a system, but it's minor. You can **rig** a solution.
 - ♦ 6+ A system is badly damaged and must be repaired.

CREW

DEBT

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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
- ☐ Medical Bay
- ☐ Science Bay
- ☒ Shields

TRAINING

- ☐ Insight
- ☐ Prowess
- ☐ Resolve
- ☐ Playbook

SHIP GEAR

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

CREW GEAR

- ☐ Alien Pet
- ☐ Land Transport
- ☐ Recon Drone
- ☐ Survival Gear
- ☐ Workshop

SPECIAL ABILITIES

- ▶ **OLD HANDS:** When you're at War (-3) with a Hegemony faction, all crew members get **+1d** to **vice** rolls and still get two **downtime** activities instead of just one.
- ▶ **FORGED IN FIRE:** Your crew has been toughened by cruel experience. You each get **+1d** to all **resistance** rolls.
- ▶ **SYMPATHIZERS:** 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 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 & 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

- Black Market Contacts ☐
- Secret Base ☐
- Popular Support ☐ ☐ ☐
- Way-Blessed ☐ ☐
- Driven ☐ ☐ ☐

CONTACTS

- ▶ Garin, a Guild weapons engineer
- ▶ Tyura, a legendary assassin
- ▶ Ada Black, a famous performer
- ▶ Tiko Lux, a hotshot pilot
- ▶ 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 developed a new one.
- ♦ You expressed the goals, drives, inner conflict, or essential nature of the crew.

NOTES / PROJECTS

STARTING THE GAME: FIREDRAKE

STARTING SITUATION

Your crew was framed and caught for crimes that—for once—you have 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.

One of you has a ship held in impound—called the Firedrake—until the Starsmiths can pick it up. The Hegemony techs have secured it, but you have hidden security overrides and ignition codes if you can get onboard. It's just the chance you need to get out before the Hegemony factions figure out which crimes you actually committed.

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 News Network? And how will you get the ship out of impound? We play to find out.

MAKE IT YOURS

Customize the starting position below to suit your own crew.

Is there an allied faction with someone in lockup you can bring along? Are there enemies that might use the chaos to strike at your crew? Is a crew member's ally or friend in the secure wing? Making the story personal adds immediacy and ties the players' choices directly into the narrative.

THE FIRST SCENE

After the players make their characters and 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 efficient, but understaffed tonight and unprepared for a breakout. Engagement with blasters is possible, but so is scrambling through dark 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, and 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. Feel free to flash back to how the crew gathered whatever tools and allies they have on hand.

The job ends when the crew is free of the prison.

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 a faction that saw how the crew stuck it to the man wants to be allies, in the hopes that the crew will rebel again on their behalf.

THE CAMPAIGN

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 is blamed for the escape and how will they seek to even the score?

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 result in a clock or two to track the status of developing circumstances. When a question is answered, remove the clock and add a new one as needed. Clocks don't have to last forever.

JOB I

The Cobalt Syndicate is looking for a crew willing to acquire for them a prototype Starsmiths Guild ship. This is no ordinary vessel, as it's being built on a hunk of rock away from the usual hyperspace lanes.

► What is so special about this ship that makes the Cobalt Syndicate want it? Who is guarding this site? How do you plan to get away?

► What's the **plan**? Provide the **detail**.

► **Engagement roll**. Cut to the action.

JOB II

Victor Kromyl, Governor of Mem, treats the native population somewhat poorly. The Vigilance has judged him harshly and is looking for someone with the muscle to help him pay.

► What punishment would satisfy their desire for vengeance?

► What's the **plan**? Provide the **detail**.

► **Engagement roll**. Cut to the action.

JOB III

The Banshee will pay top cred for someone to capture a Guild engineer who doesn't go off-world very often. The xeno is said to be one of the Hegemony's foremost experts on jumpgates, and he's taking a much-needed vacation aboard a luxury vessel on a tour of the Indri system.

► What's the **plan**? Provide the **detail**.

► **Engagement roll**. Cut to the action.



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's never invested more than a minimum of resources in its development. Instead, it's used to train young 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 street market with neon signs promising foods of all kinds. Hovercars streaming between towering buildings. The bass beat of a basement club playing the latest mix; patrons stumbling out onto the street, singing. 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 the Rin-Ecliptis gate.

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

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 moves about within the Ashtari 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.

NOTABLE LOCATIONS

ALEPH: Between the poisonous gasses and tectonic instability, Aleph would be a planet to avoid if it weren't for its mineral stores. Most of the wealth dug from 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 dodgy. 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 fad, the Straylight is an upscale club and cocktail bar where elites can wine and dine. It usually orbits Aleph, though it can move to other planets and moons in the system. Its owner, Chance, runs a tight establishment, but things can sometimes get out of hand.

BAFTOMA "THE HUSK": Resource exploitation by the Hegemony is comprehensive, and planets incapable of sustaining life are stripped to their core. Baftoma was one such planet—now only scaffolding of rock remains, its broken form only used by folks hiding or dodging pursuit.

NOTABLES

RITAM AL'MALKLAITH: 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: 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 among the Knives, 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 ever-present station monitoring. Any jobs run against Guilders are considered on **hostile turf**.

NOTABLES

PIRATE QUEEN ALANDA "THE 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 and meets with potential clients at the Cove. (*cautious, charming, confident*)

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

Conflicts are rampant, but by Banshee's decree no murder is allowed. Those needing to settle blood feuds resort to kidnapping and killing folks 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 system that forced the gate to consistently lead to Holt. The gate remains temperamental, however, 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 officials in sashes, talking with Memish labor bosses. See-through spires rising from the underwater government palace to open-air pavilions. Tourists embarking on submersibles to take in the local sea life. Scientists in exo-suits on deep-sea missions while the Memish watch from the waters.

SONHANDRA

DESCRIPTION: This planet is tidally locked—the same side of the planet faces the star at all times. Oddly, all light sources extinguish about a kilometer into the night side. Most of the settlements are in the twilight border zone, including the capital city of Ugar. Known for its lax policies regulating trade, it's become a choice destination 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 made up of carbon compounds such as graphite and diamond. At night, the largest crystal formations glow with an unearthly light—an exotic property many of the crystals retain after being cut.

SCENE: A well-armed, permanent blockade in space, with many ships waiting for clearance. Smooth walls of dense carbon brick, looking out onto the black surface. Diamond-scarred and sooty-faced miners, drinking by their bulky sonic cutters. Chiming music floating out from the pristine shops of the visitor settlement.

NOTABLE LOCATIONS

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

HANTU GATE: The Hegemony has never been able to activate this jumpgate. Compared to other gates it seems to be missing a few small but key 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, covered in defensive systems to deter theft. Because of this, some parties conduct negotiations here to discourage escalation. Nobody knows what happened to the first three platforms.

PLANET OMEGA: Three survey crews and one military expedition vanished before the Legion quarantined this planet. It's overrun by a deadly life form that nests within Ur ruins and can resist nukes from orbit. The Hegemony considers it hostile, but insignificant to its plans.

NOTABLES

VICTOR KROMYL: Planetary Governor. Seeks proof of Memish rebellion after a few subordinates vanished. Always with 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 hides his knowledge of Memish occultism. (*xeno, ambitious, cunning, treacherous*)

WYNDAM ZAHN: Biology researcher seeking a connection between the Mem and other planetary life, with little success. Gathering 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 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. Ra-na, his AI partner, helms his artifact ship and runs ops on his missions via the strange armor he wears. On retainer to hunt any who loot Vos. (*ruthless, vigilant, commanding*)

IMPERA EVAZAN: High-ranking Guild logistics officer, responsible for crystal mining. Privy to much of the Guild's supply structure. (*popular, demanding, shrewd*)

YOLA SPREKK: Jeweler known for using the unique properties of Vos crystals. Her creations may be the most artful pieces in Procyon. A Sprekk 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 planets in Iota orbit a pair of semi-detached binary stars—a yellow sun (Iota-1) and a brown dwarf (Iota-2). By the time the Hegemony arrived, there were two asteroid belts. One of these belts still has a large portion of a shattered planet remaining in its midst. Although both belts were clearly planets once upon a time, nobody is sure what sort of calamity could have shattered them. Not to look a gift horse in the mouth, the Guild wasted no time in setting up the Iota shipyards, which service many ships in the sector.

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 cafés while reviewing project schedules. Sick pilgrims praying for a cure while waiting to travel to the old Mendicant temple deep in the forests.

INDRI

DESCRIPTION: Over 25 percent of all goods manufactured in the Procyon Sector come from this incredibly industrialized planet. Thick, rust-colored clouds create dusk even during the day. From the warehouse-surrounded spaceport of Reves, one can view the impressive skyline of smokestacks and flames from gas burn-offs.

SCENE: Hovercar traffic reflecting adverts on buildings. Gas-masked pedestrians walking hurriedly down metal sidewalks with umbrellas treated to prevent acid rain damage. Slow-moving containers being shuttled to warehouses. Storm clouds with multi-hued lightning rolling in.

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 liquefied gasses.

SCENE: A purple and green aurora shining over the freezing cold sky. Ice explorers whispering about the Yaru creche. Heated vapors escaping around Solitude Colony. Colonists in full parkas, riding large, many-eyed canids. Farmers pulling gas-eels and ice-mushroom wine crates in sail-sporting snow skimmers.

NOTABLE LOCATIONS

SHIPYARDS: While the primary yard is run by the Starsmiths, many smaller, licensed hubs work on repairs and ship refits. These stations are full of bored spacers looking for any distraction from the wait. 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.

WAY LINE: The Iota gates produce a region between them where engines can produce more thrust, akin to “winds” of a planetary sea. The path itself is hard to find and switches direction. Pilots in the know use this to gain an advantage against each other on rush deliveries (or daring escapes).

ZX-1138: A long-period comet that recently diverged from its course, taking it much closer to Indri. Reasons for the course change are unclear, but the locals have requested the Governor investigate. Mystics claim this has shifted the system Way Lines, making the Way act unpredictably.

NOTABLES

YON LIRAK: High-end drug dealer. Runs a factory in Rost that never shuts down, 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: Famous Noble duelist from the religious House Vorron. Seeking to cultivate a plant for a new vineyard he's planning to grow on a moon near the Core. (*armed, deadly, observant*)

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 aid. Take **+1d** when you **recover** in their care.

NOTABLES

PIRO LOCKE: Owns a number of discrete, well-guarded storage spaces in orbit, and maintains a strict no-questions policy. If it's illegal, it's certainly 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 plans to auction it under the cover of a storm. (*xeno, connected, cautious, meticulous*)

PASHA “THE ROC” LENSARR: Local Ashen Knives head. Known for a brutal approach to criminal organization. Wears custom-tailored suits that allows his wings to unfurl as needed. (*xeno, fierce, ruthless, demanding*)

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

Anyone spending any amount of time outside without proper equipment or xeno abilities gains **level 2 harm** “Indri Lung.”

NOTABLES

ASHA MUNZEN: Ex-lover of the Governor, ice climber, mystic, 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 revive an ancient xeno found frozen but alive within the ice, despite Hegemonic law forbidding it. Currently trying to sneak the xeno off-world. (*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*)

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.



SYSTEM OVERVIEW

Considered by many to be more civilized than much of the rest of Procyon, this system is home to many of the finer aspects of the Hegemony—education, art, and culture. Wealth and culture means the Legion presence is strong in the sector, protecting the elite. However, there are many odd, non-Starsmith-maintained hyperspace lanes that bend strangely, making long loops perpendicular to planetary orbits. Pilots map these so-called “dark lanes,” making it easy to dodge patrols if one is willing to take one’s time, and has the skills necessary to navigate them.

AKETI

DESCRIPTION: This verdant jungle-world would be more settled, were it not 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 walls of Base Camp One, nervously eyeing the jungle. Research crews packing for their next expedition across from poachers doing the same. A smuggler discussing arrangements with a client in a tent while a personal barista makes them drinks.

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 2 and 12 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 dancers clad in black, glow-accented outfits onto a sun-lit street. The blue glow of a public data kiosk projecting tomorrow’s night schedule and market changes.

SHIMAYA

DESCRIPTION: This desert planet is ravaged by electrical storms that occasionally clear colored sand off mineral deposits essential to space travel, or turn it to glass, giving a view to the ruins beneath. 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 sandworm kebabs to hungry miners. Excavators packing furiously onto sand-skiffs, ready to take advantage of a storm-cleared deposit. The storm alert blaring citywide.

NOTABLE LOCATIONS

BLACKSTARR: The vast and largely empty Nightspeaker ship where initiates train for their first year. The ship is unlit and moves routinely to prevent discovery. It does not often receive visitors, though exceptions can be made for those that have a favorable relationship to the Cult.

DENDARA: An ancient temple on Nightfall’s fifth moon, Today. Some say it’s an Ur temple, others that it’s the remains of a forgotten mystic Cult. Its derelict corridors are tough to tour due to the moon’s lack of atmosphere and the glitching effect the temple has on drives and electronics.

BRIGHT WIND: A large gas cloud ejected by the star, now used as a racing grounds by the Echo Wave Riders. Despite it being both lethal and illegal, racers all over the sector compete for cred and fame. Invitations to the races are exclusive and require qualifying in hazardous conditions.

ISOTROPA MAX SECURE: Orbiting near the star, Isotropia is the most notorious prison system in Procyon. Wardens broker audiences with prisoners and grant commutations for the powerful and wealthy. They report to Malklaith but the prison largely runs itself.

NOTABLES

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

ZOKAR PAVA: Lost Legionnaire dealing in military-grade weapons. (*cautious, meticulous, dissident*)

INTAL BREL: Psy-blade-wielding Concordiat Knight. Travels with a nine-foot-tall xeno, an ex-priest, and an Urbot. Recently lost a party member and hopes 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*)

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.*

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, dressed in elaborate costumes. Secretly 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*)

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

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.*

NOTABLES

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

ED URSIS: 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 deal went wrong. (*scared, cunning, proud*)

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

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

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

FACTIONS

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

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		

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

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 **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**. Each player who participates rolls for their character. 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).

SET UP

Set up another character with your action. If you achieve it, any team members who follow through on your maneuver get **+1 effect** or **improved position**.

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.

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 NPCs; order people to do what you want.

► **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 vehicle; fire ship weaponry; plot a jump or in-system course; escape a chasing ship.

► **RIG** together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives.

► **SCRAMBLE** to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments.

► **SCRAP** with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle.

► **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.

When you complete a job, do the following in order. First, calculate **payoff**. Second, determine how much **heat** you accrued on the job (apply it to the system you did the majority of the job in). Next, the GM rolls an **entanglement** that will occur. The crew should pursue two (or more if you spend **cred**) **downtime activities**.

PAYOFF & UPKEEP (1ST)

A job yields goodwill from the faction you did it for, and usually the ire of a faction it hurt. Mark it on the faction sheet. If you keep it completely quiet—no one knows you did it—you gain no faction decrease, and no **heat** (see heat on the below).

You also earn a **cred** reward based on the nature of the operation (see the list on the right). Decide if you're paying ship **upkeep** out of these funds.

- **2 CRED:** Minor job; enough to make it to next week.
- **4 CRED:** Small job; enough for a hoverbike.
- **6 CRED:** Standard job; enough for a small vehicle or ship module.
- **8 CRED:** Major job; enough to buy important ship parts.
- **10+ CRED:** A treasure trove; enough to buy a small ship of your own.

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 and 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 or public use of artifacts.

Add **+2 heat** for: Killing Hegemonic citizens, massive property damage, illegal weapons use.

Add **+3 heat** for: Damaging a hyperspace lane or system gate.

Add any additional heat from complications or Devil's Bargains during the session.

ENTANGLEMENTS (3RD)

Roll **1d** and consult the result in the column equal to the **wanted level** of the system the ship is in at the end of the job. The higher your **wanted level**, the worse the outcomes.

If you roll a **6**, roll again on the next chart (sometimes blowback is harsh). Note that **wanted level 4** is the highest level available.

Entanglements can occur any time before the next job. The GM will inject them into the story, sometimes waiting until downtime is over to make them felt.

Some groups like to roll "in the open" so everyone knows what's about to hit them. Others let the GM roll "in secret" so it's a surprise. Either way is fine.

WANTED 0		WANTED 1	
1	Ship Trouble	1	Ship Trouble
2	Unquiet Black	2	Unquiet Black
3	New "Friends"	3	Interrogation
4/5	Cooperation	4/5	Reprisals
6	Roll on Wanted 1	6	Roll on Wanted 2

WANTED 2		WANTED 3	
1	Collectors	1	Ur Field
2	Impounded	2	Pirates!
3	Bounty Hunter	3	Out of Gas
4/5	Interrogation	4/5	Arrest
6	Roll on Wanted 3	6	Wanted Level 4

DOWNTIME (4TH)

Between jobs, you may pursue **two downtime activities**, attending to personal needs and side projects. (If you're at War with a faction, you only get one activity.) You may take additional actions by spending **1 cred** for each extra action. You also recover all of your **armor** uses.

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**.

ACQUIRE ASSET

Acquire temporary use of an asset. Roll **crew quality**. The result indicates the quality of the asset, using the crew's quality as the base. (1-3: -1, 4/5: equal, 6: +1, crit: +2).

CRAFT

If you have a schematic, craft a device. Roll **rig** or **hack**. The result indicates the quality of the asset, using the crew's quality as the base. (1-3: -1, 4/5: equal, 6: +1, crit: +2). Add +1 quality if you have a **workshop** on your ship, or for each **cred** spent.

INDULGE 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?

- **RASH ACTION:** Reduce your **stash** by **4** or take **2 debt**.
- **BIG TALK:** Brag about your exploits. Take **+2 heat**.
- **LOST:** Play a different character until this one returns from their bender.

LAY LOW

Reduce the **heat** and **wanted level** of a system you're not in. Say how you get the Hegemony off your back and roll an action. Mark segments on the system's **wanted reduction** clock per level (1-3: one, 4/5: two, 6: three, crit: five). Also remove **2 heat** from that system.

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).

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).

REPAIR

Spend **1 cred** to repair one level of damage to a ship system.

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
- ▶ Convey the world honestly
- ▶ Bring Procyon to life.

GM PRINCIPLES

- ▶ Be a fan of the PCs.
- ▶ Always follow the fiction.
- ▶ Make the world wondrous
- ▶ Make space mysterious.
- ▶ Cover it in big, clunky tech
- ▶ Address the characters
- ▶ Address the players.
- ▶ Consider the risk.
- ▶ Hold on lightly.

GM ACTIONS

- ▶ Ask Questions.
- ▶ Provide Opportunities and follow their lead.
- ▶ Cut to the action.
- ▶ Telegraph trouble before it strikes.
- ▶ Follow through.
- ▶ Initiate an action with an NPC.
- ▶ Tell them the consequences and ask.
- ▶ Tick a clock.
- ▶ Offer a Devil's Bargain.
- ▶ Think offscreen.

Always Ask: What do you do?

DEVIL'S BARGAINS

- ▶ Collateral damage.
- ▶ Sacrifice **cred** or an item.
- ▶ Betray a friend or loved one.
- ▶ Offend or anger a faction.
- ▶ Start and/or tick a clock.
- ▶ Add **heat** to the crew.
- ▶ Suffer **harm**.

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

FAMILY NAMES: Acon, Apple, Bartok, Black, Brell, Clovis, Crynyd, Curia, Doona, Drake, Dyson, Emari, Endua, Evazan, Farr, Feris, Gallia, Gree, Gyle, Hawking, Hex, Hill, Impera, Indigo, Intal, Ivanov, Jor, Jusik, Kasur, Kedra, Kor, Kranax, Kritus, Kromyl, Kymnal, Lana, Livia, Luo, Mahat, Marak, Natoth, Nagan, Neumann, Nur, Ortcutt, Pava, Pim, Quag, Ramus, Rudra, Ryle, Shrike,

FAMILY NAMES (CONTINUED): 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, Carrot, Cash, Cosmo, Dash, Devil, Dipper, Echo, Eight, Elbows, Falcon, Fireball, Flex, Game, Gargoyle, Gear, Gonzo, Guns, Hammer, Headhunter, Helo, Hex, Highball, 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	Wide Belt
Long Coat	Fitted Dress
Hood and Veil	Flight Suit
Short Cloak	Heavy Cloak
Knit Cap	Thick Duster
Fancy Makeup	Loose Silks
Slim Jacket	Tight Pants
Hooded Cloak	Bomber Jacket
Work Boots	Long Scarf
Mask and Robe	Leathers
Suit and Vest	Stillsuit
Collared Shirt	Hide and Furs
Suspenders	Worn Uniform
Intricate Rings	Space Suit
Skirt and Blouse	Glittering Jewelry

PROCYON SYSTEM NOTABLES

RITAM AL'MALKLAITH: Noble system Governor in disgrace. Likes Ur artifacts.

YAST JOR: Engineer Guild head. Overseeing mining operations.

ALANDA "THE BANSHEE": Fierce space pirate Queen.

ALAANA: Church head. Mystic. Zealous in rooting out heretics.

JAX: Cobalt Syndicate leader. Wants to unite labor and get better working conditions. Turning to crime.

PASHA QU'OLIN Leader of the Ashen Knives. Wants to control all Syndicates.

TALLON "THE BUTCHER": 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.

TORX: Counters Guild CEO. Wears a golden mask and breathes mysterious vapors.

MOREK: Most feared bounty hunter in the sector. Has an AI-controlled ship.

NICOLS AL'NIM-AMAR: Noble Concordant Knight seeking the Way of Light.

DORAE WHITE: Starsmith Guild Head. Cybernetic arm and eye.

ROCCO APPLE: Ship designer extraordinaire.

SYSTEM: RIN

Warren	Aleph
Outpost SB-176	Ashtari Cloud
The Cove	The Straylight
	Baftoma

SYSTEM: HOLT

Mem	Jerac's Junkyard
Sonhandra	Hantu Gate
Vos	Trade Platform
	Planet Omega

SYSTEM: IOTA

Amerath	Shipyards
Indri	Belt of Fire
Lithios	Wayline
	ZX-1138

SYSTEM: BREKK

Aketi	Blackstarr
Nightfall	Dendara
Shimaya	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**.

1. **LIMITED:** How is the effect diminished? What significant obstacle remains?
2. **STANDARD:** How does the expected effect manifest? What's left to do, if anything?
3. **GREAT:** How is the effect increased? What extra benefit manifests?

EFFECT FACTORS

-	QUALITY / TIER	+
-	SCALE	+
-	POTENCY	+

FORTUNE ROLL

- **1d** for each **TRAIT** rating

- + **+1d** per **MAJOR ADVANTAGE**

- **-1d** per **MAJOR DISADVANTAGE**

CRITICAL: Exceptional result / Great, extreme effect.

6: Good result / Standard, full effect.

4/5: Mixed result / Limited, partial effect.

1-3: Bad result / Poor, little effect.

JOBS

Roll a handful of dice and use the results to help guide your choices.

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 Drug 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 Judge or Governor

ESOTERIC

- 1 Artifact or Way 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 Steal or Replace
- 5 Lift or Plant
- 6 Impersonate or Trick

VIOLENCE

- 1 Assassinate
- 2 Liberate or Ransom
- 3 Terrorize or Escort
- 4 Destroy or Deface
- 5 Raid or Defend
- 6 Rob or Strong-arm

UNDERWORLD

- 1 Escort or Guard
- 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 Explore or Move
- 5 Turn On or Off
- 6 Hack or Download

TWIST OR COMPLICATION

1. An element is a cover for a Hegemonic Cult.
2. A mystic or visions have alerted your target ahead of time.
3. Someone on the job isn't who they say they are.
4. The location is guarded or watched by Hegemonic forces.
5. This job furthers a mystic or xeno group's agenda.
6. The job furthers a Guild's agenda.

1. The target is a front or member of a criminal group.
2. The job is on a dangerous gang's turf.
3. The job is a trap laid by your enemies.
4. The job is a test for another job.
5. The job furthers pirate goals and agendas.
6. The job is being closely watched by a wealthy patron.

1. The job has a strong Precursor or Way Line presence.
2. The job is in the middle of actively contested turf.
3. The job is not planetside, or easy to get to.
4. The location moves (it's not where you expect it to be).
5. The job aids a rebellious cause.
6. The job directly affects the Governor.

CONNECTED TO...

- | | | |
|---|---------|--------------|
| 1 | PC | Friend |
| 2 | PC | Rival |
| 3 | PC | Heritage NPC |
| 4 | CREW | Contact |
| 5 | PLANET | Notable |
| 6 | FACTION | Notable NPC |

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 | 51st Legion | 4-1 | House Malklaith |
| 1-2 | Acolytes of Brashkadesh | 4-2 | Isotropa Max Secure |
| 1-3 | The Agony | 4-3 | Janus Syndicate |
| 1-4 | Ashen Knives | 4-4 | Lost Legion |
| 1-5 | 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 | Conclave 01 | 5-3 | Scarlet Wolves |
| 2-4 | Concordiat Knights | 5-4 | Starless Veil |
| 2-5 | Counters 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 | Guild of Engineers | 6-5 | Wreckers |
| 3-6 | Hegemonic News Network | 6-6 | Yaru (Makers Guild) |

SYSTEM OVERVIEW

NOTABLE LOCATIONS

LOCATION:

DESCRIPTION:

SCENE:

NOTABLES

WEALTH

CRIME/SYNDICATE

TECH LEVEL

WEIRD

RULE:

LOCATION:

DESCRIPTION:

SCENE:

NOTABLES

WEALTH

CRIME/SYNDICATE

TECH LEVEL

WEIRD

RULE:

LOCATION:

DESCRIPTION:

SCENE:

NOTABLES

WEALTH

CRIME/SYNDICATE

TECH LEVEL

WEIRD

RULE:

SYSTEM OVERVIEW

NOTABLE LOCATIONS

LOCATION:

DESCRIPTION:

SCENE:

NOTABLES

WEALTH

CRIME/SYNDICATE

TECH LEVEL

WEIRD

RULE:

LOCATION:

DESCRIPTION:

SCENE:

NOTABLES

WEALTH

CRIME/SYNDICATE

TECH LEVEL

WEIRD

RULE:

LOCATION:

DESCRIPTION:

SCENE:

NOTABLES

WEALTH

CRIME/SYNDICATE

TECH LEVEL

WEIRD

RULE:

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

ARMOR

HEAVY

SPECIAL

2

-1D

CRED ☐☐☐☐ STASH

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**.

STARTING ABILITY

SPECIAL ABILITIES

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.

FRIENDS



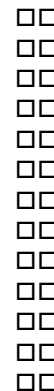
ITEMS (*Italics don't count for load*) **LOAD** ☐ 3 light ☐ 5 normal ☐ 6 heavy



MARK XP :

PLAYBOOK ADVANCEMENT

- ◆ 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 _____
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice or traumas during the session.



SCUM & VILLAINY SHIP SHEET

DESIGNATION

COLORS/LOOK

CREW REPUTATION

CREW



- ☐
- ☐
- ☐
- ☐



SHIP SIZE

PERSONAL — FREIGHTER — CORVETTE — FRIGATE — DREADNOUGHT

- ♦ 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



- ☐
- ☐
- ☐
- ☐



GAMBITS

RESET TO _ GAMBITS
AT THE START OF
EVERY JOB



UPKEEP

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

SKIPS



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

Special Abilities section with multiple horizontal lines for notes.

CREW/SHIP UPGRADES

CONTACTS

Upgrades and Contacts section with checkboxes and arrows.

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 _____
- ♦ 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.

NOTES / PROJECTS

Notes and Projects section with multiple horizontal lines for text.

SYSTEM OVERVIEW

NOTABLE LOCATIONS

LOCATION:

DESCRIPTION:

SCENE:

NOTABLES

WEALTH

CRIME/SYNDICATE

TECH LEVEL

WEIRD

RULE:

LOCATION:

DESCRIPTION:

SCENE:

NOTABLES

WEALTH

CRIME/SYNDICATE

TECH LEVEL

WEIRD

RULE:

LOCATION:

DESCRIPTION:

SCENE:

NOTABLES

WEALTH

CRIME/SYNDICATE

TECH LEVEL

WEIRD

RULE:

CHARACTER CREATION

0. CHOOSE A SHIP AND CREW

Your characters will be influenced by the ship you fly, so discuss the ship selection for your game first. Pick the ship now, but detail the ship during crew creation.

1. CHOOSE A PLAYBOOK

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

2. CHOOSE A STARTING ABILITY

Playbooks begin with a **starting ability** marked. Note that starting abilities cannot be selected using Veteran.

If you want to play a xeno with unique abilities, replace your **starting ability** with the following: "**Xeno**: You may spend **stress** (0-2) to perform an inhuman feat only members of your species can do."

3. CHOOSE A SPECIAL ABILITY

Choose from the list on your sheet. If you're unsure, choose the first one (it's placed there as a good default choice).

4. CHOOSE A HERITAGE

Pick one on the sheet and add a note about your family life.

5. CHOOSE A BACKGROUND

Pick one on the sheet and add a detail about your specific history.

6. ASSIGN ACTION DOTS

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

7. CHOOSE ONE FRIEND AND ONE RIVAL

You know all of the people here well. Mark someone on your list who is a close friend, long-time ally, family relation, lover, etc. (the upward-pointing triangle). Mark another who is a former friend turned rival, enemy, scorned lover, betrayed partner, etc. (the downward-pointing triangle).

8. CHOOSE YOUR VICE

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

9. RECORD YOUR NAME, ALIAS, AND LOOK

Choose from the lists (right), or write down your own.

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

FAMILY NAMES: Acon, Apple, Bartok, Black, Brell, Clovis, Crynyd, Curia, Doona, Drake, Dyson, Emari, Endua, Evazan, Farr, Feris, Gallia, Gree, Gyle, Hawking, Hex, Hill, Impera, Indigo, Intal, Ivanov, Jor, Jusik, Kasur, Kedra, Kor, Kranax, Kritus, Kromyl, Kymnal, Lana, Livia, Luo, Mahat, Marak, Nattoth, Nagan, Neumann, Nur, Ortcutt, Pava, Pim, Quag, Ramus, Rudra, Ryle, Shrike, 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, 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 and Vest	Loose Silks
Long Coat	Collared Shirt	Tight Pants
Hood and Veil	Suspenders	Bomber Jacket
Short Cloak	Intricate Rings	Long Scarf
Knit Cap	Skirt and Blouse	Leathers
Fancy Makeup	Wide Belt	Stillsuit
Slim Jacket	Fitted Dress	Hide and Furs
Hooded Cloak	Flight Suit	Worn Uniform
Work Boots	Heavy Cloak	Space Suit
Mask and Robe	Thick Duster	Glittering Jewelry

10. REVIEW YOUR DETAILS

Read your experience triggers and ways you can earn **xp**. Everyone has access to all the gear on their sheet, but the items listed in the grey section are **special items** unique to your playbook.

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 NPCs; order people to do what you want.
- **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 vehicle; fire ship weaponry; plot a jump or in-system course; escape a chasing ship.
- **RIG** together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives.
- **SCRAMBLE** to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments.
- **SCRAP** with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle.
- **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, 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:** *Route and means.*

◆ *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

A 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 MECH-TAPE:** You get an extra **downtime activity** to **repair**, and the repair activity costs you **0 cred**.

► **CONSTRUCT WHISPERER:** 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.

► **JUNKYARD HUNTER:** When you **acquire** parts or equipment during **downtime**, you may either gain **two assets**, or one asset at **+1 quality**.

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

► **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.

► **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

- ☐ Fine Hacking Rig
- ☐ Fine Ship Repair Tools
- ☐ Small Drone
- ☐ Vision-Enhancing Goggles
- ☐ Spare Parts
- ☐ Genius Pet

- ☐ 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 **2 xp** if that item occurred multiple times.
- ◆ You addressed a tough challenge with **technical skill** or **ingenuity**.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice or traumas during the session.

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	
2				HEAVY	
1				SPECIAL	
RECOVERY				CRED STASH	
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:** Route and means.
 - ◆ 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

A DANGEROUS
AND INTIMIDATING
FIGHTER

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 **+1 effect** on that action.
- **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.
- **BODYGUARD:** When you **protect** a crewmate, **resist** with **+1d**. When you take **harm**, clear **1 stress**.
- **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).
- **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.
- **READY FOR ANYTHING:** When being ambushed, you gain **potency** to all actions during a **flashback**, and your first flashback costs **0 stress**.
- **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**.
- **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

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 **2 xp** if that item occurred multiple times.
- ◆ 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**

+ **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				ARMOR	
3				NEED HELP	
2				-1D	
1				LESS EFFECT	
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:** Route and means.
- ◆ 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**.

MYSTIC

A GALACTIC
WANDERER IN
TOUCH WITH
THE WAY

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 melee attacks.
- ▶ **CENTER:** You gain **Meditation** as a **vice**. When you indulge this vice, clear **+1 stress** and add **Dark Visions** as a possible **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. 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 vulnerable to your assault. You may spend **1 stress** for each additional feature: *it damages instead of stuns—you and anyone you choose get +2d to resist the effects.*
- ▶▶ **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
- ☐ Memento of Your Travels
- ☐ Precursor Artifact

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 **2 xp** if that item occurred multiple times.
- ◆ You addressed a tough challenge with wisdom or the Way.
- ◆ You expressed your beliefs, drives, heritage, or background.
- ◆ You struggled with issues from your vice or traumas during the session.

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				LESS EFFECT	
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:** Route and means.

◆ 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

A SHIP-HANDLING
WIZARD AND
DANGER ADDICT

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** (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 **6s** from different rolls as a **critical**.

▶ **TRAVELER:** 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

△▽ Mav, a former mentor

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

☐ **Fine Customized Spacesuit**

☐ **Fine Small Urbot**

☐ **Fine Mechanics Kit**

☐ Grappling Hook

☐ Guild License

☐ Victory Cigars

☐ 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 **2 xp** 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

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

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		NEED HELP		ARMOR	
3				HEAVY	
2		-1D		SPECIAL	
1		LESS EFFECT		CRED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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:** *Route and means.*
 - ◆ *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

A SCRAPPY AND LUCKY SURVIVOR

STARTING ABILITY

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

SPECIAL ABILITIES

- ▶ **NEVER TELL ME THE ODDS:** You 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).
- ▶ **WHEN THE CHIPS ARE DOWN:** You gain a second use of **special armor** between each downtime.
- ▶ **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.
- ▶ **DAREDEVIL:** When you make a **desperate** roll, you may take +1d. If you do so, do not **mark xp** in that action's attribute.
- ▶ **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).
- ▶ **ASK QUESTIONS LATER:** When you **consort** to **gather info**, you gain +1 **effect** and can in addition ask: *Who might this benefit?*
- ▶▶ **VETERAN:** Choose a **special ability** from another source.

"FRIENDS"

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

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

- ☐ **Fine Blaster Pistol** (or **Pair** ☐)
☐ **Fine Coat**
☐ *Loaded Dice or Trick Holo-cards*
☐ *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 **2 xp** if that item occurred multiple times.
- ◆ *You addressed a tough challenge with **charm** or **audacity**.*
 - ◆ *You expressed your beliefs, drives, **heritage**, or **background**.*
 - ◆ *You struggled with issues from your **vice** or **traumas** during the session.*

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				ARMOR	
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:** Route and means.
- ◆ 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 RESPECTABLE
PERSON ON
THE TAKE

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
- ☐ Legitimate ID
- ☐ Luxury Item
- ☐ Luxury Item
- ☐ Large Luxury Item
- ☐ Memento of a Past Encounter

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 **2 xp** 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.

- ☐ 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

3

NEED
HELP

2

-1D

1

LESS
EFFECT

RECOVERY

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



ARMOR

HEAVY

SPECIAL

CREW ☐ ☐ ☐ ☐ STASH



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:** Route and means.

◆ 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

SPACEFARING
HEALER OR
SCIENTIST

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, wounds, or corpse, and **gather info** from a crime scene. 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 to tend to anyone in need.

▶ **UNDER PRESSURE:** Add a **gambit** to the pool whenever you or a crew member suffers level 2 or greater **harm**.

▶ **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**.

▶ **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*

☐ 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 **2 xp** 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.

STANDARD ITEMS

ARMOR: Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.

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

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

DETONATOR: Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can’t handle. Illegal. You shouldn’t have this. No, really.

HACKING TOOLS: Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs.

HEAVY BLASTER: Can do considerable damage to vehicles, heavy armor, and constructions like unshielded doors. Has about a dozen shots.

ILLICIT DRUGS: What’s your poison, space cowboy?

MEDKIT: Blood for a few common races, gauze, anti-radiation injector, laser scalpel, antiseptics, thread, painkillers.

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

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.

SPACESUIT: Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).

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

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.

SPARE PARTS: Usually for ship repairs and electronics. Often forgotten in a pocket or tool belt.

VISION-ENHANCING GOGGLES: Eyewear with settings for thermal and ultraviolet, and magnification levels in the thousands.

GENIUS PET: Incapable of speaking, but can understand language and assist with basic tasks. Likes you. Really cute. Anticipates your actions.

MUSCLE ITEMS

If you have more than one Muscle playbook on the crew, feel free to 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.

FINE MARTIAL ARTS STYLE: Your own custom blend of combat techniques.

KRIEGER, A FINE BLASTER PISTOL: As a friend or ally, it can be used during **downtime** to threaten or intimidate. As an enemy, someone else owns it and it’s carrying a bullet for you.

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

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

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

ZARATHUSTRA, DETONATOR LAUNCHER: Fires detonators at high velocity.

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

MYSTIC ITEMS

FINE MELEE WEAPON: Antiquated weapon that acts as an extension of your body.

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

OFFERINGS: A candle, oil lamp, flowers, food, water, incense, pebbles from your journey.

OUTDATED RELIGIOUS OUTFIT: Robes, worn cloaks, sandals, etc.

PRECURSOR ARTIFACT: A small object made of ancient materials. Precursor tech.

TRAPPINGS OF RELIGION: Scrolls, texts, icons, cups and bowls, bells.

PILOT ITEMS

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

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

FINE SMALL URBOT: Supports piloting and can carry a few items. Seems eerily sentient.

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

GUILD LICENSE: Legit pilot certification (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.

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

FORGED DOCUMENTS: Reasonably well-made facsimiles of documents that would never actually be given to someone like you.

LOADED DICE/TRICK HOLO-CARDS: Gambling accoutrements subtly altered to favor particular outcomes.

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

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

SPEAKER ITEMS

FINE CLOTHES: Silk sarongs, suits, fine blue capes.

LEGITIMATE ID: A properly encoded Hegemonic ID indicating your legitimate station in the Hegemony.

LUXURY ITEM: Fine brandies, small but thoughtful gifts, spices and perfumes, fine instruments, popular games, etc.

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

CANDIES AND TREATS: For those extra brave customers.

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.

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

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

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.

*“Can I take +1d here to **command** by flashing my detonator? People will see it and go streaming out into the streets in a panic.”*

“I’ll empty both clips if it’ll get me +1d, but then I’ll be out of ammo. Hopefully there won’t be anyone left standing!”

CREW CREATION

1. CHOOSE YOUR SHIP

There are three starting ships to choose from:

- **STARDANCER:** Smugglers and blockade runners. Looking to do odd jobs, small thefts, and find lost items.
- **CERBERUS:** Extraction specialists. Looking to find missing people or items and claim bounties.
- **FIREDRAKE:** Rebels and criminals. Looking to protect the downtrodden and fight the Hegemony.

2. CHOOSE A REPUTATION

What reputation has this crew garnered with the different factions of the sector? Choose one (or create your own):

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

3. CUSTOMIZE YOUR SHIP

Your ship begins with **2 cred** in its hold and a few preselected ship systems.

Choose two 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 its starting **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. CHOOSE A 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.

5. ASSIGN UPGRADES

Each ship starts with pre-selected upgrades well-suited to the crew, such as the Galley for the Stardancer, or the Brig for the Cerberus.

In addition to those upgrades, pick two more (details on following handouts). You can pick any two boxes, but be aware that some (like Shields) cost two upgrades in order to select.

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. 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. 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 YOUR 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!

MODULES & UPGRADES

Complex specialized systems. Not 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 run the ship on behalf of the crew. Snarky personality module available for free.

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

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

GALLEY: A combined kitchen and 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. Overwhelmed by focused fire. Counts as **armor** against ship weapons and energy attacks. Largely absorbs blaster fire. Costs two upgrades instead of one.

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 sensor echoes (or act as a beacon).

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

NEXUS LINK: A link to the Hegemonic System Network. Allows for news updates, realtime messages, and tapping into system-wide sensor grids. Others may be able to hack into your ship remotely via the same channel.

QUANTUM ENCRYPTOR: Encrypts comms 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 the crew. Roll **comms** rating when firing.

CREW GEAR

ALIEN PET: Lovable rascalion or loyal guardian, these critters are more trouble than they're worth.

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

RECON DRONE: A small drone for surveillance, mapping, and intelligence gathering. Can be given simple instructions. 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.

WORKSHOP: Plasma cutters, a nano-assembler, a stock of metal and electrical components, a forge—anything required to build, modify, or disassemble complex machines. Adds **+1 quality** to **craft** rolls.

CREW TRAINING

May represent an appropriate place on your ship, relevant manuals, or expert mentors.

Mark **2 xp** in the appropriate category instead of 1 when taking the downtime **train** action.

ENGINE

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.

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.

JUMP DRIVE: A special engine that can activate the Ur gates that connect systems and translate the ship into hyperspace lanes.

HULL

Hull governs how tough a ship is. These passive systems are laid out throughout the ship and often necessary for certain actions. **Note:** personal and freighter-sized 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 takeoff 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.

SHIP UPGRADES

HOLO-EMITTERS: For holo-conferences and maps. Images won't hold up to close scrutiny but can be convincing for a short while. Includes sweet games and holo-vids.

INTRUDER ALARM: A full suite of sensors about the ship, including motion sensors, door codes, and panic buttons that can all trigger a klaxon and red security lights.

LAND ROVER: Armored all-terrain vehicle for carrying heavy cargo or folks over land. High-powered winch and decorative stickers come standard.

POWER RESERVES: 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 spacecraft capable of carrying a few people from planet to orbit. Limited systems capacity—treat any **system** as **quality zero** vs. actual ships. Can attach to airlocks, but best stored in a **landing bay** if you don't want stray asteroids or partial cannon fire affecting it.

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

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.

WEAPONS

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

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

GRAPPLING HOOKS: Officially for latching onto asteroids and netting cargo, it's an array of nets, grappling lines, and arms that can tie together two vessels for towing or boarding. Legal.

MINING DRILL: Vicious, close-range, high-power energy drill. Vaporizes rock. Easily modified to bore through hulls. Legal.

MISSILES: Projectile with mounted drive. Not legal.

PARTICLE CANNONS: Pew! Pew! Usually fixed in one direction on personal vessels. Often cross linked. Not legal without license.

CREW SPECIFIC UPGRADES

STARDANCER 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 you can swap between.

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: Webbing or fake skin used to hold small items close to the body. Adds some hands-free carry room 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. Hides one item with a max of **1 load**.

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

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

CERBERUS 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 transmission cloners 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 (1 load), even stun grenades (replace detonators on sheet, 1 load), 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 single-seater 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. Costs **two upgrades** instead of one.

HARD KNOCKS: Sometimes luck is just hard-earned experience. Your crew starts each job with **+1 gambit**. Costs **two upgrades** instead of one.

SMOOTH CRIMINALS: Sometimes legality is only a question of who has the gun. Each crew member gains **+1 stress** box (total 10). Costs **three upgrades** instead of one.

FIREDRAKE OPTIONS

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

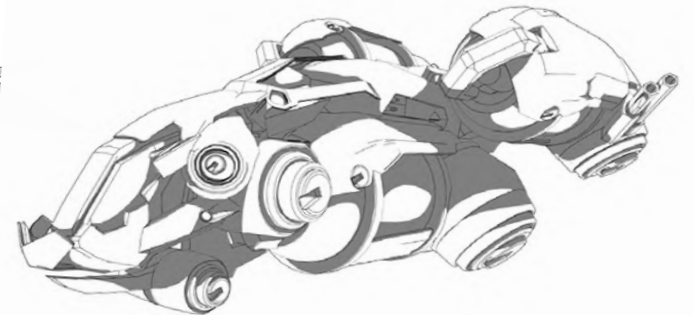
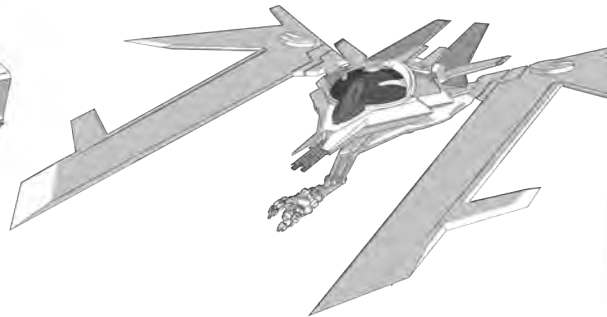
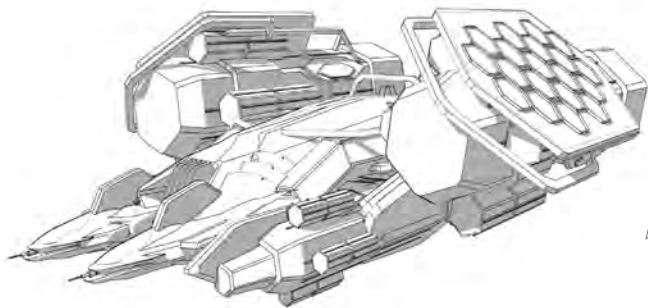
SECRET BASE: Perhaps inside ancient Ur ruins on a planet. Maybe buildings inside a massive asteroid. Possibly an old and forgotten station, long abandoned but now repurposed. You have found and commissioned a hiding spot away from the baleful gaze of the Hegemony where you and your allies can meet, hide,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

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 sympathizer. Costs **three upgrades** instead of one.

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. Costs **two upgrades** instead of one.

DRIVEN: Each PC gets **+1 trauma** box. This can bring a PC with **4 trauma** back into play if you wish. Costs **three upgrades** instead of one.

AUXILIARY



NOTES / PROJECTS

STARTING THE GAME: STARDANCER

STARTING SITUATION

Your crew of smugglers was hired by Citani (your crew's reclusive info broker friend) to deliver a small, well-sealed box to the moon of Warren for a very particular client who didn't want to reveal their identity. The job sounded easy enough...

The delivery should have been easy cred, except that your contact is dead, you might take the rap for it, and several powerful factions are more likely to kill than negotiate for the object you're holding.

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

MAKING IT YOURS

Customize the starting position below to suit your own crew. What does the Aleph Key do? It should be something big (perhaps a key component to making or opening jumpgates, or a powerful program that can hack Guild systems). Think about what you want your story to be about, and how gaining such a thing might impact the sector.

During crew creation, you chose some factions the crew rubbed the wrong way. See if any of them could be interested in the Key. Perhaps a crew member's rival might be involved. Making the story personal adds immediacy and ties the players' choices directly into the narrative.

THE FIRST SCENE

After the players make their characters and crew, tell them this:

The drop-off is a bar near the ground of Warren, meaning the air outside is thick with smog, and the patrons are of the rougher sort. Your contact is in the private booth in the back. Just one problem...

As you sit down to conclude the deal, you see that your contact is dead, and covered in fresh blood. Adding to your woes, there are House Malklaith guards drinking at the bar, and some well-gear'd folks eyeing the booth. This is not the best place to pick a fight with few escapes in sight.

How do you escape? Will you try to talk your way out of this? Slip out the back? Perhaps steal a few getaway vehicles that some tough-looking hoverbike riders have parked outside?

Create a 10-segment getaway clock and explain that it advances whenever the party evades or throws off any pursuers.

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. Several factions are after the box, and any crimes will alert the House Malklaith guards. Very likely a faction of any power will have locked down the crew's ship in port too.

THE NEXT SCENES

Downtime should be when the players decide what to do with the Key. 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 and getting far away from Warren 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 may then need some space scoundrels to help them even the score.

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:

Why does House Malklaith want the Aleph Key?

Your contact was hired by the original client. How close are they to tracking down the crew and the Key?

How does the Church of Stellar Flame deal with the sale of high-value artifacts?

These questions may collect a clock or two to track the status of developing circumstances. When a question is answered, remove the clock and add a new one as needed. Clocks 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? Who else wants it?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

JOB II

A scientist wishes to hire a crew to get them off Warren, past the Guild patrols looking for them and to the next system over where they'll be safe.

- What research does the Guild not want them to reveal? Which faction will hide them once they're off-world?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

JOB III

A plague has broken out among the workers on Indri. A Mendicant priest on Amerath wants to tend to them, but the Church of Stellar Flame is looking for them, and has hired the Legion to assist.

- Which other faction hired bounty hunters to attack this priest? How have their religious practices changed the priest?
- What's the **plan**? Provide the **detail**.
- **Engagement roll**. Cut to the action.

STARTING THE GAME: CERBERUS

STARTING SITUATION

Your crew of bounty-hunters was hired by Arlox (your crew's Ashen Knives Pasha friend) to capture Cho-Tyrek, a badass Syndicate muscle who apparently left a job unfinished. And the Ashen Knives don't like leaving jobs unfinished.

Tracking a Syndicate muscle who doesn't want to be found is no easy feat, but you know where he's laying low. In the process you've found out that the Ashen Knives aren't the only people who are looking for Cho. Several other factions are offering bounties for him and what he holds.

Will the crew catch Cho? Can they keep others from getting him first? What will they do with the childlike Urbot he has with him? Will Arlox be understanding if they let him go? We play to find out.

MAKE IT YOURS

Customize the starting position below to suit your own crew. Cho-Tyrek has an extremely unusual Urbot with him. Why is she special? What can she do, or what does she imply about Urbots that the Guild (or others) may not want disseminated? Does the Conclave want to free her as an individual with free will?

During crew creation, you chose some factions the crew rubbed the wrong way. See if any of them could be interested in the Urbot. Perhaps a crew member's rival is racing the crew to the prize? Making the story personal adds immediacy and ties the players' choices directly into the narrative.

THE FIRST SCENE

After the players make their characters and crew, tell them this:

You're in the hallway of the second floor of a run-down hotel that the neon sign out front proclaims as "Paradise." It's cost some cred—and a few twisted arms in two systems—to get Cho's location, but you've tracked him to Warren, and that sweet prize money is about to be yours. As you prepare to kick the door to Cho's room down, you hear the roar of a hoverbike engine starting up in an alley behind the hotel.

Heavy blaster fire begins ripping through the hallway, shredding the plaster and moving quickly towards where you're standing. It's Cho-Tyrek on a souped-up hoverbike, a tiny figure clutched to his back. What do you do?

This might be a good place to introduce resistance rolls (to avoid the heavy blaster fire) or flashbacks (to showcase how parts of the crew may be someplace else).

Create an 10-segment chase clock and put two ticks on it to represent the crew's actions in finding Cho's hideout. Actions bringing the crew closer to Cho-Tyrek increase the chase clock and delays decrease it. If the clock fully empties, Cho escapes. Make Warren busy, neon-lit, and full of things to dodge, weave, and even crash into. Tyrek will absolutely shoot to kill if it looks like he can't get away, but once the clock fills, 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

The players should decide what to do with Tyrek during downtime. He's on the run with a small Urbot named Ara-ini, housed in a frame reminiscent of a small child. Cho's assassin's code will not let him harm children—he's become convinced Ara-ini counts.

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

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 cred, and potential jobs (roll on the jobs table).

THE CAMPAIGN

You can easily play out the consequences of the starting situation over several sessions. What do the PCs do with Ara-ini? Who is upset with them for their choices? Does someone want the crew to steal the Urbot back?

Write down pressing questions to help keep the action focused:

What can Ara-ini do that other Urbots cannot?

How are Ara-ini's original owners planning to deal with the crew?

These questions may collect a clock or two to track the status of developing circumstances. When a question is answered, remove the clock and add a new one as needed. Clocks don't have to last forever.

JOB I

A thief has stolen a well-guarded piece of jewelry from Glimmer. The Guild wants it found—and kept hush-hush.

- Who is protecting this thief from the usual Guild channels?
- Make a clock for finding the thief and tick it whenever the crew finds a clue or makes a roll that directly leads them to the thief.
- Once the clock is done, ask: What's the **plan** to capture the thief? 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 deliver them to a Nightspeaker ship in the black.

- Who would a scared apprentice run to on Warren and why would they abandon their training?
- What's the **plan**? Provide the **detail**.
- **Engagement roll.** Cut to the action.

JOB III

Members of the Church of Stellar Flame have identified Commander Tallon's psychic, and want you to capture her and deliver her to the Way of Light (a battle cruiser). She's scheduled to transport to the surface of Aleph to interrogate someone in a lonely prison in the toxic atmosphere of the planet.

- What's the **plan**? Provide the **detail**.
- **Engagement roll.** Cut to the action.

STARTING THE GAME: FIREDRAKE

STARTING SITUATION

Your crew was framed and caught for crimes that—for once—you have 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.

One of you has a ship held in impound—called the Firedrake—until the Starsmiths can pick it up. The Hegemony techs have secured it, but you have hidden security overrides and ignition codes if you can get onboard. It's just the chance you need to get out before the Hegemony factions figure out which crimes you actually committed.

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 News Network? And how will you get the ship out of impound? We play to find out.

MAKE IT YOURS

Customize the starting position below to suit your own crew.

Is there an allied faction with someone in lockup you can bring along? Are there enemies that might use the chaos to strike at your crew? Is a crew member's ally or friend in the secure wing? Making the story personal adds immediacy and ties the players' choices directly into the narrative.

THE FIRST SCENE

After the players make their characters and 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 efficient, but understaffed tonight and unprepared for a breakout. Engagement with blasters is possible, but so is scrambling through dark 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, and 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. Feel free to flash back to how the crew gathered whatever tools and allies they have on hand.

The job ends when the crew is free of the prison.

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 a faction that saw how the crew stuck it to the man wants to be allies, in the hopes that the crew will rebel again on their behalf.

THE CAMPAIGN

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 is blamed for the escape and how will they seek to even the score?

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 result in a clock or two to track the status of developing circumstances. When a question is answered, remove the clock and add a new one as needed. Clocks don't have to last forever.

JOB I

The Cobalt Syndicate is looking for a crew willing to acquire for them a prototype Starsmiths Guild ship. This is no ordinary vessel, as it's being built on a hunk of rock away from the usual hyperspace lanes.

► What is so special about this ship that makes the Cobalt Syndicate want it? Who is guarding this site? How do you plan to get away?

► What's the **plan**? Provide the **detail**.

► **Engagement roll**. Cut to the action.

JOB II

Victor Kromyl, Governor of Mem, treats the native population somewhat poorly. The Vigilance has judged him harshly and is looking for someone with the muscle to help him pay.

► What punishment would satisfy their desire for vengeance?

► What's the **plan**? Provide the **detail**.

► **Engagement roll**. Cut to the action.

JOB III

The Banshee will pay top cred for someone to capture a Guild engineer who doesn't go off-world very often. The xeno is said to be one of the Hegemony's foremost experts on jumpgates, and he's taking a much-needed vacation aboard a luxury vessel on a tour of the Indri system.

► What's the **plan**? Provide the **detail**.

► **Engagement roll**. Cut to the action.



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's never invested more than a minimum of resources in its development. Instead, it's used to train young 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 street market with neon signs promising foods of all kinds. Hovercars streaming between towering buildings. The bass beat of a basement club playing the latest mix; patrons stumbling out onto the street, singing. 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 the Rin-Ecliptis gate.

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

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 moves about within the Ashtari 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.

NOTABLE LOCATIONS

ALEPH: Between the poisonous gasses and tectonic instability, Aleph would be a planet to avoid if it weren't for its mineral stores. Most of the wealth dug from 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 dodgy. 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 fad, the Straylight is an upscale club and cocktail bar where elites can wine and dine. It usually orbits Aleph, though it can move to other planets and moons in the system. Its owner, Chance, runs a tight establishment, but things can sometimes get out of hand.

BAFTOMA "THE HUSK": Resource exploitation by the Hegemony is comprehensive, and planets incapable of sustaining life are stripped to their core. Baftoma was one such planet—now only scaffolding of rock remains, its broken form only used by folks hiding or dodging pursuit.

NOTABLES

RITAM AL'MALKLAITH: 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: 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 among the Knives, 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 ever-present station monitoring. Any jobs run against Guilders are considered on **hostile turf**.

NOTABLES

PIRATE QUEEN ALANDA "THE 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 and meets with potential clients at the Cove. (*cautious, charming, confident*)

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

Conflicts are rampant, but by Banshee's decree no murder is allowed. Those needing to settle blood feuds resort to kidnapping and killing folks 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 system that forced the gate to consistently lead to Holt. The gate remains temperamental, however, 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 officials in sashes, talking with Memish labor bosses. See-through spires rising from the underwater government palace to open-air pavilions. Tourists embarking on submersibles to take in the local sea life. Scientists in exo-suits on deep-sea missions while the Memish watch from the waters.

SONHANDRA

DESCRIPTION: This planet is tidally locked—the same side of the planet faces the star at all times. Oddly, all light sources extinguish about a kilometer into the night side. Most of the settlements are in the twilight border zone, including the capital city of Ugar. Known for its lax policies regulating trade, it's become a choice destination 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 made up of carbon compounds such as graphite and diamond. At night, the largest crystal formations glow with an unearthly light—an exotic property many of the crystals retain after being cut.

SCENE: A well-armed, permanent blockade in space, with many ships waiting for clearance. Smooth walls of dense carbon brick, looking out onto the black surface. Diamond-scarred and sooty-faced miners, drinking by their bulky sonic cutters. Chiming music floating out from the pristine shops of the visitor settlement.

NOTABLE LOCATIONS

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

HANTU GATE: The Hegemony has never been able to activate this jumpgate. Compared to other gates it seems to be missing a few small but key 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, covered in defensive systems to deter theft. Because of this, some parties conduct negotiations here to discourage escalation. Nobody knows what happened to the first three platforms.

PLANET OMEGA: Three survey crews and one military expedition vanished before the Legion quarantined this planet. It's overrun by a deadly life form that nests within Ur ruins and can resist nukes from orbit. The Hegemony considers it hostile, but insignificant to its plans.

NOTABLES

VICTOR KROMYL: Planetary Governor. Seeks proof of Memish rebellion after a few subordinates vanished. Always with 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 hides his knowledge of Memish occultism. (*xeno, ambitious, cunning, treacherous*)

WYNDAM ZAHN: Biology researcher seeking a connection between the Mem and other planetary life, with little success. Gathering 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 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. Ra-na, his AI partner, helms his artifact ship and runs ops on his missions via the strange armor he wears. On retainer to hunt any who loot Vos. (*ruthless, vigilant, commanding*)

IMPERA EVAZAN: High-ranking Guild logistics officer, responsible for crystal mining. Privy to much of the Guild's supply structure. (*popular, demanding, shrewd*)

YOLA SPREKK: Jeweler known for using the unique properties of Vos crystals. Her creations may be the most artful pieces in Procyon. A Sprekk 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 planets in Iota orbit a pair of semi-detached binary stars—a yellow sun (Iota-1) and a brown dwarf (Iota-2). By the time the Hegemony arrived, there were two asteroid belts. One of these belts still has a large portion of a shattered planet remaining in its midst. Although both belts were clearly planets once upon a time, nobody is sure what sort of calamity could have shattered them. Not to look a gift horse in the mouth, the Guild wasted no time in setting up the Iota shipyards, which service many ships in the sector.

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 cafés while reviewing project schedules. Sick pilgrims praying for a cure while waiting to travel to the old Mendicant temple deep in the forests.

INDRI

DESCRIPTION: Over 25 percent of all goods manufactured in the Procyon Sector come from this incredibly industrialized planet. Thick, rust-colored clouds create dusk even during the day. From the warehouse-surrounded spaceport of Reves, one can view the impressive skyline of smokestacks and flames from gas burn-offs.

SCENE: Hovercar traffic reflecting adverts on buildings. Gas-masked pedestrians walking hurriedly down metal sidewalks with umbrellas treated to prevent acid rain damage. Slow-moving containers being shuttled to warehouses. Storm clouds with multi-hued lightning rolling in.

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 liquefied gasses.

SCENE: A purple and green aurora shining over the freezing cold sky. Ice explorers whispering about the Yaru creche. Heated vapors escaping around Solitude Colony. Colonists in full parkas, riding large, many-eyed canids. Farmers pulling gas-eels and ice-mushroom wine crates in sail-sporting snow skimmers.

NOTABLE LOCATIONS

SHIPYARDS: While the primary yard is run by the Starsmiths, many smaller, licensed hubs work on repairs and ship refits. These stations are full of bored spacers looking for any distraction from the wait. 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.

WAY LINE: The Iota gates produce a region between them where engines can produce more thrust, akin to “winds” of a planetary sea. The path itself is hard to find and switches direction. Pilots in the know use this to gain an advantage against each other on rush deliveries (or daring escapes).

ZX-1138: A long-period comet that recently diverged from its course, taking it much closer to Indri. Reasons for the course change are unclear, but the locals have requested the Governor investigate. Mystics claim this has shifted the system Way Lines, making the Way act unpredictably.

NOTABLES

YON LIRAK: High-end drug dealer. Runs a factory in Rost that never shuts down, 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: Famous Noble duelist from the religious House Vorron. Seeking to cultivate a plant for a new vineyard he's planning to grow on a moon near the Core. (*armed, deadly, observant*)

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 aid. Take **+1d** when you **recover** in their care.

NOTABLES

PIRO LOCKE: Owns a number of discrete, well-guarded storage spaces in orbit, and maintains a strict no-questions policy. If it's illegal, it's certainly 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 plans to auction it under the cover of a storm. (*xeno, connected, cautious, meticulous*)

PASHA “THE ROC” LENSARR: Local Ashen Knives head. Known for a brutal approach to criminal organization. Wears custom-tailored suits that allows his wings to unfurl as needed. (*xeno, fierce, ruthless, demanding*)

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

Anyone spending any amount of time outside without proper equipment or xeno abilities gains **level 2 harm** “Indri Lung.”

NOTABLES

ASHA MUNZEN: Ex-lover of the Governor, ice climber, mystic, 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 revive an ancient xeno found frozen but alive within the ice, despite Hegemonic law forbidding it. Currently trying to sneak the xeno off-world. (*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*)

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.



SYSTEM OVERVIEW

Considered by many to be more civilized than much of the rest of Procyon, this system is home to many of the finer aspects of the Hegemony—education, art, and culture. Wealth and culture means the Legion presence is strong in the sector, protecting the elite. However, there are many odd, non-Starsmith-maintained hyperspace lanes that bend strangely, making long loops perpendicular to planetary orbits. Pilots map these so-called “dark lanes,” making it easy to dodge patrols if one is willing to take one’s time, and has the skills necessary to navigate them.

AKETI

DESCRIPTION: This verdant jungle-world would be more settled, were it not 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 walls of Base Camp One, nervously eyeing the jungle. Research crews packing for their next expedition across from poachers doing the same. A smuggler discussing arrangements with a client in a tent while a personal barista makes them drinks.

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 2 and 12 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 dancers clad in black, glow-accented outfits onto a sun-lit street. The blue glow of a public data kiosk projecting tomorrow’s night schedule and market changes.

SHIMAYA

DESCRIPTION: This desert planet is ravaged by electrical storms that occasionally clear colored sand off mineral deposits essential to space travel, or turn it to glass, giving a view to the ruins beneath. 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 sandworm kebabs to hungry miners. Excavators packing furiously onto sand-skiffs, ready to take advantage of a storm-cleared deposit. The storm alert blaring citywide.

NOTABLE LOCATIONS

BLACKSTARR: The vast and largely empty Nightspeaker ship where initiates train for their first year. The ship is unlit and moves routinely to prevent discovery. It does not often receive visitors, though exceptions can be made for those that have a favorable relationship to the Cult.

DENDARA: An ancient temple on Nightfall’s fifth moon, Today. Some say it’s an Ur temple, others that it’s the remains of a forgotten mystic Cult. Its derelict corridors are tough to tour due to the moon’s lack of atmosphere and the glitching effect the temple has on drives and electronics.

BRIGHT WIND: A large gas cloud ejected by the star, now used as a racing grounds by the Echo Wave Riders. Despite it being both lethal and illegal, racers all over the sector compete for cred and fame. Invitations to the races are exclusive and require qualifying in hazardous conditions.

ISOTROPA MAX SECURE: Orbiting near the star, Isotropia is the most notorious prison system in Procyon. Wardens broker audiences with prisoners and grant commutations for the powerful and wealthy. They report to Malklaith but the prison largely runs itself.

NOTABLES

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

ZOKAR PAVA: Lost Legionnaire dealing in military-grade weapons. (*cautious, meticulous, dissident*)

INTAL BREL: Psy-blade-wielding Concordiat Knight. Travels with a nine-foot-tall xeno, an ex-priest, and an Urbot. Recently lost a party member and hopes 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*)

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.*

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, dressed in elaborate costumes. Secretly 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*)

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

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.*

NOTABLES

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

ED URSIS: 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 deal went wrong. (*scared, cunning, proud*)

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

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

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

FACTIONS

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

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		

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

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 **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**. Each player who participates rolls for their character. 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).

SET UP

Set up another character with your action. If you achieve it, any team members who follow through on your maneuver get **+1 effect** or **improved position**.

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.

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 NPCs; order people to do what you want.

► **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 vehicle; fire ship weaponry; plot a jump or in-system course; escape a chasing ship.

► **RIG** together mechanical solutions; disable, modify, repair, or create mechanisms; disable a trap, pick a lock, or crack a safe; rig explosives.

► **SCRAMBLE** to a position or away from danger; lift, run, climb, jump, or swim; traverse harsh environments.

► **SCRAP** with an opponent in blaster or physical combat; assault or hold a position; brawl, fight with melee weapons, or wrestle.

► **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.

When you complete a job, do the following in order. First, calculate **payoff**. Second, determine how much **heat** you accrued on the job (apply it to the system you did the majority of the job in). Next, the GM rolls an **entanglement** that will occur. The crew should pursue two (or more if you spend **cred**) **downtime activities**.

PAYOFF & UPKEEP (1ST)

A job yields goodwill from the faction you did it for, and usually the ire of a faction it hurt. Mark it on the faction sheet. If you keep it completely quiet—no one knows you did it—you gain no faction decrease, and no **heat** (see heat on the below).

You also earn a **cred** reward based on the nature of the operation (see the list on the right). Decide if you're paying ship **upkeep** out of these funds.

- **2 CRED:** Minor job; enough to make it to next week.
- **4 CRED:** Small job; enough for a hoverbike.
- **6 CRED:** Standard job; enough for a small vehicle or ship module.
- **8 CRED:** Major job; enough to buy important ship parts.
- **10+ CRED:** A treasure trove; enough to buy a small ship of your own.

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 and 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 or public use of artifacts.

Add **+2 heat** for: Killing Hegemonic citizens, massive property damage, illegal weapons use.

Add **+3 heat** for: Damaging a hyperspace lane or system gate.

*Add any additional **heat** from complications or Devil's Bargains during the session.*

ENTANGLEMENTS (3RD)

Roll **1d** and consult the result in the column equal to the **wanted level** of the system the ship is in at the end of the job. The higher your **wanted level**, the worse the outcomes.

If you roll a **6**, roll again on the next chart (sometimes blowback is harsh). Note that **wanted level 4** is the highest level available.

Entanglements can occur any time before the next job. The GM will inject them into the story, sometimes waiting until downtime is over to make them felt.

Some groups like to roll "in the open" so everyone knows what's about to hit them. Others let the GM roll "in secret" so it's a surprise. Either way is fine.

WANTED 0	WANTED 1
1 Ship Trouble	1 Ship Trouble
2 Unquiet Black	2 Unquiet Black
3 New "Friends"	3 Interrogation
4/5 Cooperation	4/5 Reprisals
6 Roll on Wanted 1	6 Roll on Wanted 2

WANTED 2	WANTED 3
1 Collectors	1 Ur Field
2 Impounded	2 Pirates!
3 Bounty Hunter	3 Out of Gas
4/5 Interrogation	4/5 Arrest
6 Roll on Wanted 3	6 Wanted Level 4

DOWNTIME (4TH)

Between jobs, you may pursue **two downtime activities**, attending to personal needs and side projects. (If you're at War with a faction, you only get one activity.) You may take additional actions by spending **1 cred** for each extra action. You also recover all of your **armor** uses.

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**.

ACQUIRE ASSET

Acquire temporary use of an asset. Roll **crew quality**. The result indicates the quality of the asset, using the crew's quality as the base. (1-3: -1, 4/5: equal, 6: +1, crit: +2).

CRAFT

If you have a schematic, craft a device. Roll **rig** or **hack**. The result indicates the quality of the asset, using the crew's quality as the base. (1-3: -1, 4/5: equal, 6: +1, crit: +2). Add +1 quality if you have a **workshop** on your ship, or for each **cred** spent.

INDULGE 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?

- **RASH ACTION:** Reduce your **stash** by **4** or take **2 debt**.
- **BIG TALK:** Brag about your exploits. Take **+2 heat**.
- **LOST:** Play a different character until this one returns from their bender.

LAY LOW

Reduce the **heat** and **wanted level** of a system you're not in. Say how you get the Hegemony off your back and roll an action. Mark segments on the system's **wanted reduction** clock per level (1-3: one, 4/5: two, 6: three, crit: five). Also remove **2 heat** from that system.

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).

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).

REPAIR

Spend **1 cred** to repair one level of damage to a ship system.

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
- ▶ Convey the world honestly
- ▶ Bring Procyon to life.

GM PRINCIPLES

- ▶ Be a fan of the PCs.
- ▶ Always follow the fiction.
- ▶ Make the world wondrous
- ▶ Make space mysterious.
- ▶ Cover it in big, clunky tech
- ▶ Address the characters
- ▶ Address the players.
- ▶ Consider the risk.
- ▶ Hold on lightly.

GM ACTIONS

- ▶ Ask Questions.
- ▶ Provide Opportunities and follow their lead.
- ▶ Cut to the action.
- ▶ Telegraph trouble before it strikes.
- ▶ Follow through.
- ▶ Initiate an action with an NPC.
- ▶ Tell them the consequences and ask.
- ▶ Tick a clock.
- ▶ Offer a Devil's Bargain.
- ▶ Think offscreen.

Always Ask: What do you do?

DEVIL'S BARGAINS

- ▶ Collateral damage.
- ▶ Sacrifice **cred** or an item.
- ▶ Betray a friend or loved one.
- ▶ Offend or anger a faction.
- ▶ Start and/or tick a clock.
- ▶ Add **heat** to the crew.
- ▶ Suffer **harm**.

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

FAMILY NAMES: Acon, Apple, Bartok, Black, Brell, Clovis, Crynyd, Curia, Doona, Drake, Dyson, Emari, Endua, Evazan, Farr, Feris, Gallia, Gree, Gyle, Hawking, Hex, Hill, Impera, Indigo, Intal, Ivanov, Jor, Jusik, Kasur, Kedra, Kor, Kranax, Kritus, Kromyl, Kymnal, Lana, Livia, Luo, Mahat, Marak, Natoth, Nagan, Neumann, Nur, Ortcutt, Pava, Pim, Quag, Ramus, Rudra, Ryle, Shrike,

FAMILY NAMES (CONTINUED): 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, Carrot, Cash, Cosmo, Dash, Devil, Dipper, Echo, Eight, Elbows, Falcon, Fireball, Flex, Game, Gargoyle, Gear, Gonzo, Guns, Hammer, Headhunter, Helo, Hex, Highball, 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	Wide Belt
Long Coat	Fitted Dress
Hood and Veil	Flight Suit
Short Cloak	Heavy Cloak
Knit Cap	Thick Duster
Fancy Makeup	Loose Silks
Slim Jacket	Tight Pants
Hooded Cloak	Bomber Jacket
Work Boots	Long Scarf
Mask and Robe	Leathers
Suit and Vest	Stillsuit
Collared Shirt	Hide and Furs
Suspenders	Worn Uniform
Intricate Rings	Space Suit
Skirt and Blouse	Glittering Jewelry

PROCYON SYSTEM NOTABLES

RITAM AL'MALKLAITH: Noble system Governor in disgrace. Likes Ur artifacts.

YAST JOR: Engineer Guild head. Overseeing mining operations.

ALANDA "THE BANSHEE": Fierce space pirate Queen.

ALAANA: Church head. Mystic. Zealous in rooting out heretics.

JAX: Cobalt Syndicate leader. Wants to unite labor and get better working conditions. Turning to crime.

PASHA QU'OLIN Leader of the Ashen Knives. Wants to control all Syndicates.

TALLON "THE BUTCHER": 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.

TORX: Counters Guild CEO. Wears a golden mask and breathes mysterious vapors.

MOREK: Most feared bounty hunter in the sector. Has an AI-controlled ship.

NICOLS AL'NIM-AMAR: Noble Concordant Knight seeking the Way of Light.

DORAE WHITE: Starsmith Guild Head. Cybernetic arm and eye.

ROCCO APPLE: Ship designer extraordinaire.

SYSTEM: RIN

Warren	Aleph
Outpost SB-176	Ashtari Cloud
The Cove	The Straylight
	Baftoma

SYSTEM: HOLT

Mem	Jerac's Junkyard
Sonhandra	Hantu Gate
Vos	Trade Platform
	Planet Omega

SYSTEM: IOTA

Amerath	Shipyards
Indri	Belt of Fire
Lithios	Wayline
	ZX-1138

SYSTEM: BREKK

Aketi	Blackstarr
Nightfall	Dendara
Shimaya	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** per **MAJOR ADVANTAGE**

- **-1d** per **MAJOR DISADVANTAGE**

CRITICAL: Exceptional result / Great, extreme effect.

6: Good result / Standard, full effect.

4/5: Mixed result / Limited, partial effect.

1-3: Bad result / Poor, little effect.

JOBS

Roll a handful of dice and use the results to help guide your choices.

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	Drug 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	Judge or Governor
ESOTERIC	
1	Artifact or Way 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	Steal or Replace
5	Lift or Plant
6	Impersonate or Trick
VIOLENCE	
1	Assassinate
2	Liberate or Ransom
3	Terrorize or Escort
4	Destroy or Deface
5	Raid or Defend
6	Rob or Strong-arm
UNDERWORLD	
1	Escort or Guard
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	Explore or Move
5	Turn On or Off
6	Hack or Download

TWIST OR COMPLICATION	
1.	An element is a cover for a Hegemonic Cult.
2.	A mystic or visions have alerted your target ahead of time.
3.	Someone on the job isn't who they say they are.
4.	The location is guarded or watched by Hegemonic forces.
5.	This job furthers a mystic or xeno group's agenda.
6.	The job furthers a Guild's agenda.
1.	The target is a front or member of a criminal group.
2.	The job is on a dangerous gang's turf.
3.	The job is a trap laid by your enemies.
4.	The job is a test for another job.
5.	The job furthers pirate goals and agendas.
6.	The job is being closely watched by a wealthy patron.
1.	The job has a strong Precursor or Way Line presence.
2.	The job is in the middle of actively contested turf.
3.	The job is not planetside, or easy to get to.
4.	The location moves (it's not where you expect it to be).
5.	The job aids a rebellious cause.
6.	The job directly affects the Governor.

CONNECTED TO...		
1	PC	Friend
2	PC	Rival
3	PC	Heritage NPC
4	CREW	Contact
5	PLANET	Notable
6	FACTION	Notable NPC

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	51st Legion	4-1	House Malklaith
1-2	Acolytes of Brashkadesh	4-2	Isotropa Max Secure
1-3	The Agony	4-3	Janus Syndicate
1-4	Ashen Knives	4-4	Lost Legion
1-5	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	Conclave 01	5-3	Scarlet Wolves
2-4	Concordiat Knights	5-4	Starless Veil
2-5	Counters 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	Guild of Engineers	6-5	Wreckers
3-6	Hegemonic News Network	6-6	Yaru (Makers Guild)