# **Scum and Villainy**

### Resources

- Actual Plays
  - Real Fantasy Encounters Australian Podcast
  - YouTube Online Play with one of the designers as GM
- Discussion Forums
  - Discussion Forum
- Kumu Maps and relationship data
- Pregens
- Blades in the Dark homepage
  - Obsidian Portal old campaign organising site
- Random Generators for jobs and NPCs
- Pinterest Image Boards
  - https://www.pinterest.com.au/curufea/scum-and-villainy/
  - https://www.pinterest.com.au/marekwatson/scum-and-villainy/
  - https://www.pinterest.com.au/pin/476185360607171597/
  - https://www.pinterest.com.au/Aberrant\_Eremite/scum-and-villainy/

# **The Setting**

- The four systems of the Procyon Sector in which the game occurs
- Xenos, any lifeform that isn't within 90% of the population
- The 36 known factions that are influential in the Procyon Sector. Other factions may appear as needed.
- The Social Contract important information and mechanics to make the game safe for everyone involved. This also includes the genre defaults that may offend.
- conversion notes or translating the setting into tropes us geeks grew up with

# **Player Characters**

Player	Character Name	Playbook
Breana	Kithamora "Ace" Korkedra	Pilot (Xeno)
Doug	Ken "Tak" Takura	Muscle
Marissa	Amatilda Constance "Tilly" Wolffe	Mechanic (Mechanic
Stu	Spike "Stitch" Wyndam	Stitch

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Player	Character Name	Playbook
Victor	Mordo "Snake Eyes" Veers	Scoundrel Scoundrel
Everyone	CF-350 Series Scarab-class Freighter	Stardancer

### **Sessions**

- Session 0
- Session 1
- Session 2

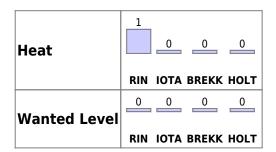
### **Faction relations**

Part of the creation process for the ship is used to establish initial relationships with factions in the game you have friend and enemies from the beginning. Here are yours:

• Faction Relations

#### Heat

Another ongoing stat that is kept track of is how noticeable you are to the authorities in each of the four systems. Once you max out the heat in a system (8), you get a wanted level (up to 4) and heat is reset. You can use downtime actions to reduce the heat you generate from completing missions



# **Play Aids**

### Creating a Character

- How to create a character
- Portrait character sheets fan made sheets that change the layout from landscape to portrait (see Official below for normal character sheets)
- Character Questions to help flesh out your character (from the Save the Universe RPG)

#### Playing the Game

- Action playmat
- Flowchart of mechanics
- Reference Sheet

#### Official

Official Playpacket - all the reference sheets and character sheets needed to play, this is a

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copy of what's available on the official website

• Cards - Equipment and playaids

## **Homebrew**

- Create a Faction Downtime action
- Event inspirations
- Location inspirations

### **Previous Campaign**

- The Ship
- Zipper, the Muscle
- Apex, the Mystic
- Doc, the Scoundrel
- Dice, the Speaker
- Ace, the Mechanic
- Blue, the Stitch
- Vapour, the Pilot

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