

SCUM & VILLAINY

NAME **DR. MARROW** ALIAS

stillsuit and worn uniform

LOOK

you're a clone, made for battle, raised by scientists as a super-soldier.

you escaped the Hegemony military to defy your deathly fate and save lives instead.

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

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

you grew up dosing heavily on supplementary drugs. They also help stave off the pain of a failing body.
VICE/PURVEYOR: FAITH—GAMBLING—LUXURY—OBLIGATION—PLEASURE—**STUPOR**—WEIRD

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

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

ARMOR **HEAVY**

COMBAT MEDIC

other special armor

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**.

STITCH

LEARNED PERSON
AND WANDERING
HEALER

STARTING ABILITY

► **I'M A DOCTOR NOT A ...:** Take **2 stress** to roll your **doctor** rating while performing a different action. Say which patient, research, or posting you learned how to do this trick from.

SPECIAL ABILITIES

► **PHYSICKER:** You may **study** a malady or corpse, and **gather information** 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 tending to anyone who is in need, or has family/friends in need.

► **COMBAT MEDIC:** You get **special armor** 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 worse **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** action.

►► **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

☐ Recognizeable Medic Garb

☐ Candies and Treats

☐ Syringes and Applicators

☐ Blaster Pistol

☐ 2nd Blaster Pistol

☐ Heavy Blaster

☐ Detonator

☐ Hacking Tools

☐ Repair Tools

☐ Medkit

☐ Maps and Charts

☐ 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.

♦ When you address 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.