

# SCUM & VILLAINY SHIP SHEET

CF-350 Series Scarab-class Freighter

## DESIGNATION

Daring

## CREW REPUTATION

**COLORS/LOOK** a worn, rust-red beauty. The name seems almost hidden below one of the panels, almost like a signature

## CREW

## HULL

- ☐ Smuggling Compartments
- ☐ Cargo Hold
- ☐
- ☐

## SHIP SIZE

PERSONAL — **FREIGHTER** — CORVETTE — FRIGATE — DREADNAUGHT

- ◆ 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.

## CREW

## DEBT

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## ENGINES

- ☐ Jump Drive
- ☐ Afterburners
- ☐
- ☐

## GAMBITS

RESET TO 2 GAMBITS  
AT THE START OF  
EVERY JOB

☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐

## COMMS

- ☐ Fake Transponder
- ☐ Sensor Jammers
- ☐

## UPKEEP

SHIP SYSTEMS + CREW / 4  
PAID AT THE START OF  
EVERY DOWNTIME.

## WEAPONS

- ☐
- ☐
- ☐

## SHIELDS

## AUXILIARY

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

## SHIP GEAR

- ☐ Entertainment
- ☐ Hull Magnets
- ☐ Intruder Alarm
- ☐ Land Rover
- ☐ Power Reserves
- ☐ Shuttle
- ☐ Vault

## TRAINING

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

## CREW GEAR

- ☐ Alien Pet
- ☐ Disguises
- ☐ Rebreathers
- ☐ Survival Gear
- ☐ Welding Gear

# LEGACY

ILLICIT MERCHANTS  
AND BLOCKADE  
RUNNERS

## SPECIAL ABILITIES

- ▶ **THE GETAWAY:** You gain **potency** when you **scramble** or **helm** to avoid capture or run a blockade. When doing a delivery job take **+1d** to the **engagement** roll.
- ▶ **CARGO EYE:** Your crew gains **+1 cred** for smuggling or delivery jobs. Whenever you gather information you can always ask: *What is most valuable here?*
- ▶ **FIELD REPAIRS:** You gain **potency** when repairing your ship while in space. If you spend a **gambit** on a **rig** roll you gain **+2d** (instead of **+1d**).
- ▶ **LEVERAGE:** Your crew knows how to pull strings and cash in favors. When you **lay low**, instead of rolling you can take **-1 status** with a faction at Helpful (+1) or better to add 4 ticks to your **wanted reduction** clock.
- ▶ **JUST PASSING THROUGH:** During **downtime**, take **-1 heat**. When your **heat** is 4 or less, you get **+1d** to deceive people when you pass yourselves off as ordinary citizens, and you still gain a 2nd action if you're at War (-3) with any faction as they have trouble locating you.
- ▶ **HOME COOKING:** Your whole crew gains Home Cooking as a **vice**. Right after a job in space, you may spend **1 cred** and a **downtime** action to cook for everyone, allowing the whole crew present to make a **vice** roll. If anyone **overindulges**, a fight erupts, and everyone gains **1 stress** after the **vice** roll).
- ▶ **PROBLEM SOLVERS:** Each PC may add 1 action rating to **helm**, **rig**, or **scramble** (up to a max of 3).
- ▶▶ **VETERAN:** Choose a **special ability** from another source.

## CREW/SHIP UPGRADES

- False Ship Papers ☐
- Dark Hyperspace Lane Maps ☐
- Smuggler's Rigging (1 carried item ☐ is concealed and has no weight)
- Lucky Charm (+1 gambit) ☐ ☐ ☐
- Thrillseekers (+1 stress) ☐ ☐ ☐

## CONTACTS

- ▶ T'kafa, a dockmaster
- ▶ Alor, a keen-eared barkeep
- ▶ Heani, a tugboat captain
- ▶ Rakka, a diplomat
- ▶ Citani, a reclusive info broker

## CREW ADVANCEMENT

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

- ◆ *Execute a successful transport or smuggling operation.*
- ◆ *Contend with challenges above your current station.*
- ◆ *Bolster your crew's reputation or develop a new one.*
- ◆ *Express the goals, drives, inner conflict, or essential nature of the crew.*

## NOTES / PROJECTS