BINARY RPG

# NYMARI



NAME

BACKGROUND 1 — select background —

BACKGROUND 2 — select background —

## DEFENSES

HEALTH (NATURAL ARMOUR) ○○○○○○○○

AC 12

FATIGUE □ □ □ □ 1 Tired · 2 Exhausted · 3 Depleted · 4 Out

## ATTRIBUTES

XP □ □ □ □ □

| MIGHT | AGILITY | WITS | SPIRIT |
|---|---|---|---|
| — | — | — | — |

Assign +2, +1, 0, −1 in any order · starting Health / armour provisional

## ACTIONS

| | PROFICIENCY | ADVANCE |
|---|---|---|
| **COMBAT** | | |
| **Melee** — strike · grapple · shove · trip · disarm · smash | ○○○ | □□□□□ |
| **Ranged** — shoot · throw · aim · suppress · pin | ○○○ | □□□□□ |
| **Finesse** — dodge · parry · pass through · escape · pick · disarm traps | ■ ○○○ | □□□□□ |
| **KNOWLEDGE** | | |
| **Lore** — recall · interpret · decipher · survey | ○○○ | □□□□□ |
| **Investigate** — search · examine · inspect · deduce | ○○○ | □□□□□ |
| **Aevum** — sense · study · activate · manipulate | ○○○ | □□□□□ |
| **EXPLORATION** | | |
| **Navigate** — route · chart · orient · plan travel | ○○○ | □□□□□ |
| **Traverse** — climb · leap · swim · balance · squeeze | ○○○ | □□□□□ |
| **Survive** — track · forage · shelter · endure | ○○○ | □□□□□ |
| **SOCIAL** | | |
| **Persuade** — reason · bargain · appeal · win over | ○○○ | □□□□□ |
| **Deceive** — lie · bluff · disguise · misdirect | ○○○ | □□□□□ |
| **Command** — lead · rally · order · intimidate | ○○○ | □□□□□ |

## ABILITIES

**INNATE · ALL NYMARI**

Four functional arms; unusual eyes and Aevic sensitivity. Extra arms do **not** grant extra actions or attacks.

### TIER I · CURRENT PLAYTEST

*Choose two Tier I abilities at creation. These six are approved for testing and may change.*

- ☐ **Hardy** — Gain +2 AC permanently. Describe the biological adaptation that provides it.
- ☐ **Resilient** — During a Breather, recover to full Health automatically without using your chosen Breather activity.
- ☐ **Ancient Affinity** — Lower difficulty one rung when your Nymari anatomy or vision helps operate ancient Aevic technology.
- ☐ **Well Learned** — Gain +1d6 proficiency in one Knowledge action: Lore, Investigate, or Aevum.
- ☐ **Aware of Your Surroundings** — Gain +1d6 proficiency in one Exploration action: Navigate, Traverse, or Survive.
- ☐ **Battle Hardened** — Gain +1d6 proficiency in one Combat action: Melee, Ranged, or Finesse.

### TIER II · IN DEVELOPMENT

- ☐ **Multidisciplined** — another playbook's Tier I ability (uses a Tier II pick): ability / playbook

*To develop: Nymari-specific Tier II biological / Aevic abilities.*

### TIER III · TO DEVELOP

*Advanced Nymari abilities not yet defined.*

## MINOR FORMS

INNATE · ALL FOUR

Known automatically · freely repeatable · no roll or Aevum cost

**MINOR LIGHT**
Faint cool light, 1 hex; stays close until dismissed.

**NUDGE**
Move a small unattended object up to 1 hex; no attacks or force effects.

**WHISPER**
Send quiet words to a nearby character without speaking.

**ECHO**
Make a brief, simple or distracting sound nearby.

## TREASURE

| AP | EAP | WAP | AAP | Bits |
|---|---|---|---|---|
| | | | | |

## WEAPONS & ARMOUR

## EQUIPMENT