BINARY RPG

SCOUNDREL

NAME

BACKGROUND 1 — select background —

BACKGROUND 2 — select background —

DEFENSES

HEALTH ○○○○ MEDIUM ARMOUR ○○○○ AC **12**

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

ATTRIBUTES

XP □□□□□

MIGHT	AGILITY	WITS	SPIRIT
−1	+2	+1	0

Recommended array · swap two modifiers once at creation

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

TIER I · PLAYTEST

- □ **Pinning Shot** — Declare before rolling. Ranged against AC: on a hit, deal no damage; target cannot move for one round but may still act.
- □ **First Blood** — Your first successful Melee or Ranged hit against each foe deals +1d6 damage, unless that foe has already damaged you.
- □ **Slippery Customer** — Once per exploration, reroll a failed Deceive or Traverse check and keep the better result.
- □ **Nimble Fingers** — Gain +1d6 on Finesse checks for locks, traps, pickpocketing and delicate mechanisms. This die may exceed normal proficiency limits.
- □ **Hit and Run** — Once per combat, spend both actions to move up to 6 hexes total and make one Melee attack anywhere along the route.
- □ **Cheap Shot** — Once per turn, make a Melee attack; on a hit deal normal damage and put the target on the Back Foot through its next turn.
- □ **Sneak Attack** — Deal +1d6 damage on a successful Melee or Ranged hit against a vulnerable target: Back Foot, flanked, grabbed, prone or stunned.

TIER II · DRAFT

- □ **Sniper · DRAFT** — Spend both actions setting a firing stance; afterward make two separate Ranged attacks per attack action. Moving, damage or flanking breaks the stance.
- □ **Hide in Plain Sight · DRAFT** — Spend one action to focus one enemy. They count as Back Foot against your Melee attacks; you can focus only one enemy at once.
- □ **Multidisciplined** — another playbook's Tier I ability (uses a Tier II pick): ability / playbook

TIER III · IN DEVELOPMENT

To develop: Tier III Scoundrel abilities.

TREASURE

AP	EAP	WAP	AAP	Bits

WEAPONS & ARMOUR

EQUIPMENT

Two Tier I choices at creation · Tier II/III draft · Combat keywords in development