BINARY RPG

VANGUARD

NAME

BACKGROUND 1 — select background —

BACKGROUND 2 — select background —

DEFENSES

HEALTH ○○○○○

HEAVY ARMOUR ○○○○○

AC 14

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

ATTRIBUTES

XP □□□□□

MIGHT	AGILITY	WITS	SPIRIT
+2	0	−1	+1

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

- □ **Cleave** — One melee action attacks two adjacent enemies within reach. Roll separately and deal full damage to each.
- □ **Draw Ire** — Spend one action; no roll. The target must devote its next turn to moving toward or attacking you, as able.
- □ **Field Hardened** — Ignore your first Fatigue.
- □ **Hold the Line** — An enemy moving between your controlled melee hexes, or leaving them, must pass Finesse vs your AC. On failure, its movement action is wasted.
- □ **Field Repairs** — During a Breather, restore 1 Armour Point in addition to your chosen Breather activity.
- □ **Protector** — Once per round, when an adjacent ally is targeted by a melee or ranged attack, swap hexes with them. Resolve the attack against your AC; you take any damage. Costs no action.
- □ **Brutal** — When using genuine forceful intimidation, reduce the agreed Command (or other appropriate action) difficulty by one rung.

TIER II

- □ **Berserker** — Make two separate Melee attacks for one action. Take 1d3 Health damage each round while maintaining Berserker. You may end it voluntarily.
- □ **Multidisciplined** — another playbook's Tier I ability (uses a Tier II pick): ability / playbook

TIER III · IN DEVELOPMENT

To develop: Tier III Vanguard abilities.

TREASURE

AP	EAP	WAP	AAP	Bits

WEAPONS & ARMOUR

EQUIPMENT