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

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.

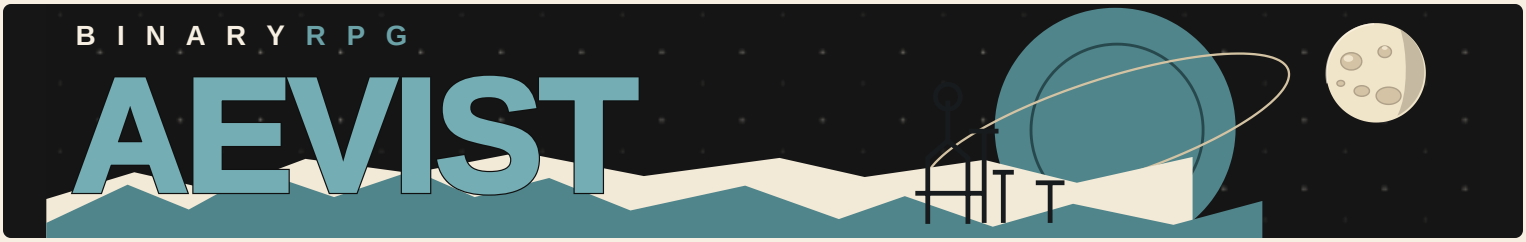
TREASURE

AP	EAP	WAP	AAP	Bits

WEAPONS & ARMOUR

EQUIPMENT

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



NAME

BACKGROUND 1 — select background —

BACKGROUND 2 — select background —

DEFENSES

HEALTH ○○○ ○○○

LIGHT ARMOUR

AC **10**

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

ATTRIBUTES

XP □□□□□

MIGHT	AGILITY	WITS	SPIRIT
−1	0	+2	+1

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

- □ **Aevic Sense** — Ask whether Aevic activity is nearby; receive an impression. No roll or cost.
- □ **Circuit Breaker** — One action; touch device or active Form. Aevum check interrupts it for one round.
- □ **Rapid Recharge** — Once per exploration, spend one action to recover 1d3 Aevum, up to capacity.
- □ **Applied Knowledge** — Once per exploration, use your Lore proficiency dice for another appropriate action.
- □ **Battle Attunement** — Ten-minute Breather: party each gains +1 to one roll in the anticipated combat.

TIER II

- □ **Tinkerer / Artificer** — *Create or repair simple Aevic devices.*
- □ **Heightened Reservoir** — *Increase total reservoir capacity.*
- □ **Multidisciplined** — another playbook's Tier I ability (uses a Tier II pick): ability / playbook

TIER III

- □ **Adaptable** — Once per Form activation, substitute 1 Aether for 1 Earth or 1 Water at a 1:1 cost.

AEVUM RESERVOIR

5 SHARED SLOTS — 0 / 5 ready

○ ○ ○ ○ ○

Earth · Water · Aether · Spent · Clear all

E 0 · W 0 · A 0 · spent 0

TREASURE

AP	EAP	WAP	AAP	Bits

WEAPONS & ARMOUR

EQUIPMENT

B I N A R Y · A E V I C S

AEVIC FORMS

AEVIC TARGETING: Forms have no touch or distance limit. Choose a target you can see anywhere on the battlefield. Reviving someone is a separate natural ability and requires adjacency.

PROTECTION & RESTORATION

HEAL — 1W

Restore **2d3 Health** to a living target. May restore a living creature at 0 Health in the same activation.

WARD — ?

Create a protective Aevic barrier granting **+1 AC for 3 rounds**.

FORTIFY — 1E

Grant a target **1d3 temporary Health**. Temporary Health from Fortify can stack.

REPULSION FIELD — XX

Project a repulsive Aevic force that physically pushes a creature or object away by 1 hex for each Aevic pearl expended.

ENERGY & CONTROL

AEVUM BLAST — 1X

Project Aevic energy at a target. Make a spell attack against AC; on a hit, deal **1d6 damage**.

GRASP — 1X

Manipulate or retrieve an unattended object at a distance.

BIND — 1X

Hold a creature in place for one round; it can still act.

PULSE — 1X

Burst of force pushes a nearby creature or object.

UTILITY & MANIPULATION

LIGHT PEARL — 1A

Hovering physical pearl, torch-equivalent light. Move it within reach; dismiss/remanifest during the same exploration at no extra cost. Expires after one exploration.

VEIL — 1A

Briefly obscure a person or small area.

WHISPER — 1A

Send a short silent message to someone you can see.

SHAPE — XX

Choose and expend Aevic pearls in any combination; describe the intended effect. The GM adjudicates what is possible and its scale.

COST: E Earth · W Water · A Aether · X any humour · XX variable expenditure, GM adjudicates.

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