

Creed of the Desperado & Marine Integration

By Kioni Bush

This is *Early Access* Material

Early Access (or **Beta**) status is given to material that has been reviewed by the Approvals and New Materials team, and can be used for explicit playtest games or campaigns. Players should always ask if the GM will allow *Early Access* material. Characters with this material are considered *Playtesting* status, so it is always recommended to “branch” off a copy of your character if choosing to learn or use this material. One copy can be under playtesting while the other copy is the official one in the PFC. It is the player's responsibility to keep track of EXP, Gold, and Items on both copies of the character.

Feedback. The best way for you to give us feedback on this material is in the survey we'll release alongside this document. If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a compiled guidebook edition, or in a supplement book.

Power Level. The character options you read here might be more or less powerful than options in the *PFC: Player's Guidebook*. If a design survives playtesting, we may adjust its power to the desirable level before official publication. This means an option could be more or less powerful in its final form

Creed of the Desperado

Base Cost: 2500 Attribute: see prereqs Background: Rogue

RANK	ABILITY	PREREQS
1	Outlaw I Arresting Counter Salted Wounds	AGI/CSE 12 Acrobatics 7
2	Outlaw II Moxie Warning Shot	AGI/CSE 15 Acrobatics 10 Dirty Fighting 6
3	Outlaw III Marked for Death	AGI/CSE 18 Acrobatics 15 Dirty Fighting 9

Outlaw: You have a +1/+2/+3 bonus to all *Acrobatics* checks.

Arresting Counter (I): *You have charges of this ability equal to twice the rank of this Rogue Creed. As a reaction, you may burn a charge to make a simple attack at an enemy within 30' LOS that is making an attack or casting a spell (must announce before damage is dealt). If your attack connects, the enemy's attack deals half damage and cannot critically hit.*

Salted Wounds (I): The (core) damage die size of all attacks you make against creatures under negative statuses is increased by 2.

Moxie (II): Your quick attacks can confuse and stymie foes. Whenever you land an attack made as a reaction or free action, the target's next d6 check (Attribute, Skill, or Resist) suffers a -2 penalty. These can stack up to -6 on one check.

Warning Shot (II): When rolling initiative, you may make a number of simple attacks equal to this Creed's rank, each of which must target different creatures. If these attacks connect, they do no damage but *Delay* the target(s) for 1 round.

Marked For Death (III): 1/day, use a reaction to target an enemy you have hit during your turn. All allies receive a +2 to their natural roll against this target. On critical hits, increase the damage multiplier of the crit by +1 (up to x6).

Marine Skill Integration

ROGUE COMBAT SKILLS	ATTR	COST
Ambidextrous (P)	AGI/4	500
Artillery (W)	CSE	200
Artillery Expert (P)	—	3000
Assassinate (M)	AGI/CSE	100
Blind Fighting (P)	PER/4	500
Blocking (P)	AGI/4	1000
Bludgeon (M)	AGI/STR	100
Boarding (M)	STR	400
Bows (Mstr)	—	7500
Cover (M)	CSE/AGI	100
Crossbows (Mstr)	—	7500
Daggers (Mstr)	—	7500
Deft Hands (A)	CSE/AGI	200
Dirty Fighting (M)	CSE/AGI	100
Disruptive Shot (A)	special*	700
Dodging (P)	AGI/4	1000
Elusive (A)	AGI/6	1000
Escape (P)	special*	1000
Eye for Items (P)	non	5000
Handguns (Mstr)	—	7500
Gunnery (Mstr)	—	7500
Improvised Ammunition (M)	CSE	100
Improvised Melee Weapons (W)	CSE	200
Instinct (A)	AGI/6	1000
Light Melee Weapons (W)	AGI/CSE	200
Light Ranged Weapons (W)	AGI/CSE	200
Mandate Action (A)	CSE/4	500
Mobile Fighter (M)	STR/AGI	100
Rigging Running (M)	AGI	100
Tactical Assault (P)	CSE/6	2500
Thrown Weapons (Mstr)	—	7500
Poison (M)	INT/CSE	100
Snake Bite (M)	INT/CSE	100
Snipe (M)	PER	100
Versatile Ranged Weapons (W)	CSE	200

WARRIOR COMBAT SKILLS	ATTR/SKILL	COST
Ambidextrous (P)	AGI/4	500
Artillery (W)	CSE	200
Artillery Expert (P)	—	3000
Axes (Mstr)	—	7500
Bite (Mstr)	—	7500
Boarding (M)	STR	400
Bows (Mstr)	—	7500
Brawling (Mstr)	—	7500
Claws (Mstr)	—	7500
Crossbows (Mstr)	—	7500
Daggers (Mstr)	—	7500
Gunnery (Mstr)	—	7500
Hammers (Mstr)	—	7500
Handguns (Mstr)	—	7500
Heavy Melee Weapons (W)	STR/CSE	200
Heavy Ranged Weapons (W)	STR/CSE	200
Hooves (Mstr)	—	7500
Horns (Mstr)	—	7500
Immobilize (M)	STR	400
Improvised Ammunition (M)	CSE	100
Improvised Melee Weapons (W)	CSE	200
Light Melee Weapons (W)	AGI/CSE	200
Light Ranged Weapons (W)	AGI/CSE	200
Nets (Mstr)	—	7500
Oversized Melee (Mstr)	—	7500
Oversized Ranged (Mstr)	—	7500
Polearms (Mstr)	—	7500
Rigging Running (M)	AGI	100
Rifles (Mstr)	—	7500
Rope Weapons (Mstr)	—	7500
Shotguns (Mstr)	—	7500
Swords (Mstr)	—	7500
Tail (Mstr)	—	7500
Thrown Weapons (Mstr)	—	7500
Two Weapon Fighting (M)	STR/AGI	100
Versatile Melee Weapons (W)	CSE	200
Versatile Ranged Weapons (W)	CSE	200

C
O
R
E

Artillery Weapons

Artillery (W)

Base Cost:	Attribute:	Background:
200	CSE	Warrior/Rogue

Ballistas, catapults and other artillery weapons are complex to load, aim and fire. An engineer or other adventurer may increase their skill using these weapons. This skill is a combination of different loading and firing styles that gives the artillerist flexibility. This one skill can be applied to any type of artillery piece.

Quickload: For each die, reduce the use rate of the Artillery by one. Artillery cannot be loaded and fired on the same round.

Long Shot: For each die, the range of the artillery is increased by 25%. When this skill is used, a natural attack roll of one results in the artillery piece breaking under the stress of the shot.

Deadly: For each die, add +1 to the natural roll for one attack.

Average Precise: For each die, add +3 to the attack roll for one attack.

Average Lethal: For each die, add +3 to the damage (skill) for one attack.

Gunnery (Mstr)

Base Cost:	Attribute:	Background:
7500	Artillery	Warrior/Rogue

Crew Assist: For each die, add +1 to AMOD of shots fired by a crew this round, multiple instances of this ability will not stack in a round.

Reload Order: For every three dice, reduce the use rate of all artillery weapons on the ship by 1, to a minimum of 2, multiple instances of this ability will not stack in a round.

Maneuvers

Boarding (M)

Base Cost:	Attribute:	Background:
400	STR	Warrior/Rogue

Rope Swing: You ready yourself to swing over to the enemy ship while boarding, and achieve a more advantageous position when the melee combat begins. For each die, you may take $\frac{1}{2}$ of your movement to a position of their choice before combat starts. **Must be used when boarding an enemy ship.**

Home Turf: You ready yourself in preparation when an enemy ship begins boarding. Use two dice to make a simple attack before the combat starts. This does not grant any movement. **Must be used when being boarded by an enemy ship.**

Ram-N-Board: The captain calls for a ramming charge with the intent to board directly after. Use two dice to ram and board in the same turn. For each extra die, add +2 to the roll-to-hit when ramming. If the ramming charge misses, the crew can still begin boarding. *Advanced.*

Cover (M)

Base Cost:	Attribute:	Background:
100	CSE/AGI	Hawk/Rogue

This skill can be used if physically next to a wall or object large enough to be able to obscure 50% or more of your body from an attack.

Cover: Use two dice, you take cover against a solid object that can present obstacles to projectiles. Add +2 to your ranged DVs from attacks with projectiles that are shot towards you from that direction. For each extra die, the bonus is increased by +2.

Attacks made from the flank of the cover, bullets that are bounced or directed around the cover, or shots that specifically can pierce through cover will ignore this DV Bonus.

Deadly Mark (M)

Base Cost:	Attribute:	Background:
100	PER	Wolf

Assistance: You point out an enemy's weak points to a single ally. For each die, a single ally gains a +2 bonus to hit and +1d6 to damage (*skill*) on a single attack. For every two extra dice you may grant this bonus to a different ally or make the bonus affect one more attack.

Critical Mark: You assist a single ally in delivering a devastating blow. For each die, an ally adds +1 to their next natural roll to hit. In addition, if the attack crits, then for each extra die +1 is added to the critical roll. This will not stack with other bonuses to the natural roll or to the critical roll.

Immobilize (M)

Base Cost:	Attribute:	Background:
400	STR	Warrior

Immobilize: Use at least two dice to enhance an attack. When a target is struck, they must make a HEA check equal to the number of dice assigned plus 2. If they fail this check, they are *unconscious* for 3d6 rounds. This check against HEA is modified based on the protection and armor used, to the maximum of 6d6. *Advanced*

Armor	Die Modifier
Cloth	-
Light	-1d6
Medium	-2d6
Heavy	-3d6

Improvised Ammunition (M)

Base Cost:	Attribute:	Background:
100	CSE	Warrior/Rogue

Painful Shot: Use three dice to enhance a ranged attack and load your gun with a blunt or piercing object. A target hit by this will recoil in pain and must make a 4d6 vs WIL or be *dazed* for the next round. For each extra die, increase the check by one die (up to 6d6). *Advanced*.

Dusty Shot: Use two dice to enhance a ranged attack and load your gun with dust and mud that when fired, can *blind* a hit target for one round if they fail a 3d6 PER. For each extra die, increase the check by one die (up to 6d6). *Advanced*.

Burning Shot: Use two dice to enhance a ranged attack and load your gun with flammable material and add extra heat to your shot. On hit, the target suffers superficial burns. If they fail a 3d6 HEA, for the next two rounds, the target takes 1 pain damage every time they take damage. For each extra die, increase the check by one die (up to 6d6). *Advanced*.

Mobile Fighter (M)

Base Cost:	Attribute:	Background:
100	STR/AGI	Wolf/Rogue

Mobile Fighter: Use three dice to move your full movement rate as a fifth. You may split this movement between any attacks made. For each extra die, you may gain a +2 bonus against resistance checks that would *Slow*, *Root*, or *Physically Paralyze* you until the start of your next round of action.

Rigging Running (M)

Base Cost:	Attribute:	Background:
100	AGI	Warrior/Rogue

Rope-N-Pulley: You use ropes to safely ascend and descend quickly. Making a two die check allows this maneuver in a single action, whereas making a three die check allows this maneuver in a fifth. This may take you to/from the mainsail boom, or even higher, perhaps up to the crow's nest, up to GM's discretion.

Sail Dodge: You cut a rope causing a sail to furl or unfurl, jerking the ship sternward or aft-ward suddenly. This can be done as a reaction when the ship is fired upon, but before the roll-to-hit is announced. Every die made against this skill will grant a single point of ADV for the one attack. This can only be done once per ship per round.

Taunt (M)

Base Cost:	Attribute:	Background:
100	STR	Bear

Taunt: Use two dice and choose a target in your melee range. If the target moves out of your melee range or makes an attack that doesn't target you, you may use a reaction to make a simple combat attack against the target. For each extra die, the target suffers a -3 penalty to-hit for all attacks that don't target you and your simple attack gains +3 damage (skill). These effects last until the beginning of your next round, and the effects are canceled if you move such that the target is no longer within melee range.

Passives

Artillery Expert (P)

Base Cost:	Attribute:	Background:
3000	non	Warrior/Rogue

Artillery Expert: Whenever you man or use an artillery weapon, reduce the use rate of that weapon by 1, to a minimum of 2.

Dodging (P)

Base Cost:	Attribute:	Background:
1000	AGI/4	Rogue

Warriors may buy up this skill at double cost.

For every rank, add 1 to all of your Move DVs if you are not using any armor heavier than Light, or shields larger than a Buckler. The bonus is instead +2 when no source of Armor DV is used.

Tactical Assault (P)

Base Cost:	Attribute:	Background:
2500	CSE/6	Warrior/Rogue

Tactical Assault: You may roll against a secondary maneuver skill instead of your weapon skill. If the secondary maneuver belongs to the School of the Wolf or the Rogue background, increase its rank by the rank of this ability.

Activated

Deft Hands (A)

Base Cost:	Attribute:	Background:
200	CSE/AGI	Hawk/Rogue

Deft Hands: As a free action, you may expend any number of charges of Deft Hands to act as dice against the "quickload" or "quickdraw" skills for the duration of the round.

Disruptive Shot (A)

Base Cost:	Attribute:	Background:
700	CSE/4 or AGI/4	Hawk/Rogue

As a free action, you expend a charge to add one of the following abilities to a ranged attack. The enemy must make a 4d6 vs HEA to negate this effect. For each extra charge used, increase the check by one die (up to 6d6).

Let 'Em Go: On hit, a target that currently has a different creature in a grapple must reroll the check to hold with a three dice penalty.

Slow Down Buckaroo: The shot is placed near the legs of the target. On hit, the target is *Delayed*.

Drop Yer Weapon: Your shot is aimed at the target's weapon. On hit, the target drops their weapon.

Mandate Action (A)

Base Cost:	Attribute:	Background:
500	CSE/4	Wolf/Rogue

Mandate Action: If you are in a ship battle, you may use a charge to allow an ally to act twice in a round, move to a new spot, man the sails and repair, etc. This will not grant two attack actions for buccaneers or spells.

If you use a charge in a non-ship battle, you may grant an additional movement to an ally within 60' LOS.