

Creed of the Desperado & Marine Integration

[EX ARCHIVIS]

By Kioni Bush

This is *Ex Archivis* Material

Ex Archivis (or **Release Candidate** or **Gamma**) status is used for materials officially approved for in-club public playtesting. This means any character can choose to spend EXP to purchase or use the material. GMs are encouraged to allow this material on their games, but are still able to elect not to use it. This is the last stage of playtesting where feedback and larger scrutiny can be given before it may be officially added to the *PFC Player's Guidebook* or the *Advanced Player Options*.

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:	Attribute:	Background:
2500	see prereqs	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 Improvised Ammunition 6
3	Outlaw III Marked for Death	AGI/CSE 18 Acrobatics 15 Improvised Ammunition 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).