

dirty rotten scoundrels



1) Roll 1d6 for Body Type:

- 1-2 **Endomorph**: Big boned, round features, stocky build.
 3-5 **Ectomorph**: Lean, narrow shoulders, sharp features.
 6 **Mesomorph**: Athletic build, well-defined muscles.

2) Roll 1d6 for your Speciality Thieves Skill:

- 1 Picking Pockets 2 Picking Locks
 3 Disguise 4 Sleight of Hand
 5 Making Poison 6 Forgery

3) Roll 1d6 for clothes:

- 1-2 Tunic, breeches, low boots
 3-4 as above, add cloak and hood
 5 Shirt, breeches, high boots, beret
 6 as above, add cloak and gloves

You also have a belt, money-pouch and a shoulder bag or backpack. You start the game with 1d4 Gold Pieces.

4) Pick a Weapon: Damage Modifier

- Dagger (can be thrown) +1
 Short sword +2
 Club +1
 Blowpipe and 10 darts -2 (unpoisoned)

5) Roll 1d6 for how many items of equipment you have from the following list and then pick them:

Lockpicks, 50' Rope and grappling hook, Wig and false nose, Another Weapon, Battered leather jerkin, Hooded candle lantern and tinderbox, Vial of sleeping potion, Small mirror, Parchment and quill & ink, Cuirass and mail sleeve, Chalk, 10' Pole, Small bag of dice, some 'loaded'

6) You speak the Common Tongue and know one other language, roll 1d6:

- 1-3 Thieves Cant and hand signals
 4-5 Foreign
 6 Non-Human

7) Roll 1d6 to see what you can read:

- 1-3 Nothing, you are illiterate.
 4 Common
 5 Common and any other language known
 6 as above plus Arcane Runes of Thee Ancients

8) Roll Hit Points to determine your state of health:

Hit Points (HP)

- Endomorph**: 1d6
Ectomorph: 1d8-2
Mesomorph: 1d4+2

9) Determine your Armour Class and Movement Rate

	AC	MV
Endomorph		8 + HP
Ectomorph		11 + HP
Mesomorph		10 + HP
No Armour	9	-
Leather Jerkin	7	-
Cuirass and mail sleeve	5	-2
Off-hand weapon	-1	-

Skullduggery

1) Stunts and Sneaking Around: Roll 1d20 under character's AC+ Level to succeed at leaping from a balcony onto a horse, swinging from a chandelier carrying a sack of jewels, hiding from the militia in an alley etc.

Endomorphs get +1 to Stunt and Stealth Rolls

Ectomorphs get -2 to Stealth Rolls, +1 to Intimidation Rolls.

Mesomorphs get -1 to Stunt Rolls.

2) Thieves Skills: Roll 1d10 under the character's level to succeed if he has the appropriate specialty, otherwise roll 1d20. Also use this skill for trying to deceive (roll 1d20 for skeptics).

3) Saves: Roll 1d20 under character's Level + 4 to resist poison, interrogation, other pickpockets etc.

4) Intimidation: Roll 1d20(+opponent's Level) under character's Level to intimidate another rogue or a soldier. Use 1d10 for the roll if opponent is an average citizen. **Endomorphs** get -3 to Intimidation Rolls. Effect of roll depends on the situation.

5) Magic Scrolls: Characters who can read the Arcane Runes of Thee Ancients can cast a spell (of a level half the character's) from a one-use magic scroll. If they commit the spell to memory, each further time they cast it roll a Saving Throw to succeed. If the roll fails, they have forgotten the spell.

6) Hazards: If a hazard that could probably kill a man is encountered e.g. a trap, falling from a tree, characters must succeed in a stunt or suffer 1d6 damage (6's roll again, adding the 6).

7) Thieves Guilds: Members work on jobs for a Guild and pay a weekly tithe in return for access to safe houses, fences, and skilled accomplices. Non-members who have been actively thieving in the area must roll a weekly saving throw or come to the attention of the local Guild.

Combat

1) Initiative: Highest MV score acts first, the others act in descending order. If there is a tie, character with highest AC goes before the other.

2) Attack Roll: Roll 1d20. If the score is equal or under the opponent's AC + your level, it's a hit.

3) Damage: Roll character's HP dice, add Level and weapon modifier, then subtract total from loser's Hit Points. 0 HP combatants are wounded and out of action, below 0 HP they must make a Save or die; if they succeed they are just wounded and unconscious for a turn.

4) Healing: Any HP damage is fully healed after each fight. Characters knocked to negative HP may require the attention of a herbalist or healing potion.

Experience

Characters start at Level 1 with 0 XP. They require 1,000 times the current Level to advance to the next level. A character gains 1 XP per gold piece attained by that character. Upon reaching a new Level add the new level to the HP score.

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