

# 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
<b>Endomorph</b>		8 + HP
<b>Ectomorph</b>		11 + HP
<b>Mesomorph</b>		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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