



THE SCHEMER

NAME _____

LEVEL

XP _____

Names: Fawnie, Cook, Donka, Thomas, Maloney, Houghton, Treju, Mullins, Dika, Lane, Tshilaba, Felton, Esmerelda, Roden, Chavi, Young, Majaris, Byng, Drina Galloway Ion, Adcock, Tawno, Gallop, Gunari, Read, Adam, u Organ, Maloney, Poles, Jibben, Bateman, Plamen, West, Ladin, Hunt, Saban, Dawes, Tomas, Fletcher.

LOOK

Choose one for each, or write your own:

BODY: Shadowy cloak, reefer coat, expensive cape, military officer's attire, foreign outfit _____
EYES: Predatory, lifeless, wild _____
FACE: Scarred, attractive, emotionless _____
FITTINGS: Utility belt, chipped rings _____

ARMOR



HIT POINTS



Max (7+Constitution) Current

DAMAGE



ALIGNMENT

- Chaotic**
Strike a blow against a government.
- Lawful**
Use the law to your advantage.
- Evil**
Have one of your plots come to a successful completion.

BONDS

Fill in at least one with the name of a companion, or write your own.

_____ doubts the effectiveness of my schemes. I'll make them eat their words.

I love it when _____ strokes my ego.

Everyone else sees _____ as dull. But I recognize their potential. I must put them to good use.

Assign these scores to your stats: 16(+2), 15(+1), 13(+1), 12(-), 9(-), 8(-1)

Strength

STR Weak -1

Dexterity

DEX Shaky -1

Constitution

CON Sick -1

Intelligence

INT Stunned -1

Wisdom

WIS Confused -1

Charisma

CHA Scarred -1

BACKGROUND

- Career Villain**
You get to choose two options from **Villainous Asset** instead of one, but you have an arch nemesis who you can never seem to kill and constantly foils your plans.
- Anarchist**
You get -1 to **Outstand Warrant**, and all damage you deal with the **Blast** tag hits everyone within the Close range of your initial target instead of the Hand range.
- Spy Master**
When you **enter a civilized settlement**, you can ask the GM one question about the settlement or it's populace and they must answer truthfully. Additionally, you can spend 100 coins. If you do, you can ask two questions instead of one.
- Usurper**
You cannot use **Manipulating Them All** on members of royalty and when you **visit a civilized settlement**, you learn where to find anyone who opposes the current rule there and befriend them.
- Pawn Of An Unholy Deity**
You get **Dark Worship** and **Unhallowed Rite** from the Dark Priest class and can use INT instead of WIS for the roll.

STARTING MOVES

- Manipulating Them All**
At the start of each session you get Manipulation equal to 3 + your CHA. You can spend Manipulation at any time to have one of the following effects affect someone you are speaking to:
 - They believe a lie you tell them.
 - They take your side on something.
 - They are willing to do business with you.
 - They will assist you in one task.
 - They will protect you against one thing.
 - They reveal something they know about a topic you are interested in.
 - They attack if you provoke them at all.

At the end of each session, any unspent Manipulation is lost.

- All According To Plan**
When you and another party meet at previously agreed upon location for some kind of interaction, you can choose a number of the following to happen equal to or less than your INT.
 - Your opponents fall into any traps you have set for them.
 - You distract your opponents long enough for your allies to arrive from elsewhere.
 - You opponents fail to notice something hiding or going on around them.
 - You or one of your companions attack your opponents before they have a chance to act, dealing their damage to one of them.
 - You have an established secret escape route from this location.
 - You have a defensible position establish here, increase your Armor by 1 when you exploit cover in this location.

- Maniacal Monologue (CHA)**
When you **needlessly rant about something**, roll +CHA. *On a 10+, everyone who hears your rant believes you're off your rockers. Tell the GM what they think of you and will only ever see you in that light (such as a threat to the world, a drooling idiot, a madman, etc) *On a 7-9, as above, but the GM also says a second opinion they'll hold of you forever.

- Engineer Plot (INT)**
When you **explain the details of a plan you have come up with to those will be part of it**, roll +INT. *On a 10+, you and those who have a part to play get Preparation 1. They can spend Preparation to get a +1 to any roll made while carrying out the plot. *On a 7-9, as above, but something goes terribly wrong while the plot is carried out due to an oversight on your part.

- Villainous Asset**
Choose one of the following:
 - You have an elaborate secret lair established anywhere in the world. It is fully stocked with mundane supplies and a few near-worthless henchmen.
 - You have a blundering but loyal right hand-man. Though rarely helpful, the henchmen seems invincible and somehow always makes it out alive no matter what befalls them.
 - You start with any one magic item from the rulebook, but the item has an evil intellect lurking inside that can speak into your mind. Besides constantly urging you to do evil, it heckles and taunts you.
 - There is an unknown higher force watching out for you, using you to advance its own agenda. Once per session you can reroll a 1, 2, or 3 you rolled on any dice.

RACE

- Human or** **Blemmyes**
At the start of each session, you can swap the scores of your Intelligence and Charisma.
- Goblin or** **Kappa**
When **someone enters your home, camp, or wherever you are resting unannounced**, you can choose one option from **All According To Plan** to immediately happen.
- Doppelganger or** **Aswang**
You can spend a Manipulation to have your appearance change to that of any other humanoid for as long as you want.



THE <CLASS>

COIN

STARTING GEAR

Max Load (6 +STR) Current

Dungeon Rations (5 uses, ration, 1 weight)

Adventuring Gear (5 uses, 1 weight)

Choose your weapon:

- Easily Concealed Blade** (hand, nothing short of a magical spell will allow others to find this blade when it's hidden on your person, 0 weight)
- Crossbow** (near, +1 damage, reload, 3 weight) and a **Bundle Of Arrows** (3 ammo, 1 weight)
- Wand Of Obliteration** (near, blast, doesn't require ammo, you use INT instead of DEX when you **Volley** with this weapon, 1 weight)
- Grenades** (near, thrown, +2 damage, blast, 4 uses, 2 weight)

Choose your defenses:

- Bizarre Bracers** (worn, count your Armor as 2 higher for the first and second damage roll you take each session, 0 weight)
- Posh Ensemble** (worn, while wearing this anyone who you hire believes they will be handsomely paid, 0 weight)
- Stolen Clergy Robes** (worn, you get a +2 forward to Armor whenever a divine spell is casted on you 0 weight)
- Living Outfit** (worn, at the start of each session, this item gets Hold 3, you can spend a hold from this item to heal 2 damage, at the end of each session all unspent hold is lost, 1 weight)
- A steam powered **Hero Smashing Suit** (4 armor, worn, clumsy, 7 weight) with attached **Saw Blade** (reach, +2 damage, messy, this weapon can only be used while wearing the **Hero Smashing Suit**, 0 weight) and **Steam Launcher** (near, doesn't require ammo, blast, this weapon can only be used while wearing the **Hero Smashing Suit**, 0 weight)

Choose two:

- Bag Of Books** (5 uses, 1 weight)
- Outlandishly Obese Pet Cat**
- 2 Healing Potions**
- 30 coins**

New Tags

Blast: This weapon damages foes with a concussive blast of fire and shrapnel. A weapon with this tag deals its damage not only to the person it hits but also to everyone else within the Hand range of the initial target. Roll your damage once and apply it to everyone hit by the blast.

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

- Poisonous Words**
You get an additional 2 Manipulation at the start of each session.
- Let Us Dance**
When you **Hack & Slash against someone you are fighting by yourself or alongside your hirelings**, may use CHA instead of STR.
- You Only Stand To Gain**
When you **Recruit**, you can add your INT to the roll.
- Help Is So Hard To Find**
No matter where you are in the world, what job you are doing, or what reputation you have, you always find someone willing to work for you.
- My Loyal Servant**
All of your Hirelings have +1 Loyalty.
- I Have Need Of Your Skillset**
All of your Hirelings get 1 extra Skill they must invest into a certain Skill based on your Background:
 - If you are a **Career Villain** or a **Usurper**, they must invest it in the Protector skill.
 - If you are an **Anarchist** or **Spy Master**, they must invest it in the Burglar skill.
 - If you are a **Pawn Of An Unholy Deity**, all of your Hirelings have the Priest skill.
- I Run This Show**
When you **give a Maniacal Monologue**, on a 10+, in addition to whatever impression you leave on others, they view you as a dangers mastermind and won't cross you unless it's absolutely necessary.
- Just As Planned**
When you **Engineer Plot**, on a 10+, you can name one part of your plot that you want to absolutely come through. If it's within the possibility, it happens without complication.
- Bomber**
At the start of each session you get **Grenades** (near, thrown, +2 damage, blast, 4 uses, 2 weight).
- Servant Beast**
You get **Animal Companion** and **Command** from the Ranger class.
- Idly Stroking My Pet**
When you are **idly petting an animal while giving a Maniacal Monologue**, you get a +1 to the roll and if you roll 10+, you take a +1 forward with whoever witnesses your rant.
- Welcome To My Parlor**
When you **choose a location to meet someone for All According To Plan**, you can tell the GM one thing that you have set up at the meeting place that you and your companions assembled beforehand (such as a pit trap, catapult, rope bridge, ladder.) When you are Level 5 or higher, you can name two things set up instead of one.
- Said The Spider To The Fly**
Requires: Welcome To My Parlor
When someone **realizes they've walked into your trap**, the panic and you can tell the GM one thing that they forget about, or don't consider doing.

When you gain a level from 6-10, you may choose from these moves.

- Like An Open Book**
Replaces: Poisonous Words
You get an additional 4 Manipulation at the start of each session.
- Mastermind**
When you use **Engineer Plot**, on a roll of 10+, everyone gets Preparation 3 instead of Preparation 1. On a roll of 7-9, everyone gets Preparation 2 instead of 1.
- For Your Safety And Mine**
You and anyone who has at least Preparation 1 from your **Engineer Plot** get a +1 ongoing to Armor while you are carrying out your plot.
- Takes One To Know One**
When **someone tells you something**, you can spend a Manipulation. If you do, the GM will tell you if they are lying.
- Such A Charmer**
When you **Defy Danger using charm and social grace**, you can choose one option from **Manipulating Them All** to apply to whoever you are interacting with.
- Fanatically Devoted**
Replaces: My Loyal Servant
All of your Hirelings have +2 Loyalty.
- Time To Make My Escape**
You can spend a Manipulation to get a +1 forward to your next **Defy Danger** roll.
- Let Me Set An Example**
When you **kill one of your Hirelings**, all of your Hirelings get a +2 forward to their next +Loyalty roll.
- Not As Planned At All (INT)**
Requires: Just As Planned
When **one of your plans goes horribly wrong**, roll +INT. *On a 10+, your mind works overtime on how to best capitalize on your current predicament. Choose two of the below options. *On a 7-9, your mind scampers to process how to best react. Choose one of the following:
 - One part of the plan is salvageable.
 - An unforeseen event or circumstance has arisen during your plot that you can take advantage of.
 - You find some way to spite those who have ruined your plan.
 - Your survival instincts kick in, granting you a +1 ongoing to Armor until you make it to safety.
- Better You Than Me**
When you would **be damaged by an incoming attack**, you can push one of your Hirelings in the way and have them take the damage instead of you. If they survive, choose one of the below options:
 - They deal damage to you equal to 1d6+their Skill, as they enact an 'eye for an eye.'
 - They get -3 Loyalty.
 - The demand that your increase whatever means you pay them by triple the amount they would normally receive. You didn't pay the Hireling before or you don't meet their new demand, they leave on the worst terms and will warn others not to be hired by you.
- Multiclass Master**
Get a move from another class. Treat your level as one lower for choosing the move.