

The Scoundrels Treasure

Concept- Players work cooperatively or competitively in their attempts to liberate the goods. While attempting to liberate the goods the players either working together or against each other must still overcome the security of the owner of the item.

Game is a d10 only system, where characters overcome obstacles thrown in their way to acquiring the treasure. Players must use their creativity and reasoning to overcome and plan the job. Along with the standard party system players can choose to compete against each other through diplomacy and intrigue or flat out head to head in an attempt to retrieve the goods. The game is designed in such a way that the player is empowered to be creative and innovative to thrive.

The main setting takes place in the modern era,

The players have the option of choosing one of four character archetypes, the infiltrator (thief), the technophile (geek), the retrieval specialist (muscle), and the con artist (face). Each of the individual archetypes have their own set of skills that they are specialists in.

Infiltrator- hide, lock-picking, and stealth

Technophile- hacking/programming, robotics, design/fabrication

Recovery Spec.- Unarmed Combat or Melee weapons, Firearms or Archery, Drive(specific vehicle type)

Con Artist- con, steal, forge

Along with their specialty skills each archetype has access to all the Specialty skills of other classes along with access to a general set of skills both of which they can train but these are not able to be leveled to the same point as their specialty set.

Character creation steps-

Player picks archetype name and sex of character

Starting characters have 3 skill points to start as a base line but is adjustable by the GM.

These points can be spent across the characters specialization skills or the player can use these points to buy additional skills from the general skill tree but not from another class's specialization list. For archetype specific specialization skills points are spent at a 1-1 basis, and for skills that are from the general skill tree points are spent as follows initial buying of the skill is 1 point but all additional points spent in the tree are spent at a 2 to 1 ratio.

How skills are advanced after creation-

Specialty skills- advanced of 1 point per die earned to a maximum advancement level of 10.

General Skill/Cross Archetype Specialty skills- are advanced at a 2:1 ratio per die earned to a maximum advancement level of 5

Untrained – skill reverts to relevant attribute but the rating to succeed increases and can only be used for general skill checks

Attributes

Each character has 3 attributes

Body – how well can take/give a hit

Agility – how quickly you react/ nimble you are

Mind- understanding /knowledge

At initial creation each character starts with 5 attribute points that can be spent on any of the attributes. Each attribute has a maximum capacity of 5 points. these attributes are used for skill checks that don't have a specific skill, is untrained or are used for a check relating to a real time action. Base is 0 (average joe) 5 (Action Movie Hero, Kung Fu Movie Hero,

All characters have a movement rate of 10 units (5ft/unit)

All Characters start with 5 pieces of equipment 1 weapon if they have the skills to use it and approximately \$2000.00 of currency to purchase additional equipment or weapons.

How skills / attribute checks work-

Every action your character takes is assessed a difficulty rating between 1 and 10, along with this rating each action is assessed a number of Success Factors based upon the difficulty of the steps needed to complete the action. Ratings are predetermined for items and set by gm for obstacles.

Ratings average is 5

Rating determines the minimum number rolled on a d10 to qualify for a success.

Success factors are the number of successes required to complete the action.

Success factors are modified off of one success. You cannot modify successes below 1 and you cannot modify successes above 10. So if there are outside factors that could influence your success this would cause the gm to modify the min number.

Success Factors base line is 1



Main Phase or Rounds

Rounds are you and a 2nd party interacting with each other as long as you both are aware of the other. These actions are broken down into 10 second intervals and continue until the action is over. All skills can be used during this type of action. During this time frame you can perform 2 skill checks, a move, a partial move (max 5 units) and a skill check, or initiate combat

Actions

Actions can be broken down into 2 categories real time and long term, they are also the cinematography of the game where by combining different skills and actions together you get the means necessary to complete an idea

Real time - an immediate reaction to an occurrence - attribute checks –

Long term- any action that is not considered to be an immediate response – skill checks -

Failing part of an action

So you have failed part of action you wanted to complete, but you got the required number of successes for the other sections of your action- as long as you don't fail a critical part of what you want to accomplish most likely you will succeed but there might be some unexpected consequences. Generally consequences for a partial failure result in minor injury or a minor setback such as a broken piece of equipment. All decisions regarding partial failure are up to the GM .

So you have completely failed all aspects of your action- completely failing an action can have drastic consequences to yourself or the job that you are attempting to complete and even in certain circumstances can result in the death of the character. Just as with a partial failure all decisions are up to the GM for final review.

For GM's

When resolving the rolls for an action, remember that a partial failure is just that only part was failed unless this part so integral to the completion of the action that they are completely unable to proceed and when it comes to total failures make it momentous but it doesn't always have to be the death of the character.

Combat

All characters have 10 hit points physical and sub dual every 2 wounds cause's character to suffer a cumulative increase of +1 to their ratings for all actions.

Action Order – D10 + Agility

Melee Combat Rules-

Characters make opposed combat rolls which are based off of combat skill. With defender setting the goal for success factor based upon number of successes. Attacker attempts to beat the number of success that the defender has. For every point that the Attacker beats the defender, the defender takes 1 point of damage from the accumulation of the wounds. After the initial attacker goes the defender has the option to be the attacker if they have any actions remaining. If the defender has no additional actions and the initial attacker still has an action

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remaining he can choose to attack again or go on defense/hold action until next round.

Holding action

This is used to reserve your action for that round until a specific point of that round of your choice, to be used as an interrupt or in reaction to an additional party attempting to engage in your action.

Ranged Combat

Characters make opposed combat and dodge rolls which are based off of combat skill and an agility type skill. With defender setting the goal for success factor based upon number of successes. Attacker attempts to beat the number of success that the defender has. For every point that the Attacker beats the defender takes 2 points of damage from the projectile. If the initial attacker still has an action remaining he can choose to attack again or go on defense/hold action until next round.

Interrupt Action

The interrupt can be used to attempt to stop a non combat action of any involved party. This requires first a reaction check to see if able to attempt the interrupt then an opposed relevant skill check. If your opposed skill check achieves more successes than the other parties attempt fails. Otherwise their attempt succeeds and your action is wasted.

Additional Actions

Skills- these are broad skills sets and any specific skills can be added with GM review and approval if it is not encompassed by on the skills listed.

ILLEGAL
Escape Artist
Disguise
Slight Of Hand

TECH
Programing/Hacking
Fabricate
Robotics
Medicine /First Aid

Obstacles
Enemies(generic grunts)- use one of the base archetypes, ½ skills , 3 points for attributes, half hit points
Main NPC's/Enemies – use base archetypes, full skills, full hit points
Physical- Doors, locks, Fencing,, Landscaping, Security cameras, trip wires/laser, heat sensors, guard animals etc.
Technical – Robots, Firewalls, Dummy systems, Networks, Utilites (water, electric, gas) etc

CHARM
Negotiate
Intimidate
Etiquette

COMBAT
Firearms
Archery
Unarmed Combat (specific type)
Melee Weapons

Weapons – cost are market value
Bows - range 20 units – special – silent
Pistol- range 20 units- special – concealable
Rifle- range 60 units – special – accurate (scoped fire)
Shotgun- range 10 units – special – cone fire (3 units wide at 10 units)
Assult Rifle- range 20 units – special – burst fire (-1 success factor to hit)
Sword
Axe
Brass Knuckles
Martial Arts Weapons

ATHLETICS
Climb
Jump
Run
Swim

KNOWLEDGE (Specific)
Any thing you can know
exs. Mechanical Engineering
Rare Books
Famous Thieves
language (specific)

Equipment- costs are market value
Anything you feel will be necessary for completing you job,

Additional Information

Main plot ex- High rise building and in the pent house suit there is a item that the players need to recover. through out the building are roaming security guards, security cameras, motion sensors and a bevy of other security measures that the players need to overcome to retrieve the painting. The only problem is besides the owners no one has been in to the penthouse in years there are no photos and no recent blue prints of the layout. As luck would have it the owners are throwing a party for reasons unknown and this may be your chance.

Ex 2.- In a major industrial complex on the out skirts of the city lies a secret item that a competitor of the owner wants, your team has been hired to retrieve the item from the owners and deliver it to a secret research facility the competitor owns. On the flip side your team has been hired by the original owners to retrieve the item from the competitors secret facility after it was stolen. The problem for both sides are these to company's are very unfriendly to the general populace and have hired armed security guards/ mercenaries to protect the item.

Ex 3.- the government has hired you to sneak into a foreign country and garner intelligence into what they have dubbed a mole hunt.

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