

SCOUNDREL (BASE)

Most problems in life can be dealt with by either a glib tongue or split second reflexes. The scoundrel has utmost confidence in both of those attributes, and therefore can't seem to live without taking what others would call unnecessary risks. Still the scoundrel excels at being likable, and can pull his fat out of the fire with frightening regularity. Luckily, he's almost as adept at pulling his friends out too, making sure that everybody comes home alive. After all, what's the point of living, if you can't live by your wits?

Depending on your campaign, a Scoundrel could be...

- A charming con-man, quick with a smile and a get-rich-quick scheme while being as slippery as the snake-oil he sells
- A dashing rogue, the very archetype of 'women want him and men want to be him'
- A skillful card sharp, traveling from place to place and making his fortune at each stop
- A knowledgeable information broker, dealing in society's secrets as others do more mundane goods
- A captain of his own ship, living by his wits and trying to stay one step ahead of his creditors

Party Role: Talker. The scoundrel deals in lies primarily, but can excel in all manner of character interaction.

CLASS FEATURES

Favored Attributes: Charisma, Dexterity, Intelligence

Class Skills: Acrobatics, Athletics, Bluff, Haggler, Impress, Notice, Prestidigitation, Ride, Sense Motive, Tactics

Skill Points: 6 + Int modifier per level (x4 at Career Level 1)

Vitality: 9 + Con modifier per level

Starting Proficiencies: 4

CORE ABILITY

Edgy: When your nerves are taut is when you're often at your most surprising. Every time you suffer stress damage or the shaken condition, you gain 1 edge. Additionally, you gain Stress Resistance equal to your current Edge.

CLASS ABILITIES

Smooth Operator: At level 1, each time you fail a Bluff or Haggler check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your Class Level + 20. If several grades of success are possible, you achieve only the lowest possible positive result.

If you gain this ability for either skill from two or more classes, add together your levels in all classes granting the ability when determining its effect.

Livein' On The Edge I: At Level 2, once per adventure as a free action, you may spend and roll one Action Die and then gain Edge equal to the result (maximum 5). Also, you gain a morale bonus to initiative equal to your edge.

Livein' On The Edge II: At level 11, you may now spend an Action Die to gain Edge once per session (instead of once per adventure) and you gain a morale bonus to reflex saves equal to your edge.

Livein' On The Edge III: At level 19, you may now spend an Action Die to gain Edge once per scene (instead of once per session) and you gain a dodge bonus to defense equal to your edge.

Bonus Feat: At Levels 3, 5, 7, 9, 11, 13, 15, 17 and 19, you gain 1 additional Chance or Covert feat.

Uncanny Dodge I: Your senses are supremely sharp, letting you react quickly to danger. At Level 4, you retain your Dexterity bonus to Defense (if any) even when *flat-footed*.

Uncanny Dodge II: At Level 8, you never become flanked.

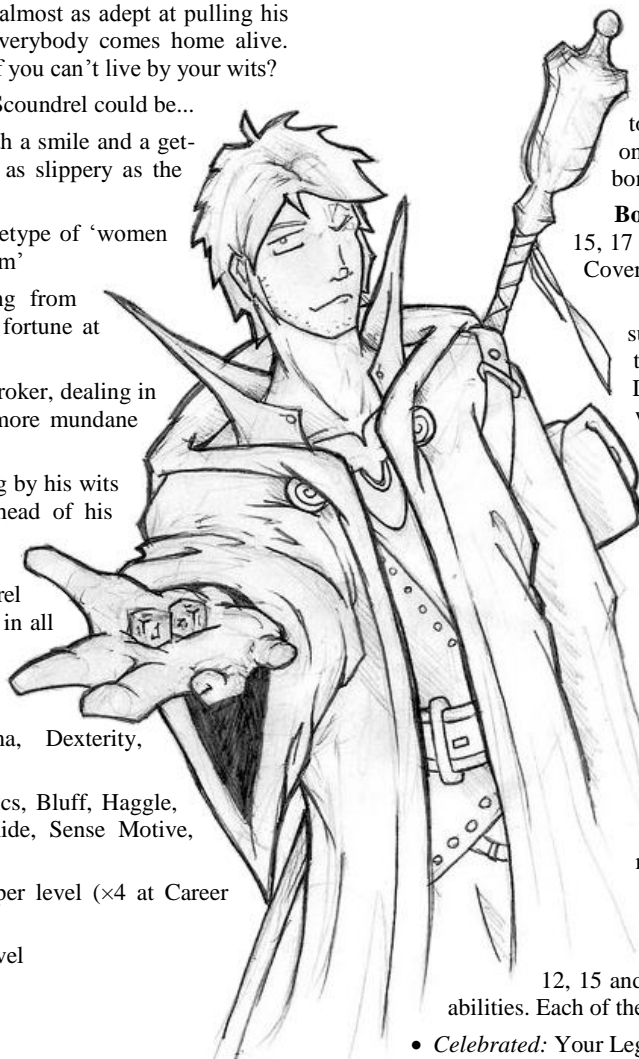
Uncanny Dodge III: At Level 12, you gain a +4 bonus with Reflex saves made to avoid traps, as well as a +4 bonus to Defense against attacks made by traps.

Uncanny Dodge IV: At Level 16, the first time in each scene when an attack reduces you to 0 or fewer wounds, the attack instead misses you.

Uncanny Dodge V: At Level 20, you never become *flatfooted* and may not be targeted with Coup de Grace actions unless you're *held*, *paralyzed*, or *unconscious*.

Scoundrel's Luck: At levels 6, 9, 12, 15 and 18, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- **Celebrated:** Your Legend increases by 2.
- **Charmer:** You receive a 20% discount when purchasing Favors (if you already possess a discount with these purchases, it increases by 5%).
- **Flashy:** Your Panache increases by 2.
- **He Did It!:** When you successfully Taunt an opponent you may force him to attack any character adjacent to you (other than himself). You may use this ability a number of times per scene equal to your starting action dice.
- **Keen Senses:** Your visual, hearing, and scent ranges increase by 20 ft.



SCOUNDREL (LTI) (BASE CLASS)



Table X.X: Scoundrel

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+0	+2	+1	+1	+2	+1	+0	Edgy, smooth operator
2	+1	+0	+3	+2	+1	+3	+2	+1	Livin' on the edge I (adventure, initiative)
3	+2	+1	+3	+2	+2	+4	+2	+1	Bonus feat
4	+3	+1	+4	+2	+2	+5	+2	+1	Uncanny dodge I
5	+3	+1	+4	+3	+3	+5	+3	+1	Bonus feat
6	+4	+2	+5	+3	+4	+6	+3	+2	Scoundrel's luck
7	+5	+2	+5	+4	+4	+7	+4	+2	Bonus feat
8	+6	+2	+6	+4	+5	+8	+4	+2	Uncanny dodge II
9	+6	+3	+6	+4	+5	+9	+4	+2	Bonus feat, scoundrel's luck
10	+7	+3	+7	+5	+6	+10	+5	+3	Silver tongued devil
11	+8	+3	+7	+5	+7	+10	+5	+3	Bonus feat, livin' on the edge II (session, reflex saves)
12	+9	+4	+8	+6	+7	+11	+6	+3	Scoundrel's luck, uncanny dodge III
13	+9	+4	+8	+6	+8	+12	+6	+3	Bonus feat
14	+10	+4	+9	+6	+8	+13	+6	+4	Say the right thing
15	+11	+5	+9	+7	+9	+14	+7	+4	Bonus feat, scoundrel's luck
16	+12	+5	+10	+7	+10	+15	+7	+4	Uncanny dodge IV
17	+12	+5	+10	+8	+10	+15	+8	+4	Bonus feat
18	+13	+6	+11	+8	+11	+16	+8	+5	Scoundrel's luck
19	+14	+6	+11	+8	+11	+17	+8	+5	Bonus feat, livin' on the edge III (scene, defense)
20	+15	+6	+12	+9	+12	+18	+9	+5	Silver tongued devil, uncanny dodge V

- **Look Out!:** Each ally and teammate within 10 ft. who can see and hear you gains the benefits of *uncanny dodge I*. This does *not* stack with *uncanny dodge* abilities they already have.
- **Razor Sharp Rebuttal:** Your scathing remarks can frustrate your surprisingly inaccurate opponents. Once per round, when an adjacent opponent's attack misses you by 5 or more, you may immediately attempt to Threaten the opponent as a free action. You may substitute Impress in place of Intimidate for this action.
- **Sudden Clarity:** You may spend 3 Edge to end your *Baffled*, *Enraged*, *Frightened*, *Shaken* or *Stunned* condition.

Silver Tongued Devil: At Levels 10 and 20, your threat range with all Bluff, Haggle, and Impress checks increases by 1.

Say The Right Thing: You know just what to say to get the desired effect... At Level 14, once per session, you may make 1 Charisma-based skill check, automatically scoring a natural 20. This roll is a threat and may be activated as a critical success. You may not be forced to re-roll this natural 20.

NEW CROSS-TRAINING ABILITIES

The following class abilities are available for any class with the *cross-training* class ability.

- **Scoundrel:** *Smooth operator*; *livin' on the edge I*; *bonus feat*; *uncanny dodge I*

NPC CLASS ABILITIES

The following new class abilities from the Scoundrel base class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Edgy (Special Character Only)	2
Livin' on the edge (Special Character Only)	2 per grade
Look out!	2
Razor sharp rebuttal	2
Say the right thing	5
Silver tongued devil	3 per grade
Smooth operator	2
Sudden clarity (Special Character Only)	2
Uncanny dodge I - V	2 per grade

Class design by Big Jim with help from the Crafty forum-ites.
Art by theillustrator of deviantART.

