

Knowledge is your grasp of the academic arts.

Physical. If it's something physical that you do, this skill probably covers it. Jumping, Driving, Climbing and so on.

Science. Mechanical and electronic skills. There's a bit of overlap between this skill and Knowledge—where Knowledge is about **knowing** things, Science is about actually **doing** them.

Subterfuge. The dark side of the skill sheet. Skulduggery, sneaking around, disarming traps and other such things.

Step 4. Choose Your Talents.

You get 3 Talents at first level and an extra one every 2 levels past the first. Some Talents may be taken more than once—in that case, the effects stack. If they can be stacked, it will say so in the description. All Talents can be taken by any class.

Action Man. You start each adventure with 1 more Action Point than usual. Each time you take this Talent, you gain another Action Point.

Agile. You are excellent at dodging attacks. +1 AC, can be taken multiple times.

Bluff. You have a knack for fighting dirty. If you can communicate with an opponent, you can attempt a CHA+Comm roll vs the opponent's resisting skill roll. If successful, you can use your Charisma bonus as either a bonus to hit, damage or AC for one attack. How this looks can vary from cheap shots all the way up to out and out trickery ("Hey, look! The Goodyear Blimp!").

Brawler. Your unarmed attacks are upgraded from 1d4 to 1d6 damage. You can take this one more time to upgrade your unarmed damage to 1d8.

Bulletproof. Once per adventure, any single damage roll inflicted on your character can be rerolled, taking the lower of the two rolls.

Command. Once per day, you can give an order to someone. Should they choose to follow your command, they get a +1 bonus to achieve that action. At every level evenly divisible by 4, this bonus goes up +1 and an additional order per day can be given.

Confidence Man. If you have Dupe, you can make another subsequent skill vs skill check after you've convinced a target of a "fact". If successful, you can guide the target into performing a specific task. The task has to be at least superficially reasonable. Every subsequent time you do this to the same opponent in an adventure, they get a +2 bonus to resist, cumulative.

Cool Under Pressure. Choose one non-combat task that you're especially good at (e.g. sneaking, computer programming, baking cookies, etc). From now on, whenever you attempt that task, you can take 10 on the roll, no matter how stressful the circumstances. This Talent can be taken multiple times—each time applies to a different task.

Defensive Roll. If you have Agile and room to dodge, you can spend 1 Action Point to completely avoid damage from one attack.

Deep Pockets. You always seem to have just the right item on you. You have 1 floating gear point that you may expend at any time during an adventure to reveal an item. This item must be plausibly concealable on your person. Can be taken multiple times—each time this is taken, it gives you another floating gear point.

Double-Tap. If you're using a gun, you can gain an additional attack in exchange for a -2 to hit on all attacks per round.

Dupe. Once per adventure per level, you can make a target believe one "fact" you give them, no matter how implausible, as long as you succeed in a CHA+Comm roll vs the opponent's skill roll (usually INT+Sub, Know or Sci).

Durable. You are a damage sponge. +1 hp per level, can be taken multiple times. Changes in hit points are retroactive.

Exploit Weakness. If you've had at least 1 round to study an opponent, you can designate that opponent, using brains over brawn to find ways to gain an advantage. Make an INT+Sub check (DC 15). If the check succeeds, for the rest of the combat you can use your Int bonus instead of your Str or Dex bonuses on attack rolls or AC as you try to out-think your opponent. You can only use your Int bonus for one or the other, never both at the same time.

Field Strip. You are a wizard at making gear do things that are technically out of their spec. Once per day, you can take as many of you and your teammates' Gear Points as your GM will let you get away with and reshuffle them into a different configuration. You must then succeed on a INT + Sci roll, with a DC equal to 10+the number of Gear Points being shuffled. The original items are lost, but may then be broken down, recombined and/or upgraded to new items which tend to work very well, but aren't quite as pretty.

Gearhead. You've always got the best wheels. When requisitioning vehicles, vehicles cost half as much as they do for anyone else.

Genius. Choose an area of study. Whenever the GM would allow you to take 10 on a skill check in that area of study, substitute your Int score instead for the d20 roll. Whenever you are allowed to take 20, your die roll is automatically your Intelligence score+10. Taking this talent multiple times gives additional specialties.

Intuition. You have an innate ability to sense trouble in the air. Once per adventure per level, you can make a saving throw (DC 15). On a successful save, you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. You also get a +1 to initiative rolls.

Judo. If you successfully grab an opponent, you can perform your next grapple action immediately instead of waiting for the next round.

Life of Riley. You are lucky. Once per adventure, you can treat a roll of natural 1 as a natural 20. In addition, you get a +1 to any types of rolls influenced by blind luck. Taking this Talent multiple times gives you more than one use per day—the +1 bonus never increases.

MacGyver. You've got fifteen minutes, some silly string, some bubble gum and a piece of tin foil. Time to save the world. With a DC 15 (or occasionally higher) check and a bit of time, you can improvise a rudimentary 1 pt Gadget using anything handy.

Martial Artist. You can flurry your melee attacks (both armed and unarmed). A flurry allows you to gain an additional attack in exchange for a -2 to hit on all attacks per round. You can take this one more time for a total of 3 attacks per round when flurrying (at -4 each).

Each character must choose 1 skill they are best at (also called your "trained skill"). Your rank in that skill will be at your level+3. All other skills will be at half your level, rounded down, plus one (Level/2+1). Communication skill covers interaction with other people.

There are five skills: Communication, Knowledge, Physical, Science, and Subterfuge.

Step 3. Choose Your Skills

Thinkers are the brains of the outfit. Thinkers get a +2 to Intelligence at 1st level. This increases by +1 at 5th level and every five levels afterwards.

Faces are charming swindlers, masters of disguise and manipulation. Faces get a +2 to Charisma at 1st level. This increases by +1 at 5th level and every five levels afterwards.

Spies are fast on their feet, sneaky and deceptive. Subterfuge is automatically a Trained skill. This is in addition to their first level skill pick.

Soldiers are the muscle of the group—they are tough as hell and good with weapons. They gain +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels afterwards.

Characters begin at Level 1. All classes can use any weapon, armor or equipment, including vehicles.

Step 2. Pick A Class

Roll 1d6, dropping the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for the remaining stats. Your stat bonuses are (STAT-10)/2, rounded down.

Charisma. Splyte uses four stats: Strength, Dexterity, Intelligence, and

Step 1. Assign Stats

Splyte – Quick Start

Step 7. You're Done! Play!

Handgun (2d6, autofire)
· Motorcycle (upscale, bike-sized, fast)
· Bulletproof Vest (1 charge, +2)
· Tommy Gun (2d8 damage, autofire)
· Brass Knuckles (1d6)
· Knows A Guy (third help, 1 1st level gear shows up for one task, basic equipment, surety)

Wheel Man

· Listening device
· One bug
· Camera (disguised as innocuous item)
· Disguise (DC 20 to penetrate)
· Handgun (2d6)

Undercover Agent

· Throwing Stars (6, 1d4 each)
· Smoke Bombs (DC 15 to resist + obscures sight)
· Climbing Claws (+2 to climbing)
· Blowgun w/transmuzzler darts (DC 15 to resist)
· Wristwatch (welding laser, disguised) OR
· Cigarette Case (ear gas bomb, DC 15 to resist, disguised) OR

Pick two of the following:
· Trench Coat (+2 to concealing items on person)
· Wakazashi (1d8)
· Katana (2d6)

Trench Coat Ninja

· Silly Suit (+2 to hiding)
· Pistol (2d6)
· Sniper Rifle (2d10, scope, silencer)
· Machine Gun, (2d10, Automatic)
· Kambo Knife (1d6)

Sniper

· Body Armor (2 charges, +4)
· Machine Gun, (2d10, Automatic)
· Machine Knife (1d6)

Merc

The Matroso

· Beretta g2F (2d6, 15 round clip)
· Bulletproof Vest (1 charge, +2)
· Motorcycle (upscale, bike-sized, fast)

John Woo

· Toolkit (+2 to handyman types of things)
· Grenades
· Traps
· Handgun (2d6)

Home Alone

· Ballpoint Pen (dart gun, drugged, 15 DC to resist, disguised)
· Cigarette Case (ear gas bomb, DC 15 to resist, disguised) OR
· Wristwatch (welding laser, disguised) OR

Pick one of the following:

· Sports Car (upscale, car-sized, sporty)
· Weather PPK (2d6, silenced, 7 round clip)

The Bond

· Explosive Trap disguised to look like a kitten (potent: +5 DC to resist)
· Mascara Taser (disguised, DC 15 to resist) OR
· Lipstick Camera (disguised) OR

Pick one of the following:

· Crossbow (1d10 with normal rounds, scope)
· 10 Transmuzzler Bolts (DC 15 to resist)
· McMillister 32apc Pistol (2d6, 9 round clip)

The Archer

Gear Packages

Master of Disguise. You've got a thousand faces. Not even your friends are exactly sure what you really look like. Any Disguises you requisition are at +5 DC to see through. You can improvise a DC 15 Disguise in less than ten minutes using the most rudimentary materials for no cost.

Medic. You can now use your Action Points to heal other characters in emergency situations, given a reasonable amount of equipment and a few undisturbed minutes. The amount healed is equal to half the character's lost hit points.

Plan. If you have time to prepare a plan prior to a dramatic situation, you can grant a bonus on all skill checks and attack rolls made by you and your allies. Make a skill check vs DC 10, using Int plus whatever skill is appropriate to the situation (usually Knowledge). If successful, the bonus will be +1, plus another +1 for every 10 points the roll was over the DC (i.e., whatever you rolled divided by 10, rounded down). This bonus lasts for the first 3 rounds of the situation and then goes down by 1 every following round (minimum 0) as entropy slowly unravels your plans.

Power Attack. You can take a penalty to your attack roll and add the same amount to your damage roll, assuming you hit. Up to one-half your total attack bonus can be transferred this way.

Risk Taker. Your character lives on the edge—designate one kind of task that you are good at. When performing a risky maneuver during a Contest under those circumstances, you only take a +4 DC penalty for each Lead point attempted. Taking this Talent multiple times allows you to choose different tasks this Talent applies to.

Specialist. Describe one task that you're especially good at. From now on, you get a +2 on all skill checks dealing with that task. *Examples: Sneaky, Languages, Bribery, Eavesdropping, Shooting Pistols.* Specialties should be fairly narrow. Taking this Talent multiple times gives you different specialties—the effects never stack.

Trained Skill. One more skill of your choice is now considered Trained. Every time this Talent is taken, it applies to another skill.

If you'd rather not deal with the complexity or don't have the time, just choose one of the gear packages below:

With gear points, you can buy weapons, armor, gadgets, traps, vehicles, or request help. See the section on Gear in the full version of Splyte for further details.
You also have 3 **Action Points**, which can be used to boost rolls, heal yourself or otherwise save your bacon on a tough mission. See the section on Action Points in the full version for more information.

Step 6. Gearling Up. You start out each mission with 6 gear points plus 1 pt per every 2 levels. In other words, 6 gear points for a 1st level character, 7 for a 2nd, 8 for a 3rd, etc. You can have more gear points if you've taken the Well-equipped Talent.

Your **AC** is equal to 10 + one-half your level, rounded down + DEX bonus. You also have 3 **Action Points**, which can be used to boost rolls, heal yourself or otherwise save your bacon on a tough mission. See the section on Action Points in the full version for more information.

Your **hit points** are equal to your STR + 1d6/level.

Step 5. Hit Points, AC and AP's. Your **hit points** are equal to your STR + 1d6/level.

Well-Equipped. You have better Gear than most. +3 gear points, can be taken multiple times.

Well-Connected. You've got friends everywhere. When requisitioning NPCs to help you, you only pay half the cost.
Trap Monkey. Traps are 1 point cheaper for you, with a minimum final cost of 1 pt. You can also improvise a DC 15 Trap in less than ten minutes using the most rudimentary materials for no cost, with the trap's effects limited to what you can justify to the GM.