

Uune: Core Shticks

General purpose character options

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You are someone who is skilled at making things.

You gain the feature or feature type as specified for each shtick level in the leveling list.

Shtick Levels

Level	Gained Feature(s)
1	Crafting
2	Toolkit
3	Quick Craft
4	Superior Crafting
5	Scrapper
6	Superior Crafting Improvement
7	Master Artisan

Crafting

You gain the ability to craft using skillsets that your experiences would reasonably give you access to.

To craft an item, you will need access to appropriate tools and space, in addition to a nearby source of raw materials. It will cost half of the target item's cost in order to procure the necessary materials. If you already have most of the materials needed, you need only spend a quarter of the item's cost. Crafting an item takes a number of hours equal to one tenth of it's cost.

Assuming the prerequisites, complete the following special action.

- Resources: All normal resources apply. Your tools and raw materials can count as resources for you, and high quality materials may give you additional resources.
- Hits: You will need hits equal to the the item's rarity tier + the item's value tier, as per the value / rarity table in the SRD.
- Success: If you succeed, you will be able to craft your item successfully.
- Failure: If you fail, you will be left with a broken item and/or partially used material.

Toolkit

You gain a special item which does not count against your inventory space, representing the tools of your craft. This item counts as a resource for you.

Additionally, you may store any items which are tools of your trade inside of your toolkit without using your inventory space.

Quick Craft

Each day, you may hodge podge any singular mundane item worth no more than 50 currency using general materials you keep on hand. You will need to repurpose those materials to craft a different item or purchase new ones for 50 currency.

Superior Crafting

Your crafting has improved, and items you craft count as 2 resources instead of 1.

At the 6th shtick level, your items count as 3 resources instead of 2.

Scrapper

You may take an action (3 hits) to convert a failed craft or other item back into raw materials.

Master Artisan

Your crafting is beyond compare and you gain the following benefits:

- You may reroll 1s for crafting actions, but you must use the new result.
- You gain an additional proficiency point

The Berserker

You are someone who can push beyond the normal limits, entering a state of focus and adrenaline to power through any obstacle.

You gain the feature or feature type as specified for each shtick level in the leveling list.

Shtick Levels

Level	Gained Feature(s)	Berserk Uses
1	Berserk	1 per day
2	Physical Prowess	
3	Unstoppable	
4		2 per day
5	Heavy Handed	
6	Fury	
7		3 per day

Berserk

Once per day, you may give yourself the Berserked effect as described below.

Effect: Berserked

Scope: Scene

You ignore the effects of all light stress and all light wounds while this effect is active.

Physical Prowess

While you are berserked, all physical actions gain +1 resource.

Unstoppable

While you are berserked, 4s also count as a hit on physical actions.

Heavy Handed

While you are berserked, all attacks deal 1 light stress, regardless of success.

Fury

You may choose to take 2 light stress (no action) to gain your maximum focus.

You are a trained hunter, be it of animals, monsters, or otherwise.

You gain the feature or feature type as specified for each shtick level in the leveling list.

Shtick Levels

Level	Gained Feature(s)	Prey Types
1	Studied Prey	1
2	Hunter Gatherer	
3	Quick Study	
4		2
5	Landmark Navigation	
6	Potent Hunter	
7	Beast Sense	3

Studied Prey

Name a type of animal or monster that you have studied. You gain +1 resource on all actions towards or relating to them.

You gain additional types of prey as you level, as per the shtick leveling table.

Hunter Gatherer

You gain +1 resource on actions to find and gather food.

Quick Study

Whenever you study a new type of creature, you may choose to mark it down as an additional type of studied prey. You may only have 1 type of prey studied like this at any given time.

Landmark Navigation

Whenever the facilitator uses a passive action relating to navigation, your's gains +1 hit.

Potent Hunter

You know and understand the best ways to kill prey that you have studied. Your attacks count as a wound type higher than normal for studied prey.

Beast Sense

You have become so attuned to your studied prey that you can practically sense their presence.

If you fail an observation action relating to one of your prey, you automatically succeed with a minimal success.

The Director

You are a leader, someone who can see your team's goals and communicate direction effectively.

You gain the director feature. Additionally, you gain a number of perks, and your focus max is increased as shown by the shtick levelling table.

Shtick Levels

Level	Gained Feature(s)	Director Perks	Focus Max
1	Director		+0
2		1	
3			+1
4		2	
5			+2
6		3	
7			+3

Director

At the start of every scene you gain your maximum amount of focus. However, you may only spend focus on other characters, and may not use it for your own actions. You can spend focus at any time, even if it is not your turn.

Director Perks

Director Perk: Momentum

Whenever one of your teammates succeeds on an action that you spent focus on, you may keep those points.

Director Perk: Second Chance

You may spend 3 focus to allow a teammate to reroll all of their dice.

Director Perk: Helping Hand

You may take the helping action in addition to your main action in a conflict.

Director Perk: Huddle

If you spend time to rally and plan with your team, everyone gains 1 focus.

Director Perk: Encouraging Sprint

You may spend 3 focus to allow a teammate to take a second action on their turn.

You are training in the martial arts, and master various pieces of tactical information.

You gain the feature or feature type as specified for each shtick level in the leveling list.

Shtick Levels

Level	Gained Feature(s)	Tactics
1	Discipline	1
2	Discipline Upgrade	
3		2
4	Second Discipline	
5		3
6	2nd Discipline Upgrade	
7		4

Disciplines

You gain and upgrade up to 2 disciplines of your choice, as per the shtick leveling table.

Discipline: Assassin

Whenever an enemy that are not aware of you, your resources for the attack action also hit on a 4.

Upgrade: Your hidden attack resources also hit on a 3.

Discipline: Bloodlust

Whenever you kill something, you gain a point of focus.

Upgrade: Your maximum focus goes up by 1.

Discipline: Calvary

You gain +1 resource to attack and defend while mounted.

Upgrade: You gain an additional resource while mounted.

Discipline: Defensive

Your weapons count as resources for defensive actions.

Upgrade: You gain +1 resource on all defensive actions.

Discipline: Sturdy

Your max vitality is now 120.

Upgrade: Your max vitality is now 140.

Discipline: Swift

You may spend 10 vitality to take a second action on your turn.

Upgrade: This only costs you 5 vitality.

Discipline: Tactician

You gain focus whenever you use a tactic.

Upgrade: You gain an additional tactic.

Discipline: Weapon Master

You gain an additional proficiency point for use on a weapon or other attacks.

Upgrade: You gain a second additional proficiency point.

Tactics

You gain a tactic of your choice as per the shtick levelling table. All tactics are special actions.

Tactic: Bash

Applies to shields.

Spend your action to bash an opponent (no roll), staggering them. This gives +1 resources on the next attack against them.

Tactic: Bleeder

Applies to all.

Make an attack as normal. If you succeed, the target does not take any immediate damage, but gains the bleeding condition.

Tactic: Block

Applies to melee and shields.

Spend your action defending yourself. You gain +2 resources on your next defense action.

Tactic: Charge

Applies to melee.

Make an attack needing +2 hits. If you succeed, you deal an additional wound.

Tactic: Concenter

Applies to ranged.

Make an attack against the same opponent you did last. This gains +1 resource.

Tactic: Deadeye

Applies to ranged.

Make an attack as normal. If you succeed, you may spend focus to deal additional light wounds, 1 per wound.

Tactic: Devastation

Applies to melee.

Make an attack as normal. If you succeed, you may spend vitality to deal additional light wounds, 10 per wound.

Tactic: Disarm

Applies to all.

Spend 15 vitality and make an attack. If you succeed, you disarm your opponent, and take their wielded weapon.

Tactic: Fan

Applies to revolvers.

Spend 5 vitality to attack again on your turn.

Tactic: Feint

Applies to melee.

Make an attack with +1 resource. Your next defense action requires +1 hits.

Tactic: Flurry

Applies to hand to hand.

You can make 2 attacks whenever you take the attack action on your turn.

Tactic: Hip Shot

Applies to firearms and crossbows.

Roll an attack needing +2 hits. This deals an additional light wound if you succeed.

Tactic: Jab

Applies to melee.

Make an attack needing +1 hits. Regardless of your success, you gain +1 resource on your next defense roll as you stay out of melee range.

Tactic: Parry

Applies to swords.

You may parry as a defensive action against an attack. If you succeed, you gain +1 resource on your next attack.

Tactic: Pummel

Applies to melee.

Make an attack as normal. If you succeed, you forego the damage and instead give the target the stunned effect.

You are someone trained in the art of first aid and healing.

You gain the feature or feature type as specified for each shtick level in the leveling table.

Shtick Levels

Level	Gained Feature(s)	Vitality Restored
1	Medkit	10
2		20
3	Supplies on Hand	30
4		40
5	Doctor	50
6		60
7	Restoration	70

Medkit

You gain the medkit item. This is a special item that has the following mechanics:

Your medkit contains supplies to perform general first aid to someone, granting you access to the special action below. You may do this up to 4 times, after which you will need to spend 25 currency to refill your medkit.

First Aid

To perform first aid, complete the following special action.

- Resources: All normal resources count. Your medkit counts as a resource.
- Outcome: Your patient heals a number of wounds as per the list below, starting with their most severe wound. This follows the same healing rules as normal, just completed very quickly. No matter how many hits you roll, your patient also heals an amount of vitality as per the shtick leveling table.
- 2-3 hits: 1 wound
- 4-5 hits: 2 wounds
- 6+ hits: 3 wounds

Supplies on Hand

Your medkit also acts as a dedicated inventory for any medical supplies you have, including specific tools and medicines. Things stored in your medkit do not count against your inventory total.

Doctor

If you have access to a medical facility, you may take the first aid action without using a use of your medkit. Your medkit resource automatically hits when used like this.

Restoration

If you use 2 uses of your medkit, you may automatically succeed on a first aid action as if you had rolled 6 hits.

You are someone inclined to the musical arts, dance, poetry, or other performative crafts.

You gain the feature or feature type as specified for each shtick level in the leveling table.

Shtick Levels

Level	Gained Feature(s)
1	Savant
2	Inspirational Focus
3	Street Performer
4	Helping Evocation
5	Artistic Community
6	Artistic Patrons
7	Renowned

Savant

You gain +1 resource on all performative actions.

Inspirational Focus

You may take your action (no roll) to perform an inspirational act, granting everyone who listens, excluding yourself, a point of focus.

Street Performer

You may spend a scene performing to earn money. At the end of the scene, complete the following special action.

- Resources: All normal resources count. Add an additional resource for every hour you performed.
- Outcome: You gain money according how many hits you rolled on the list below.
- 1 hit: 1 currency
- 2 hits: 5 currency
- 3 hits: 10 currency
- 4 hits: 25 currency

- 5 hits: 50 currency
- 6 hits: 100 currency

Helping Evocation

You are skilled at evoking the emotions that you want from a crowd, and all your savant resource automatically hits when taking the helping action.

Artistic Community

You know the people and have the connections through your colleagues to learn of and spread new art, rumors, and useful information. This counts as a resource for you.

Artistic Patrons

If you perform for a wealthy client, you gain their favor and gain +1 resource to call in favors from them.

Renowned

You have honed your craft and are known among the masses. Everyone in your party can name drop you to gain +1 resource on social actions.

While many have areas of expertise, yours stretch further and deeper than most anyone else. You are someone of intense research and knowledge for many things, and for the things that you aren't, you know where to look.

You gain the feature or feature type as specified for each shtick level in the leveling list.

Shtick Levels

Level	Gained Feature(s)	Proficiency Points
1	Note Taker	
2	Extra Credit	+1
3	Special Interests	
4		+2
5	Glimpse of Recollection	
6		+3
7	Mastery of Knowledge	

Note Taker

You have a thorough collection of field notes relating to a variety of subjects. This can be a physical collection of notes, or something like a mind palace.

You may spend an action to skim your notes for information relating to any given subject, with the difficulty being determined by the table below.

Rarity	Difficulty
Everyday	1 Hit
Commonly Taught	2 Hits
Specialty	3 Hits
Fringe	4 Hits
Secretive	5 Hits
Mythical	6 Hits

Then, your facilitator will give you a one fact pertaining to the subject, plus an additional fact for each hit you rolled over the difficulty.

Extra Credit

You gain additional proficiency points from your scholarly studies as defined in the shtick leveling table.

Special Interests

Choose two subject matters which are thematically appropriate for your game's setting, and write them down.

Whenever you roll an action pertaining to one of these subjects, add +1 resource.

Your special interest subjects also count as additional bonds for you.

Glimpse of Recollection

You gain access to the following special action.

Once per scene, you may attempt to recall something pertaining to an issue at hand. Make a luck check. On a success, the facilitator will give you a few words that echo in your mind relating to your current situation. This can be something new, or it can draw attention to part of what has already been said.

If the situation pertains to one of your special interests, your luck check has advantage.

On a failure, nothing happens.

Mastery of Knowledge

You gain +1 resource on all actions. You may not put proficiency into this resource.

You may reroll 1s, using the new result.

Most people only think of stealth as being hidden, or being seen. But to you, it's a tool meant to be used by the most experienced.

You gain the feature or feature type as specified for each shtick level in the leveling list.

Shtick Levels

Level	Gained Feature(s)	Skillsets
1	Sneaky	
2		1
3	Intuitively Sneaky	
4		2
5	Scramble	
6		3
7	Covert Signaling	

Sneaky

You gain +1 resource from being hidden or undetected.

Intuitively Sneaky

Stealth rolls do not use your action in a conflict.

Scramble

If you fail a stealth roll, you can spend 20 vitality to pivot and remain hidden.

Covert Signaling

You develop a series of signs and signals that you can use to communicate simple ideas to your teammates within line of sight without breaking stealth.

Skillsets

You gain a number of skillsets as you level, as stated on the shtick leveling table. You may choose which skillsets you gain as you obtain them.

Skillset: Casing

As you walk through a building, you notice exits, patrols, items of interest, and other noteworthy details within line of sight of you.

Skillset: Disguise

You know how to dress yourself up in a way to look different. Depending on the setting, you may also know or have acquired prosthetics, makeup, etc to help hide your normal appearance.

You gain access to the following special action.

- Resource: All normal resources count.
- Outcome: Your disguise score is equal to the number of hits that you rolled.

NPCs will generally not notice anything strange about you if your disguise score is above their perceptiveness score. If it is equal or just below, they notice something strange and may inquire further, possibly needing a social defense against their perceptiveness. If it is well below, they see through your efforts and know you are wearing a disguise.

Skillset: Lockpicking

You are capable of picking locks and have the tools to do so.

If you fail an action to pick a lock, you can choose to continue lockpicking on your next action and only reroll your missed dice. You must remain in place to do this. If you do not roll any further hits, you lose all hits for your next attempt.

Skillset: Mental Map

The more time you've spent in an area, the better you become at navigating it.

For every week that you spend in a new area, you gain +1 resource to all actions to route or navigate through it, up to +5 resources.

Skillset: Pickpocketing

You have sticky, yet slippery fingers.

You can give yourself a resource towards an action to pick someone's pocket by causing a physical distraction on their person, such as bumping into them, or drawing their focus away, such as having their attention pushed elsewhere.

Skillset: Roving

One must be able to keep moving to stay alive, sometimes at the expense of other things.

You may take a movement action in addition to your main action while in a conflict.

You are the trainer and caretaker for a companion, generally an animal of your choice.

You gain features as specified for each shtick level in the leveling table.

Shtick Levels

Level	Gained Feature(s)	Companion Perks	Proficiency Points	Experiences
1	Animal Companion	2		1
2			1	
3		3		2
4			2	
5		4		3
6			3	
7		5		4

Animal Companion

You gain an auxillary character sheet representing an animal companion, or something similar.

This sheet follows these rules:

- Your companion does not level like a normal character.
- Your companion does not gain shtick points.
- Your companion has a number of proficiency points and experiences as shown on the shtick leveling table.
- Your companion gains perks at certain levels, as laid out on the shtick leveling table.
- Your companion can only carry 1 item at a time unless you have saddle bags or similar items procured for them.

You must spend an action (no roll) to verbally or somatically command your companion. Your companion will then carry out that directive until otherwise given a command.

Companion Perks

Companion Perk: Stalker

Your companion is capable of moving opportunistically to stalk someone or something without drawing attention. All actions to do so are no roll.

Companion Perk: Terror

Your companion takes great joy in causing as much chaos as possible, and gains +2 resources for actions to do so.

Companion Perk: Lockjaw

Your companion knows how to get a hold of someone. If your companion grapples an opponent, all PCs gain +1 resource against the opponent while grappled.

Companion Perk: Reliable Helper

Whenever your companion helps you with an action, it may reroll any 1s, but it must use the new result.

Companion Perk: Quick Attack

Once per round, your companion may spend 10 vitality to make a second attack.

Companion Perk: The Goodest Boy

Once per scene, you may spend an action to give your companion affection, and they gain +1 resource on all actions for the rest of the scene.

Companion Perk: Emotional Support Animal

Once per scene, you may spend an action to give your companion affection, and you gain +1 resource on all actions for the rest of the scene.

Companion Perk: Cutie

Your companion is an easy distraction in social encounters, and gains +1 resource when acting as one.

Companion Perk: Curious

At the start of each scene, the facilitator will roll 1d6. After that many out of game minutes, your companion will do something to nudge the scene along. This may not always be in your favor.

Companion Perk: Speedy

Your companion is fast, and can take a movement action after it's normal action on every turn.

Companion Perk: Counter

You have trained your companion to communicate a sense of quantity to you. You may command your companion to count and communicate the number of things you have requested. It can communicate zero, one, two, three, or many things.

Companion Perk: Defender

Your companion will automatically attack hostile opponents when you begin a fight, without the need to give a command.

Companion Perk: Mount

Your companion can serve as a mount for you. When you are mounted, you may direct it without taking a separate action to do so.

Companion Perk: Eagle Eyed

Your companion has heightened senses, and can reroll 1s for any observation action.

Companion Perk: Adrenaline

Your companion has a raised fight or flight instinct, and gains their maximum focus when in danger.

Companion Perk: Avian

Your companion has wings and can fly.

Companion Perk: Quick Command

You no longer need to spend an action to command your companion.

You are someone who isn't necessarily good at anything in particular, but seems to be able to stumble through many things by luck and happenstance.

You gain the feature or feature type as specified for each shtick level in the leveling table.

Shtick Levels

Level	Gained Feature(s)	Focus Max	Proficiency Points
1	Beginner's Luck		
2	Stumble Into It, Fast Learner		+1
3	Focussed	+1	
4	Jack of All Trades		+2
5		+2	
6			+3
7	Master of All Trades	+3	

Beginner's Luck

Whenever you roll an action, you may reroll any 1s. You must use the new result.

Stumble Into it

Once per scene, you may find something important by asking the facilitator if there is anything important to find.

Fast Learner

You gain an additional proficiency point. You gain additional proficiency points as per the shtick leveling table.

Focussed

Your maximum amount of focus increases as you level, as per the shtick leveling table.

Jack of All Trades

You gain +1 resource on all actions. You may not apply proficiency points to this resource.

Master of All Trades

You gain +1 resource for Jack of All Trades.