

Action Adventure World RPG®

Version 0.1

by

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Introduction

Action Adventure World RPG® is a role playing game about being the star in your own action adventure movie. You travel the world to take on the Bad Guys and Villains, get trapped in bizarre situations that only you and your buddies can get out of, or fight a menace at home that only you and your friends are able to defeat. You may be a cowboy in a western, a jaded mercenary in an international thriller, a private eye looking to make the rent in a detective story, an ace pilot in a military adventure, a computer hacker sucked into a massive sci-fi conspiracy, or a burned-out cop looking to make a grimy and sordid world a little better in a rough and tumble tale of hope and honor restored. If these sound familiar that is because they are pretty much like a lot of characters in some action adventure movies you may have watched. Some may even be a bit cheesy!

Action Adventure World RPG® is based upon my favorite role playing game, *Dungeon World®* by Sage LaTorra and Adam Koebel. Unlike *Dungeon World®* there are no classes such as Fighter, Thief, Wizard, etc. Instead each player begins with a generic Character that will develop as you create it, and will grow in different ways as you play. The Director guides the Players in creating their Characters, and then leading them through adventures.

Chapter 1 guides you in creating your Character.

- You begin creating your Character by assigning some familiar Attributes: Strength – STR, Dexterity – DEX, Constitution – CON, Intelligence – INT, Wisdom – WIS, Perception – PER, and Charisma – CHA, in addition to Hit Points and Armor Class.
- You then determine the Character's Basic Life Skills – where each Character can be tailored to suit the vision of the player.
- Then you define the Character's unique Personal Characteristics: Profession, Allegiance, Description, Motivation, and Relationships.
- Finally you select a Training Module for your Character.

Chapter 2 goes into more detail about the very important process of defining your Basic Life Skills.

Chapter 3 explains how to play the game!

Chapter 4 introduces the Training Modules, describes how they work, and explains how you and your friends can create your own Training Modules.

Chapter 5 deals with being the Director.

Characters in **Action Adventure World RPG®** will not have levels. Instead Adventure Points (AP) will be earned by the Characters, and will be used like currency to obtain or advance a Training Module, increase a Character Attribute, or increase the Character's Damage Die.

Chapter 1: Creating a Character

The most important part in any role playing game is creating your Character. Sometimes this can be fun, and sometimes it can be tedious. Hopefully, this will be more fun than tedious.

First you will need your Character Sheet. Fill out the top portion concerning your identity and the proposed name of your Character.

1. **Character Attributes.** Each Character will have the traditional 6 Attributes: Strength – STR, Dexterity – DEX, Constitution – CON, Intelligence - INT, Wisdom - WIS, Perception – PER, and Charisma - CHA. Distribute the following stats to the Attributes: +2, +1 +1, 0, 0, -1, -1. What type of Character are you thinking about; big and strong or smart and clever? Its up to you, but you are going to have to choose – you cannot have it all.

Hit Points (HP) will be $8 + \text{CON}$.

Damage Die will start with a D4.

Armor Class will be Zero without armor, and +2 with traditional body armor.

Some Training Modules will enable a Character to obtain or develop increased Armor Class. Also, a Character with a -1 STR is not strong enough to wear body armor, but perhaps another option will present itself.

The goal here is to start out with a well balanced Character who is something special... who is going to become a hero... maybe. Attributes will be discussed in more detail in Chapter 3.

2. **Basic Life Skills.** For something that sounds so simple, this can be a bit confusing. There are certain basic common skills that we presume all characters have: the ability to read, to drive a car, etc.

After you set up the Character Attributes you then set up your Character's Basic Life Skills. You will have the opportunity to create a flaw or even a disability in exchange for some advantage, in fact you will be required to do so.

All Characters must remove at least 1 Basic Life Skill which will be used to increase an Attribute or the Damage Die for the Character. I recall someone made a rather toxic and insensitive remark: "Why would I want to play a retard!?" You can play a person with a mental or emotional handicap, but you don't have to unless that is something you want to explore as part of the game. That is one option among dozens of other possibilities.

Perhaps the real question is: "What type of Character would you want to play?" If all you want to do is play a super strong murder hobo who never has to think about anything other than hitting targets and stealing loot then this game may not be for you. And there is nothing wrong with that!

This game is about creating a story as you play. A good story has interesting Characters with amazing abilities, but who often have flaws and problems. Problems that have to be overcome for the Character to become a real hero. What you have to do is choose at least one single flaw for your otherwise perfect Character that makes your Character more interesting and adds depth.

For example, your Character may be an insensitive police detective who suffers from a profound lack of empathy for criminals, and has a habit of shooting them with the most powerful handgun in the world. That lack of empathy could be used to increase the Damage Die or some other Character Attribute. It can also be used by the Director to get your Character into all sorts of interesting, but troublesome situations. The Director should make sure that it all makes sense for the game. Of course this process can be taken to absurd extremes, but it is just a game about creating an action adventure movie. If you want to be absurd, and the Director has no problem then go ahead.

For more information about how to complete this important part of the Character creation see Chapter 2.

- 3. Profession, Allegiance, Description, Motivation, and Relationships.** Each Character is further defined by his Personal Characteristics: Profession, Allegiance, Description, Motivation, and Relationships. Think of these as the Character's back story. However, they may become important during the game. Follow the instructions on the Character Sheet. This will be discussed further in Chapter 3.

4. **Training Modules.** Think of Training Modules as a combination of natural skills and abilities combined with extensive training and real life experience. A Training Module will have up to 3 levels of Moves (some Training Modules may only have one level). Follow the instructions on the Character Sheet and the Training Module you selected to determine the Character's final abilities.

Chapter 2: Basic Life Skills

All Characters start with certain basic common skills. You must choose at least 1 Basic Life Skill that your character **WILL NOT HAVE** and any dependent skills that will also be absent – clearly some skills are dependent upon others such as “driving a car” requires “vision” and perhaps “hearing” -- if you Character is blind he will not be able to drive:

Speaking.

Vision.

Hearing.

Reading and writing.

Driving a car.

Basic use of tools.

Basic use of computers, cell phones, and the internet.

General sense of direction.

Average and above intelligence.

Average and above strength.

Average and above appearance.

Average and above control of emotions.

Memory of the past.

Empathy.

Intuition.

So you may be asking, ***“What’s with this taking away a basic skill?”***

This game is about creating an action adventure hero, and this requires that each Character has some ‘flaw’ which makes him or her more interesting. It may be a rather trivial flaw (an inability to use the internet), or a really important flaw (mute or blind). Furthermore, it allows for the creation of Characters with permanent disabilities, but

who may have also developed heightened countervailing abilities to compensate; a common and popular theme for action adventure movies.

Again, you only need to remove 1 Basic Life Skill. You can remove as many Basic Life Skills as you like for your Character, but you get a maximum of 3 points to use to raise your Character Attributes or Damage Die, and you can only raise your Damage Die from a D4 to a D6 for now (which would cost you 2 points – See Basic Moves, ‘Character Advancement’).

The Player should think about these flaws or inabilities while role playing the game, and the Director should push those flaws during the game as well. After all, no matter how cool and powerful the Blind Warrior may be or how sensitive his other senses have become he still cannot read warning signs.

It is up to the Director to make the final decision about what disabilities will be allowed, and how they effect the Character.

Permanent Disabilities

In some instances the absence of some Basic Life Skills will result in a corresponding permanent disability that will result in a permanently low associated Attribute for the Character. Permanent means forever! Note that not all missing Basic Life Skills will result in a permanent disability. It might just be a temporary problem that the Character can and must deal with during the game. The Director needs to make sure this issue is addressed for each Character.

- A Character who lacks AVERAGE AND ABOVE STRENGTH will have a lower STR forever (in the absence of some sort of Director approved modification – such as a powered exoskeleton or mystery treatment to increase strength).
- A Character who lacks AVERAGE AND ABOVE INTELLIGENCE will have a lower INT forever.
- A Character who lacks INTUITION will have a lower WIS forever.
- A Character who lacks EMPATHY will have a lower CHA forever.

In such instances, when there is an Attribute in question that is directly linked to the disability that Attribute should be circled on your Character Sheet to indicate a

permanent disability, and each Attribute must be assigned the lowest possible point available (-1 or 0). Each affected Attribute has no possibility of increasing.

Examples

- The Blind Warrior: A hero who is blind but with extraordinarily developed abilities of PER and DEX. Being blind perhaps he would lack VISION, READING AND WRITING, and DRIVING A CAR. He would get +3 to add to Character Attributes or Damage Die. However, since his blindness does not result in his PER being reduced due to his other senses compensating he would NOT have a permanent disability – unless you want him to.
- The Gentle Giant: An autistic or retarded Character who may lack AVERAGE AND ABOVE INTELLIGENCE, EMPATHY and INTUITION would receive +3 for Character Attributes such as STR, DEX, or CON, or Damage Die. In this case there would need to be a permanent disability applied to INT, WIS, and perhaps also to PER or CHA depending upon the nature of the disability.
- The Lost Secret Agent: A psychologically conditioned assassin who has somehow lost his memories and his sense of self. This could mean he has lost FULL MEMORY OF THE PAST and EMPATHY. He could get +2 to some Character Attributes or Damage Die. Would there be a permanent disability or are these things that can be fixed as the game progresses? That will depend upon you and the Director.

See how this works? A Character with a flaw or a disability of some kind is a very common theme in movies.

Here is another possibility: *Multiple Personality Disorder* – For each additional personality you get up to +3 to add to Character Attributes or Damage Die depending upon the nature of that additional personality and will only be applied when that additional personality is in play. There must be some trigger that brings about the change in personality. You are probably going to need to add some pages to the Character Sheet for this one!

Chapter 3: Playing the Game

Overview

When you participate in a good role playing game (RPG) you should feel that you are part of the story, however, you usually are not part of the process of making the story. Usually you play a character having adventures in a pre-built world designed by someone else. A gamemaster or dungeon master guides (or sometimes railroads) you through the landscape of the adventure, and you do not usually decide on how things go – you just do what you are supposed to do and either succeed or fail. There is nothing wrong with that. Sometimes it is a lot of fun playing a murder hobo in a railroaded adventure with your friends. You can do that with **Action Adventure World RPG®** if you want, just sit back and enjoy the ride, but you can also be part of creating the story. You can be more than just a player pretending to be an amazing Character in an action movie; **you can be part of developing the story**. How many actors in Hollywood get to do that?

A good story needs a beginning, a middle, and an end. In the ideal **Action Adventure World RPG®** gaming scenario you are not part of a predetermined story... you are helping to create the story as the game is played. The Director provides you with the beginning of the adventure; the where, the who, and the why. Your decisions then help to direct how the story develops, and eventually how it ends. To create an effective scenario for **Action Adventure World RPG®** the Director will need to provide the building blocks of the adventure, and the driving motivation for the scenario. The Director provides you with the beginning. You and your friends provide the middle and the end through your decisions, and your reactions to the consequences of those decisions. Chapter 5 describes how the Director can create a great scenario for the Characters, and how to guide the players through the game process.

Getting to the Nitty-Gritty - Moves

The game mechanics for **Action Adventure World RPG®** were 'borrowed' from my favorite RPG, *Dungeon World®*, which in turn was inspired by *Apocalypse World®*, the

game that introduced the 'Powered by the Apocalypse Game System®'. Since I believe that imitation is the sincerest form of flattery I hope my efforts here will be appreciated accordingly.

The Most Important Rule: Your Character can try anything!

When you want to try something, you must provide a narrative description of what you want your Character to do. The action will be done through Moves. There are a lot of Moves that can be used. Provided within this set of rules is the Basic Moves that contain a set of default actions that should cover just about anything you might consider doing. Then there are additional Moves provided in the Training Modules that will give the Character greater abilities and skills. But it all begins with what you want to try! And your description of how you want to do it!

Sometimes this is going to be simple: you want to punch the Bad Guy in the gut. In the Basic Moves that would involve using Hand to Hand Combat, however, you may have another Move in a Training Module that might be more useful.

Sometimes it is going to require a bit of thinking, perhaps even imagination. Just because what you want to do is not specifically described in the Basic Moves or one of your Training Modules does not mean you cannot do it. It just means that you, the Director, and the other players will have to look at the Moves you have available and see which one can be most easily 'interpreted' to include your action. Perhaps even the Director will need to substitute an Attribute in the Move, or perhaps even make a Customized Move just for this one time or perhaps for the entire scenario.

So you want to distract a guard by asking him some questions so that your friend can sneak past. How best to do that? It is the other Character who is trying to sneak past unnoticed ('Avoid a Threat' or perhaps another Move from a Training Module?), so perhaps you are going to 'Aid or Interfere'? I am sure there are other ways of interpreting that, and I am sure they are all fine if you and everyone else agrees.

Once you decide on what you want to do, and what Move you are going to use, it is very easy. Roll 2 six sided dice (D6). Then follow the instructions for that Move. That is all you will ever do; **the Director should never touch the dice**. Depending upon your roll you will either completely succeed, succeed with complications, or fail. If you succeed with complications or fail the Director gets to decide upon the nature of the consequences. They may be trivial or they may be life threatening or worse! They may

happen now, or they may be an ongoing threat – a sword hanging over your head. Its up to the Director.

So, let us continue to use the above example: you are trying to help another Character sneak past a guard. Before he attempts his Move, you will try to distract the guard. How are you going to do it? Are you going to pretend to have a heart attack and fall down in front of the guard, be chatty with the guard, or start a disturbance of some kind? If you are using the 'Aid or Interfere' Move you will roll 2 D6 plus the appropriate Attribute. What is the appropriate Attribute? That will depend upon what you are trying to do. If all else fails the Director will decide which Attribute is the best to use, or just the least bad to use. The Director will be the final arbiter on these sorts of decisions.

NOTE TO THE DIRECTOR: You should NEVER say "You cannot do that!" Remember, the Character can try anything! It is your job to make sure it makes as much sense as possible, and that it is as fun as possible, not guarantee success. If there is a success with complications or a failure, then you get to have some fun in deciding the consequences! What if the Characters wants to jump off a roof to avoid being captured or killed by the Bad Guys who are chasing them... but it is a 20 story building? Instead of saying "NO!", perhaps it would be better to say, "Ok, you can try, but you must subtract +1 from your roll for each floor of the building you are jumping from." Maybe they can figure out a narrative way of making that work. Maybe they want to try dropping from the roof to a flag pole 2 floors down, then to a patio a few floors below that, then to a window washing rig just underneath where they are standing, and so on until they reach the hard unforgiving ground. You have them make a Move for each discrete stage of the effort (roll to see if they can catch the flag pole, then another roll to see if they land in the patio, etc.), and see if they somehow get to the ground more or less safely – all while the Bad Guys are shooting at them. Perhaps there is an improbably convenient silk pennant hanging from the roof to the ground that they can use to slow down their fall; Jackie Chan would make it work! Or perhaps an open topped garbage truck loaded with slightly soiled sofa cushions (not broken bottles or left over building materials from a construction site) that just happens to be driving by. Or they may just leap off the roof and fail... miserably... painfully... perhaps even terminally.

Don't be Afraid to Fail!

Most RPGs reward you when you succeed with treasure and points that can later be used to advance to the next level. In **Action Adventure World RPG®** you are rewarded if you fail... but survive. Each time you fail in a Move you get an Adventure Point (AP) so don't forget to add an AP for yourself each time you roll badly!

Adventure Points (AP) will be used like currency, and can be used at any time. As the Character obtains more AP the player can choose to add a Training Module, or advance an existing Training Module to the next level for 5 AP. 5 AP can also be used to increase a Character Attribute 1 point, or to increase the Damage Die by +1. See the Basic Move 'Character Advancement' for more on how this works.

About Character Attributes

Every Character has Attributes that should be familiar to anyone who has played other role playing games:

Strength – STR, Dexterity – DEX, Constitution – CON, Intelligence – INT, Wisdom – WIS, Perception – PER, and Charisma – CHA, in addition to Hit Points and Armor Class.

Most of these Attributes should be pretty obvious, but some could use some explanation to avoid confusion.

Strength – STR: physical power, force, and vigor. Of course there are other types of strengths, but in this game Strength or STR refers only to physical power, not mental or emotional.

Dexterity – DEX: physical grace and agility, specifically using the hands and body. Dexterity covers a lot of ground including gymnastics, quick movement, eye-hand coordination, etc. Throwing something or shooting involves Dexterity. Avoiding danger by leaping, dodging, or ducking requires Dexterity. Moving quietly also involves Dexterity.

Constitution – CON: the ability of a person to sustain continued physical, mental, or emotional strain through endurance, stamina, and good health. Constitution may at times seem related to Strength, and in many ways it is. But Constitution is about

endurance, and it may be tested in many non-physical ways. Can someone withstand torture of different types, or even withstand disease and hunger?

Intelligence – INT: the ability to learn, reason, understand, and apply various challenging mental activities.

Wisdom – WIS: the ability to discern between the nature and character of people and things, distinguishing between right and wrong, proving deep and meaningful insights, and applying facts and information using common sense and good judgment; also an ability to discern, recognize, or apprehend situations which may be hidden or obscured, or even awareness on paranormal level. This is perhaps the most confusing Attribute since it would seem to relate to Intelligence but is not equivalent. In today's world with its focus upon high IQ and intellectual skills it may seem difficult to imagine a person with low intelligence being wise, but traditionally that was not only possible but probable, and wisdom was revered more than intelligence.

Perception – PER: the ability to use your physical senses on an intuitive level to recognize and appreciate the nature of your surroundings; touch, sight, smell, hearing, and taste; on a broader level the ability to sense the space around you including temperature, movement, and environmental changes.

Charisma – CHA: the ability of a person to exert influence and authority over others using their personality, charm, persuasiveness, and physical presence.

In addition there are Hit Points which is the measure of how much damage your Character can take before he or she collapses and possibly dies, and Armor Class which is a measure of protection against physical harm.

About Professions, Allegiances, Descriptions, Motivations, and Relationships

Your Character's Profession, Allegiance, Description, Motivation, and Relationships all help to define who your Character is by creating a backstory. It does not have to be that complicated, and perhaps you might even want to leave some blank. It is up to you.

- Profession – What is your current job? Doctor, Lawyer, Beggar, Thief? Whatever you choose is fine. Maybe you are a farmer, a student or a house wife?

- Allegiance – Do you have a religion, a creed, a calling, or an ideology that you are loyal to?
- Description – Tall, dark and handsome? With a stutter? Wavy hair that blows in the wind?
- Motivation – This could be a bit more important since it could effect how your Character acts. Who is your character? Why does he do the things he does? Motivation could be very simple, or sometimes complicated. Here are a few ideas, but do not limit yourself to these:
 - Is your Character angry at the world? Driven by a passionate urge to strike out against those who wronged him; to charge into battle even if he is out-gunned and out-numbered?
 - Is your Character grieving over a loss?
 - Is your Character committed to vengeance?
 - Is your Character suffering penance, self-inflicted or otherwise, due to some terrible thing he or she did in the past?
 - Is your Character motivated to restore calm, peace, and order after years spent learning some esoteric studies?
- Relationships – Do you have any special or unusual relationships with the other Characters? Brother? Best Friend? Spouse? National Enemy? Hated Boss? Etc.? These can be both positive and negative. They may create bonds of trust or create conflict and distrust that may be overcome during the game. It would be nice if the players agreed, but if there is a disagreement the Director decides if it is ok or not.

In addition to making the game more interesting, these details may be used by the Director during the game to aid or hinder you in your Moves.

- A nurse may be unwilling to hurt or injure someone.
- Your religion may make certain behavior difficult or impossible.
- You are very big and tall, and simply cannot fit everywhere you go.
- You may have a burning desire for vengeance that can either motivate you or distract you.

- Perhaps your love for your child will give you some kind of extra strength in trying to save him? Or perhaps your love for your spouse will weaken you if the Villain uses that against you!

Combat and Other Actions

Action Adventure World RPG®, like all games that use the ‘Powered by the *Apocalypse Game System®*’ such as *Apocalypse World®* and *Dungeon World®* share a rather strange difference from most other RPGs: The Bad Guys don’t have a turn, and they don’t directly inflict damage (although don’t worry... they can do damage). And most important of all **the Director never rolls the dice**. Never!

So how do you resolve a fight?

What happens is that the Director describes the scene, tells you what is happening, and then asks you a simple question: “What are you going to do?”

Let us expand upon our past example of being trapped on the roof with Bad Guys about shoot at you. Jumping off the roof may not be the first thing that comes to mind. Perhaps you want to do something else? Some options:

- Shoot at them with your shotgun before they shoot at you. Nice and simple: you have selected the ‘Shooting’ Move or some other Move that you may have from a Training Module. Roll 2 D6 and follow the instructions. What happens if you missed (failed)? Well a bad thing is going to happen. The Director gets to decide what that bad thing is. In this case it is probably going to involve getting shot at by the bad guys. Since you are not behind cover and are just standing out in the open trying to make it easy for them to hit you that might very well be what happens. Let’s hope that body armor you have absorbs most of the damage. But the Director may decide to have you roll to see if they succeed in hitting you, and then you roll for damage depending upon their Damage Die, or the Director may just say, “Take -4 Hit Points.”
- Dive for cover behind the water tank or other bullet proof stuff up there on the roof. This would be ‘Avoid a Threat’ by getting out of the way or acting fast. Roll 2 D6 and follow the instructions. Again, failure is probably going to suck.
- One of the Characters has unusual psychic abilities that may allow him or her to defeat the Bad Guys and save you all. In fact it may be the only way you are going to survive. But he or she is useless in a fight. You decide to stand up and place yourself in front of your psychic confederate, and you use the Move

'Protect and Defend'. Roll 2 D6 and follow the instructions. If you succeed you might be able to redirect all the attack to yourself, and aid your psychic friend in whatever he or she decides to do next.

- Perhaps you can do a quick scan of the surroundings to see if there is anything that could aid you in your defense. That would be the Move 'Check Things Out'. Roll 2 D6 and follow instructions. This may seem like a less than useful Move, but if you are successful the Director can more or less give you some solutions that were not obvious before.
- You know these guys. They were your 'friends' from another job, and have now been hired to capture or kill you. Its nothing personal. Maybe, you have something they want – you want to try to negotiate with them, or perhaps even turn them over to your side? That would be either 'Negotiate' or 'Turn an Enemy'. Roll 2 D6 and follow instructions.
- Or you can try to escape by leaping off the building in some manner. This would obviously involve the Move 'Avoid a Threat'. See above for more ideas about that one.

These are just a few examples of what you could do. But notice there is no 'turn' where the Bad Guys get to act on their own. Its all based upon how you act; which Move you choose and how you roll those 2 D6.

I suppose if you just wanted to be stubborn, or you were incredibly undecided, you could do absolutely nothing. Make no Move. I think this would be an unwise thing to do, and perhaps it is a hole in the game system. However, if I was the Director and you just said you were doing nothing, and I suspected you were saying that to mess with the game, I would have the Bad Guys all shoot you in the head and kill you; or perhaps I would come up with something even worse. If you just cannot come up with anything to do, doing nothing would most likely result in you getting shot... or something.

Taking Damage, Armor, and Death

When you fail in a Move there is a very good chance you are going to take damage. Since most of the Bad Guys you are going to be fighting against are inferior to you in just about every way, it is unlikely that they are going to be able to hit you with a single death blow; that is enough to bring your Hit Points down to Zero. I know this is

unrealistic; if you get hit by a .44 Magnum round and the shooter has never touched a gun before its not going to be good for you... but this is about an action adventure movie not reality.

So, although at the beginning of your adventures you will most likely not face an opponent that can kill you with one blow or one shot, you are probably going to take some damage. Pretty simple really. If the bad guy who just stabbed, shot, burned, bludgeoned, mangled, or otherwise harmed you has a D4 Damage Die then you will roll a D4 to see how much damage you took, or the Director might just say, "Take 2 damage." Then you will subtract that from your Hit Points. Since you start out with 8 plus your CON you should be ok. At least for now.

Multiple Opponents

What if there are several NPCs attacking a Character, or a number of Characters attacking a single NPC? There are a number of ways that a Director can handle this.

So much depends upon how the Director wants to present the conflict, and the nature of the defender.

If the Bad Guy is the 'one against many' a lot will depend upon the nature of his abilities. Can he skillfully move from one attacker to the next, or is he going to focus on one (probably the strongest) Character? If he is facing off against one Character and then is attacked by one or more other Characters, then the central conflict will play out according to a standard conflict, mano-a-mano between the one Character and the Bad Guy, and the other Characters will then inflict damage – they will simply roll their damage dice since there is no defense against their attacks. BUT if the sole defender is capable of handling a handful of opponents then that changes everything (at least for how the Director should manage the conflict). Perhaps the defender can create a whirl of blades which keeps the attackers back – they will each have to roll 'Avoid a Threat' to see if they can evade his blades and then get an attack in – and perhaps this will have to be repeated each time a Character intends to attack.

If a Character is attacked by numerous NPCs the same issues comes into play. Only the Director may have another option. Like above, he can have the Character fight it out mano-a-mano against the strongest of the opponents, and then have the others inflict damage at will, or the Director can treat the attackers as a group; damage is

determined by rolling the number of attackers times the highest damage dice (if there are 2 D4s and one D6 – roll 3 D6 and take the highest roll).

THE SWARM – Here is another option. Your Characters are all attacked by a numerous swarm of NPCs. They will be dealt with as above, only the Hit Points will be treated as a pool. So if your Character is attacked by 4 opponents, and you slice and dice them (or not) as you see fit, whatever damage you inflict will go against the pool's Hit Points. Of course the Director will need to make it convincing... bodies are going to fly, limbs are going to be severed, etc., yet the horde continues to attack... until they don't. When the Swarm runs out of Hit Points they all disperse, run away, puff into smoke, etc.

Armor is great!

If you are protected by armor, whether you are wearing it underneath your three piece suit or evening gown, have some kind of natural protection like extremely thick skin or sheer toughness, or have some kind of body armor like an exoskeleton, you are going to be able to absorb some damage.

Say you have a +2 body armor, and you get shot by a low level thug with a D4 Damage Die plus a weapons damage bonus of +2 because he was using an automatic weapon. He does 2 damage plus the weapon damage bonus of +2, so his total damage against you is 4. You absorb 2 points because of your armor, and subtract 2 from your Hit Points. You survived, but if this continues it could be bad.

Very bad. In fact it could result in Death!

Death!

When your Hit Points reach Zero you might die. Maybe. On the Basic Moves sheet there is one Move which may save you: 'Death'. Roll 2 D6 and follow the instructions. If you succeed you are not dead, but you are out of the fight for the rest of the session. If you made a bargain with Death that is something else entirely. This will be up to the Director, but your input might be appreciated. The deal could be something minor; perhaps a limp that never will go away and slows you down, a terrible scar that frightens animals and small children, or perhaps you lost a finger – your trigger finger! Or the deal could be something terrible (or even terribly interesting?); you have

returned as a vampire hungering for human blood, or with some supernatural sensitivity that only someone who has crossed the veil of life would understand.

Healing

Healing is when you recover lost Hit Points. This can either take place by operation of time, the Basic Move 'Recover', or may involve receiving first aid or more sophisticated treatment.

Bad Guys & Villains

Bad Guys are going to be a problem. They seem to be everywhere. The good news is that they are usually not going to be better or stronger than you and your buddies. Most Bad Guys are just going to be generic thugs. However, in every gang of thugs there is usually one or two that stand out as stronger, smarter, or perhaps just meaner than the rest. Be careful.

As the game progresses you may find that the Bad Guys get stronger and more dangerous. This means that you are getting closer to the to the Villain and his chief henchmen, and progress will be more challenging.

Chapter 4: Training Modules

Chapter 5: Being the Director

Basic Moves

You play **Action Adventure World RPG®** by making Moves. Every Character can try to do these Moves. Your Training Modules may result in improvements that make some Moves more powerful or even add entirely new Moves, but anyone can try to do anything. So if you want to do something say, "I want to do [fill in the blank]." Hopefully there is something here or in your Training Module that will help. When the Director agrees on what your Move is going to be, and how you are going to do it you will roll 2 six sided dice (D6). Usually, on a 10+ you succeed! Yeah! On a roll of 7-9 you succeed but with some complication. On a roll of 2-6 you fail – but look on the bright side – every failure results in your getting more AP. Depending upon what you want your Character to do the Director may (and should) substitute another Attribute for the one listed below.

Hand to Hand Combat – When you attack an enemy in hand to hand combat roll +STR.

- On a 10+ you deal your damage to the enemy and avoid their attack. At your option you may choose to do an additional die roll of damage (whatever your damage die) but expose yourself to the enemy's attack.
- On a 7–9 you deal your damage to the enemy and the enemy makes an attack against you.
- On a 2-8... Something didn't quite work out. This could hurt.

Shooting – When you take aim and shoot at an enemy at proper range roll +DEX with any weapon modifiers that may apply. On a 10+ you have a clear shot – deal your damage. On a 7–9 choose one (whichever you choose you deal your damage):

- You have to move to get the shot placing you in danger of the Director's choice.
- You have to take what you can get: take -1d6 from your damage roll.
- You have to take more shots, reducing your ammo accordingly.

Weapons Modifiers:

- Shotguns - +2 to the *Shooting* roll.
- Automatic weapon - +2 to the *Shooting* roll, and add +2 to Damage roll.
- Big-Ass Handgun – Add or Subtract STR to the *Shooting* roll, and add +2 to Damage roll.
- Throwing Weapons - -4 to the *Shooting* roll, unless the attacker has specific training or skill found in a Training Module.

Operate a Machine – When you try to operate a machine, any machine, you may need to see if you can figure it out. This is up to the Director. If you have special training it may be no problem, but if you have never even seen it before it might be a big problem! This might involve something as innocuous as operating a washing machine or as challenging as flying a helicopter. Each Machine will have its own Difficulty Level which you will subtract from your roll; a particularly complicated washing machine may only be a 1, but a helicopter may be a 10-12. Roll +INT, subtract the Difficulty Level of the Machine, and on a roll of 12+ you are a natural and get a +1 on any future action using that Machine. On a 10-11 you can operate the Machine as it was designed with no problems. On a 7-9 it works but not as well as it could if there was a competent person operating it. Failure could get messy.

Avoid a Threat – When you act to avoid or resist an imminent threat say how you deal with it and roll. If you do it...

- ...by powering through, +STR.
- ...by getting out of the way or acting fast, +DEX.
- ...by enduring, +CON.
- ...with quick thinking, +INT.
- ...through mental fortitude, +WIS.
- ...by sensing the threat, +PER.
- ...using charm, social grace, or the Characters awesome presence, +CHA.

On a 10+ you do what you set out to, you successfully avoid the threat. On a 7–9 you stumble, hesitate, or flinch: the Director will offer you a worse outcome, hard bargain, or ugly choice.

Protect and Defend – When you stand in defense of a person, item, or location under attack roll +CON. On a 10+ hold 3. On a 7–9 hold 1. So long as you protect the target when you or the thing you defend is attacked you may spend a hold. Hold Options:

- Redirect an attack from the thing you defend to yourself.
- Halve the attack's effect or damage.
- Open up the attacker to an ally giving that ally +1 forward against the attacker.
- Deal damage to the attacker equal to half your Damage Dice roll.

Recall Training, Research, or Experience – When you consult your accumulated knowledge about something roll +INT. On a 10+ the Director will tell you something interesting and useful about the subject relevant to your situation. On a 7–9 the Director will only tell you something interesting – it’s on you to make it useful. The Director might ask you “How do you know this?” Explain.

Check Things Out – When you closely study a situation, a thing, or a person roll +WIS or +PER. On a 10+ ask the Director 3 questions from the list below. On a 7–9 ask 1. Take +1 forward when acting on the answers.

1. What happened here recently?
2. What is about to happen?
3. What should I be on the lookout for?
4. What here is useful or valuable to me?
5. Who’s really in control here?
6. What here is not what it appears to be?

Negotiation – When you attempt to negotiate with a Non-Player Character (NPC) roll +CHA if the negotiation is purely verbal – if there is more than verbal aspects to the negotiation perhaps another stat should be substituted. To negotiate you need to have something they need or want, or perhaps something you can do for them or to them (or perhaps something you can stop doing to them?). On a 10+ you negotiate a good deal if you make them a promise. On a 7–9 you must provide some concrete assurance of your promise right now.

Aid or Interfere – When you help or hinder another Character or NPC in a roll you roll with the appropriate Attribute before the Character or the NPC. Which Attribute will that be? It will depend on what you are trying to do. If you are throwing a garbage can at an attacking cyborg it will be +STR, if you are trying to distract a guard by being chatty it will be +CHA or perhaps even +INT. On a 10+ they take +1 or -2 on their next roll, your choice. On a 7–9 you also expose yourself to danger, retribution, or cost. **You may choose to Aid or Interfere “after” the roll with no modifications**, however, it is important to understand that any negatives that may result from a failed roll will be even worse if you choose to *Aid or Interfere* after a roll. Take applying first aid as a possible example of this; you either help or you make it much worse.

Recover – When you do nothing but rest in comfort and safety after a day of rest you recover all your HP. Its great being a hero in an action adventure movie! Otherwise that injury could have taken a long time to heal and would have really slowed you down.

Recruit – When you put out word to your contacts that you're looking to hire a freelancer roll +CHA. If you make it known...

- ...that your pay is generous, take +1.
- ...what you're setting out to do, take +1.
- ...that they'll get a share of whatever you find, take +1.

If you are known and have a good reputation take an additional +1.

On a 10+ you've got your pick of a number of skilled applicants, your choice who you hire, no penalty for not taking them along. On a 7–9 you'll have to settle for someone close or turn them away. On a miss someone influential and ill-suited declares they'd like to come along (for example a foolhardy youth, a loose-cannon, or a veiled enemy), bring them and take the consequences or turn them away. If you turn away applicants you take -1 forward to *Recruit*.

Turn an Enemy – When you try to turn an enemy into a double agent roll +CHA. This involves more than recruiting a freelancer from a pool of available options, but actually convincing an enemy agent with some level of access to valuable intelligence information into becoming a double agent.

- On a 12+ roll you are able to turn an enemy into a double agent with complete confidence ongoing.
- On a 10+ roll you are able to turn an enemy into a double agent and get reliable information on a specific area of investigation. Any additional information or activity sought must be treated as a new effort to *Turn an Enemy* with a +1 forward.
- On a 7 – 9 roll you are able to turn an enemy into a double agent, but he or she may not be reliable; the Director can choose to give partially bad information, can choose to use the double agent as a mole, or worse.

Wanted – When you return to a place where you are known and considered an enemy roll +CHA. On a 10+ roll you are able to keep a low profile and avoid the notice of the authorities. On a 7 – 9 roll you are able to avoid detection, but (Director chooses):

- 'Wanted' posters from the authorities with your name and picture appear in many places.
- A local mob boss has put a price on your head.
- Someone close to you is put in a bad spot because he is associated with you.

Death – Something bad just happened. It looks like you died. When your Hit Points hit Zero then you are down and not breathing; perhaps you are seeing a light at the end of a long dark tunnel. Perhaps even having an out of body experience; “Why am I just laying there in a pool of my own blood?” If you want to come back to the living then roll 2 D6. On 10+ you escape from death’s icy grip; you are not doing great but you will hold on until the miracles of modern medicine can be applied to save you – but you are out of the game this session. On a roll of 7-9 you have to make a choice: die or make a bargain with Death. Death will make you an offer that you cannot refuse: die or accept life with what Death offers. Failure? Yeah, you are just dead.

Character Advancement – As the character obtains more AP at any time he can choose to:

- Add a Training Module or advance an existing Training Module to the next level for 5 AP, but only if there is an opportunity to receive the training,
- Upgrade a Character Attribute by 1 for 5 AP, or
- Increase the Damage Die for 5 AP (You start with a D4 = 4, add 1 and you get 5 = D4 + 1; 6 = D6, 7 = D6 + 1 and so on using D8, D10, and finally D12 dice).

End of Session – When you reach the end of a session, choose one of your bonds that you feel is resolved (completely explored, no longer relevant, or something else). Ask the player of the character you have the Relationship with if he or she agrees. If he or she does, mark AP and if you like write a new Relationship with someone else. Once bonds have been updated look at your Motivation. If you satisfied that Motivation at least once this session, mark AP. Then answer these three questions as a group:

- Did we accomplish our mission?
- Did we discover something new and important?
- Did we overcome a notable enemy?

For each “yes” answer everyone marks AP.

Character Sheet

Character Name:	Character Name:	AP:
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Attributes: Distribute the following stats to the first 7 Attributes: +2, +1 +1, 0, 0, -1, -1. Hit Points (HP) will be 8 + CON. Damage Die begins with a D4. Armor Class will depend upon your armor and Training Module.

Strength - STR	Dexterity - DEX	Constitution - CON	Intelligence - INT	Wisdom - WIS	Perception - PER	Charisma - CHA	Hit Points:	Damage Die:	Armor Class:

Basic Life Skills: Cross out at least 1 Basic Life Skill that your Character **WILL NOT HAVE** and any dependent skills that will also be absent. You can choose more if you want, but you will only be able to use 3 to improve Attributes or Damage Die. See Chapter 2.

Speaking. Vision. Hearing. Reading and writing. Driving a car. Basic use of tools and devices. Basic use of the internet. Cooking. General sense of direction. Average and above intelligence. Average and above strength. Average and above appearance. Average and above control of emotions. Full memory of the past. Empathy. Intuition.

How would you describe your Character now? Did your choice give your Character a Permanent Disability?

Profession, Allegiance, Description, Motivation, and Relationships: These can and will change.

Profession:	Motivation:
Allegiance:	Relationships:
Description:	Other:

Training Modules: List your Training Modules and level for each, or just attach them to this sheet.

Advanced Hand to Hand Combat

(Requires +1 or higher STR or +1 or higher DEX)

Level One

Signature Style - You have become a master of a particular School of Martial Arts with a focus on (choose one):

- Powerful dramatic movement and sweeping kicks.
- Develops physical power and toughness with direct strikes that can kill or disable the opponent.
- Graceful minimalist moves that focus on reducing the use of force, maximizing leverage, and redirecting the power of the opponent.
- Grappling, wrestling, joint locks, and control of the opponent through body manipulation.
- Silent stealth in attack and defense, use of camouflage to aid in infiltration and escape, and use of improvised and disposable weapons.

Attack/Defense Enhancements (choose one):

- Signature Weapon (choose/describe; +1 Damage, may add range, and may add weight).
- Throwing Weapons.
- Brutal (Messy and Forceful).
- Dim Mak - Touch of Death (+2 Piercing).
- Passive (+1 Armor).
- Intense (+1 Damage).

Special Skills (choose one):

1. Ability of Lightness - When you run across a surface that cannot hold your weight roll +Dex. On a 10+, you make it across gracefully and without trouble. On a 7-9, you make it across, but expose yourself to danger somehow. The Director will tell you how.
2. Sublime Understanding of the Body - When you attack a foe purely to disable him, roll +Dex. On a 10+ you have complete control of opponent and can do what you want with him, on a 7-9 you have only partially and temporarily disabled your opponent.
3. Martial Arts Trivial Pursuit - When you *Recall Training, Research, or Experience* about martial arts take +2 on roll.

Level Two - Choose another Attack/Defense Enhancement, and select one from Special Skills or Advanced Skills.

Level Three - Choose another Attack/Defense Enhancement, and select one from Special Skills or Advanced Skills.

Advanced Skills:

4. Weapon Master - When using your signature weapon in hand to hand combat you may use +DEX instead of +STR and add an additional +1 to damage.
5. Skin of Bronze, Bones of Iron - When you wear no armor you get +2 Armor.
6. Last Desperate Move - If you have lost more than half of your hit points during a single combat and are facing possible defeat you may use this special move you were taught by your master once during that fight (describe the move), and roll +DEX or +CON (depending upon what your described). On a 12+, you completely surprise your opponent and inflict a total defeat in one blow regardless of how many hit points the opponent has. On a 10--11, you completely surprise your opponent and roll your normal damage plus +1D4. On a 7--9 your opponent was able to partially defend (treat as Hand to Hand Combat move but add +1 to damage).

Combat Medic (Requires 0 or higher INT)

Level One

First Aid (INT) - When you take a moment to see to someone's physical wounds, roll +INT. On a 10+ the patient may hold 3, on a 7-9 hold 1. The patient may spend hold to:

1. Recover d8 HP (1 hold)
2. Be cured of one known poison or disease (2 hold)
3. Remove one debility (3 hold)

General Practitioner - You always count as a healer for the Recover move, even for yourself, and you take +1 to Spout Lore when diagnosing diseases.

Not On My Watch! - When a nearby ally takes his Last Breath and you are able to administer emergency medical attention, they can re-roll one d6 and must use the new total.

Living Anatomy - When you successfully Spout Lore about the anatomy of a specific living creature, your damage, or an ally's damage if you are able to communicate the information, becomes d10 when using that information against it.

Leadership

(Requires +1 or higher WIS and CHA)

Level One

Rally - When you *Avoid a Threat* to get through a difficult or dangerous situation you inspire and lead the others to safety. On a 12+, you may lead your entire team to safety. On a +10 you get to lead half of the team past the danger, and you get to choose who. On a 7-9, only 1 character avoids the danger with the Director choosing the character.

Navigation - When you plan a route, roll +WIS. On a 10+, hold 3 below. On a 7-9, hold 2. On a 6-, hold 1 and when you spend it the Director will add a complication. When you make it through, lose all held Map. You can spend one Map at any time to choose one:

- Reveal a shortcut or detour.
- Point out a safe spot, either to rest, hide in, or travel through.
- *Recall Training, Research, or Experience* about an expected hazard as if you rolled a 10+.

Life of the Party - When you *Carouse*, on a 12+ choose as many options as you like. People will talk about this party for years to come, and you've become a local celebrity.

Inspired Speech - When you have an opportunity to speak to your team in order to explain your plan and motivate them, either before or during a combat, you may be able to inspire them to greater efforts. Please provide your best rendition of the speech! Roll +CHA. On a 10+, hold 3. On a 7 - 9, hold 1:

1. One of your team adds +1d6 to damage.
2. One of your team heals +1d6 to damage taken.
3. One of your team adds +1 to *Hand to Hand Combat* or *Shooting* roll.

Oil on the Waters - You are not only good at motivating your own team, but you are also good at calming a crowd. Add +1 to your roll whether it involves *Avoid a Threat* or *Negotiations* when you are trying to deal with a crowd as a potential threat, and you get to choose whether to use INT, WIS, or CHA.

Marksmanship - Sniper

Level One

In the Crosshairs - When you are in a safe/concealed position to be able focus entirely upon your declared target take a moment to line up your shot, gain +2 ongoing to hit. Take -1 ongoing to hit any other enemy until you have ended this effect.

Trick Shot - With the right supplies or enough time to modify your ammo and equipment you turn your rifle into an effective weapon against many different type of targets. Roll +INT. On a 10+ you hold 3, on a 7-9 hold 1. When you shoot your weapon:

1. Explosive Shot: The shot gains the forceful, messy, and area tags.
2. Stun Shot: The shot gains the stun tag.
3. Poisoned Shot: The target deals -1d4 damage ongoing until cured.
4. Armor Piercing Shot: The shot gains +2 piercing.
5. Rope Shot: The shot trails a line of rope from the point of impact back to you.

Special Skills (choose one):

Hit the Weak Point - When you Check Things Out against a target, you may also choose to ask the following question (If you do, take an additional +1d4 ongoing to damage against them when acting on the answer): “Where are they most vulnerable?”

Quick Draw - When you succeed using DEX to Avoid a Threat and have not yet fired your weapon, take a shot at the threat avoided.

World Renowned - When you draw on your reputation in a crowd, roll +CHA. On a hit, several people have heard a story about you that casts you in a favorable light, which you can use for leverage. On a 10+ take +1 forward to Parley. On a 7-9, they've all heard the story, but the version they heard includes two caveats from the list below – the Director will tell you which.

- The story inaccurately attributes a major achievement by another to you.
- The story suffers from a significant exaggeration of fact.
- The storyteller missed an important and relevant detail.
- Somebody in the crowd pipes up with an awkward or embarrassing question about the story.

Camouflage - You are skilled at using your surroundings to help you disappear. Whether it is making and using a gillie suit to vanish among the vegetation, or finding the perfect place in an urban setting you know how to make it hard for the sharpest eyes to see you. Roll +INT. On a 10+ you can remain concealed or unseen for as long as you want, on a 7-9 there is a limitation: it only last for a limited time, it depends upon circumstances, etc. as the Director decides.

Level Two - Choose another Special Skill.

Level Three - Choose another Special Skill.

Streetsmarts

(Requires 0 or higher CHA)

Level One

Con Artist - Whenever you attempt to sell a useless item, talk yourself out of trouble with an authority figure, or try to convince someone you are more powerful than you truly are, roll +CHA. If you roll a 10+, you are successful and you gain +1 forward to the next move taken to deceive the same target. On a 7-9 you are still successful, but the Director will tell you that one of the following has happened:

- Your lie leads to another, which requires a new roll.
- Suspicion.
- Unwanted attention.

Sleight of Hand - When you pick a lock, conceal a small object from view, pick a pocket, or escape restraints roll +DEX. On a 10+ you succeed unnoticed, on a 7-9 you are still successful, but the Director will offer you two options between suspicion, danger, or cost.

Backstab - When you attack a surprised or defenseless enemy you can choose to deal your damage or roll+DEX. On a 10+ choose two. On a 7-9 choose one:

1. You don't get into melee with them.
2. You deal your damage +1d6.
3. You create an advantage: +1 forward to you or an ally acting on it.

Special Skills (choose one):

Misdirection - Take +1 on moves in combat intended to distract your opponent. You must explain how.

Don't Bullshit a Bullshitter - When you *Check Things Out* to sniff out a lie, take +1.

Street Cred - When you attempt to *Recruit* in an urban environment take +1.

Street Talk - When you attempt to *Negotiate* in an urban environment take +1.

Street Instinct - When you are in an urban environment you are never caught by surprise. When an enemy would get the drop on you, you get to act first instead.

Connections - When you put out word to the criminal underbelly about something you want or need, roll +CHA. On a 10+ someone has it just for you. On a 7-9 you'll have to settle for something close to it or it comes with strings attached, your call.

Level Two - Choose another Special Skill.

Level Three - Choose another Special Skill.

Techno Wiz

(Requires +1 or higher INT)

Level One

Techno Toolkit - Your Techno Toolkit contains 3 Technos. Each is 1 weight and may have a Range tag. For each Techno pick one from each list and then name/describe the Techno:

- Electrical, Magnetic, Cryogenic, Radioactive, Pyrotechnic, Laser, Sound.
- Beam, Propulsion, Emitter, Field, Shielding, Defuser, Amplification, Explosion, Reversal.
- Glove, Torch, Device, Belt, Flasks, Goggles, Rod, Projectile, Boots, Trinkets, Suit, Clothing Item.
- +2 Piercing, Messy and/or Forceful, +2 Armor vs ____, Alternate movement (____).

Example Technos: Magnetic Field Boots (alternate movement (hover), 1 weight); Cryogenic Explosion Flasks; Flame Emitter Pen; Laser Beam Tie Clasps, Watch, Belt-Buckle, etc.; Microwave Field Armor; Cryogenic Jet Pack.

- When you take a short break to recharge and fine-tune your Technos, set your Charge to 3. This Charge is used to power your Technos.
- When you use one of your Technos as a Weapon, you can spend 1 Charge to roll +INT instead of +STR or +DEX. When you use one of your Technos to Volley, if you would mark ammo, spend 1-Charge instead.
- When you have less than three Technos or want to replace one of your existing Technos for any reason, you can make a replacement by spending a day or so in a workshop.

Special Skills (choose one):

1. Field Test (INT) - When you use one of your Technos to get out of a tight spot, describe what it does and roll +INT. On a 10+ it works as expected, but choose 1. On a 7-9, choose 2:
 - a. The Techno's effects won't last long - you'll need to hurry to take advantage of it.
 - b. The Techno draws unwanted attention or puts someone in a spot.
 - c. The Techno is damaged. You can repair it, but it will take some time and concentration.
 - d. The Techno drains your reserves - spend 1 Charge.

2. Jury-Rig (INT) - When you quickly fix, repurpose, or fabricate a device on the spot, describe what you are doing with it and roll +INT. On a 10+, it will hold together just as long as you need it to. On a 7-9, choose one:
 - a. It will work, but not for long. You'll need to hurry to take advantage of it.
 - b. It works, but there is a weird quirk or complication to it.
 - c. It will work, but it needs some juice. Spend 1 Charge.
3. Let Me See That - When you take a few moments to handle or examine something interesting, ask the Director two of the following questions. The Director must answer truthfully.
 - a. What does this do?
 - b. Who made this?
 - c. What's wrong with this, and how might I fix it?
 - d. What has been done most recently with this, or to this?

Level Two - Add one Techno to your Techno toolkit, and select one from Special Skills or Advanced Skills.

Level Three - Add one Techno to your Techno toolkit, and select one from Special Skills or Advanced Skills.

Advanced Skills:

- Eureka! I've Got It! - When you roll a 12+ on Field Test, your Techno defies expectations, its effects are going above and beyond what your theories predicted. Choose nothing from the list.
- Force Field - You have a portable, energized force field of your own design. When you hold at least 1 Charge, you have +1 Armor.
- It's Too Dangerous To Go Alone - When you Aid an ally, you can spend 1 Charge and give him one of your Technos, or a jury-rigged item, to automatically succeed on the Aid roll. Explain how your item helps them out.
- Logical - When you use strict deduction to analyze your surroundings, you can *Check Things Out* with +INT instead of +WIS.
- Overload - When you use a Techno as a weapon, you may choose to deal +1d6 damage with it. If you do, either spend 1 Charge or the Techno is damaged - you can repair it, but it will take some time and concentration.