

# **DANGER PATROL**

ALPHA PLAYTEST KIT

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## STUFF YOU'LL NEED TO PLAY

- ▶ The **Style Sheets** printed from this PDF (pp 14-19).
- ▶ The **Role Cards** printed from this PDF (pp 20, 21) and trimmed to size.
- ▶ The **GM sheets** and a **rules summary** for each player (pp 22-24).
- ▶ **Glass beads** to use as power tokens (30 or so)
- ▶ **Poker chips** to use as action tokens. You'll need **one blue chip for each player** and an additional **30 red chips**.
- ▶ A bunch of **polyhedral dice**, from d4 to d12. (five of each size should do)
- ▶ A bunch of **red danger dice** (d6s). A dozen or so.
- ▶ **2 paperclips for each player** (one to slide on the danger meter to show their current danger level and another to clip the Role card to the character sheet).
- ▶ **Index cards**. A whole bunch. You need these to create threat markers. I usually cut a 3x5 card in half for a threat marker. And a 1/4 card can be used for a PC marker.
- ▶ **A sharpie** to write on the cards.
- ▶ A couple of **bowls** to hold the dice.
- ▶ A **table** with space in the middle for the dice, chips, beads, and the battle board (the space where you'll put the threat and PC markers). Ideally, everyone should be able to reach the two dice bowls.

## STEP 1: GATHER EVERYONE AT THE TABLE

Here's the opening speech:

*We're going to play Danger Patrol, an action/adventure retro sci-fi game. The idea is to create the episodes of a 50s-style TV show in the style of the old Flash Gordon and Buck Rogers serials.*

*You're all going to play members of the elite Danger Patrol—special super-powered crime fighters who protect Rocket City from evil Stygian Adepts, the nefarious agents of the Crimson Republic, rampaging monsters set loose by mad scientists, and other crazy threats.*

*To make your Danger Patrol hero, you're going to pick a Style and a Role. Your style tells us what kind of being you are: A Robot, a Mystic, a cybernetic Atomic, or something else. Your role tells us what your job is on the team: A super-spy Agent, an elite soldier Commando, a wily Detective, etc.*

## STEP 2: PUT THE STYLE SHEETS ON THE TABLE AND DESCRIBE THEM

**Alien:** The "make your own style" Style. Say which world you're from (yes, Pluto is a planet and so is Planet X). For your blank powers, you can choose any power from any other style.

**Atomic:** A cybernetic soldier created just before the end of the atomic wars that destroyed the Earth. You have an atomic reactor in your chest. You are a Superman (or woman!) essentially.

**Mystic:** Master of the occult, magic, and other dimensions.

**Psychic:** Mental powers of telepathy and telekinesis.

**Robot:** You're a Robot!

**Two-Fisted:** You're a human with no supernatural powers, but you are tough, strong, and ready for anything!

Each player picks a style. It's okay if two people choose the same one (assuming you printed extra sheets).

- ▶ Pick one power from the Style set. Fill in the little circle to show that you have that power.

## STEP 3: HAND OUT THE ROLE CARDS AND SAY A BIT ABOUT EACH

**Agent:** The Super spy. Good at stealth, deception, and manipulation.

**Commando:** The Soldier. Good at tactics and shooting.

**Daredevil:** Athlete, stuntman, acrobat, and all-around risk-taker.

**Detective:** Strong-willed, insightful master of forensics, investigation, the criminal underworld and reading people.

**Explorer:** Experienced traveler of all 11 worlds of the solar system (including Planet X!). Expert in all things alien, especially animals, monsters, and strange ruins.

**Flyboy:** Male or female, an expert pilot, driver, astronaut, and dogfighter.

**Professor:** Master of all the sciences and a whiz with technology.

**Warrior:** Hand to hand combat expert.

Each player picks a role. It's okay if two people choose the same one (assuming you printed extra sheets). No two players should have the exact same Style/Role combo.

- ▶ Pick one of the two role **powers** (the ones with the little fill-in circles).
- ▶ Distribute your **trait dice**. You get a d12 in your main role trait. Then you get 1d10, 2d8, 3d6, and 1d4 to distribute among the other seven traits (one die per trait).

- ▶ Choose your **uniform colors**. Every hero wears the two-tone Danger Patrol uniform.
- ▶ Choose your **weapon**. Each weapon has a special quality and a drawback listed in parentheses.
  - **Raygun:** Can be set to **overload** to do extra damage (+2 hits). But it **burns out** and can't be used after that.
  - **Electro-Blaster:** Can short out electronics or **stun** living beings. Good for capturing enemies. But some big, tough monsters (like a Venusian Terror Lizard) can **resist** its effects.
  - **Turbo Pistol:** Can shoot on **autofire** (+2d6) but must be **reloaded** after each burst.

You start with all of your **Stuff**. You can use your stuff as much as you like. You can also check off the box next to an item and get a bonus die to add to a roll.

### WHAT DO THE SYMBOLS ON THE POWERS MEAN?

The **Danger Patrol logo "lightning" icon** means the power costs a power token to use. You start play with one power token (a glass bead), and can earn more as you go. If a power has a **triangle icon** in a circle instead, it costs one action to use (a poker chip).

The **cross** symbol means the power helps you or an ally.

The **shield** symbol means the power is defensive.

The **crosshairs** symbol means the power is an attack.

The **arrow** symbol means the power involves movement.

The **star** symbol stands for "miscellaneous" powers.

On any power, the **[+]** symbol means, "add a bonus die." When you add bonus dice, the first one is a d10, the second is a d8, and the third is a d6 (you can't have more than three at a time).

## STEP 4: CREATE NAMES FOR THE HEROES

You have a choice:

- ▶ If your hero has a **secret identity**, create a superhero code name that you use when you're patrolling. Something like Dr. Midnight or Commander Atom.
- ▶ If your hero doesn't have a secret identity, create your real name. Try to make it punchy and pulpy. Like Cindy Cannon, Buzz Dixon, Jack Bradbury, Nick Timber, etc.

## STEP 5: GO AROUND AND HAVE EACH PLAYER INTRODUCE THEIR HERO

Say your style + role combo, your name, your powers, your best traits, and your uniform colors. Plus any other fun details (maybe your Robot Detective has a cyborg girlfriend).

## STEP 6: INTRODUCE ROCKET CITY AND THE SOLAR SYSTEM

The Earth was destroyed 50 years ago in the **atomic wars**. Just before the end, hundreds of rocket-ships escaped Earth. Most of them went to Mars, where the richest man in the Solar System, *millionaire* Hamilton Hawks, had built a giant utopian "city of the future" -- called **Rocket City**.

Rocket City is all art-deco silvery spires, glass, chrome, and steel. It's a vertical city of many levels, sprawling across Olympus Mons. Everyone gets around via rocket-car, funneled into magnetically controlled traffic lanes. Magna-Zeppelins cruise majestically at the highest altitudes, carrying heavy cargo across the massive city (100 times larger than New York).

Everything has retro style, including the robotic service station attendants who wear smart white uniforms and wash your windshield while they gas up your rocket car. *The Mighty Atom* newspaper is delivered every morning to most homes and is sold on floating traffic islands by boys in newsie caps. Radio dramas are very popular as are the brand-new Videoscope programs. Motion picture theaters show films in black and white (with sound!) for five cents a pop.

Rocket City is the crossroads of the solar system, where all the human colonies on the other worlds come to trade, along with aliens of all sorts.

The other major human settlement is the **Crimson Republic**, in Jupiter's red spot. The CR is a militaristic nation ruled by the despot, Grand Commander Zukov (a head in a jar attached to a robotic spider body). The CR is obsessed with perfecting atomic technology (now banned in Rocket City) and turning their population into atomic super soldiers with which to conquer the solar system. The CR is the catch-all commie/red-scare/evil-empire bad-guy group. They are technically at peace with Rocket City, but an invisible cold war rages, with enemy agents hidden everywhere.

Each planet is earth-like (except for dark and cold Pluto), with normal gravity and breathable air. Each is home to native alien life, as well as strange plants and animals. Mars has ruins of some former great civilization (with links to Atlantis on Earth) but no one knows what became of them. The Neptunians claim to be descendants of this Elder Race, but Neptunians claim lots of crazy things.

Pluto is home to the **Stygian Adepts**, an evil cult from the 5th Dimension who worship entropy. They're the hooded dudes with curved daggers you can use for sacrifice scenes and creepy dark magic.

# STEP 7: START THE SHOW!

To start the game, the GM will describe the opening sequence to this episode of Danger Patrol. Then, the players will do their “Previously, on Danger Patrol...” narrations. Then the first action scene will begin.

## THE OPENING TEASER

Each episode of Danger Patrol begins with an opening teaser, which shows the Patrol in some perilous, life-or-death situation that looks hopeless. A cliffhanger, if you will.

The GM creates the opening teaser as part of game prep (or use the one provided below). They should be short and punchy, establishing what the opening action scene will be about.

### EXAMPLE TEASER

#### Episode 11: Attack of the Crimson Apes

The patrol is cruising over rocket city in the Danger Car (a custom-built Hawks 5000). Citizens are leaning out of their cars and snapping photos and cheering the patrol. This is a PR cruise more than anything.

SUDDENLY—a giant Crimson Ape, freshly escaped from the Rocket City Zoo, lands on the trunk of the car. It rips the back bumper off in a dominance display, roars, and hurls the bumper over its head -- right into traffic! The bumper smashes into a citizen’s car, sending it tumbling out of control, with smoke pouring from the engine. Across the city, the heroes can see other Crimson Apes, leaping from car to car in the traffic lanes, smashing windows, scaring citizens, and generally causing havoc! **This looks like a job for the Danger Patrol!**

## “PREVIOUSLY, ON DANGER PATROL...”

Now it’s the player’s turn to narrate. Each player should describe a quick sequence from the previous episode, spotlighting their hero (plus another hero or invented NPC if they wish). What previous episode, you may ask? The one you’re about to make up. By narrating action from an earlier episode that you didn’t actually play, each player has the chance to introduce an element or two that they’re interested in seeing in the current episode.

*Maybe someone is playing a Mystic hero and wants the Stygian Adepts to be involved in the Crimson Ape attack. That player could include a “Previously on...” moment in which we see his hero exploring an old Martian ruin, with strange heiroglyphics on the walls depicting Stygians controlling animals with dark magic. “The Stygians,” he whispers. “I knew it!”*

While the players are doing their “Previously On” narrations, the GM will be furiously taking notes. GM, it’s your job to work these elements into the upcoming episode in some way. They don’t all have to be in the first scene, but you should start to introduce some of them, with clues and leads that point to the others.

*During the “Previously On,” sequence, the GM grabs an index card and writes STYGIAN ADEPTS on it and puts it off to the side. The players see it and know that the evil Stygians are involved and waiting in the wings.*

*Another player creates the Anti-Robot League during his “Previously On,” so the GM makes a card for them, too, along with a location card (Ludds Bar) as a reminder to do something with the League and the bar later.*

This may seem challenging, but think of it this way: The players are creating your threats and dangers for you! Just take a few notes and you’ll end up with all the prep materials you need for the session.

Once each player has done their “Previously On,” it’s time to start the action scene....

# STEP 8: SET UP THE BATTLE BOARD

The first action scene starts at the moment the opening teaser ended. The Crimson Ape is clinging to the back of the Danger Car, a citizen's rocket car is going down in flames, other apes are terrorizing the city, and the traffic control system is overloading.

## MARKERS AND THREATS

Now the GM sets up the battle board. There's no "board" actually—it's just the clear space in the middle of the table.

For the "Attack of the Crimson Apes" episode, first put down a **marker** for the Hawks 5000 (a "marker" is a half index card, with a name written on it). Then, have each player place their hero marker on the car. You can use minis, colored tokens, or little cards with the heroes' names.

*If you have a Flyboy character, definitely use their custom vehicle instead of the Hawks 5000!*

Next the GM creates the **Threats**. A threat is anything that presents a dangerous challenge to the heroes, from a monstrous Crimson Ape to a raging fire to a seductive enemy agent.

Creating a threat is easy. Just put a marker on the battle board and write the name of the threat on the top.

NATASHA  
GANYMEDSKA  
CR AGENT

CRIMSON  
APE

## EXAMPLE THREATS

### Episode 11: Attack of the Crimson Apes

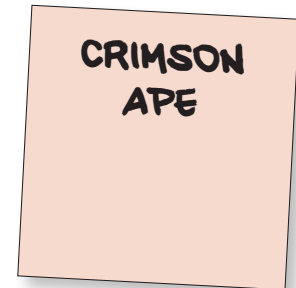
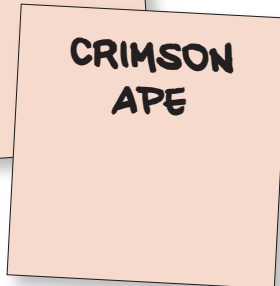
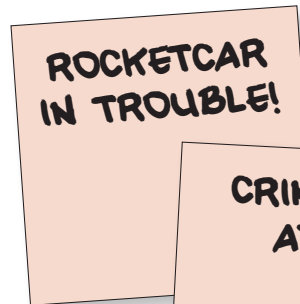
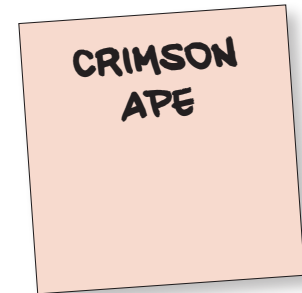
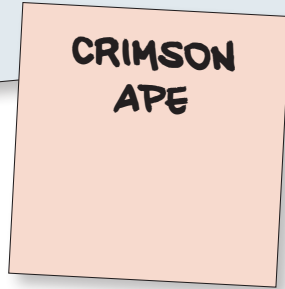
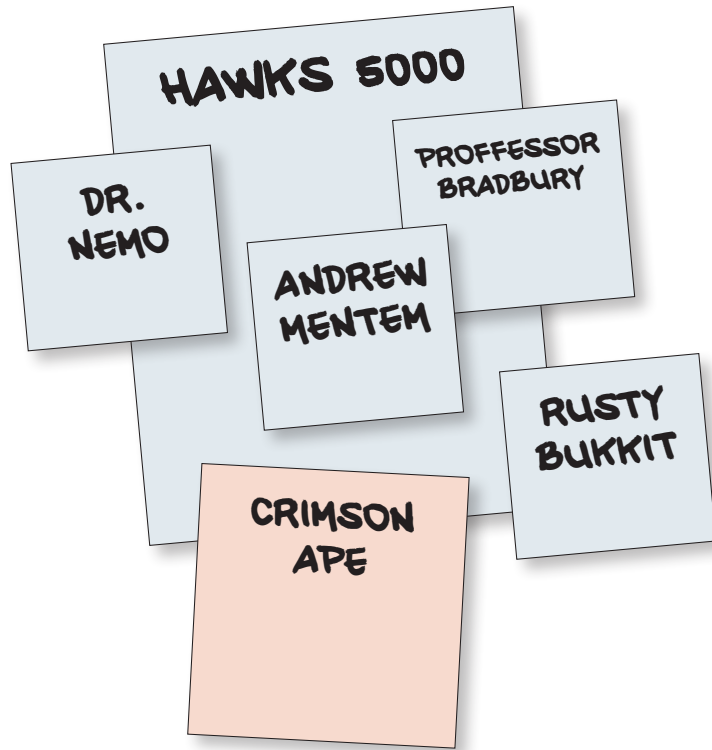
For Attack of the Crimson Apes, we start with six threats:

1. **One Crimson Ape** on the back of the Hawks 5000 (put the ape threat marker on the back of the marker for the car, to show the relative position to the heroes)
- 2-4. **Three more Crimson Apes.** Place these around the board to show how they're scattered around the area. (The battle board is abstract, but the GM should move the markers around as needed to show where things are relative to each other, so we can tell what's close or far, above, below.)
6. **Traffic Control overload!** This threat marker represents the taxed traffic control system that is malfunctioning because all the drivers in the local area are all swerving recklessly at the same time (to get away from the apes!). Put it in the center of the board. This card also gets a **countdown** number, starting at 3 (put the countdown number inside a circle). This means, after 3 rounds, if the threat is still on the board, it will come true. When the system overloads, lots of cars will crash and people will die.

**You might also put a countdown on the crashing rocketcar.** Make it 1 if you really want to kick the heroes into gear.

# ATTACK OF THE CRIMSON APES!

BATTLE BOARD SETUP



## SCALING THE THREATS

The *Crimson Apes* setup assumes 4 or 5 players. If you have fewer players, reduce the number of starting threats. For 3 players, remove two of the apes. For two players, remove three of the apes.

This will make for a faster-playing opening scene, which is good. For later battles, feel free to make them longer and tougher. Sometimes the Patrol gets in way over their heads!

# STEP 9: ACTION!

**GM, give each player a blue action chip and a power token.** Now ask who wants to go first. Several people should be leaning forward now, desperate to jump in to action and save Rocket City. Let the players work out who among them will go first.

When a player takes her turn, she puts her blue action chip in the middle of the table (to indicate she's taken her turn). Then, the player says what heroic action their hero takes. The action should be short and punchy, with an added detail to give some color.

*I flip onto the back of the Hawks 5000 and level my raygun at the ape. "Sorry, shaggy, but this ride is full." I zap him off the car and on to the rooftop patio of a passing restaurant.*

## ROLL THE DICE!

### The Trait Die

Now, the GM says which trait needs to be tested for that action, based on what the hero did. For example, shooting a raygun falls under the **Commando** trait. Piloting a rocketcar would be a test of **Flyboy**. Attempting to communicate with an ape and tell it what to do would call for **Explorer**.

The player picks up the die they assigned to that trait. But don't roll yet! You need more dice.

## DANGER DICE

Now the fun stuff. The player can now add 1-3 **danger dice** (the red d6s in the bowl) to her roll. To do so, she adds details to her action that show just how dangerous it is.

*Well, I'm doing a backflip out of the seat of a moving rocket car (1 danger die). I balance on the sloping trunk and duck as other rocket cars whiz narrowly by my head (2nd die). And oh yeah, I'm facing down a 12 foot tall Crimson Ape, who is raising both fists to smash my head in (3rd danger die).*

You can add one detail per die, or just say your danger and pick up 1-3 dice from the bowl (either way is fine).

## Still Want More Danger?

Ask the other players and the GM to give you more. One player can give you one more die by adding another dangerous detail. The GM can also give one die by adding a detail. So you can end up with 5 danger dice, total.

*The other players and GM add more danger to the action. "Just as you flip on to the trunk of the rocket car, Dr. Nemo (who's driving) has to swerve to avoid hitting a schoolbus!"*

*"Also, everyone knows that Crimson Apes hate the color yellow. Oh, your uniform is yellow, isn't it?"*

## BONUS DICE

You can get bonus dice from your Role and Style powers, indicated by a [+] on the card. You can also get a bonus die by checking the box on one of your Stuff items. When you roll bonus dice, the first one is a d10, the second is a d8, and the third is a d6. You can't have more than three bonus dice on a roll.

## THE RESULTS: HITS AND DANGER

Now roll all the dice you have.

- ▶ Each die that shows 4 or higher is a **success!**
- ▶ Each die that shows 1, 2, or 3 is **danger!**

## HITS

If you're fighting a threat, you do a **hit** for each success you rolled. The GM will mark an **X** on the threat card for each hit you did.

### Threats can take hits in multiples of 3.

- ▶ A **normal threat** (a minion, a monster, a minor problem) is defeated after **3 hits**.
- ▶ A **major threat** (a tough monster, a serious problem) is defeated after **6 hits**.
- ▶ An **elite threat** (a boss monster, a disaster, a highly trained bad guy) is defeated after **9 hits**.
- ▶ A **master threat** (a super villain, a giant vehicle, a cataclysmic event) is defeated after **12 hits**.

GM, you don't have to tell the players what level a threat is. Just mark hits as you go and remove it when it takes the right amount. Yes, this means you can fudge and make something tougher on the fly. That's totally in the spirit of the game.

### THREAT LEVELS

#### Episode 11: Attack of the Crimson Apes

For *Attack of the Crimson Apes*, I recommend making the Apes normal threats. The Traffic Overload can be a major threat. The rocketcar in trouble can be a major threat, too.

## DANGER

For each **danger** you rolled, your danger meter goes up by one. Slide the paper clip "up" (to the right) one dot per danger.

### Danger Meter Rewards

As your meter goes up, you get rewards. When your meter crosses a dot with a **triangle icon**, you earn a **Free Action chip**. This is a red poker chip you can spend to take an extra action during a round. When you spend them, they go away (unlike your blue chip which you get back every round).

When your meter crosses a dot with the DP **lightning icon**, you earn a **power token**. You can spend these to activate your special powers.

However, as your meter goes up, you risk taking higher-level hits which have worse consequences for your hero. Such is the life of a Danger Patrol officer.

If you get your danger level all the way to the end, it stays there for the rest of the scene. Then (assuming you're still alive) **you earn a new power** from your Role or Style.

## ACTION RESULT

Now the GM will describe the results of your action as well as saying what threat move happens (see **threat moves** in the next section). Your turn is over, and play passes to the next player.



## GM ACTIONS

GM, here's a funny thing about Danger Patrol: Your threats take action only as a result of what the players do (or fail to do). You don't get a "turn" of your own. Here's how it works.

When a player fights a threat and rolls some danger, take a look at the **threat moves menu** and choose an action that matches the amount of danger they rolled (you can also choose a few things with lower danger values if you want).

Also keep an eye on any threats that are ignored during a round (i.e. no PC takes action against them). Before the round ends, these threats can make moves on the chart, above. Generally speaking an ignored threat should make a move equal to its **threat level plus one** (count up from Danger 2 for a normal threat to Danger 5 for a master threat). Yeah, this means that if you ignore a super-villain, she gets to inflict a disaster on the PCs. Fun!

If a player rolls zero danger, they just got a perfect roll! Offer them an opportunity or a beneficial consequence (e.g. give them a bonus die to their next action).

## HITS AGAINST PCS

When a PC gets hit, it will be one of these:

- ▶ A **reduced hit**—means the player can mark any hit box on their danger meter to the left of their danger level.
- ▶ A **full hit**—means the player must mark a hit box at the current level of their danger meter.

The danger meter has 13 hit boxes (which are like hit points with names). When you mark a box, the name is a condition that happens to your character.

**Bashed** is just getting knocked around. But you're okay.

**Stunned** means you're woozy. You have to roll 5s or better to succeed next round.

**Injured** means you have a specific, ongoing injury. As long as you have that injury, you need to roll 5s or better to succeed.

## THREAT MOVES

**DANGER 1: Escalate the threat.** Have the threat take some action to raise the stakes or make the situation worse in some way. There's no mechanical effect here, but the fictional situation gets worse.

**DANGER 2:** Do a *reduced hit* to the PC. This can be from an attack the threat makes or from the consequences of one of the dangers the players narrated before the action.

**DANGER 3:** Introduce a **new threat** as a consequence of the action. This should usually be one threat level lower than the threat the PC was facing. This move is good for things like fires that start, electrical surges, summoned demons, etc. Fallout from the action at hand.

If there are plenty of threats in play already, do both the DANGER 2 and DANGER 1 moves instead.

**DANGER 4:** Do a *full hit* to the PC. This can be from an attack the threat makes or from the consequences of one of the dangers the players narrated before the action.

**DANGER 5: Total Disaster!** The threat does the worst possible thing. Be ruthless and destructive in your descriptions. Kill citizens if you want to. Blow up buildings. **A hero can mitigate a disaster** by taking a *full hit*, then getting locked in battle with a new, major threat. Put the hero marker on this new threat, spun off from the threat they were facing. It might be something like "Trapped in burning wreckage." The player gets to say how their hero stops the disaster from coming true, and how they end up trapped by the new threat as a result. That hero can't do anything but fight the new threat until it is defeated.

**K.O.'d** means you're knocked unconscious.

**Vaporized** means... well, you know. How permanent "vaporized" is depends on the group and what can be done about the circumstances around your vaporization. A trip to the 5th Dimension may be required.

If a player gets hit and the named condition at that level doesn't seem to fit the action, you can write a new condition name on the blank line provided. Sometimes you just need to write in "Seduced" when "Stunned" won't do.

## STEP 10: ROUND TWO! (AND BEYOND)

So, continue around the circle, with each player spending action chips and taking turns. **Once everyone has spent their blue action chip, the round is over.** Give everyone their blue chip back. Red action chips are lost. Then play another round.

Keep going, taking turns and playing rounds. The PCs will do hits to the threats and the GM will make threat moves. The GM should move the markers around to reflect the changing positions of the heroes and threats as the action plays out.

(By the way, if someone needs to move far across the board, this usually takes a whole action. If it's risky, it will also call for a roll. It's up to the GM what constitutes "far" and when to ask for a roll to move around.)

Eventually, all the threats will be defeated. Good job, Danger Patrol! The citizens cheer, the heroes sign autographs, and bad guys are locked up.

**You get to keep any action chips or power tokens you've earned.**

Now it's time for Interludes.

## STEP 11: INTERLUDES

Between action scenes, we play **interlude** scenes. An interlude is a short moment of roleplaying or narration of action by a player, similar to the "Previously On" moments at the beginning of the episode. They should be short and punchy (no more than a minute or two). They're a chance for the players to narrate cool actions, roleplay with each other, and give the GM new material to work with.

Think of it this way: The first action scene is an *in media res* slam-bang thing, but we don't know why it's happening exactly. Then, we get the first batch of interludes. The players will introduce little moments and ideas, which the GM can use to create the batch of threats for the second action scene coming up next.

### When you do an Interlude scene:

- ▶ Include your PC, plus another PC and/or an NPC.
- ▶ Say where you are (or ask for ideas) and what's happening when the scene starts.
- ▶ Roleplay! Reveal your relationship with the other characters.
- ▶ Introduce a clue, plot point, or possible future threat. (optional)
- ▶ Restore a used Stuff box
- ▶ Reduce your danger level by 5. Heal any hit boxes in the section of the danger meter you are dropping from. (optional)

Tread lightly! Don't resolve a bunch of stuff yet. The second action scene usually involves a couple of Mystery threats that you'll "fight" using Agent, Detective, and Professor actions (in addition to the normal fighty threats). So you'll defeat those and find clues during the next scene. But feel free to introduce leads and elements that the GM can use to seed that next batch of threat cards.

Locations, enemy groups, weird objects, found evidence, NPCs that you force to talk... all good fodder for the second action scene coming up. If you want to jet off to Saturn and meet with the Ring Knights, now's the time to lay that groundwork.

# OTHER STUFF

## HELPING

Take an action to set up another hero, or spend an action chip to jump in and help someone who is acting now. Test a trait (GM chooses as usual), and give half your hits as helping dice (d8s) to another player.

## GENERIC USE FOR POWER TOKENS

Spend a power token and say how your Style lets you do something cool and superhuman. Take a bonus d8 to your action roll, right now.

## RESISTANCE

A threat can have resistance (1, 2, or 3) which means it ignores that many hits from each attack. Use sparingly. You can also link a threat's resistance to another threat, such that when the main threat is defeated, all the linked threats lose their resistance (a Force Field generator or something similar is good for this). Resistance doesn't have to represent physical toughness, of course.

## STAGED THREATS

You have to defeat Threat A before you can do hits to Threat B.

The nastiest setup: Have minions that are staged between the master villain and the heroes. The PCs have to beat the minions before they can attack the master villain, and every round the villain is untouched, he can inflict a Disaster! *Ouch*.

# THANKS

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# CREDITS

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HERO

PLAYER

UNIFORM  
COLORS



AGENT



COMMANDO



DAREDEVIL



DETECTIVE



EXPLORER



FLYBOY



PROFESSOR



WARRIOR

ALIEN

STYLE

**HOMEWORLD:** Choose your home planet (in the Solar System, not Mars). You always get [+] when dealing with anything involving that world.  
Planet: \_\_\_\_\_

**⊕ UNUSUAL ATTACK:** When you employ your unusual alien attack form (nerve pinch, extendable claws, etc.), choose an enemy and do 3 hits (no roll needed).

**🛡️ BEYOND HUMAN:** Heal two boxes of harm.

**★** CHOOSE A POWER FROM ANY STYLE

**★** CHOOSE A POWER FROM ANY STYLE

**★ ALIEN DISCIPLINE:** When a nearby ally spends a power token, test Professor (one use per ally). Success = 1 Power token.



POWER



ACTION

ROLE  
CARD  
GOES HERE

WEAPON ▶

Choose one

Raygun (overload + burnout)

Electro-Blaster (stun, resist)

Turbo-Pistol (autofire, reload)

**Rocketpack**  
(loud, ballistic, unstable)

Wrist Communicator

Goggles & Gas Mask

Utility Belt & Med Kit

DANGER

BASHED

STUNNED

\_\_\_\_\_

INJURED

\_\_\_\_\_

K.O.'D

\_\_\_\_\_

VAPORIZED

\_\_\_\_\_



HERO

PLAYER

UNIFORM  
COLORS



AGENT

COMMANDO

DAREDEVIL

DETECTIVE



EXPLORER

FLYBOY

PROFESSOR

WARRIOR

ATOMIC

STYLE

**Z-RAY VISION:** You can see through solid objects.

**ATOMIC STRENGTH:** Your cyborg body gives you superhuman strength. You can crush steel with your hands and throw cars around; stuff like that.



**ATOMIC BEAMS:** Attack with your built-in atomic beam weapons. Choose an enemy and do 3 hits (no roll needed).



**FORCE FIELD:** Negate a hit you just took, and convert the attack into energy. Take 1 Danger and [+] on a follow-up roll.



**ATOMIC SPEED:** Move anywhere on the battle board. Add [+] to any rolls you make this turn.



**GRAVITY BEAM:** Activate your gravity beam to move someone else (or hold them in place). If they resist, test Warrior[+] to overcome them.



**ENERGY DRAIN:** Drain energy from a power source, test Professor (one use per source). Success = 1 Power token.



POWER



ACTION

ROLE  
CARD  
GOES HERE

WEAPON

Choose one



Raygun (overload + burnout)



Electro-Blaster (stun, resist)



Turbo-Pistol (autofire, reload)

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(loud, ballistic, unstable)

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Goggles & Gas Mask

Utility Belt & Med Kit

DANGER



BASHED



STUNNED



INJURED



K.O.'D



VAPORIZED



HERO

PLAYER

UNIFORM  
COLORS



AGENT



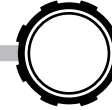
COMMANDO



DAREDEVIL



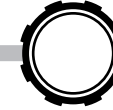
DETECTIVE



EXPLORER



FLYBOY



PROFESSOR



WARRIOR

MYSTIC

STYLE

**SPIRIT SIGHT:** You can see ghost echoes, auras, and mystical energy.

**RITUAL MAGIC:** With some research & preparation, you can cast a spell. The effects are negotiated by you and the GM. A series of tests is required.

**⊕ ELDRITCH BLAST:** Attack with searing blasts of mystical power, choose an enemy and do 3 hits (no roll needed).

**🛡️ DARK BARGAIN:** Demonic entities appear and reduce the hit you just took. While the demons distract your enemies, take a Free Action.

**➔ TELEPORT:** Step through the shadow realms to disappear and reappear somewhere else. Take [+] on any test related to the teleport.

**★ BLACK MISTS OF MALAKAR:** Chilling mists from the nether realms obscure vision and freak people out. You can project your voice from the mists and see anything within them. Take [+] to a test helped by the mists.

**★ SOUL DRAIN:** Drain life energy from a living creature, test Professor (one use per source). Success = 1 Power token.



POWER



ACTION

ROLE  
CARD  
GOES HERE

WEAPON ▶

Choose one

Raygun (overload + burnout)

Electro-Blaster (stun, resist)

Turbo-Pistol (autofire, reload)

**Rocketpack**  
(loud, ballistic, unstable)

**Wrist Communicator**

**Goggles & Gas Mask**

**Utility Belt & Med Kit**

DANGER

BASHED

STUNNED

\_\_\_\_\_

INJURED

\_\_\_\_\_

K.O.'D

\_\_\_\_\_

VAPORIZED

\_\_\_\_\_



HERO

PLAYER

UNIFORM  
COLORS



AGENT



COMMANDO



DAREDEVIL



DETECTIVE



EXPLORER



FLYBOY



PROFESSOR



WARRIOR

PSYCHIC

STYLE

**PSYCHOMETRY:** When you touch an item, you can read its history.

**MIND TO MIND:** You can communicate psychically with anyone you can see or over long distances with someone you know very well. Test Detective to read surface thoughts or feelings.

**⊕ PSYCHIC BLAST:** Attack with blasts of psychic energy, choose an enemy and do 3 hits (no roll needed).



**🛡️ PSYCHIC SHIELD:** When you activate your Psychic Shield, you negate a hit you just took and do a hit to your attacker.



**➔ TELEKINESIS:** You can move objects and people with your thoughts. If they resist, test Warrior[+] to overcome them.



**★ COMMAND:** Force someone to do a simple action, like "drop your raygun." If the command would harm the target, test Agent[+] to overcome their resistance.



**★ MIND LEECH:** Test Professor to drain energy from a living mind (one use per source). Success = 1 Power token.



POWER



ACTION

ROLE  
CARD  
GOES HERE

WEAPON ▶

Choose one

Raygun (overload + burnout)

Electro-Blaster (stun, resist)

Turbo-Pistol (autofire, reload)

**Rocketpack**  
(loud, ballistic, unstable)

**Wrist Communicator**

**Goggles & Gas Mask**

**Utility Belt & Med Kit**

DANGER

BASHED

STUNNED

\_\_\_\_\_

INJURED

\_\_\_\_\_

K.O.'D

\_\_\_\_\_

VAPORIZED

\_\_\_\_\_



HERO

PLAYER

UNIFORM  
COLORS



AGENT

COMMANDO

DAREDEVIL

DETECTIVE



EXPLORER

FLYBOY

PROFESSOR

WARRIOR

ROBOT

STYLE

**PRECISION SENSORS:** You have telescopic and microscopic vision, chemical analyzers, and a broadband electromagnetic sensor.

**ROBOTIC STRENGTH:** You have superhuman strength. You can crush steel and throw cars around; stuff like that.

**BUILT-IN WEAPONS:** Attack with one of your built-in weapon systems, choose an enemy and do 3 hits (no roll needed).

**DAMAGE CONTROL SYSTEMS:** When you activate your internal repair systems, heal two boxes of harm.

**DETACHABLE FLYING HEAD:** Send your head off to do something while your body does something else.

**ENERGY TRANSFER:** Through your electro-net interface, you can transfer power to an ally. Give your power token to someone else. They get a Free Action right now.

**ELECTRO DRAIN:** Test Professor to drain energy from an electrical source (one use per source). Success = 1 Power token.



POWER



ACTION

ROLE  
CARD  
GOES HERE

WEAPON

Choose one

Raygun (overload + burnout)

Electro-Blaster (stun, resist)

Turbo-Pistol (autofire, reload)

**Rocketpack**  
(loud, ballistic, unstable)

**Wrist Communicator**

**Goggles & Gas Mask**

**Utility Belt & Med Kit**

DANGER

BASHED

STUNNED

\_\_\_\_\_

INJURED

\_\_\_\_\_

K.O.'D

\_\_\_\_\_

VAPORIZED

\_\_\_\_\_



HERO

PLAYER

UNIFORM  
COLORS



AGENT



COMMANDO



DAREDEVIL



DETECTIVE



EXPLORER



FLYBOY



PROFESSOR



WARRIOR

**TWO-FISTED**

STYLE

**BIG DAMN HERO:** You get [+] when fighting to protect someone.

**BLOODIED:** If you're hurt, you get [+] when fighting (this stacks with BIG DAMN HERO above).



**IMPROVISED WEAPON:** Attack with a weapon improvised from your surroundings, choose an enemy and do 3 hits (no roll needed).



**TOUGH AS NAILS:** Negate a hit you just suffered, and take [+] on a follow-up action.



**RECKLESS ABANDON:** For the whole battle, as a Free Action on your turn, test Daredevil to do an extra hit to any threat you're fighting.



**NOT LICKED YET:** When you would otherwise go down in a fight (K.O., Vaporized, etc.) you draw on inner reserves to keep going for the rest of the battle.



**FIGHT SMART:** Test Professor to smartly conserve your energy when you fight (one use per opponent). Success = 1 Power token.



POWER



ACTION

ROLE  
CARD  
GOES HERE

WEAPON

Choose one



Raygun (overload + burnout)



Electro-Blaster (stun, resist)



Turbo-Pistol (autofire, reload)

**Rocketpack**  
(loud, ballistic, unstable)

Wrist Communicator

Goggles & Gas Mask

Utility Belt & Med Kit

DANGER



BASHED



STUNNED



INJURED



K.O.'D



VAPORIZED



# AGENT (All your gear is concealable and silent) ROLE

TAKE A BONUS DIE WHEN... [+]  
 You use deception, subterfuge, or sneak around.

**+** **COVERT OPS:** A group you lead uses your Agent trait to sneak or hide and gets [+] when they ambush. ○  
/

**⊕** **PRIMARY TARGET:** Coordinate your allies against a threat. Until the threat is defeated, you and your allies do +1 hit against that threat. (1 use at a time) ○  
/

- |  |   |
|--|---|
| Micro Gadgets <input type="checkbox"/> | Hologram Projector <input type="checkbox"/> |
| Disguise Kit <input type="checkbox"/>  | Spy Drone <input type="checkbox"/>          |

# DAREDEVIL ROLE

TAKE A BONUS DIE WHEN... [+]  
 Leaping, falling, tumbling, or swinging.

**+** **DANGER IS MY MIDDLE NAME:** Turn up to 3 danger you just took into additional hits (you still take the Danger) ○  
/

**★** **DODGE AND GO:** Reduce a hit and take a free action. ○  
/

- |  |   |
|--|---|
| (Blank)-Resistant Uniform <input type="checkbox"/> | Magna-Grapple Line <input type="checkbox"/> |
| <input type="checkbox"/>                           | <input type="checkbox"/>                    |

# COMMANDO ROLE

TAKE A BONUS DIE WHEN... [+]  
 You use tactics and maneuvering against the enemy.

**+** **COVERING FIRE:** Negate a hit on an ally and give them [+]. ○  
/

**⊕** **GUNS BLAZING:** You lay down a barrage of fire. When you roll multiple hits, add 1 hit then distribute the hits as you like among the targets in range. ○  
/

- |   |  |
|---|--|
| Frag Grenades <input type="checkbox"/>          | Smoke Grenades <input type="checkbox"/>            |
| Electro Pulse Grenades <input type="checkbox"/> | Atomic Beam Rifle w/scope <input type="checkbox"/> |

# DETECTIVE ROLE

TAKE A BONUS DIE WHEN... [+]  
 Investigating, questioning, or observing.

**+** **EVALUATE:** Choose a threat: GM says how many hits it can take and another useful detail. Anyone can take [+] when that detail applies to a test. ○  
/

**★** **STEELY GAZE:** You make an enemy hesitate in fear. They change their action or do nothing. ○  
/

- |  |  |
|--|--|
| Forensic Analyzer <input type="checkbox"/> | Underworld Contacts <input type="checkbox"/> |
| Case File Archive <input type="checkbox"/> | Energy Handcuffs <input type="checkbox"/>    |

# EXPLORER ROLE

TAKE A BONUS DIE WHEN...  
You face aliens, creatures, weather, ruins, or traps. [+]

**+** **SHRUG IT OFF:** Ignore any damage during your turn and do +2 hits on your action (or do the same for an ally). ○  
/

**+** **LAY OF THE LAND:** Use the environment to give all of your allies [+] to a related action. ○  
/

- |   |   |
|---|---|
| <input type="checkbox"/> Strange Alien Atrifact | <input type="checkbox"/> Survival Gear      |
| <input type="checkbox"/> Maps, Charts & Plans   | <input type="checkbox"/> Useful Trade Goods |

# PROFESSOR ROLE

TAKE A BONUS DIE WHEN...  
You deal with technology or science. [+]

**+** **STUDIED THE SCHEMATICS:** Use super-science technobabble to give an ally a free action against a threat you choose. ○  
/

**+** **CRAZY THEORY:** When you come up with a crazy super-science explanation for it, give an ally's attack +3 hits. ○  
/

- |  |  |
|--|--|
| <input type="checkbox"/> Omni Scanner          | <input type="checkbox"/> Remote Control        |
| <input type="checkbox"/> Experimental Gadget 1 | <input type="checkbox"/> Experimental Gadget 2 |

# FLYBOY ROLE

TAKE A BONUS DIE WHEN...  
You do some fancy piloting. [+]

**⊕** **DOGFIGHTER:** While piloting, negate a hit you just took and do 2 hits to your attacker. ○  
/

**+** **HOLD TOGETHER BABY!:** Keep a vehicle going when it should be crippled or destroyed. ○  
/

- A cool vehicle appropriate to the environment (you have a garage full of them) □□  
□□
- (Your custom rocketpack can hover and is not unstable)*

# WARRIOR ROLE

TAKE A BONUS DIE WHEN...  
You use superior technique in close combat. [+]

**+** **CHAMPION:** When you defeat a threat in close combat, heal a box of harm and take a Free Action. ○  
/

**⊕** **CRITICAL STRIKE:** Mark the enemy you just hit. All following attacks on that enemy (from anyone) do +1 hit. ○  
/

- |  |   |
|--|---|
| <input type="checkbox"/> Traditional Weapon      | <input type="checkbox"/> Traditional Weapon |
| <input type="checkbox"/> Electro-Shield Gauntlet | <input type="checkbox"/> Impact Gloves      |

## GM JOBS

- ▶ **Keep the fictional action at the forefront.** You should be asking questions like, “How do you do that?” “What does it look like when you use your Psychic Blast?” “When the burning wreckage crashes down, what do you do to get out of the way?” “Does your raygun shoot a beam or a bolt of energy?”

The idea is to paint a picture of the action in everyone’s mind. Think of it like you’re making an action/adventure movie. **What does the audience see on the screen right now?**

Whenever someone rolls dice, or uses a power, or takes danger dice, or moves a marker on the board, *or does anything with the game system*, **something happens on screen.** Don’t skimp on the details!

- ▶ **Move the game markers** around and establish positions to reflect the fiction.
- ▶ **Bring threats into play** that are waiting in the wings.
- ▶ **Keep the game moving at a brisk pace.** Keep turns short and punchy. Don’t linger too long in speculation or “what if” scenarios. If a situation can be played as a threat and battled, move into that as quickly as possible. Mysteries, investigations, seductions, chases, experiments and other situations work great as threats (and bring the “non-combat” traits like Agent, Detective, and Professor to the fore)
- ▶ **Judge if an action constitutes an “attack”** (to determine if a roll does hits to a threat). Make sure the fictional actions match the threats! For example, a shooting action with Commando would certainly do hits against a Crimson Ape, but would not work to put out a raging fire threat. Use your best judgment and say no if you need to. Pick the trait you feel is best for the action, and stick to your guns.

If an action doesn’t count as an attack, it should never be “wasted.” Treat it as a helping roll or let the player revise their action if they want to.

## THREAT MOVES

**DANGER 0:** Offer an opportunity or a beneficial consequence (e.g. give them a bonus die to their next action).

**DANGER 1: Escalate the threat.** Have the threat take some action to raise the stakes or make the situation worse in some way. There’s no mechanical effect here, but the fictional situation gets worse.

**DANGER 2:** Do a *reduced hit* to the PC. This can be from an attack the threat makes or from the consequences of one of the dangers the players narrated before the action.

**DANGER 3:** Introduce a **new threat** as a consequence of the action. This should usually be one threat level lower than the threat the PC was facing. This move is good for things like fires that start, electrical surges, summoned demons, etc. Fallout from the action at hand.

If there are plenty of threats in play already, do the DANGER 2 and DANGER 1 moves instead.

**DANGER 4:** Do a *full hit* to the PC. This can be from an attack the threat makes or from the consequences of one of the dangers the players narrated before the action.

**DANGER 5: Total Disaster!** The threat does the worst possible thing. Be ruthless and destructive in your descriptions. Kill citizens if you want to. Blow up buildings. **A hero can mitigate a disaster** by taking a *full hit*, then getting locked in battle with a new, major threat. Put the hero marker on this new threat, spun off from the threat they were facing. It might be something like “Trapped in burning wreckage.” The player gets to say how their hero stops the disaster from coming true, and how they end up trapped by the new threat as a result. That hero can’t do anything but fight the new threat until it is defeated.



# RULES SUMMARY

## CHARACTER CREATION

1. Put 1d12 in your Role trait. 2. Distribute 1d10, 2d8, 3d6, and 1d4 among your other traits (one die per trait). 3. Choose one power from your Role and one power from your Style (fill in the circle next to a power to indicate that you have it). 4. Choose your Weapon. 5. Choose your two uniform colors. 6. Give your hero a name.

## URNS AND DICE

When you take action, say what your hero does and spend your **blue Action chip**.

The GM will tell you which **trait** to test. Roll the die for that trait, plus a bonus die if your action matches your Role's ability (marked with [+] on your Role card).

Add 1-3 **danger dice** (red d6s) to your roll if your hero's action is especially risky or dangerous. Say what makes it risky or dangerous.

You can ask the players and GM to give you up to 2 more danger dice. They'll add in details to the action that make it even more dangerous. You can roll up to 5 danger dice, total.

### Roll all of your dice:

Each die that shows 4+ is a **success**. Each die that shows 1-3 is **danger**.

If your action was an attack, each success your rolled does a **hit** to the threat you're fighting. A threat can take 3, 6, 9, or 12 hits before being defeated (depending on its level). The GM won't usually tell you exactly what level a threat is (but may drop hints). If your action wasn't an attack, it was probably a movement or helping roll (see **Helping**, below).

Advance the level of your **danger meter** by one for each danger result you rolled.

The GM will say the results of your action, then make a **threat move** based on how many danger you got on your roll.

Once everyone has taken their turn, the GM can make threat moves with any threats that were ignored during the round. Then the round is over and everyone gets their blue Action chips back. Another round starts.

## HELPING

Take an action to set up another hero, or spend an action chip to jump in and help someone who is acting now. Test a trait (GM chooses as usual), and give half your hits as helping dice (d8s) to another player.

## DANGER METER

When the level of your meter passes a **triangle icon**, you get a **Free Action chip**. You can spend a Free Action chip to take an extra turn.

When the level of your meter passes a **DP lightning icon**, you get a **Power token**. You can spend a Power token to activate one of your powers.

If you get your danger level all the way to the end of the meter, you can **add a new power** to your character when the battle is over.

## HITS

When the GM tells you to take a **reduced hit**, you can mark any hit box on your danger meter to the left of your danger level (you'll want to mark a Bashed box if you have any left). When the GM tells you to take a **full hit**, you must mark a hit box at the current level of your danger meter.

## BONUS DICE

A bonus die is written as [+] in several powers and abilities. When you get bonus dice, the first one is a d10, the second is a d8, and the third is a d6. You can't have more than three bonus dice on a roll.

## STUFF

You can use your character's Stuff as much as you want as part of your actions. You can also check off a Stuff box to take a bonus die on a roll.

## INTERLUDES

When all the threats are defeated, an action scene is over and we now play **Interludes**. An Interlude is a short moment of roleplaying or narration of action by a player, similar to the "Previously On" moments at the beginning of the episode. They should be short and punchy (no more than a minute or two).

- ▶ Include your PC, plus another PC and/or an NPC.
- ▶ Say where you are (or ask for ideas) and what's happening when it starts.
- ▶ Roleplay! Reveal your relationship with the other characters.
- ▶ Restore a used Stuff box
- ▶ Introduce a clue, plot point, or possible future threat. (optional)
- ▶ Reduce your danger level by 5. Heal any hit boxes in the section of the danger meter you are dropping from. (optional)



# HEROIC ACTIONS

FIGHT | HELP | MOVE | SPECIAL

**AGENT** ▶ Sneak around and ambush bad guys. ▶ Trick an enemy and lead them into a trap. ▶ Disguise yourself. ▶ Spy on secret villain meetings. ▶ Infiltrate an evil fortress. ▶ Use your network of contacts to get something you need.

**COMMANDO** ▶ Shoot enemies. ▶ Shoot a lot to keep them pinned down. ▶ Throw grenades. ▶ Come up with battle tactics for the team.

**DAREDEVIL** ▶ Run, jump, swing, and flip. ▶ Jump off of something tall. ▶ Draw fire so a threat attacks you instead of doing something else. ▶ Escape certain death.

**DETECTIVE** ▶ Find a useful clue. ▶ Resist evil with your indomitable will. ▶ Use your network of contacts to find information. ▶ Notice details and sense danger. ▶ See through lies. ▶ Investigate a mystery.

**EXPLORER** ▶ Tame a wild beast and have it fight alongside you. ▶ Endure extreme conditions. ▶ Deal with alien cultures and speak languages. ▶ Give first aid. ▶ Find your way through an alien jungle.

**FLYBOY** ▶ Fly a rocket-car upside down through a narrow opening. ▶ Zip around with your custom rocketpack. ▶ Get into a dogfight. ▶ Swoop in and rescue someone from a dangerous spot.

**PROFESSOR** ▶ Re-program a robot to do what you want. ▶ Build a quick gadget to solve a problem. ▶ Defuse a ticking bomb. ▶ Repair broken technology. ▶ Remember useful facts and get information from computers.

**WARRIOR** ▶ Punch evil in the face. ▶ Throw bad guys off of high places. ▶ Fight with melee weapons. ▶ Intimidate someone.



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HERO

PLAYER

LOOKS



STYLE

ROLE

Blank text box for style

Blank text box for role



POWER

TAKE A BONUS DIE WHEN...

[+]



ACTION

Blank text box with die icon

Blank text box with die icon

Blank text box with die icon

Blank text box with die icon

Blank text box with die icon

STUFF

Blank text box with square icon

Blank text box with square icon

Blank text box with die icon

WEAPON

Choose one

Blank text box with die icon

Blank text box with die icon

Blank text box with die icon

Large blank text box

DANGER

BASHED

STUNNED

INJURED

K.O.'D

VAPORIZED

