

DANGER PATROL

BETA
PLAYTEST KIT
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THE STEPS

- 1 **GATHER EVERYONE AT THE TABLE**
- 2 **INTRODUCE THE STYLE CARDS**
- 3 **INTRODUCE THE ROLE CARDS, TALENTS, POWERS & SPECIAL ABILITIES**
- 4 **CREATE NAMES FOR THE HEROES**
- 5 **INTRODUCE THE HEROES**
- 6 **INTRODUCE ROCKET CITY & THE SOLAR SYSTEM**
- 7 **TIME TO START THE SHOW!**
- 8 **SET UP THE ACTION ARENA**
- 9 **ACTION!**
- 10 **ROUND TWO (AND BEYOND)**
- 11 **INTERLUDE**
- 12 **SUSPENSE!**
- 13 **MORE ACTION! MORE SUSPENSE!**

THE STUFF YOU NEED

- ▶ The **Character Sheets** printed from this PDF and cut in half to make 8 **Style** cards and 8 **Role** cards.
- ▶ The **GM sheets** and a **rules summary** for each player.
- ▶ **Gaming stones** to use as **power tokens**. You'll need about 8 per player.
- ▶ 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.
- ▶ A couple of **bowls** to hold the dice.
- ▶ **1 paperclip for each player** (to slide on the danger meter to show their current danger level).
- ▶ **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 **table** with space in the middle for the dice, poker chips, 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.



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 vein of the old Flash Gordon and Buck Rogers serials (with maybe a dash of the Venture Bros., Star Wars, and Indiana Jones).

*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.*

Are you ready? Let's go!

2

INTRODUCE THE STYLE CARDS

ALIEN: The "make your own style" Style. Say which world in the solar system you're from (yes, Pluto is a planet and so is the mysterious Planet X).

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 Superman (or -woman!) essentially.

GHOST: You are a spirit whose soul is trapped between this world and the great beyond.

INTREPID: You don't have fancy supernatural powers, but your courage, resourcefulness, and luck get you through the toughest scrapes.

MYSTIC: An enlightened master of the occult, magic, and other dimensions.

PSYCHIC: Mental powers of telepathy and telekinesis are the domain of this master of all things mental.

ROBOT: You're a Robot!

TWO-FISTED: You're a human with no supernatural powers, but you are tough, strong, and ready to rumble!

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



NAME

ATOMIC



AGENT



COMMANDO



DAREDEVIL



DETECTIVE

CYBORG BODY: Your body is armored and your internal organs have been replaced by a fusion reactor and cybernetic parts, making you incredibly resistant to harm. **You suffer no penalty for marking a Stunned or Injured box**—your target number doesn't go up to 5, and your trait dice don't go get smaller.



FUSION OVERLOAD: Override the safeties on your internal fusion reactor to generate a dangerous amount of power. Add +2 hits to your action roll.



Atomic Strength

[+]

[+]

Atomic Speed

[+]

[+]

Atomic Beams

[+]

Z-Ray Vision

[+]



POWER

Spend a power token to:

- Do +1 hit
- Reduce a hit
- Activate a power

BASHED



STUNNED



DANGER ►



GUIDE TO A STYLE CARD WITH PROFESSOR BRADBURY



TRAITS

Each Danger Patrol hero is skilled in eight areas of expertise, corresponding to the eight different Roles on the team: Agent, Commando, Daredevil, Detective, Explorer, Flyboy, Professor, and Warrior. These areas of expertise are called **traits**. You'll assign dice to these later, but don't worry about that right now. Four of your eight traits are on the Style card (the other four are on the Role card).



TALENT

Each Style has a **talent**, which is a special quality unique to that Style. Most talents let you break a rule in some way.



POWER

Each Style has a **power**, which is a maneuver your hero can use for the cost of a **power token**. You'll earn power tokens by going into danger.



SPECIAL ABILITIES

Each Style has four **special abilities**, which are cool stunts, training, knowledge, or supernatural abilities that help your hero by giving them **bonus dice** (the [+] symbols). When you use a bonus die, you mark it off. You can "refresh" some of your marked-off [+] during an **Interlude** (see p. 20).



DANGER

The **danger meter** is a very important part of the game. As your hero goes into danger, your meter will go up, and you'll earn rewards like power tokens. In this game, danger is your friend. Usually. Until you get vaporized.

3

INTRODUCE THE ROLE CARDS, TALENTS, POWERS, & SPECIAL ABILITIES

AGENT: The ultimate super-spy. Good at recon, 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 the solar system. Expert in all things alien, especially animals, monsters, and strange ruins.

FLYBOY: Male or female—an expert pilot, driver, and astronaut.

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

WARRIOR: The hand-to-hand combat and melee weapons expert.

Each player picks a role. No two players should have the exact same Style/Role combo.

- ▶ 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 (customised to suit their looks).
- ▶ Choose your **weapon**: Raygun, Electro-Blaster, or Turbo-Rifle.

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** (see below).

After you've chosen your Style and Role, take a minute to review the **talents, powers, and special abilities** on the cards. For details, see **Part 9: Action!**, p. 13.



DANGER CADET BILLY SAYS, "WHAT DO THE SYMBOLS ON THE CARDS MEAN?"



The **DP "lightning" icon** means the ability costs a power token to activate.

You can also spend power tokens by themselves to do an extra hit or reduce a hit you take. See **Part 9: Action!** for details.



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 taking actions.



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



The **[+]** symbol means **bonus die**. When you add bonus dice to a roll, 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 one roll).

When you use a bonus die, put a mark through its symbol to show that it's been used. You can refresh uses of bonus dice during **Interludes** (see p. 20).





GUIDE TO A ROLE CARD WITH PROFESSOR BRADBURY

TRAITS

Each Danger Patrol hero is skilled in eight areas of expertise, corresponding to the eight different Roles on the team: Agent, Commando, Daredevil, Detective, Explorer, Flyboy, Professor, and Warrior. These areas of expertise are called **traits**. You'll assign dice to these: 1d12 in your Role trait and 1d10, 2d8, 3d6, and 1d4 to distributed among the other seven traits (one die per trait). Four of your eight traits are on the Role card (the other four are on the Style card).

TALENT

Each Role has a **talent**, which is a special quality unique to that Style. Most talents let you break a rule in some way.

POWER

Each Role has a **power**, which is a maneuver your hero can use for the cost of a **power token**. You'll earn power tokens by going into danger.

GEAR & WEAPONS

Each Role also has **gear and weapons**, that help your hero by giving them **bonus dice** (the [+] symbols). When you use a bonus die, you mark it off. You can "refresh" some of your marked-off [+] during an **Interlude** (see p. 20).

DANGER

The **danger meter** is a very important part of the game. As your hero goes into danger, your meter will go up, and you'll earn rewards like power tokens. In this game, danger is your friend. Usually. Until you get vaporized.

UNIFORM
COLORS

COMMANDO



EXPLORER



FLYBOY



PROFESSOR



WARRIOR

GUNS BLAZING: When you're shooting with your guns and roll multiple hits, you can **spread the hits across multiple targets**, as long as you can reach all the targets with your attacks.



COVERING FIRE: Use a concentrated barrage of shooting to protect yourself or an ally. Reduce a hit they just took, and give them +1 hit to their next action.



Frag Grenades

[+]

Smoke Grenades

[+]

Electro Pulse Grenades

[+]

Atomic Beam Rifle w/scope

[+]

Rocketpack

Goggles & Gas Mask

Wrist Communicator

Utility Belt & Med Kit

[+]

WEAPON: Raygun, Electro-Blaster, or Turbo-Rifle

[+]



INJURED



K.O.'D



VAPORIZED



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.

5

INTRODUCE THE HEROES

Tell everyone 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).

This might also be a good time to say something about your hero's relationship to the other characters (romantic, rivals, old friends, or something else). Some groups don't like to make a lot of backstory before they play, but if your group wants to do it, you can come up with all kinds of background details now, including why you joined the Danger Patrol, what you did before, what goals you have for the future, etc.

GAME SETUP CHECKLIST

- ✓ Each player has a character sheet, made up of a **Style** card (the left half) and a **Role** card (the right half).
- ✓ Each player has distributed their **trait dice**. d12 in their Role trait, plus 1d10, 2d8, 3d6, and 1d4 distributed among the other seven traits (one die per trait).
- ✓ Each player has reviewed their character's **powers, talents, and special abilities**, chosen a **weapon**, and made up their **uniform colors**.
- ✓ Each player has a **Rules Summary** sheet.
- ✓ Each player has a **paperclip** (it starts on the word DANGER on the Danger Meter).
- ✓ Each player has one **power token** (a gaming stone).
- ✓ Each player has a marker for his or her PC (a piece of an index card with the character's name on it)
- ✓ The GM has the **GM Jobs & Threat Moves** sheet.
- ✓ The GM has **index cards** to use for threat markers and a **sharpie** to write on them.
- ✓ There's a bowl full of **polyhedral dice** (d4s, d6s, d8s, d10s, and d12s).
- ✓ There's a bowl full of **red danger dice** (d6s).
- ✓ Everyone has introduced their heroes and said a few details about them.



6

INTRODUCE ROCKET CITY & 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 with skyscrapers thousands of feet tall, 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 (made out of living shadow?) with wicked curved daggers—perfect for sacrifice scenes and creepy dark magic.



Q&A WITH PROF. BRADBURY

Q. Is that it, Professor? Isn’t there more to the setting?

A. Good question, Billy! The answer is yes, there’s a lot more! The Solar System is a big place, with lots of planets to explore, aliens to meet, and dangerous phenomena to encounter. When you play *Danger Patrol*, the players and the GM will “fill in the map,” so to speak. You start out simply and create details as you need them.

Don’t be afraid to be creative! Maybe Venus is a dense jungle-planet teeming with giant insects and dinosaurs or maybe it’s a mist-shrouded world inhabited by intelligent rock-men. It’s up to you!

Q. What about the rampant sexism and racism that were part of most classic pulp stories? Does Rocket City have such things?

A. Thankfully, Billy, those things vanished along with the Earth after the atomic wars. In Rocket City, all people are equal.



7

TIME TO 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. They should be short and punchy, establishing what the opening action scene will be about. See sample teasers on pp. 9–10.

“PREVIOUSLY, ON DANGER PATROL...”

After the teaser, the opening credits and theme song play. Then the announcer says, “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.

Leslie is playing a Mystic hero and wants the Stygian Adepts to be involved in the Crimson Ape attack. She could include a “Previously on...” moment in which we see her hero exploring an old Martian ruin, with strange hieroglyphics on the walls depicting Stygians controlling animals with dark magic. “The Stygians,” she 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 (Ludd’s 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 all the players have done their “Previously Ons,” it’s time to start the action scene....



DANGER CADET BILLY SAYS, “WHAT IF YOU CAN’T THINK OF ANYTHING COOL?”

Don’t worry! The other players are right there to help you! Just ask them for ideas and then pick something that sounds good. It’s better to go with something quickly and start playing than it is to worry about creating the perfect thing.



8

SET UP THE ACTION ARENA

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, the traffic control system is overloading, etc.

MARKERS AND THREATS

The GM sets up the action arena by putting down markers for the heroes and the threats they are facing. A **marker** is just a half index card, with a name written on it. Each hero should have a marker with his or her name on it. The GM will place the heroes in the arena.

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. *See sample setups with markers on the next two pages.*

COUNTDOWN THREATS

A countdown threat gets a **countdown number** on its marker (put a circle around the number). This means, after that number of rounds, if the threat is still on the board, it will come true. At the end of each round, reduce the countdown number by one. The GM will say what horrible things happen if the threat comes true.

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.

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.

HOLDING OR ESCAPING

The GM can introduce threats that represent a hero being held in place or an enemy trying to escape from being held. The latter case is usually a countdown threat. These types of threats will come into play whenever there is grappling, telekinesis, force fields, tractor beams or the like.



**DANGER CADET BILLY SAYS,
"YOU CAN DO NEAT STUFF
WITH THREATS!"**

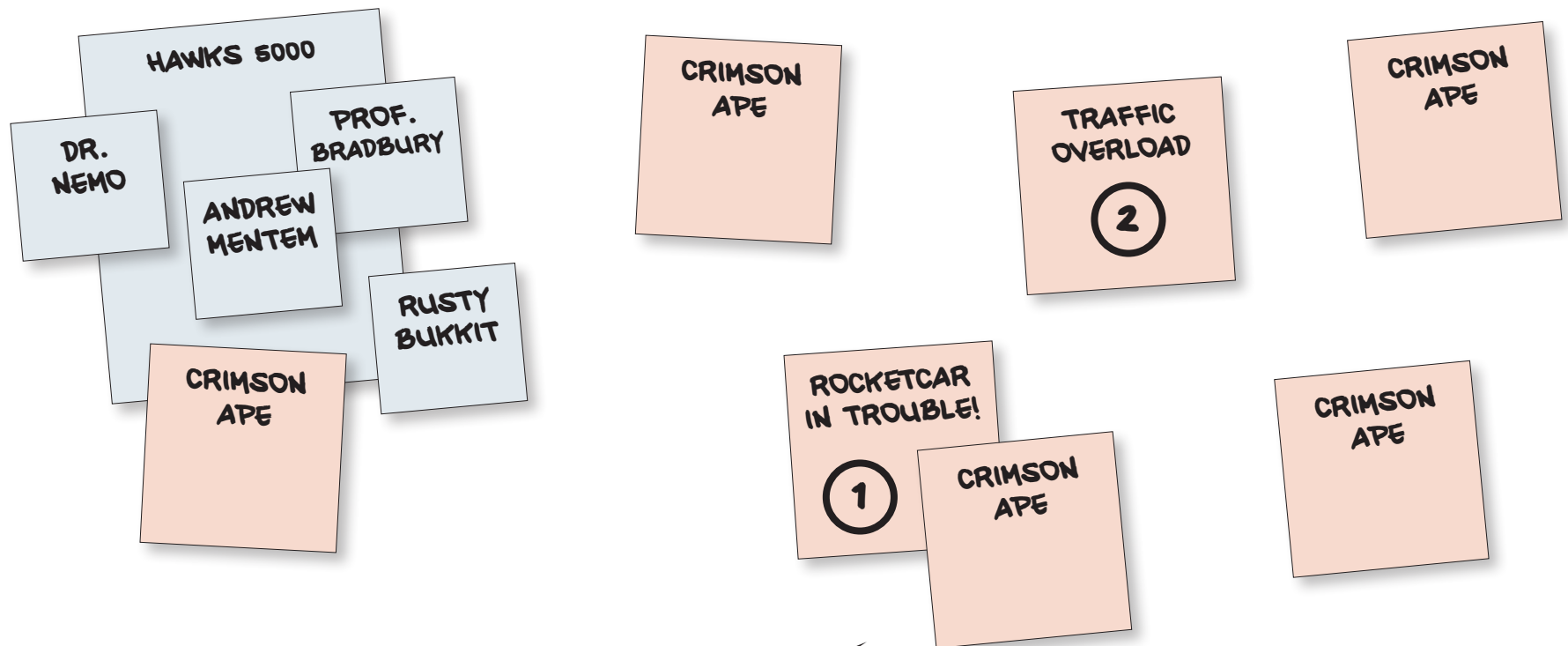
It's true! At the Cadet Clubhouse where we play, we've seen all kinds of crazy things on threat cards, including "Buzz Dixon's Troubled Past," "The Courage to Fight Your Own Brother," and "Is It True Love?" Jeepers!



ATTACK OF THE CRIMSON APES

TEASER: The patrol is cruising over rocket city in the Danger Car (a custom-built Hawks 5000 rocketcar). Citizens are leaning out of their flying cars and snapping photos and cheering the patrol. This is a public relations 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!**



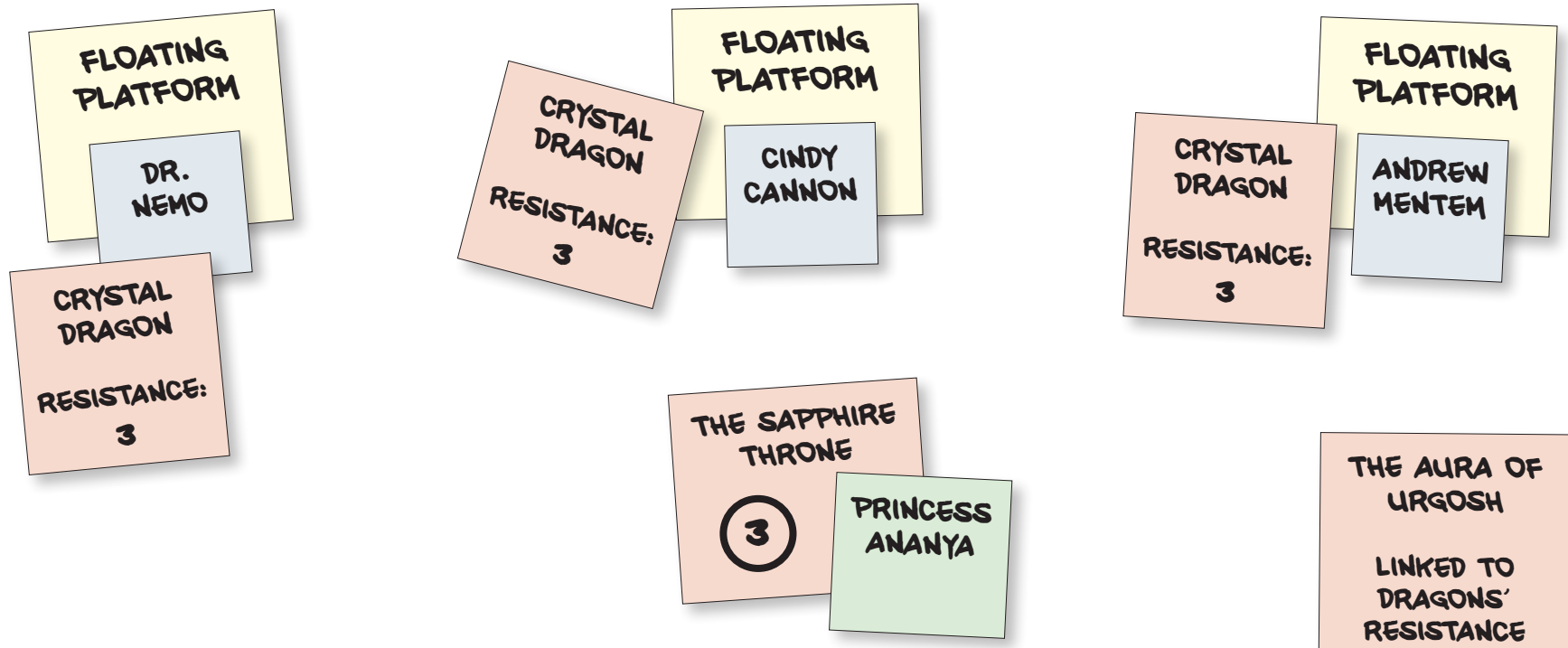
THE JEWELLED COURTS OF SATURN

TEASER: Princess Ananya sits upon the Sapphire Throne of Saturn for the first time, her eyes ablaze with a strange blue light. Behind her, lurking in the shadows, the evil **Duke Lokesh** speaks under his breath. His words are repeated by the Princess on the throne, as if in a trance:

"You have been found guilty of espionage against the Crown," she cries. "The sentence... IS DEATH!"

The courtiers in the room gasp and turn to look out of the great faceted windows of the throne room tower, to the floating execution platforms hovering in the cloud-sky beyond. Each platform holds one member of the **DANGER PATROL**, affixed to a jade pillar with chains of pure adamant.

Out of the shimmering rings above, the executioners descend—creatures out of legend—a flight of rare **crystal dragons**, shrieking and beating their six wings as they swoop down upon their prey.



9

ACTION!

Now ask who wants to go first. Several people should be leaning forward, 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 says what heroic action her hero takes. The action should be short and punchy, with an added detail to give some color.

I jump 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 add 1-3 **danger dice** (the red d6s) to her roll. To do so, she adds details to her action that show just how dangerous it is.

Well, I'm leaping 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 all the 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 jump on to the trunk of the rocket car, Dr. Nemo (who's driving) has to swerve to avoid hitting a school bus!"

"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 abilities and gear, indicated by a **[+]** on the Role and Style cards. **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 bonus dice on a roll.

Bonus dice have limited uses. When you use a bonus die, put a mark through the **[+]** symbol. That die can't be used again until it's **refreshed**. You get to refresh 3 of your bonus dice during the **Interlude** after an action scene.

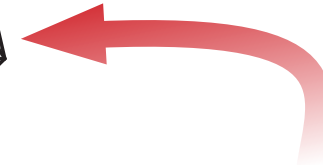
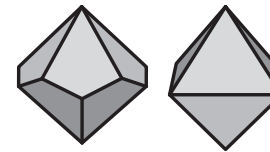
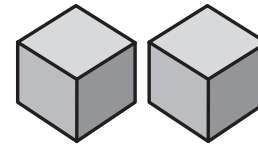


EXAMPLE: GETTING DICE

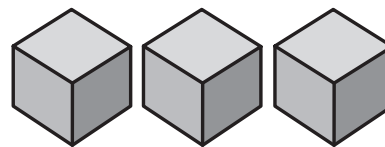
1 **Sergeant Shadow**, the Mystic Commando, is shooting some bad guys. The GM says that shooting is a Commando action, so Ryan (Sgt. Shadow's player) takes a d12 for his Commando trait.



3 Ryan asks the other players and GM to give him **more danger dice**. The GM says, "You dive for cover and then look up to see the sign on the crates you're hiding behind: DANGER EXPLOSIVES. Heh heh heh." The GM gives an extra danger die, but everyone says that should be worth 2 dice, so that's what Ryan gets.



2 Ryan wants more dice, so he adds some **danger** to his action: "When Sergeant Shadow fires at the Stygians, they hurl blasts of Netherworld energy at him, so he has to run and dive for cover as he shoots!" He takes 3 **danger dice**.



4 Ryan really wants to get rid of these Stygians, so he decides to use some of his **bonus dice**. He marks off one [+] for his Raygun and another [+] for his Mystic ability, "The Black Mists of Malakar." Ryan says how Sgt. Shadow uses the mists to obscure the vision of the Stygians so they can't avoid his attack.

Two bonus dice means Ryan adds a d10 and a d8 to the roll.

The final dice pool is 1d12, 1d10, 1d8, 5d6.



Once you have all of your dice, roll them:

- ▶ 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.

The number of hits a Threat can take depends on its level:

- ▶ A **normal threat** (a minion, a monster, a problem) is defeated after **1-3 hits**.
- ▶ A **major threat** (a gang of minions, a tough monster, a serious problem) is defeated after **4-6 hits**.
- ▶ An **elite threat** (a boss monster, a disaster, a highly trained bad guy) is defeated after **7-9 hits**.
- ▶ A **master threat** (a super villain, a giant vehicle, a cataclysmic event) is defeated after **10-12 hits**.

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

DANGER

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



ACTION RESULT

After all the dice rolling, 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.

DANGER METER REWARDS

As your danger meter goes up, you get rewards. When your meter crosses a dot with the DP **lightning icon**, you earn a **power token**.

Power Tokens

You can spend **one power token** to do one of the following:

- ▶ Activate a power
- ▶ Add +1 hit to a roll you just made
- ▶ Reduce a hit you just took

You can spend up to 3 power tokens at a time: 1 on your Style power + 1 on your Role power + 1 additional token.

More Trait Dice

When your danger level reaches the K.O.'d and Vaporized levels, you get a different kind of reward.

- ▶ **When your danger level is in the K.O.'d section**, you get to **roll 2 trait dice** when you take an action, instead of just one.
- ▶ **When your danger level is in the Vaporized section**, you get to **roll 3 trait dice** when you take an action.


If you get your danger level all the way to the end, it stays there for the rest of the scene. When the scene is over, you have the option of resetting your meter to zero (and losing all of your power tokens).



EXAMPLE: USING POWERS

1 Ryan's character **Sergeant Shadow**, the Mystic Commando, is taking action: "Okay, I'm going to use my Teleport power. That lets me move and do two things at once. I'm going to hack the security access panel so the other heroes can get into the base, then teleport into one of the guard towers and shoot the guards!"

Ryan activates the **Teleport** power by spending a **power token**.

 **TELEPORT:** You step through the shadow realms to vanish and re-appear somewhere else. You may also split your dice pool to perform two actions (use two trait dice—one per action).



2 This power lets Sgt. Shadow take two actions (by splitting his dice pool). The two actions are 1) Hack a security panel (using Agent) and 2) Shoot the guards (using Commando).



AGENT



COMMANDO



DAREDEVIL



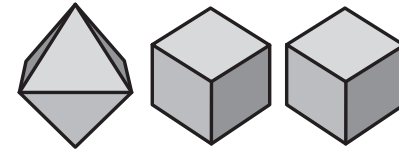
DETECTIVE

3 Ryan assembles his dice pool with trait dice, danger dice and bonus dice in the usual way, then splits the pool into two sets of dice.

HACKING ACTION

Agent: d8

Danger: 2d6

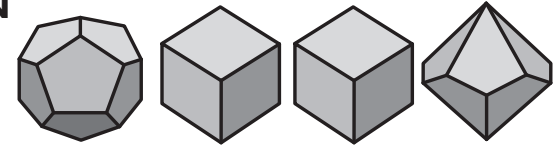


SHOOTING ACTION

Commando: d12

Danger: 2d6

Bonus die: d10



4 Since Sgt. Shadow is shooting, his Commando talent, **GUNS BLAZING**, applies too. Any hits he gets on the shooting action can be spread across multiple targets in range.

GUNS BLAZING: When you're using your guns and roll multiple hits, you can **spread the hits across multiple targets**, as long as you can reach all the targets with your attacks.



GM ACTIONS

Here's a funny thing about *Danger Patrol*: threats take action only as a result of what the players do (or fail to do). The GM doesn't get a "turn" of her own. Here's how it works.

When a player rolls and gets danger, take a look at the **threat moves** menu and choose a move that matches the number of danger results 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 unharmed during a round (i.e. no PC does a hit against them). Before the round ends, these threats can make moves from the menu. 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 supervillain, 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). You might give them a major clue, too.

HITS AGAINST PCS

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

- ▶ A **reduced hit**—means the player can mark any lower hit box on their danger meter (marked Bashed if you have any left).
- ▶ A **full hit**—means the player must mark a hit box at the current level of their danger meter.

Some powers tell you to "reduce a hit." This means you can turn a full hit into a reduced hit or a reduced hit into nothing.

See examples of hits and danger on the next page.

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. **Put a d6 Threat die on the threat card.** The next time a PC fights that threat, the GM rolls the threat dice on the card—but **these dice only count for danger, not hits!** Roll these threat dice separately from any dice the player is rolling. Threat dice remain on the card until the threat is defeated.

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.



EXAMPLE: PC HITS & DANGER

	BASHED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> STUNNED <input type="checkbox"/> _____	<input checked="" type="checkbox"/> <input type="checkbox"/> INJURED <input type="checkbox"/> _____	<input type="checkbox"/> K.O.'D <input type="checkbox"/> _____	<input type="checkbox"/> VAPORIZED <input type="checkbox"/> _____
DANGER ▶	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>

Matt rolls his dice and gets 4 danger. He slides his paperclip over 4 dots.

The GM makes a threat move, attacking Matt's character. Matt has to mark a **full hit**. This means he marks a hit box in the section of the danger meter that his paperclip is now in.

Matt marks a **Injured** box. There are two injured boxes, so a character can be injured twice. **The lower box and blank line is for writing in your own injury type.**

Matt also earned a Power token since his danger level hit a DP lighting bolt as it went up.

	BASHED <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> STUNNED <input type="checkbox"/> _____	<input checked="" type="checkbox"/> <input type="checkbox"/> INJURED <input checked="" type="checkbox"/> ENTHRALLED _____	<input type="checkbox"/> K.O.'D <input type="checkbox"/> _____	<input type="checkbox"/> VAPORIZED <input type="checkbox"/> _____
DANGER ▶	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>

Later (after taking a full hit from the seductive wiles of the enemy agent, Natasha Ganymedska, and becoming *enthralled*), Matt rolls his dice and gets 2 danger. He slides his paperclip over 2 dots.

The GM makes a threat move, attacking Matt's character. Matt has to mark a **reduced hit**. This means he marks a hit box anywhere to the left of the paperclip. Since he still has un-checked Bashed boxes, Matt puts the hit there. If all the Bashed boxes were full, the hit would "roll-up" to the next section, meaning he would be Stunned.



The danger meter has 13 hit boxes (which are like hit points with names). When you mark a box, the name tells you what condition 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** on your next action (so rolling 1-4 means danger).

INJURED means you have a specific injury, like a broken arm. If the injury would make an action more difficult, **your trait die becomes one die size smaller** when you roll. So, a d8 trait die would become a d6, and a d6 trait die would become a d4 (d4 is the smallest a die can be).

K.O.'D means you're knocked unconscious.

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

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.

If all the boxes in a section are full, damage "rolls up" to the next higher section.

Does Damage Ever Go Away?

You can heal damage during an **Interlude** (see Part 11, p. 20).

MOVEMENT

Usually, a hero can combine a movement action with another action. Like, "I jump out of the rocket car and shoot the gas tank of the smuggler's car as I fall past!" The jump is part of the action, so the player only rolls for the shooting part.

Sometimes, though, movement is more complex and/or dangerous. Like, "I turn the rocket car around, and fly the wrong way down the traffic lane!" or "I'm going to use my magna-grapple to swing across the city and reach the falling civilian before they hit the ground!"

In either case, the GM can create a threat to represent the dangerous or challenging move, like "Flying against traffic" or "Can you get there in time?" (probably with a short countdown on the latter).

It's okay for the GM to create movement threats on the fly like this, even though they're not "buying" them with a Threat move, since it's the GM's job to manage the movement of the markers in the action arena.

10

ROUND TWO! (AND BEYOND)

So, continue around the circle, with each player taking turns. **Once everyone has taken a turn, the round is over.** Then start the next round. Players can take turns in any order they like.

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 marker cards around to reflect the changing positions of the heroes and threats as the action plays out.

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 power tokens you've earned.

Now it's time for Interludes.



11

INTERLUDES

After an action scenes, we play a short **interlude** scene. An interlude is a brief bit of roleplaying or narration 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 stuff, roleplay with each other, recover from the action, and—most importantly—set up questions to be answered in the next part of the game (Suspense!).

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.
- ▶ (Optional) Introduce a clue, plot point, or possible future threat.
- ▶ Refresh 3 **[+]** (erase the marks so they can be used again)
- ▶ (Optional) Reduce your danger level by 5. Heal all the hit boxes in the highest section of the danger meter where you have harm.

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 Questions for the Suspense scene coming up next.

Tread lightly! Don’t resolve a bunch of stuff yet. The Suspense scene to come will revolve around several Questions that you’ll “fight” using investigation actions. But feel free to introduce leads and elements during the Interludes that the GM can use to create Questions for the Suspense scene.

Locations, enemy groups, weird objects, found evidence, NPCs that you force to talk... all good fodder for the Suspense 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.



Q&A WITH PROF. BRADBURY

Q. Can you give some examples of good Interludes?

A. Sure, Billy! Try these on for size:



12 SUSPENSE!

There are three types of scenes in Danger Patrol: Action, Interlude, and **Suspense**. Action scenes are for fighting bad guys, Interludes are for recovering from fights, and Suspense scenes are for figuring out (and inventing) what the heck is going on.

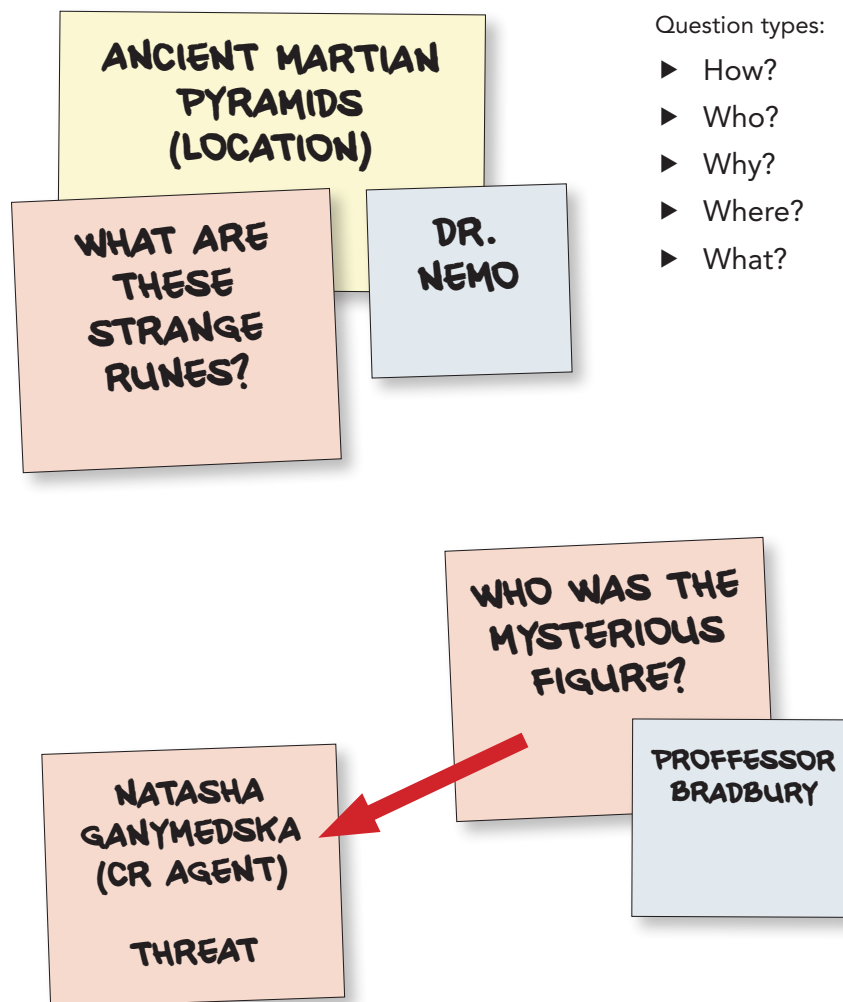
After the action and interludes, there will be questions floating around. Stuff like, "What made the Crimson Apes attack?" and "Who was the mysterious figure?" and "What was stolen during the attack?" and "What's up with the strange runes?" **These questions become the focus of the Suspense scene.**

Questions are what you "fight" in a Suspense scene (similar to how you fought threats in the action scene). The GM will create a marker for each question and the hero markers will be placed according to who is investigating what.

Unlike the first action scene, the PCs don't all have to be together. Professor Bradbury may be back at the lab studying an alien crystal while Rusty and Andrew Mentem go down to the industrial level to investigate a lead at an Anti-Robot League bar. The GM will frame each question with a location and brief description before the Suspense scene starts. Players should feel free to offer suggestions and say how their heroes get involved in the investigation (probably following on from what they did during the Interludes).

You "fight" a question by performing investigation actions. You do hits to the question until it's defeated, just like a threat during an action scene. When a question is defeated, it's answered definitively by the GM, the player who defeated it, or some combination (with input from the other players as needed).

It's okay if Threats are spawned (via Threat moves) during the Suspense scene. These threats will be dealt with in the action scene to come.



13

MORE ACTION! MORE SUSPENSE!

[Structure of the episode and more examples go here]

[Action!] > [Interlude] > [Suspense!] > [Action!] > [Interlude] [...]





OTHER STUFF

HELPING

Take an action to set up another hero, or sacrifice your next turn to jump in and help someone who is acting now. Test a trait (GM chooses as usual), and add your hits to another player's roll.

VEHICLE HITS

Vehicles can take hits, too. Most vehicles can take 3 hits before they're crippled and 6 hits destroy them. When the GM hits a PC vehicle with a threat move, a reduced hit equals 1 vehicle hit and a full hit equals 2.

CHANGING CHARACTERS OVER TIME

Maybe you get to add another Style or Role card after you've played 5 episodes. So you could become a Psychic Alien Detective, for example. Or maybe you just add or change your cards based on what happens to your character, so your Mystic Commando becomes a Ghost Commando after he gets vaporized!

THANKS

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CREDITS

Danger Patrol is by John Harper.

email me: oneseven@gmail.com

Ben Robbins, Wilhelm Fitzpatrick, Ryan Dunleavy, and Jonathan Walton gave me lots of excellent feedback and helped refine the system from its rough early state.

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EPISODE TITLES

Here are a bunch of episode titles to inspire you, pulled from pulp sci-fi magazines and from ideas from other Danger Patrol players.

From PLANET STORIES magazine:

The Golden Amazons of Venus
Revolt in the Ice Empire
The Cave-Dwellers of Saturn
Exiles of the Red Moon
Phantom of the Seven Stars
Vampire of the Void
The War-Nymphs of Venus
City of the Living Flame
Colossus of Chaos
Thralls of the Endless Night
Crypt-City of the Deatless One
Wanderers of the Wolf Moon
Keeper of the Deathless Sleep
Juggernaut of Terror
The Silver Plague
Red Witch of Mercury
Swords of the Seven Suns
Citadel of the Green Death

The Crystal Crypt
Flame-Jewel of the Ancients
The Time-Techs of Kra
Warrior-Maid of Mars
Slaves of the Ninth Moon
Witch of the Demon Seas
Captives of the Thieve-Star
Swordsmen of Lost Terra
The Star Plunderer

AMAZING STORIES:

Master of the Golden City
Giants Out of the Sun
Raiders from Mercury
Lords of the Underworld
Skeleton Men of Jupiter
Ice City of the Gorgon
Slaves of the Crystal Brain
Convoy to Atlantis

ORIGINALS FROM ACTUAL PLAY:

Attack of the Crimson Apes
The Jeweled Courts of Saturn
Danger at the Gravity Ballet of Danger
The Thought Lords of Mars
Zombie Kong & the Lightning Zombies
Plan 8 from Planet X
The Stygian Gambit
For Neptune! For Freedom!
Dark Rockets from Pluto
The Soul Stealing Saga
Nth Dimensional Chaos
Terror of the Stygians



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 your Weapon. 4. Choose your two uniform colors. 5. Give your hero a cool, pulpy name.

URNS AND DICE

When you take action, say the move your hero does. The GM will tell you which **trait** die to roll.

Add 1 or 2 danger dice (red d6s) to your roll if your hero's action is risky or dangerous. Say what makes it dangerous by adding details to the scene.

You can ask the players and GM to give you up to **3 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 you rolled does a **hit** to the threat you're fighting. A threat can take between 1 and 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).

Increase 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 much danger you got on your roll.

Once everyone has taken their turn (the players can go in any order they want), the GM makes extra threat moves with any threats that were ignored during the round. Then the round is over and another round starts.

HELPING

Take an action to set up another hero, or use your next turn to jump in and help someone who is acting now. Test a trait (GM chooses as usual), and add your hits to another player's roll.

DANGER METER

When the level of your meter hits a **DP lightning icon**, you get a **Power token**.

- ▶ You can spend one Power token to activate one of your powers.
- ▶ You can spend one Power tokens to add +1 hit to a roll.

HITS

When the GM tells you to take a **reduced hit**, you can mark any lower hit box on your danger meter (to the left of your paperclip). You'll probably 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.

Stunned and Injured

When you're Stunned, you need to roll 5s or higher for success on your next roll. When you're Injured, reduce the size of your trait die when the injury inhibits your action.

BONUS DICE

A bonus die is written as [+] in several powers and abilities. When you add bonus dice to a roll, 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.

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.
- ▶ Refresh **3** [+].
- ▶ (Optional) Introduce a clue, plot point, or possible future threat.
- ▶ (Optional) Reduce your danger level by 5. Heal any hit boxes in the highest section of the danger meter where you have harm.



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 battle, 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 1: Escalate the threat. Have the threat take some action to raise the stakes or make the situation worse in some way. **Put a d6 Threat die on the threat card.** The next time a PC fights that threat, the GM rolls the threat dice on the card—but **these dice only count for danger, not hits!** Roll these threat dice separately from any dice the player is rolling. Threat dice remain on the card until the threat is defeated.

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.

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

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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.



HEROIC ACTIONS

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. ▶ Deceive, manipulate, and seduce.

COMMANDO ▶ Shoot enemies. ▶ Shoot a lot to keep them pinned down. ▶ Throw grenades. ▶ Come up with battle tactics. ▶ Lead a team. ▶ Give orders. ▶ Stay cool under fire.

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. ▶ Inspire others with bold speeches.

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. ▶ Get a confession.

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. ▶ Brag and impress people with your tall tales.

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. ▶ Persuade others with your logical thinking.

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



HEROIC ACTIONS

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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. ▶ Brag and impress people with your tall tales.

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. ▶ Persuade others with your logical thinking.

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



NAME

ALIEN



AGENT



COMMANDO



DAREDEVIL



DETECTIVE

ALIEN ORIGIN: Your alien physiology and training make you superior to the average human. Raise two of your d6 traits to d8. Raise one of your d8 traits to d10.

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Alien Training

[+] [+]

Alien Physiology

[+] [+]

Secrets of My Homeworld

[+]

Alien Allies

[+]



POWER

Spend a power token to:

- ▶ Do +1 hit
- ▶ Reduce a hit
- ▶ Activate a power

BASHED


☐ ☐ STUNNED

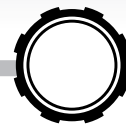

DANGER ▶

UNIFORM
COLORS

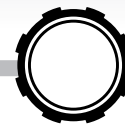
AGENT



EXPLORER



FLYBOY



PROFESSOR



WARRIOR

INFILTRATOR: As long as you are in disguise, using a cover identity, or are being stealthy, you can **add your Agent trait die (d12) to any roll**. The GM can threaten your cover or stealth by introducing threats like "They see through your disguise!" or "Caught!"

COVERT OPS: All of your gear is concealable and silent.



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



Micro Gadgets

[+]

Hologram Projector

[+]

Disguise Kit

[+]

Spy Drone

[+]

Rocketpack

Goggles & Gas Mask

Wrist Communicator

Utility Belt & Med Kit

[+]

WEAPON: Raygun, Electro-Blaster, or Turbo-Rifle

[+]

☐ ☐ INJURED

☐ K.O.'D

☐ VAPORIZED


NAME

ATOMIC



AGENT



COMMANDO



DAREDEVIL



DETECTIVE

CYBORG BODY: Your body is armored and your internal organs have been replaced by a fusion reactor and cybernetic parts, making you incredibly resistant to harm. **You suffer no penalty for marking a Stunned or Injured box**—your target number doesn't go up to 5, and your trait dice don't get smaller.



FUSION OVERLOAD: Override the safeties on your internal fusion reactor to generate a dangerous amount of power. Add +2 hits to your action roll.



Atomic Strength

[+]

[+]

Atomic Speed

[+]

[+]

Atomic Beams

[+]

Z-Ray Vision

[+]



POWER

Spend a power token to:

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- Reduce a hit
- Activate a power

BASHED



STUNNED

UNIFORM
COLORS

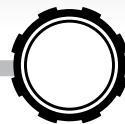
COMMANDO



EXPLORER



FLYBOY



PROFESSOR



WARRIOR

GUNS BLAZING: When you're using your guns and roll multiple hits, you can **spread the hits across multiple targets**, as long as you can reach all the targets with your attacks.



COVERING FIRE: Use a concentrated barrage of shooting to protect yourself or an ally. Reduce a hit they just took, and give them +1 hit to their next action.



Frag Grenades

[+]

Smoke Grenades

[+]

Electro Pulse Grenades

[+]

Atomic Beam Rifle w/scope

[+]

Rocketpack

Goggles & Gas Mask

Wrist Communicator

Utility Belt & Med Kit

[+]

WEAPON: Raygun, Electro-Blaster, or Turbo-Rifle

[+]



INJURED



K.O.'D



VAPORIZED



DANGER ►



NAME

GHOST



AGENT



COMMANDO



DAREDEVIL



DETECTIVE

SPIRIT: You are a spectre composed of aetheric vibrations. You're corporeal and can touch things (and be touched) but can float and pass through solid objects with an act of will. If you are vaporized or otherwise "killed," you simply vanish and reform a few minutes later (uncheck your Vaporized box). **When you face the thing that keeps you tied to this world, you do +1 hit on your action rolls.**



OUT OF PHASE: Reduce a hit you just took (as the attack passes through you) and do +1 hit on your next roll.



Spectral Aura

[+] [+]

Poltergeist

[+] [+]

From Beyond

[+]

There's a Reason I'm Still Here!

[+]



POWER

Spend a power token to:

- ▶ Do +1 hit
- ▶ Reduce a hit
- ▶ Activate a power

BASHED


☐ ☐ STUNNED


DANGER ▶

UNIFORM
COLORS

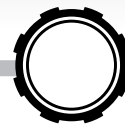
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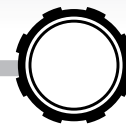
EXPLORER



FLYBOY



PROFESSOR



WARRIOR

DANGER IS MY MIDDLE NAME: You perform even better when your danger meter gets high. When your danger level is in the Injured section, you roll x2 trait dice. When it's in the K.O.'d section, you roll x3 trait dice. When the meter is in the Vaporized section, you roll x5 trait dice.



ACROBATIC DODGE: Reduce a hit you just took, and redirect the attack to do 1 hit to a nearby threat.



(Blank)-Resistant Uniform

[+]

Magna Grapple Line

[+]

Smoke Bombs

[+]

Flash Bangs

[+]

Rocketpack

Goggles & Gas Mask

Wrist Communicator

Utility Belt & Med Kit

[+]

WEAPON: Raygun, Electro-Blaster, or Turbo-Rifle

[+]

☐ ☐ INJURED

☐ K.O.'D

☐ VAPORIZED


x2



x3



x5



NAME

INTREPID



AGENT



COMMANDO



DAREDEVIL



DETECTIVE

NEVER SAY DIE: When you mitigate a disaster, you don't take a full hit, just a reduced hit. Also, you're not trapped by the new threat that is spun-off from the disaster. Plus, your resolve inspires your allies, who each do **+1 hit on their next rolls**.



ONE FOR ALL: Your courage drives you and inspires your teammates. Add +1 hit to your roll, and give an ally +1 hit on their next roll.



Don't Know When to Quit

[+]

[+]

Right Place, Right Time

[+]

[+]

Look Out!

[+]

Lucky Break

[+]



POWER

Spend a power token to:

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- ▶ Reduce a hit
- ▶ Activate a power

BASHED



STUNNED



DANGER ▶

UNIFORM
COLORS

DETECTIVE



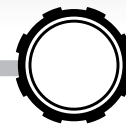
EXPLORER



FLYBOY



PROFESSOR



WARRIOR

INVESTIGATOR: During a Suspense scene, your investigative powers come to the forefront. **You do +1 hit and take -1 Danger on all rolls during a Suspense scene.** Also, when you roll multiple hits, you can spread them across multiple Questions (but not Threats) in play, as long as you explain the connection between them.



EVALUATE: Your keen powers of perception allow you to determine exactly how to best deal with a threat. Add +2 hits to a roll.



Forensic Analyzer

[+]

Underworld Contacts

[+]

Case File Archive

[+]

Energy Handcuffs

[+]

Rocketpack

Goggles & Gas Mask

Wrist Communicator

Utility Belt & Med Kit

[+]

WEAPON: Raygun, Electro-Blaster, or Turbo-Rifle

[+]



INJURED



K.O.'D



VAPORIZED



NAME

MYSTIC



AGENT



COMMANDO



DAREDEVIL



DETECTIVE

RITUAL MAGIC: Should do something cool.

ARCANE DEFENDER: Do +1 hit against magical, extra-dimensional, or spirit threats.



TELEPORT: You step through the shadow realms to vanish and re-appear somewhere else. You may also split your dice pool to perform two actions (use two trait dice—one per action).



The Black Mists of Malakar

[+]

[+]

Eldritch Energy

[+]

[+]

Secrets Man Was Not Meant to Know

[+]

Dark Bargain

[+]



POWER

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- ▶ Reduce a hit
- ▶ Activate a power

BASHED



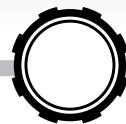
STUNNED

UNIFORM
COLORS

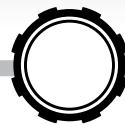
EXPLORER



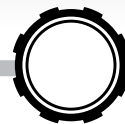
EXPLORER



FLYBOY



PROFESSOR



WARRIOR

BEEN THERE, DONE THAT: You've been from one end of the solar system to the other and seen it all. Once per scene, you can **re-roll the failed dice in a roll** by narrating a quick flashback to a previous adventure when you dealt with a similar situation.

SURVIVOR: Do +1 hit against weather, ruins, traps, or beast threats.



LAY OF THE LAND: You use your awareness of the environment to add +1 hit to an action roll. Also, up to 3 Danger you get on your roll become bonus dice you can use on a future roll or give to an ally.



Strange Alien Artifact

[+]

Survival Gear

[+]

Maps, Charts & Plans

[+]

Useful Trade Goods

[+]

Rocketpack

Goggles & Gas Mask

Wrist Communicator

Utility Belt & Med Kit

[+]

WEAPON: Raygun, Electro-Blaster, or Turbo-Rifle

[+]



INJURED



K.O.'D



VAPORIZED



DANGER ▶



NAME

PSYCHIC



AGENT



COMMANDO



DAREDEVIL



DETECTIVE

TELEPATHIC: You're connected the web of thoughts and emotions going on all around you. You can **allow an ally to re-roll the failed (danger) dice in a roll** by saying how your telepathic powers assist them. Raise your danger meter by 1 for each re-rolled die.



TELEKINESIS: Use the power of your mind to move objects or hold something in place. Change the positions of up to 3 markers in the action arena. Also, add +1 hit to your action roll.



Psychic Aura

[+]

[+]

Psychic Energy

[+]

[+]

I Knew This Would Happen!

[+]

Psychometry

[+]



POWER

Spend a power token to:

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- ▶ Reduce a hit
- ▶ Activate a power

BASHED



STUNNED

UNIFORM
COLORS

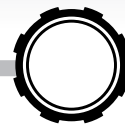
FLYBOY



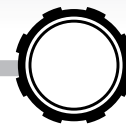
EXPLORER



FLYBOY



PROFESSOR



WARRIOR

DOGFIGHTER: When piloting a vehicle, you can **re-roll the failed dice in a roll** by doing one hit to your vehicle. Most normal vehicles can take 3 hits before they're crippled and 6 hits destroys them.



HOLD TOGETHER BABY: Keep a vehicle going when it should be crippled or destroyed. When the scene is over, the vehicle suffers the full effects of its damage.



A cool customized vehicle appropriate to the environment (you have a garage full of them)

[+]

[+]

[+]

[+]

Rocketpack

Goggles & Gas Mask

Wrist Communicator

Utility Belt & Med Kit

[+]

WEAPON: Raygun, Electro-Blaster, or Turbo-Rifle

[+]



INJURED



K.O.'D



VAPORIZED



DANGER ▶



NAME

ROBOT



AGENT



COMMANDO



DAREDEVIL



DETECTIVE

DETACHABLE FLYING HEAD: Send your head off to do something while your body does something else. Your heady and body can **perform two different actions** (rolling one trait die per action). You can still collect a maximum of 5 danger dice and 3 bonus dice during your turn but you can split them between the two action rolls.



INTERNAL REPAIR SYSTEMS: Heal an Injured or K.O.'d box (you can activate this power when you're unconscious).



Robotic Strength

[+]

[+]

Precision Sensors

[+]

[+]

Energy Transfer

[+]

Electro-Net Interface

[+]



POWER

Spend a power token to:

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- ▶ Reduce a hit
- ▶ Activate a power

BASHED



STUNNED

UNIFORM
COLORS

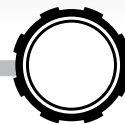
WARRIOR



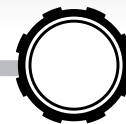
EXPLORER



FLYBOY



PROFESSOR



WARRIOR

FIGHTING SPIRIT: When you hurt your enemies, you are filled with a surge of energy. When you do **4 hits at once** to a threat, you **heal a Stunned box**. When you do **5 hits at once**, you **heal an Injured box**.



MOMENTUM: When you eliminate a threat, activate this power to immediately do 3 hits to a nearby threat.



Traditional Weapon ▾



[+]

Traditional Weapon ▾



[+]

Electro-Shield Gauntlet

[+]

Impact Gloves

[+]

Rocketpack

Goggles & Gas Mask

Wrist Communicator

Utility Belt & Med Kit

[+]

WEAPON: Raygun, Electro-Blaster, or Turbo-Rifle

[+]



INJURED



K.O.'D



VAPORIZED



DANGER ▶



NAME

TWO-FISTED



AGENT



COMMANDO



DAREDEVIL



DETECTIVE

BIG DAMN HERO: You do +1 hit when fighting to protect someone (a specific person nearby, not something generic like "Rocket City"). Also, if you're **Vaporized** or otherwise "**killed**," you can keep fighting until the scene is over (then you suffer the full effects of whatever killed you).



RIGHTEOUS FURY: You're even more dangerous when you're bloodied. Add +2 hits to a roll if you have any Stunned boxes marked or +3 hits if you have any Injured boxes marked.



Brawler

[+]

[+]

Improvised Weapon

[+]

[+]

Tough As Nails

[+]

Surprise Move

[+]



POWER

Spend a power token to:

- ▶ Do +1 hit
- ▶ Reduce a hit
- ▶ Activate a power

BASHED



STUNNED



DANGER ▶

UNIFORM
COLORS

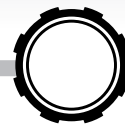
PROFESSOR



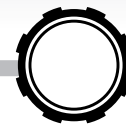
EXPLORER



FLYBOY



PROFESSOR



WARRIOR

BACK AT THE LAB: During an Interlude, you can refresh 3 additional [+], or distribute these additional refreshes among your allies as you see fit. In addition, you can **tinker with one piece of gear** (yours or an ally's) to make it do +1 hit each time it's used in the next scene.



CRAZY THEORY: Your bizarre scientific theory turns out to be true! Add +1 hit to your action roll and give an ally +1 hit to their next roll.



Omni Scanner

[+]

Remote Control

[+]

Experimental Gadget 1

[+]

Experimental Gadget 2

[+]

Rocketpack

Goggles & Gas Mask

Wrist Communicator

Utility Belt & Med Kit

[+]

WEAPON: Raygun, Electro-Blaster, or Turbo-Rifle

[+]



INJURED



K.O.'D





VAPORIZED



