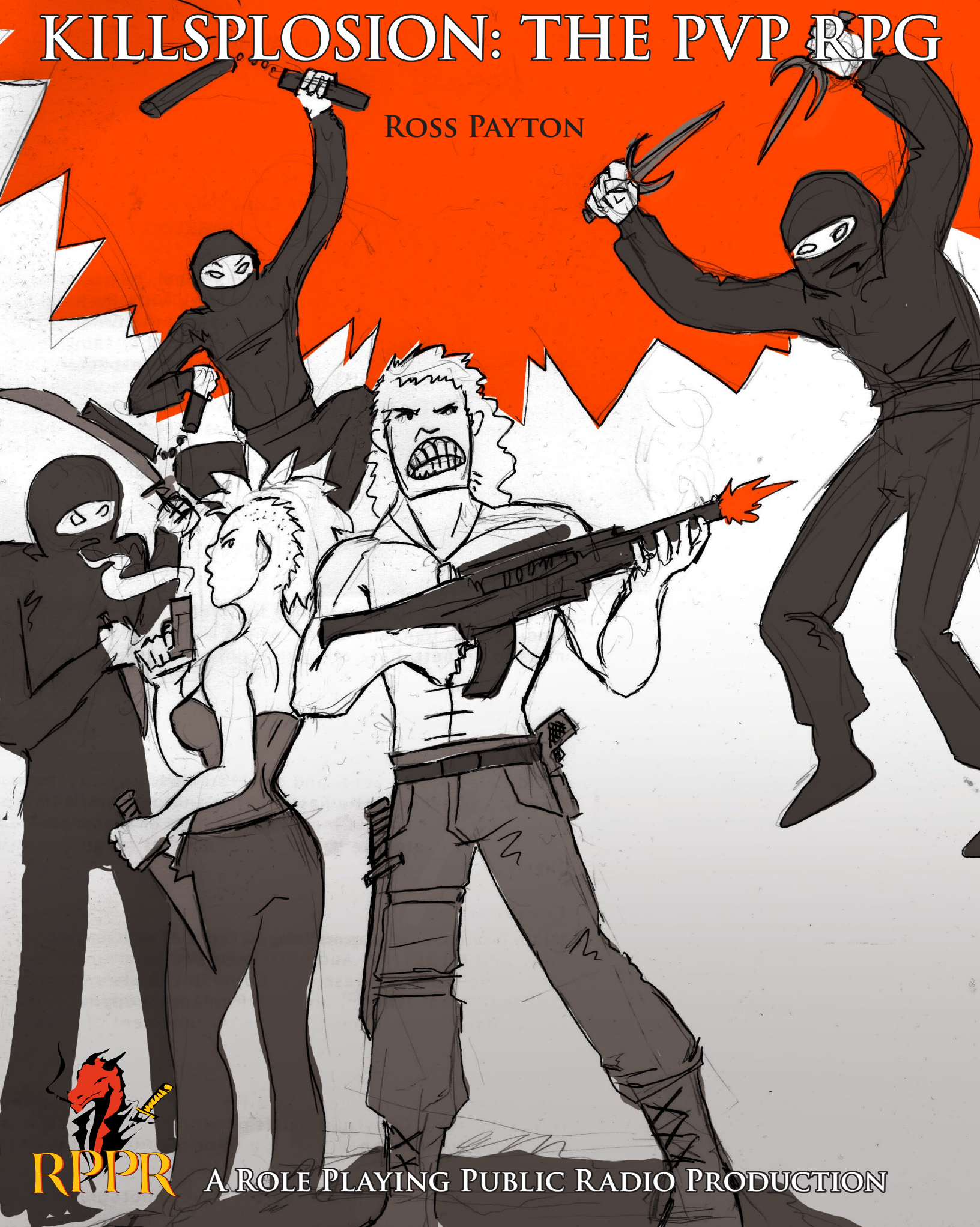


KILLSPLOSION: THE PVP RPG

ROSS PAYTON



A ROLE PLAYING PUBLIC RADIO PRODUCTION

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Killsplosion the PvP RPG
Version 1.0

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CONTENTS

Character Generation	7
Character Sheet	13
Cool Skills.....	16
Cunning Skills.....	23
Common Sense Skills	30
Rules.....	37
Combat.....	41
Alert Today, Alive Tomorrow	46
Also by the Author of Killsplosion	51



CLUCKIN' HELL

Devreux had always considered shopping malls the cathedrals to disposable materialism. Hidden inside the massive monuments to commerce, a drooling consumer could find anything he wanted, from an inflatable barbeque set to a fucking blanket with sleeves. And mini-malls were the larval form of a true shopping mall, a commercial grub that never pupated. But the one Devreux found himself sprinting for seemed like nothing more than a safe haven. It was well after midnight, and the shopping center was closed. That was for the best. Less chance of a goddamn civilian getting in the way. He knew that Dominik's men were barely twenty yards behind him. He clutched the heavy black duffel bag closely, treating it like a lifeline. Which, in every way, it was.

He had been lucky to see them coming in the first place. He was securing a bag of cash into the trunk of his Honda Civic when they had come out of nowhere. A dozen armed thugs, their coming marked by intermittent gunfire and angry words shouted in Czech. Devreux had only a few seconds to reach into his trunk for a weapon before he had to leap over his car to avoid the bullets. He had wanted to grab the bag that contained his twin .45 automatic pistols. But he hadn't had the time to pick or choose. As luck would have it, the bag he grabbed had his Squad Automatic Weapon. An effective weapon to say the least, but it was disassembled. And the dozen gunmen hadn't given him the courtesy of time to put the weapon together.

Devreux reached the back door to one of the shops, not even bothering to stop. He threw his shoulder into it, and the dead bolted door cracked open. He felt an agonizing pain shoot through his shoulder, a sure sign that damage had been done. With the ocean of adrenaline flying through him, he barely noticed. He tumbled inside the door, and in one fluid motion whirled around to slam the door closed. He realized fate had finally stopped pissing on him when he found a full janitor's cart in the store's backroom to brace the door with. It wasn't much, but it would at least make the door look like it was still closed.

Devreux knew he had a few moments while the gunman started searching the stores. He ran into the store itself, and was surprised to find himself in a costume shop, post-Halloween sales banners all over the place. From the mask racks above the counter, werewolves, zombies, skeletons, and even one of those blue things from that movie last year stared down at him. His gaze only lingered for a split second. He had much to do, and little time to do it. He unzipped the bag, and roughly emptied the con-

tents onto the carpeted floor. The SAW components spilled out, as well as a Kevlar tactical vest, and two one hundred round box magazines of 5.56mm bullets. Devreux had assembled this weapon so many times, he could do it by muscle and nerve memory alone. The weapon was in one piece in less than thirty seconds. He attached one of the box magazines to the weapon, threaded the bullets through the chamber, and locked them into place. The SAW was ready for fun.

As soon as the immediate problem of getting armed was over, Devreux allowed himself to finally consider other problems. He was inside, and had probably remained anonymous to any civilians. But that couldn't be guaranteed now. He knew that there was a bank across the street, which meant ATM cameras. The mini mall probably had some cameras he hadn't seen earlier. While he had to survive, he couldn't allow himself to be recorded doing the deed he had to do. If his face was caught on camera, he would be disavowed. Which meant a bullet to the head by his own fucking agency. He was putting on his Kevlar vest, thinking about possible solutions, when something caught his eye. A dopey chicken mask, part of a full costume, stared at him from its perch atop the mask rack. He knew that he had only seconds, but an idea hit him. He put the vest aside for the moment, and a rare grin lit up his normally somber face.

About a minute later, the gunmen were in the process of checking the stores one by one. They knew that he had to be inside one of them, and they were searching all of them, trying to find the one door that was loose. They had so far checked a party supply store, a chinese restaurant, a beauty salon, and an ice cream store. All they had left was a sports memorabilia store, a shoe store, a costume shop, and a nail salon. Two gunmen searched the doors, while eight more covered the mall itself. Two more had been sent to the front, in case their mark tried to escape that way. The two-man search team was about to test the door to the sports memorabilia store when the back door to the costume shop swung open. Then the damnedest sight any of them had ever seen came strolling out. It was a guy in a yellow chicken costume, with a kevlar vest strapped onto it, and a large automatic weapon cradled in his arms. The ten hardened mercenaries could only stare in quiet silence at the goofy chicken man that had suddenly stepped into the pale yellow streetlight of the mini mall's back drive.

Devreux instantly knew that wearing the costume out was a good idea. Not only would it keep his face hidden from any cameras, but it had also distracted the gunmen. They were gawking at

CLUCKIN' HELL

him, rather than shooting. That one second of stillness was all he needed. He raised the SAW up, and sent a 5.56mm blend of herbs and spices right into the largest group of mercs. They had dressed for speed, so none of them wore vests. The bullets chewed them to pieces, the sound of shell casings hitting the pavement drowned out by the roar of the gun. Some of them tried to get a bead on the chicken man, but they still had to aim. Devreux just turned the gun on them, holding down the trigger the whole time. Only now, firing a storm of bullets into a mass of scumbags while wearing a dopey chicken costume, did he realize he truly loved his job.



CHARACTER GENERATION

Character attributes: All player characters in Killsplosion are given attributes to measure their abilities. Each is rated from 1 to 5. 1 represents the minimum threshold a person can have while still being a functioning member of society while 5 represents the pinnacle of human achievement in that area.

- **Strength:** Raw muscle power.
- **Reflexes:** Speed and agility.
- **Toughness:** Health, endurance and staying power. Your Toughness adds to your Cool skill points.
- **Intelligence:** Brains and learning ability. Your Intelligence adds to your Cunning skill points.
- **Senses:** The perceptive ability of the character. Your Senses add to your Common Sense skill points.

Note that you only gain the bonus skill points if you start play with that skill pool.

Rolling your attributes: Pick one of the following stat packages or roll a d20 to select a package randomly.

Roll	Package	Description
1-4	Balanced	Start with a 2 in each attribute. Character gets 5 points to allocate among the attributes. May not raise an attribute to 5.
5-8	Specialist	Pick an attribute and set it to 5. All others start at 1. Allocate 5 points to other attributes. No other attribute may be a 5.
9-13	Brawn	Strength and Toughness start at 4. All others start at 1. Allocate 4 points to other attributes. Strength and Toughness may be raised to 5. No other attribute can be raised to 4 or higher.
14-17	Brain	Intelligence and Senses start 4. All others start at 1. Allocate 4 points to other attributes. Intelligence and Senses may be raised to 5. No other attribute can be raised to 4 or higher.
18-20	Average Joe	Start with a 2 in all attributes. Character gets 3 points to allocate among the attributes. May not raise an attribute to 4 or higher. Character gains a bonus of +5 Common Sense points.



CHARACTER GENERATION

Skill points: All skills cost skill points to use. Each activation of a skill costs a certain number of skill points but these points can be refilled under certain circumstances. A character's starting skill points are also his maximum skill points. If a character would gain skill points that would go over his starting points, then the excess points are wasted. Each character will have three skill point pools:

Cool: Skills based on badass stunts and maneuvers. Shoot better, take more damage and move faster all while looking cooler than anyone else. Cool points are regained by taking unnecessary risks, saying one-liners at the right time and making insanely dangerous bets with your enemies.

Cunning: Being cool is one thing but winning is another. Cunning skills are based on setting up plans and executing them. Traps, ambushes and other plans separate the winners from the losers. Cunning characters regain points when their plans come to fruition and when they make accurate predictions.

Common Sense: Not everyone is a wisecracking badass or Machiavellian schemer. Some people just got a good head on their shoulders and that's enough sometimes, especially when all of these jackasses around you think they can try to get over on you. Common sense skills negate or modify cool and cunning skills

Determining Skill points: Pick one of the following packages or roll a d20 to select a package randomly.

Roll	Package	Description
1-4	Balanced	Character gets 2 points in each pool. The character may allocate 3 points to any of the skill point pools.
5-7	Specialist	The character gets 10 points in a single skill point pool.
8-12	Blue Collar Badass	The character gets 5 points in Cool and 5 points in Common Sense.
13-16	Mastermind	The character gets 5 points in Cunning and 5 points in Common Sense.
17-20	Suave Killer	The character gets 5 points in Cool and 5 points in Cunning.

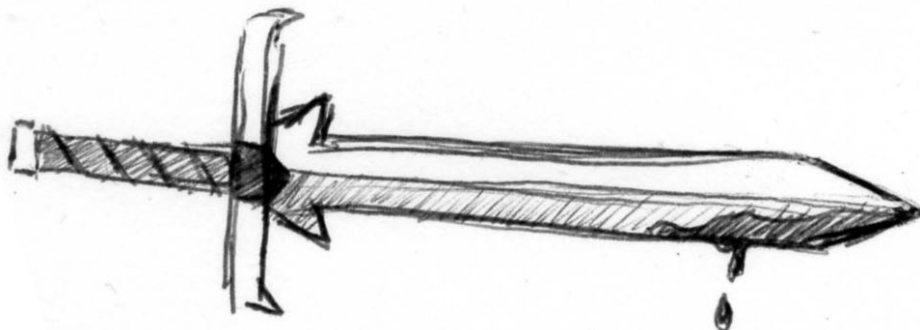
Attribute bonuses: Once you have determined which skill points your character has access to, you may add your primary attribute to those pools:

Cool: Add Toughness

Cunning: Add Intelligence

Common Sense: Add Senses

If you did not get a skill point pool from a package, you do **NOT** get it from the attribute bonus. For example, a mastermind does not get access to Cool skills even if his Toughness is 5.



CHARACTER GENERATION

Skills: Characters must have a skill in order to use their skill points. All characters with at least 1 point in their skill pool can use the common skills listed for that ability. However, each character can also pick a certain number of elite skills or a signature move:

Elite Skills: These are demonstrably better than common skills but any number of characters can use them.

Signature Moves: A Signature Move is a unique skill in a Killsplosion game. Only 1 Player Character can have any given Signature Move at any time. Once a character picks the Signature Move, he must announce it to the other players and GM. The first person to announce he has a Signature Move lays claims to it. If there is a dispute between players over who gets to use a given Signature Move, then they can resolve by an opposed d20 roll.

Taking a Signature Move in play: A Player Character may give a Signature Move to another Player Character. This is a free action but the characters must be able to communicate to each other. Furthermore, a character may take a Signature Move from another by killing him. If you do this, you must remove one of your existing Elite Skills or Signature Move to make room for the new Signature Move. If you do not remove a skill, you do not gain the new Signature Move.

Determining Skills: Pick one of the following packages or roll a d20 to select a package randomly. A character must have at least 1 point in an ability in order to select a skill from that category. For example, a PC that has 0 points in Common Sense can't select a Common Sense elite skill or Signature Move.

Roll	Package	Description
1-5	Balanced	Select 1 elite skill and 1 Signature Move.
6-10	Versatile	Select 3 elite skills.
11-15	Specialist	Select 1 Signature Move and gain +2 bonus whenever making a roll using that skill.
16-20	Raw Talent	Select 2 elite skills and +1 to an attribute of your choice. This may raise an attribute to 5. An attribute cannot go over 5.

Hit points: Characters in Killsplosion have hit points unless they are nameless NPC goons. Player characters start with 100 base hit points. These hit points are divided among the following hit locations:

Head: 10 hit points
Chest: 40 hit points
Groin: 10 hit points
Left arm: 10 hit points
Right arm: 10 hit points
Left leg: 10 hit points
Right leg: 10 hit points

Additional hit points: Not all characters are identical in terms of hit points. Each character gains 1d6+3 hit points per point of toughness that can be applied to any hit locations. For example, a character with a Toughness of 4 rolls 4d6+12 and adds that to whatever hit locations he desires. He may split the points up however he chooses.

Normally, when a character takes damage, he is allowed to select which hit location receives the damage. Certain abilities allow the attacker to select the hit location but unless otherwise stated, the defender selects which hit location takes damage.

Equipment: All characters receive three common items of their choice. Typically, a character should pick a weapon, a vehicle and a cell phone. Characters with certain elite skills or Signature moves may receive additional items.

WEAPONS AND EQUIPMENT

Starting equipment: All characters start with 3 common items. Typically this is a cell phone, a car and a weapon. Certain skills grant additional equipment.

Name	Type	Special Rules
Automatic Pistol	Weapon	
Revolver	Weapon	
Shotgun	Weapon	
Knife	Weapon	
Club	Weapon	Free - found everywhere
Big Club	Weapon	
Sledgehammer	Weapon	
Motorcycle	Vehicle	Ramming damage 1d6
Compact Car	Vehicle	Ramming damage 1d6
Sedan	Vehicle	Ramming damage 2d6
Truck	Vehicle	Ramming damage 3d6
Cell phone	Item	
First aid kit	item	Can heal 4d6 damage but is used up by it.
Kevlar Vest	Armor	Blocks 10 points of damage to the chest then is destroyed.

Rare items

Name	Type	Special Rules
Submachine gun	Weapon	
Assault rifle	Weapon	
Hand Cannon	Weapon	
Sniper Rifle	Weapon	
Heavy machine gun	Weapon	
Rocket Launcher	Weapon	
Sports Car	Vehicle	+4 on all chase rolls - Ramming damage 2d6
Helicopter	Vehicle	Devastating explosion on crash or ramming check
C4 satchel	Weapon	
Minigun	Weapon	
Flamethrower	Weapon	
Grenade Launcher	Weapon	

Ammo rules: Ammo works differently in Killsplosion than in 'normal' RPGs or 'the real world'. Counting bullets is lame. Reloading is too, unless it's a dramatic badass thing. Anyway. Here's how ammo works:

Every firearm has enough ammo to last one battle. In other words, as soon as you fight in one battle, your gun is worthless unless you get a new gun or find more ammo. This is because characters in Killsplosion use their guns all the time in a fight. You don't just shoot when you attack someone. You shoot doors to weaken them so you can dive for cover. You shoot to distract your enemies, allowing you to dodge. You shoot clip after clip into the bodies of dead enemies to make sure they're dead.

These are the common ways to get more guns and ammo:

Loot a weapon or ammo from a dead enemy: If you kill someone in a fight and manage to get to their corpse, you can take their weapon or ammo for your own. All dead characters have loaded weapons and ammo for a variety of firearms. Looting a corpse takes a turn.

Borrow, buy or steal weapons: All characters can get firearms from existing characters or sources. There's nothing stopping a character from stealing a shotgun from a cop car or buying one at the local hunting store for example. However, this depends on the scenario. Your GM should tell you where you can find some more guns.

WEAPONS AND EQUIPMENT

Skills: Certain skills allow the character to get more guns or ammo easily. Cops always have ammo for their standard issue sidearm and shotgun for example.

Dual Wielding: Some weapons can be dual wielded - one weapon in each hand. There is no penalty for dual wielding. Characters may make a separate attack with each weapon.

Weapon types

Power: Use Strength as their base attribute.

Quick: Use Reflexes as their base attribute.

Sniper: use Senses as their base attribute.

Concealing weapons: A character can only conceal weapons that can be dual wielded. Larger weapons can be hidden from sight with duffel bags and so forth but a hidden large weapon is not ready for combat. Characters must spend 1 turn readying a hidden large weapon before they can wield it in combat.

Firearms List				
Name	Type	Damage	Dual	Special
Automatic Pistol	Quick	1d6	Y	
Revolver	Quick	1d6	Y	
Hand Cannon	Power	2d6	Y	Strength 2 or higher to use
Submachine gun	Quick	2d6	Y	Spray and Pray Quality
Assault Rifle	Power	3d6	N	Spray and Pray Quality, Strength 3 or higher to use.
Shotgun	Power	4d6	N	Shotgun Quality
Sniper Rifle	Sniper	5d6	N	Long Range Quality
Heavy machine gun	Power	5d6	N	Spray and Pray Quality, Strength 4 or higher to use.
Rocket Launcher	Power	Special	N	Explosive Quality - 1 shot only
C4 Satchel	N/A	Special	Y	High Powered Explosive Quality
Minigun	Power	Special	N	Minigun Quality
Flame Thrower	Power	Special	N	Flame Thrower Quality
Grenade Launcher	Power	Special	Y	Explosive and Under barrel

Spray and Pray: The character can attack all characters in his location with a single attack at a -5 penalty. If this is used against a group of goons, it inflicts full damage on them.

Shotgun: Shotguns split their damage between 2 adjacent hit locations of the defender's choice. Shotguns can kill 1d6 goons per attack.

Long Range: The weapon can attack at adjacent locations without penalty. It can attack characters at locations further away with a -2 penalty at the GM's discretion.

Explosive: The weapon causes a standard explosion centered on the target.

High Powered Explosive The weapon causes a devastating explosion and cannot be thrown. Must be triggered via a trap or a remote detonator or a timer.

Underbarrel: This weapon can be attached to an assault rifle. This looks way cool and the character can fire both the assault rifle and grenade launcher as though he were dual wielding them.

Minigun: A character may attack every single character at his location without penalty and every character at an adjacent location at a -5 penalty. If a character hits someone, it inflicts 8d6 damage divided into 2 hit locations and inflicts 10d6 on every group of goons it hits. A character that uses a minigun foregoes any defensive action the turn he fires the weapon nor can he move the turn he fires the weapon. Characters carrying a minigun cannot participate in chase scenes if they are on foot. They automatically fail every chase action.

Flame Thrower: A flame thrower inflicts 2d6 damage on all hit locations on a target with a successful attack roll. The character will burn for 1d6 damage on all hit locations for 3 rounds after the fire. A character that carries a flame thrower is at risk from the weapon exploding during use. Any fiery or explosive weapon (or explosion) will detonate the flame thrower. This inflicts 5d6 damage on all hit locations of the target and causes an explosion in that location.

WEAPONS AND EQUIPMENT

Melee and Throwing Weapon List				
Name	Type	Damage	Dual	Special
Unarmed	Power or Quick	1d6	N	Unarmed Quality
Knife	Quick	1d6	Y	Thrown
Tomahawk	Quick	1d6	Y	Thrown
Grenade	Quick	Explosion	N	Grenade Quality
Machete	Power	1d6+1	Y	
Club	Power	1d6	Y	+1 to parry rolls
Big Club	Power	2d6	N	Strength 3 or higher to use
Rapier	Quick	2d6	Special	Reflexes 4 or higher to use. Rapier Quality
Katana	Quick	4d6	N	Katana Quality
Battle Axe	Power	4d6	N	Strength 3 or higher to use
Sledge Hammer	Power	3d6	N	Strength 3 or higher. Knockback quality

Thrown: This weapon can be used as a ranged weapon. Obviously, once you throw it, you have to go and fetch it to use it again. It does not follow the ammo rules for firearms.

Grenade: A thrown weapon. A grenade causes a standard explosion at the target it is thrown at. See the combat section for rules. If the attack misses, it explodes on a random character at that location.

Rapier: This weapon can be dual wielded with a knife. +2 to parry and riposte.

Katana: Only characters with at least 1 point of cool can wield a katana unless they start play with the katana. Katanas can kill 1d6 goons per attack.

Knockback: A character hit with this weapon can be knocked to an adjacent location or stunned for 1 turn - defender's choice.

Unarmed: All characters can make unarmed attacks. All unarmed attacks do the same damage, whether they are punches, kicks or headbutts or bites or whatever. A character can choose to make an unarmed attack a Power attack or a Quick attack.



KILLSPLOSION CHARACTER SHEET

Character Name:

Character Concept:

Player:

Attributes

Strength

Reflexes

Toughness

Intelligence

Senses

Elite Skills

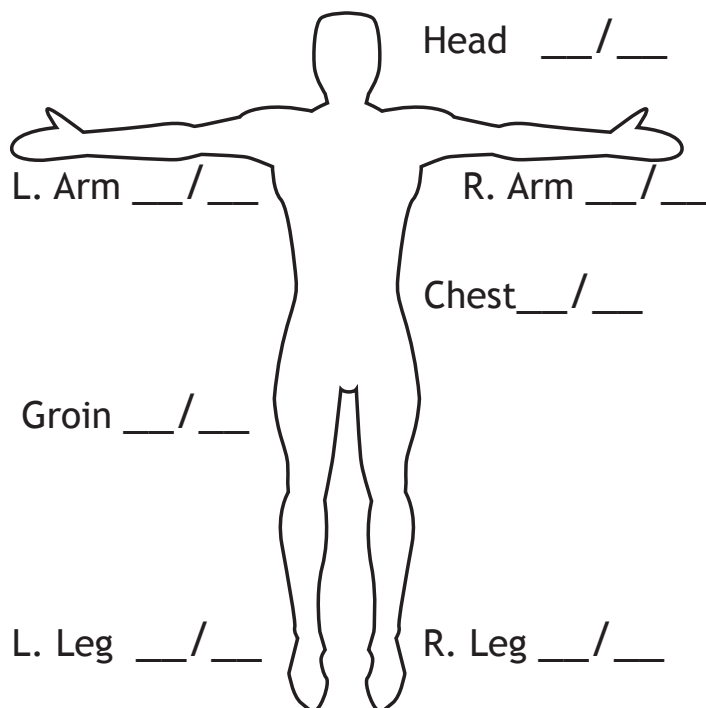
Signature Move

Items

Scenario:

Kills:

Hit Points:



Hit points are divided among the following hit locations:

Head: 10 hit points

Chest: 40 hit points

Groin: 10 hit points

Left arm: 10 hit points

Right arm: 10 hit points

Left leg: 10 hit points

Right leg: 10 hit points

Additional hit points: Each character gains 1d6+3 hit points per point of toughness that can be applied to any hit locations. For example, a character with a Toughness of 4 rolls 4d6+12 and adds that to whatever hit locations he desires. He may split the points up however he chooses.

Arms and Legs: 0 to -10 - The character's limb is severely damaged, which reduces their ability to fight. The character loses 1d6 points from a skill point pool.

Arms and Legs -11 to -20 - The character's limb is mangled beyond repair. The character loses 1 point in Strength, Toughness and Reflexes.

Arms and Legs: -21 and beyond - The character's limb is destroyed. All further damage is applied to the chest. The character can no longer apply damage to that limb.

Groin: 0 to -10 - The character is stunned for 1 turn and loses 1 point of toughness.

Groin -11 to -20 - The character loses all Cool and Cunning points. All further damage goes to the chest.

Chest: 0 to -10 - The character is crippled. Can only take an action OR reaction per turn. Loses 1 point to all stats.

Chest -11 and beyond - The character is dead.

Head: 0 to -10 - The character has a concussion. The character loses 2 points of Intelligence and Senses.

Head -11 and beyond - The character is dead.

TEXAS CLAN

The Luljeta lay at anchor, nearly twenty miles off the coast of Italy in the Adriatic Sea. It was a huge two hundred foot long pleasure yacht, the kind of vessel designed solely for the amusement of the people with the kind of money that makes one more powerful than any government or official. The parties and gatherings on deck were the kinds of affairs that most people could only see in crime movies or some rap video. At the moment however, the only people on deck were numerous armed guards. The casual observer might think that the guards were not professionals, as they wore suits and not uniforms. Others would know instantly that the suit was a uniform. It was the uniform of the security guard who made more than most lawyers, and for whom arrest was never on the agenda.

Two of them stood at the port side railing, looking out over the ocean. The ship usually clamored with the noise of party-goers, but at this hour, the din had faded to the echo and slaps of waves against the hull. Not much to do but walk their designated patrol routes and try to stave off the boredom of routine. They were taking a brief moment to have a smoke and gossip about the latest gorgeous lady their boss had on board that week. Their employer's love of food was exceeded only for his love of beautiful arm-candy. And the latest one was truly impressive. Both guards were exchanging scenarios of what they would do with her if the chance ever arose. One of them had just revealed an intricate moment involving Mozart and a good supply of condiments from the galley when the sound of a small splash in the ocean below caught his attention. He looked down for only a split second before he felt a slight disturbance in the air next to him. He turned back to the second guard to ask if he had heard the same thing. The other guard just stared at him with glassy eyes for a moment before his head slid off his neck with a wet thump. The first guard had just enough time to have his eyes go wide with shock when the air was disturbed again. His vision suddenly skewed, and his last conscious thought was why am I falling?, before the blood pressure left his brain and all became blackness.

A black clad figure slowly rose from his position behind the dead guards. He had been there for several minutes, watching the guards walk their patrol, waiting for the right moment. The task done, he sheathed his katana without the slightest sound of scraping metal. Only the small space around his eyes was not concealed by midnight black clothing. Leaving the two guards dead, the phantom dashed across the deck of the ship, seeking out the two guards on the starboard side. They were not pausing for a smoke break, so they were easier to take down. One

dropped headless to the deck before his partner had any idea. He didn't see the headless corpse until he came back around on his route. He had just enough time for his brain to register what he was seeing before his own head took off on its own brief patrol in the opposite direction of the body.

The ninja descended down into the bowels of the ship. He ignored the crew members who were no security. He could have killed them in over a dozen ways, but they were not a threat. And the more bodies littering the ship, the better the odds of his own discovery. And that simply would not do. So only the armed men in dark suits were privileged enough to have the blade pierce their hearts. These bodies, of course, he had to hide. The four up top were the only ones above deck. No need to get rid of them. The ones killed down below were stuffed wherever was most convenient. One went into a storage closet, another into the refrigerator where the fishing bait was kept. Another went into a piece of luggage, even though some "pruning" was required for that corpse.

The ninja hurried on to his main target. No alert had been raised, but that could change. And the primary target had more than enough resources to have a helicopter to the ship in a matter of minutes. And while there were a number of things he could do to sabotage a helicopter, he didn't want to have to employ them. It was a matter of personal pride. If guards found evidence of his work before the mission was finished, then it was a failed mission. A ninja had to be lethal, methodical, but above all else, invisible.

The master suite of the ship was designed for maximum luxury and comfort. The carpeting was imported from Iran, the sheets the very finest silk. And snoring away under those sheets was Paskal Sutalo, respected businessman and source of almost half the heroin brought into Eastern Europe every year. He was huge, at nearly four hundred pounds, but his wealth and power made the standard consequences for bringing up his weight as a negative to be a quick dousing in gasoline and a match. He was sleeping with a gorgeous blond woman, the kind that required a receipt at the end of the night so your taxes would even out. No doubt, she could buy a very nice villa along the Riviera for what she just made.

The ninja slipped into the room like a shadow. He had brought a very special tool to eliminate Sutalo. It was a needle filled with a powerful poison. It was designed to stop the heart with almost no distress to the victim. He had brought

TEXAS CLAN

it as to not wake the woman he knew Sutalo would inevitably be with. He didn't want to have to kill an innocent, and had determined the poison to be the best way to avoid that. There was no sound as he crept up to the sleeping drug lord, needle in hand. The needle was as thin as a hair, and would produce almost no perceptible pain. As the needle came down, a knife sailed through the air, impaling itself into the wall a mere inch from the ninja's face. In the next instant, the lights to the room switched on. The ninja whirled around and found himself facing a man in a nearly identical garb to his own. It was another ninja, that much was certain.

Sutalo woke up as soon as the lights came on. It quickly became evident that he had not been sleeping. The ninja realized too late that he had been spotted by the other, and Sutalo had been warned. Now the look of triumph on his face was evident to all.

"I must say, Yamata", Sutalo said, rolling the still unconscious woman off of him. "I had my doubts when you said that another ninja clan wanted me dead. I stand corrected."

"I told you it was so," Yamata said, his arms akimbo, completely relaxed. "When one such as I is hunting, the others know. I felt it on the wind. And now, the meeting of two of the art."

Yamata slowly drew his katana out of its sheath. "I have observed your skill. The way you move, the way you kill. It will be an honor to test my blade against yours. I am Yamata, of the Oshiro Clan. I wish to know, to which clan do you belong."

The ninja reached his hand back, seemingly to draw his own katana. But in a motion almost too quick to register, his hand went passed the sword to another hidden pocket. And instead of a sword, a silenced forty-five automatic handgun was in the ninja's hand.

Yamata found himself staring down the barrel of a gun, almost twenty feet away from his target. It seemed a cliché, but it was suddenly clear. Yamata had brought a blade to a gunfight. The ninja removed his mask, and Yamata was stunned. The face belonged to a caucasian man, with a rough growth of five o'clock shadow. And when he spoke, there was an unmistakable Texas drawl.

"The name's Frank, from the Rawlins clan. And I'd like you to meet a friend of mine. This is forty five. From the Colt clan."

Yamata was horrified. "This cannot be! One of the art would bring a firearm? You would dis-

honor yourself like this?"

"Bang," said Rawlins.

Bang, said the gun.

The bullet went through Yamata's forehead, and he was dead before he hit the floor. In one smooth motion, the gun moved to point and Sutalo, the smug grin now gone from his face. "Please! I can offer double whatever you are being paid! Triple! Please, I know we can work something out!"

Rawlins smiled. "Well, that's a right generous offer. And I am being offered one hell of a payday for this. And tripling that would be even better. There's just one thing. I hate drug dealers."

Sutalo received the same gift as Yamata; a bullet to the forehead. Gravity and inertia kept the body upright for a couple of seconds. It was just enough time for Rawlins to sprint forward and catch the corpse before it slumped onto the woman. As Rawlins carefully rolled the body onto its side, the woman woke up. The smell of booze on her breath was still strongly evident.

"Is something wrong?" she asked, her words slurred with intoxication.

"I'm just a ninja ma'am," Rawlins told her. "I just killed Sutalo and a bunch of other people. No need to worry. Just go back to sleep."

"Okay," she groggily said, none of his words really sinking in. Rawlins slid the gun back into its holster and made his way back to the suite door. He turned back to the sleeping woman as he switched the light off. The way he had placed Sutalo's body would ensure no blood seeped onto her side of the bed.

"Sleep well, ma'am."

And with that, the door closed, and Rawlins was a phantom once again.

COOL SKILLS

Common Cool Skills: All characters with a cool point pool of 1 or higher may use these skills.

Swagger
Cost: 0
Type: Non-Combat
Time required: 1 turn
Other Prerequisites: None
Benefit: The character struts his stuff like a BOSS. Regains 2 cool points. The character's position is immediately known to all other characters in the vicinity. You cannot hide and swagger at the same time.

One Liner
Cost: Special
Type: Combat
Time Required: None
Other Prerequisites: None
Benefit: When the character kills someone and can think of appropriate one liner at that time, he immediately gains 1d6 cool points. However, he only gains it if the GM spontaneously laughs at its wit or otherwise acknowledge its supreme coolness. If the actual quality of the one liner is in doubt, another player may challenge it with a straight d20 roll off against the character using the one liner ability. If the cool character wins, he gains the cool points. If he loses the roll off, he immediately loses ALL remaining cool points and can no longer use the one liner ability for the rest of the current fight. The GM has final word on the quality of the one liner.

One Shot Is All I Need
Cost: 1 cool point or 3 cool points
Type: Combat
Time Required: 1 action and 1 reaction
Other Prerequisites: Must be out in the open. Can't be behind cover.
Benefit: The character is too cool to defend against attacks. Instead, he puts all his effort into 1 melee or ranged attack. He gains a +5 skill bonus on the attack roll and +2 bonus to damage on that attack. Alternatively, the character can spend 3 cool points and make a normal attack roll against an opponent. If the attack hits, it is a critical hit.

Bandage Shoulder Wound
Cost: 2 cool points
Type: Non-Combat
Time Required: 1 Turn
Other Prerequisites: None
Benefit: The character rips some cloth and makes a bandage for his injured shoulder. Immediately heal all damage to the right or left arm. This skill does not heal an arm that is at -21 or more hit points. It cannot heal a destroyed or severed limb.

Heroic Shoulder Wound
Cost: 1 cool point minimum
Type: Combat
Time Required: None
Other Prerequisites: Must be hit with an attack and select an arm as the hit location to receive the damage. Can't be used against a grappling attack.
Benefit: If the character is hit with an attack he can choose to have the attack hit one of his arms. In this case, the attack hits the character's shoulder, which makes for a suitably heroic wound. Subtract the character's Toughness against the damage received to a minimum of 1 point of damage. The character may subtract an additional 2 points of damage for every cool point spent with no cap with a minimum of 1 point of damage received.

Defenestrated!
Cost: 1 cool point
Type: Combat
Time Required: 1 action
Other Prerequisites: Must jump or be thrown through a window.
Benefit: The character takes no damage from going through the window or from the fall, no matter the height as there just happens to be some method to slow his fall. The character still takes damage normally from other sources, such as being on fire.

Walk Away from an Explosion
Cost: 0
Type: Combat
Time Required: Reaction
Other Prerequisites: Adjacent to a location that suffers a devastating explosion. This skill does not work if the character is at the same location as the devastating explosion.
Benefit: The character suffers no damage from being near the devastating explosion. He immediately gains 1d6 cool points.

Stubborn Defiance
Cost: 1 or more cool points
Type: Combat
Time Required: None
Other Prerequisites: None
Benefit: Gain a +1 bonus on any roll for every cool point you spend when you oppose another player's action - including defense rolls against an attacking player.

COOL SKILLS

Common Cool Skills: All characters with a cool point pool of 1 or higher may use these skills.

Risky Stunt
Cost: 0
Type: Combat
Time Required: 1 Action
Other Prerequisites: None
Benefit: The cool character announces that he is going to attempt a risky stunt. After describing the stunt, the GM determines how much damage will be inflicted on the character if he fails the relevant check. For every 1d6 damages the character risks, he will gain 2 points of cool or a +1 bonus to the next roll made by the character, maximum of 10d6 damage. The character can split the risk between receiving cool points and getting a bonus on the next roll. The character must then make the relevant check, opposed by another player or the GM. If the character makes the check, he suffers no damage and gains the cool points and/or bonus. If the character fails, he takes the damage and only gains half the cool points and no bonus to the next roll. This can be used against enemy attacks.
For example, a cool character could use Risky Stunt to run out of cover and taunt a nearby sniper before diving back into cover. In this case, the risk is 5d6 damage (the damage of a sniper rifle) and the roll is opposed by the character with the sniper rifle. If the sniper hits the cool character, the stunt fails. If the sniper misses, the character gains +10 cool points or +5 to his next roll OR it could be split up such as +4 cool points and +3 to the next roll.

One More Clip
Cost: 1 cool point
Type: Non-Combat
Time Required: none
Other Prerequisites: None
Benefit: One firearm of the character's choice is not emptied after a battle. It costs 1 cool point per firearm.

Show Yourself!
Cost: 1 cool point
Type: Non-Combat
Time Required: 1 turn
Other Prerequisites: None
Benefit: The character immediately reveals all hidden characters at his current location unless a hidden character spends 2 cunning points to remain hidden.

Take that!
Cost: 1 cool point
Type: Combat:
Time Required: none
Other Prerequisites: None
Benefit: Reroll the damage on an attack.



COOL SKILLS

Elite Cool Skills: Only characters that select these skills can use them.

Gunslinger
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: Must have a minimum Reflexes of 3.
Benefit: The character is a master with quick firearms; pistols and submachine guns. He gains +2 on all attack rolls and +1 damage with quick firearms. He may spend 2 cool points to set his initiative score to 20 + his Reflexes. This does not count as rolling a natural 20. The gunslinger starts out with 2 pistols (automatic or revolver) or 1 submachine gun in addition to his normal equipment.

Outlaw
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: Toughness or Reflexes 3 or higher
Benefit: The character is a hardened criminal with appropriate underworld connections. The character gains +1 bonus on all knife attacks.
The character starts with a knife, a pistol and shotgun or submachine gun and a car or motorcycle. The character can spend 1 cool point out of combat to buy a common item or 3 points to buy a rare item. This takes 1 turn. The character can spend 1 cool point to hide at a location.

Cop
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: All attributes must be 2 or higher.
Benefit: The character carries a badge and has access to standard police equipment: 1 kevlar vest, 1 pistol, 1 shotgun and 1 car. Their pistol and shotgun always has ammo but a cop can't use other firearms as that is against regulations. The character gains a +2 bonus on all attribute checks made in the line of duty.
The character can call for backup for the cost of 3 cool points. This summons 2d6+3 cops. They follow the standard goon rules and are armed with pistols and shotguns. The cops will only attack criminals and lawbreakers (GM's discretion). As a cop, you must follow the law (mostly). A cop can only summon backup once per fight. If the summoned cops are all killed, the cop player character immediately loses this skill and becomes a Loose Cannon.
At the GM's discretion, you may be asked to turn your badge and gun in and become a loose cannon. Generally, this involves putting justice over other concerns, no matter what, or getting other police officers killed.

Special Forces
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: All attributes 2 or higher.
Benefit: The character is a trained and experienced special forces soldier and gains a +2 bonus on all attribute checks of a military nature, such as disarming bombs, rappelling down a mountain or piloting a helicopter. The character gains a +1 bonus to all attacks and +1 to all dive for cover defenses.
The character can spend 1 cool point to hide at a location. The character can use the Spray and Pray weapon quality without the -5 attack penalty. The character starts with 1 rare item.

Bouncer
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: Must have a minimum Toughness of 3.
Benefit: The character gains +2 to all unarmed attacks. All attacks reduce their damage by 1 against the bouncer.
The bouncer gains a special grappling attack that throws a character out of a nearby window or door. This attack costs 1 cool point to use. The bouncer makes an unarmed attack against the defender and if successful, the defender is thrown into an adjacent location through a nearby door or window and takes 1d6 damage plus possible falling damage + 1 damage if defenestrated.

Martial Artist
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: Strength or Reflexes 2 or higher.
Benefit: The character gains a +3 bonus on unarmed attack rolls, dodge, parry and ripostes. All unarmed attacks add the character's Strength or Reflexes +1 to the damage, not cumulative with other skill bonuses.
The character can spend 3 cool points and 1 action to perform a martial arts kata, demonstrating his supreme skill. This stuns all goons in his location for 1d6 rounds and other characters suffer a -2 penalty on rolls made against the martial artist for the duration of the fight. The character can spend 1 cool point to make a successful unarmed attack into a critical hit.

COOL SKILLS

Elite Cool Skills: Only characters that select these skills can use them.

Loose Cannon
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: Must have the cop elite skill.
Benefit: You don't play by the rules. They asked for your badge but they won't stop your pursuit of justice.
You lose your police equipment but gain a hand cannon with unlimited ammo and a +1 bonus on all attack rolls and a +2 to damage rolls with hand cannons. You can use other weapons as well but gain no special bonus when using them.
You can no longer summon cops. You gain a +5 bonus whenever attempting a Risky Stunt in the pursuit of justice (GM's discretion).

Personal Arsenal
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: None
Benefit: The character is a firm believer in the Second Amendment. Whenever the character is out of combat, he can pick up a firearm from a nearby weapons cache at a cost of 1 turn and 1 cool point for a common firearm or 2 cool points for a rare firearm. The character may draw multiple weapons at a single time. The character gains a +3 bonus when diving for cover.
The character is also an expert at counting shots and knows when an enemy's weapon needs to be reloaded or if it will jam at a dramatically convenient time. At the cost of 2 cool points, he can prevent an enemy from using his currently equipped firearms for 1 turn of combat, as the enemy has to reload or unjam the gun. The character starts with 1 firearm of choice.

Modern Samurai
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: None
Benefit: You have mastered the way of the samurai. You gain a +3 bonus on all attack, parry and riposte rolls made unarmed or with the katana. You start the game with a Katana.
You may spend 1 cool point to make a normal hit into a critical hit with a katana. You may spend 5 cool points to make a called shot with a katana, choosing which hit location receives damage.
If you ever use a weapon other than a katana, you disgrace yourself and lose all benefits of this elite skill. You start with a katana. All unarmed attacks add the character's Strength or Reflexes +1 to the damage, not cumulative with other skills.

Barbarian
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: Strength 4 or higher.
Benefit: The character is a modern Hercules - armored with muscles. The character takes 1 less point of damage from all melee attacks. The character gains a +3 attack bonus with power melee weapons and a +2 to damage with power melee weapons.
The character can spend 1 cool point to make a make a normal attack with a power melee weapon into a critical hit.
The barbarian can spend 5 cool points to make a called shot with a power melee weapon and pick the hit location to inflict damage on. Barbarians gain a +2 bonus check to intimidate NPCs. You start with a power melee weapon.



COOL SKILLS

Signature Moves: See the rules for Signature Moves in the Character Generation section.

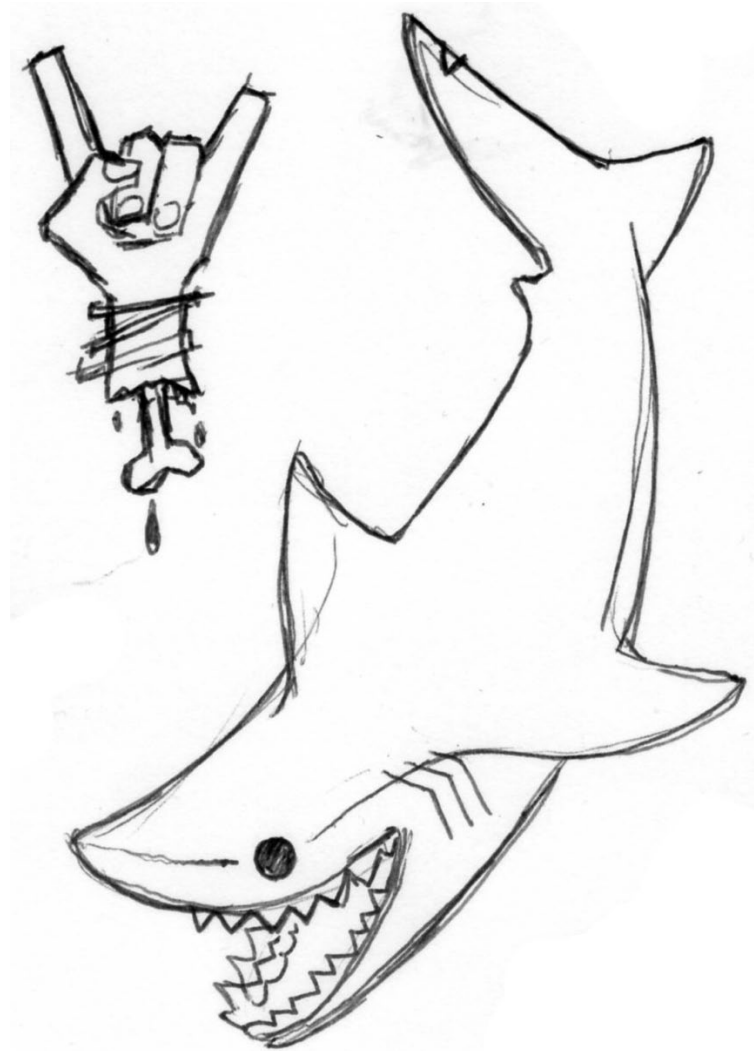
Pain Don't Hurt
Cost: Special
Type: Signature Move
Time Required: 1 turn
Other Prerequisites: None
Benefit: If the character survives a fight, he may spend 1 cool point to completely heal one hit location. This power can not be used during a fight.

One Man Army
Cost: Special
Type: Signature Move
Time Required: None
Other Prerequisites: None
Benefit: The character causes massive collateral damage whenever he fights. For the cost of 1 cool point, his current ranged attack causes a normal explosion centered on his target.
The explosion follows the standard rules for explosions, as described in the combat rules. For 2 cool points, the explosion does not affect the character with One Man Army.

Drunken Master
Cost: Special
Type: Signature Move
Time Required: None
Other Prerequisites: None
Benefit: The character is a master of drunken kung fu. Whenever he is fighting against an opponent in melee, he may spend 1 cool point to switch the d20 rolls between him and his opponent when attacking or defending. Bonuses remain the same.
The character must drink some alcohol in order to use this Signature Move. Using an action in combat to drink alcohol gives the Drunken Master 1 cool point. All unarmed attacks add either the character's Strength or Reflexes +1 to the damage, not cumulative with other skills.

Death Touch
Cost: Special
Type: Signature Move
Time Required: None
Other Prerequisites: None
Benefit: The Death Touch is a special unarmed melee attack that costs 5 cool points. The character must announce it before attempting to use it on an enemy. If successful, the character inflicts 10+Strength damage on the target's head. Even if the target survives the attack, the target is stunned 1 round.

Unstoppable Killing Machine
Cost: Special
Type: Signature Move
Time Required: None
Other Prerequisites: Must kill a goon or character before using this skill that turn before using this skill.
Benefit: For the cost of 2 cool points per attack, the character becomes nearly impossible to hit in combat. The Unstoppable Killing Machine can only be hit on an attack roll of 20 or higher and the Unstoppable Killing Machine may still defend those attack rolls as normal.
Note that ANY attack roll that gets a 20 or higher (including all modifiers) hits the Unstopping Killing Machine, NOT just natural 20s.



FOR THE KIDS

Gehraldi was well acquainted with the idea of simple blind luck. He had to deal with it so often in his career that he practically had a small corner of his mind where he prayed to the fickle idea of luck every day. Sure, the training and near obsessive attention to detail mattered. For this job, he had planned it down to the finest detail. He had learned of the target's whereabouts, verified to the minute the details of his travel plans, secured a perfect over watch from where he could observe the target's route, secured the somewhat attention-getting tools he needed for the job, had personally reconnoitered more than half a dozen escape routes out of the area, and even had assurances from local authorities that there would be a few minutes of time between the incident and the response. In theory, he had planned it out beautifully.

The only thing he hadn't planned on was the two dozen kids playing a sandlot game of baseball right on the over watch point.

It would be almost comical had the mission not been so endangered. The target was due to leave for Africa in less than two hours. There was no way to come up with a new plan with so little time. Gehraldi was about to consider scrubbing the whole plan and forfeit the contract when a burst of inspiration hit him. He gave a sudden and heartfelt thanks to the fickle bitch of luck before gunning his SUV and heading back down the road. He was quite happy to have scouted the small convenience store at the base of the hill. A few purchases later, and he headed back to the over watch.

Gehraldi almost wished he could know what the two dozen kids thought when his SUV drove off the road and pulled onto the field. He stopped his car in what the kids were using for right field. He hopped out and opened the back of the car, revealing five cases of canned soda.

"Hey, any of you kids thirsty?"

The promise of free soda was all the coaxing the kids needed. They raced over en-mass and were rewarded with free soda for everybody. A few of the kids seemed a little apprehensive, probably remembering warnings from their parents about accepting anything from strangers. Gehraldi was grateful for that. It was good to know that parents were taking an active role in shaping their kid's lives.

"Something wrong?" Gehraldi asked.

One of the older kids, no more than thirteen, looked at him with wariness. "My dad said never

to talk to strangers."

Gehraldi smiled and nodded. "You're father is a smart man. Well, allow me to introduce myself. I am Mr. Gehraldi. I'm with the CIA."

That brought a chorus of "no way's" and "nu-uh's" from the kids. It stopped immediately as Gehraldi took out his silenced Beretta pistol. Thanks to the many military video games out there, the reaction of the kids wasn't fear, but one of wonderment. They had never seen a real gun before, especially not one with a silencer. The wonderment turned to outright joy as Gehraldi offered to let them take turns shooting it. Within minutes, they had set up dozens of now empty soda cans at the edge of the field, and Gehraldi let each kid fire off a few rounds. He was careful to instruct them in the proper way of shooting, and each of them showed the gun respect. What was even more amazing was that many of the kids had a keen eye for marksmanship. Gehraldi had to admit that he had good hope about the next generation.

One kid was not shooting. Gehraldi had given one of the younger kids a twenty dollar bill and a pair of binoculars. He took the kid to the edge of the hill, which looked down onto a deep valley. A private airfield lay about three miles away down in the valley. Gehraldi had given the kid the money, with an actual mission.

"See that plane down there?" The kid nodded. He saw the Gulfstream jet clearly. "When that plane starts to move, you come get me. Do a good job, they'll be another twenty in it for you. Cool?:"

The kid even saluted him at that point. Gehraldi couldn't resist a chuckle. He had never liked kids before. Now, he had to admit, he was changing his thinking. About thirty minutes into the shooting, the kid ran over and tugged at his pant leg. The plane was in motion. Normally, this would be when Gehraldi got his game face on. But that might freak out the kids. So, he decided to play it cool and keep the friendly attitude.

"Hey, you think that gun is cool?" All the kids eagerly nodded. "You want to see something REALLY cool?"

Amidst the enthusiastic cheers, Gehraldi went back to his car. He flipped open the long black crate in the back and lifted the large metal tube out. It was an AIM-92 Stinger missile. The kids gave awed "wow's" as Gehraldi hooked up the targeting box and placed the launcher on his shoulder.

FOR THE KIDS

"Okay kids, be sure to stand clear of the backblast area. And cover your ears. This thing can be a bit loud."

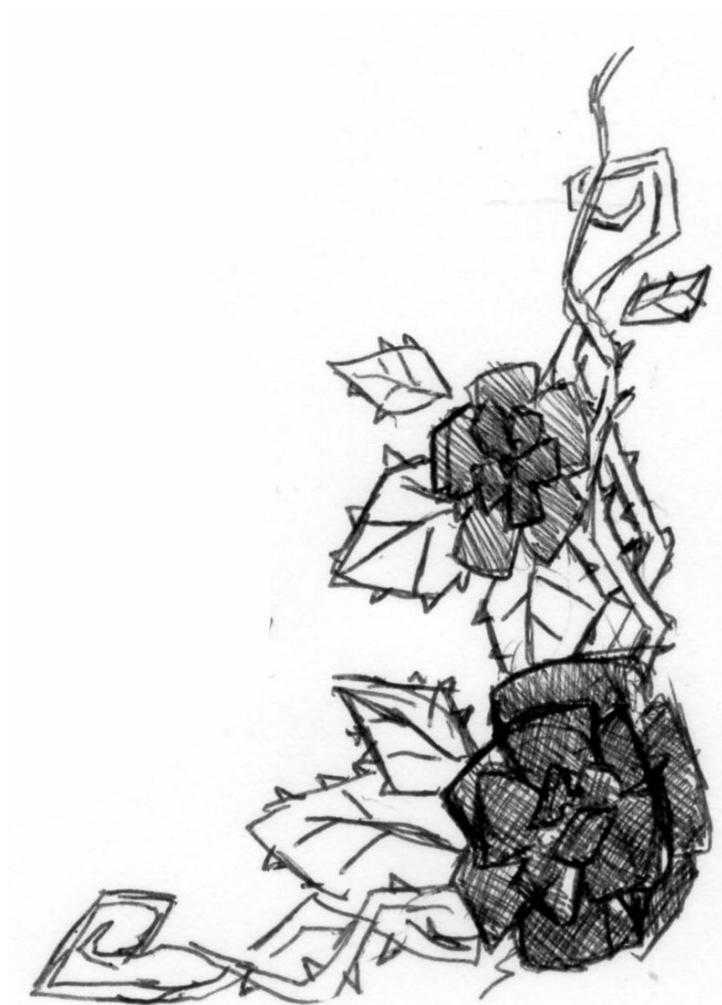
As if on cue, the Gulfstream took off from the airport down below. As it climbed into the sky, it flew right in front of the Stinger's sight. A few seconds to acquire the target, and a high pitched chime let Gehraldi know the missile had locked on. Gehraldi hit the trigger, and the missile was propelled out of the launcher a few meters before the rocket ignited, sending the missile on its way. The Stinger was a fire-and-forget weapon, so Gehraldi took the time to watch the missile on its path. Five seconds after launch the missile hit the Gulfstream, which disintegrated in a large orange fireball. The kids were giving it the same awe-inspired wonder they would for an impressive fireworks display.

Looks like you won't be making that arms deal in Cairo, Mr. Harrison. This was the one thought Gehraldi had as he watched the fiery remains flutter to the ground. Then, with the clock ticking, Gehraldi threw the expended launcher into the back of the car, and went to retrieve his gun from the kids.

"Did you just kill a bad guy?" one of the kids asked in awe.

"Sure did. Just remember, this is a secret government thing. Don't tell anyone, okay. If you want to be junior G-Men, you have to learn to keep secrets."

The kids all eagerly agreed to keep it a secret. As Gehraldi slowly drove off the field, there was a sense of true satisfaction at an improvised operation going off without a hitch. And the kids were a gas. Sure, he wasn't really CIA. In fact, he was on several of the CIA's Terminate lists. Still, who would believe the kids would make up a story about a CIA man blowing a plane out of the sky right in front of them. Who indeed.



CUNNING SKILLS

Common Cunning Skills: Characters with a cool point pool of 1 or higher may use these skills.

Plans: Many cunning skills mention a plan. This is not an abstraction. This is an actual note written and left folded in front of the player, in plain view for the other players to see. Other players may not view the plan but once a cunning player puts a plan in play, he may not touch it until it is triggered or discarded. He may not read a plan after he puts it into play. A plan note must say what type of plan it is and any other specific elements necessary for that plan. Each skill that creates plans will list these elements

- All plans require 1 turn to place and the character must be outside of combat.
- When the plan is triggered, the cunning player reveals it in front of the other players.
- A cunning player may only have up to 3 plans in play at any given time.
- A character may discard a plan at any time as a free action.
- Multiple traps can be set at the same location by the same character. Each trap still takes 1 turn to set.
- Plans can only be used once. A player can recreate a plan but that requires a new turn to prepare it. For example, you can set a trap at a location, trigger it and then recreate the trap at the same location once you spend another turn to do so.

You may choose to not announce what your plan is until it is triggered. If you do so, simply place the note with the plan on it in front of you and say “I am executing a plan.” You may continue to do this every turn until the plan is triggered or you decide to do something else.

Example: The Mad Bomber, a cunning character, wants to set a trap using the Simple Trap skill. He spends a turn in his current location, the abandoned warehouse, to use the ability. He writes Simple Trap at Abandoned Warehouse on a note, folds it so that no other player can read it and places it front of him at the gaming table. Five turns later, Bob the Mercenary enters the Abandoned Warehouse. The Mad Bomber reveals his plan and Bob is attacked by a Simple Trap. The Mad Bomber must spend 1 cunning point to activate the trap or the trap automatically fails.

Simple Trap
Cost: 1 cunning point when triggered
Type: Plan
Time Required: 1 turn
Other Prerequisites: None
Benefit: Set a simple trap at the location you currently occupy. The trap is triggered whenever someone enters a location. The cunning character makes an attack roll based off of Intelligence against the defender's dodge or dive for cover roll.
If the trap hits, the defender takes 1d6 + the Intelligence of the cunning character in damage. Alternatively, if you have a grenade, you may use that for your trap.
The character that triggers the trap is considered the target of the explosion. You may also use a firearm for your trap. This uses up the firearm but treat it as a normal attack for that type of weapon.
Firearms with the Pray and Spray quality can use this if multiple characters trigger the trap at the same time (for example, a group of goons entering a location).

Secret Escape Route
Cost: 1 cunning point
Type: Plan
Time Required: 1 turn
Other Prerequisites: None
Benefit: You create a foolproof way of fleeing a certain location. Write the location on your plan. You must be at that location or at the GM's discretion, at an adjacent location, to create an escape route.
Any time you are at that location, you can spend 1 cunning point to immediately move to an adjacent location and become hidden. If you are the target in a chase, this ends the chase. You may set up multiple escape routes, but each one counts against your maximum of 3 plans.

You're So Predictable!
Cost: 1 cunning point
Type: Combat
Time Required: None
Other Prerequisites: Can only be used when attacked but before you roll for your defense.
Benefit: Taunt your opponent for their repetitive and unimaginative fighting style. Inflict a -5 penalty to your opponent's current attack roll. Can only be used per attack.

CUNNING SKILLS

Common Cunning Skills: Characters with a cool point pool of 1 or higher may use these skills.

Go to Ground
Cost: 1 cunning point
Type: Non-Combat
Time Required: 1 turn
Other Prerequisites: None
Benefit: Hide at your current location. Cannot be used in a fight.

Monologue
Cost: 0
Type: Non-Combat
Time Required: 1 turn
Other Prerequisites: None
Benefit: Talk at great lengths about a topic you find fascinating. Gain 2 cunning points. Gain +1d6 cunning points if you use this skill to reveal crucial information to an enemy. You may monologue when alone but you do not gain a bonus for revealing crucial information.

Preparation
Cost: 1 cunning point
Type: Non-Combat
Time Required: 1 turn
Other Prerequisites: None
Benefit: Because of your great long term planning, you knew you would need a little extra gear for this mission. Gain 1 common item that is NOT a weapon.

Tail
Cost: 3 cunning points
Type: Plan
Time Required: 1 turn
Other Prerequisites:
Benefit: Target another character at your current location or an adjacent one. You become hidden and automatically follow that character unless the character becomes hidden as well, even if the character uses a vehicle to move. You may ambush the character whenever you wish. This removes your hidden status.

Monkeywrenching
Cost: 1 or more cunning points
Type: Combat
Time Required: None
Other Prerequisites: None
Benefit: Gain a +1 bonus on any roll for every cunning point you spend when you oppose another player's action - including defense rolls against an attacking player.

I Knew That Would Happen!
Cost: 0
Type: Plan
Time Required: 1 turn
Other Prerequisites: None
Benefit: Create a plan predicting an action that will happen in the game and when it will happen. Gain 6 cunning points if your prediction is correct with a -1 penalty for every turn that your prediction is off.

Stitch Wounds
Cost: 1 cunning point
Type: Non-Combat
Time Required: 1 turn
Other Prerequisites: None
Benefit: You are calm and skilled enough to stitch your own wounds. Heal 2d6 hit points at any hit location. You may use this ability on another character.

Line Up A Shot
Cost: 2 cunning points
Type: Combat
Time Required: 1 action
Other Prerequisites: None
Benefit: Make an attack with a weapon, but if you hit, you do no damage. Instead, the next time you hit that opponent with the same weapon your attack is a critical hit and does double damage. If your target leaves his current location, you lose your shot. You must take a shot within 2 rounds or you lose your shot. This skill does not stack.

Counter-Surveillance
Cost: 1 cunning point
Type: Non-Combat
Time Required: 1 turn
Other Prerequisites: None
Benefit: You may make an opposed Senses check against any hidden character's Reflexes at your location and every adjacent location. If successful, you remove their hidden status.

CUNNING SKILLS

Elite Cunning Skills: Only characters that select these skills can use them.

Crime Boss
Cost: Special
Type: Elite
Time Required: Special
Other Prerequisites: None
Benefit: You run a criminal organization. For the cost of 3 cunning points, you can call up 2d6 criminal goons at your location to do whatever you want. This action takes 1 turn and they arrive 1 turn later. They will follow you until they fight in 1 battle. Once they engage in a battle, they will depart and it will cost you 3 more cunning points to call them in again.
You can also order your goons to set up an ambush. This is a plan and costs 5 cunning points when triggered. Write the location and what character or characters they will attack. The goons will attempt to ambush the target or targets whenever they arrive in that location. The target will have a chance to detect the ambush by making a Senses check against the lethality of the goons. The goons will chase the targets if they flee. You may also spend 1 cunning point to have a criminal bring a common item to you, such as a car or pistol.

Spy
Cost: Special
Type: Elite
Time Required: Special
Other Prerequisites: Intelligence and Senses 2 or higher.
Benefit: Spies have to be talented at a variety of fields in order to complete their missions. Gain a +2 bonus on all attribute checks. All of your plans gain a +1 bonus when rolling for them. You may also spend 3 cunning points to acquire a spy version of an item. This makes the item undetectable on your person. They cannot be removed from you until you use them. GM's discretion applies on what items can be modified in this way.

Trap Master
Cost: Special
Type: Elite
Time Required: Special
Other Prerequisites: Intelligence 3 or higher.
Benefit: Your traps are more deadly than others. You may spend additional cunning points on your traps to improve your roll when triggering them or their damage.
For each cunning point spent on a trap, you may a +2 bonus on the triggering roll or +1d6 damage. There is no limit to how many cunning points you spend on a trap in this way but you must declare it before you roll. Furthermore, you gain a +3 bonus when defending against other traps.

Sniper
Cost: Special
Type: Elite
Time Required: Special
Other Prerequisites: Senses 3 or higher.
Benefit: You are a crack shot with a sniper rifle. Gain +2 bonus on all attack rolls with a sniper rifle.
You may spend 5 cunning points to choose a hit location when attacking with a sniper rifle. You may spend 5 cunning points to remain hidden after attacking with a sniper rifle. You start play with a sniper rifle.

Demolitions Expert
Cost: Special
Type: Elite
Time Required: Special
Other Prerequisites: Toughness 3 or higher.
Benefit: You know how to make things go boom. You can make an improvised explosive at the cost of 1 cunning point and 1 turn outside of combat. This is equal to a grenade. You gain a +4 bonus on all explosive trap attack and defense rolls.
You may spend 1 cunning point to make an opposed Intelligence check against an explosive trap you trigger to disarm it before it detonates. If you succeed, you can keep whatever explosive was used in the trap.
For 5 cunning points you can make a devastating explosive. This item can only be used as a trap - it cannot be thrown in combat. You must pay cunning points to set the trap as normal.

Detective
Cost: Special
Type: Elite
Time Required: Special
Other Prerequisites: Senses 2 or higher.
Benefit: You are a talented investigator. You can determine the location of any other character by spending 1 turn and paying 1 cunning point. You gain a +5 bonus on attribute checks when tailing someone or detecting a tail. You gain a +1 bonus on all attack rolls with pistols and hand cannons.

CUNNING SKILLS

Elite Cunning Skills: Only characters that select these skills can use them.

Doctor
Cost: Special
Type: Elite
Time Required: Special
Other Prerequisites: Intelligence 3 or higher.
Benefit: You are a master of medical science and can use this knowledge to heal or kill. You always gain the maximum benefit from any healing check from a skill or item. You gain a +3 bonus on all attack and damage rolls with knives.
You may spend 2 cunning points to create a dose of poison that can be coated on a bladed weapon, single bullet, or used in a trap. You may make as many doses of poison in a single turn as you wish. The poison can be applied during that turn or the doctor can hold the poison and apply it later. Application of poison requires 1 turn outside of combat. If it is used in a trap, it replaces the standard damage effect.
You may spend 1 cunning point to create an antidote to poison. You gain a +2 bonus on all doctor related attribute checks. The skill Stitch Wounds costs 0 cunning points for you. You may not use a healing check to damage another player. You must attack normally to harm another player.

Ninja
Cost: Special
Type: Elite
Time Required: Special
Other Prerequisites: Reflexes 3 or higher.
Benefit: You are a master of stealth and martial arts. Gain a +1 bonus on all unarmed and bladed weapon attack rolls.
You may spend 2 cunning points to create a dose of poison that can be coated on a bladed weapon, single bullet, or used in a trap. If it is used in a trap, it replaces the standard damage effect. You may apply the poison as a free action during the turn in which the poison is created or you may carry the poison with you and apply it later. In that case, applying a poison takes 1 turn. You may make as many doses of poison as you wish with a single action.
You may spend 1 cunning point to create an antidote to poison. The skill Go to Ground costs 0 cunning points for you.
You start play with a katana in addition to any other items you have. Gain a +2 bonus on all ninja related attribute checks.

Wheelman
Cost: Special
Type: Elite
Time Required: Special
Other Prerequisites: Reflexes and Senses 2 or higher.
Benefit: You are a badass behind the wheels of any vehicle. Gain a +5 bonus on all attribute checks made while driving a vehicle. Gain a +4 bonus on all ramming attack rolls made while driving a vehicle.
You can create a plan to have a special getaway vehicle waiting for you at any appropriate location (GM's discretion). Spend 1 turn and place a plan note with the vehicle and location. Then, whenever you are at that location, spend 3 cunning points to instantly enter the vehicle and move to an adjacent location. This ends any chase.

Executive
Cost: Special
Type: Elite
Time Required: Special
Other Prerequisites: none
Benefit: You are a killer in the boardroom, a born earner. A CEO or similarly high profile corporate overlord, you know how to get things done.
For 1 cunning point, you can hire 1 mercenary goon to protect you. You may spend as many cunning points in this way as you wish. It takes 1 turn to hire mercenaries in this manner. For 3 cunning points, you may order any common or rare item and have it delivered to you 1 turn later.



CUNNING SKILLS

Signature Moves: See the rules for Signature Moves in the Character Generation section.

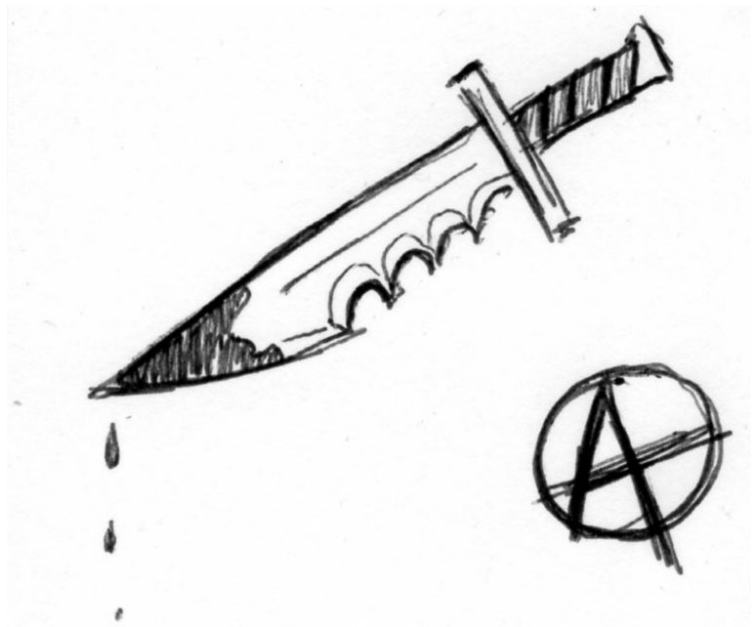
Fake Death
Cost: Special
Type: Signature Move
Time Required: Special
Other Prerequisites: None
Benefit: You may place a plan note indicating a cause of death (such as an explosion, being shot, etc) or a location. If you die from that cause or in that location, you may spend 3 cunning points to trigger the plan. You have faked your own death! You move to an adjacent location, hidden and at full health.

Mastermind
Cost: Special
Type: Signature Move
Time Required: Special
Other Prerequisites:
Benefit: A genius at manipulating others, you can create elaborate plans to make others into your puppets. Place a plan note specifying a character, an action and a target. You may trigger the plan for 5 cunning points whenever the character and the target are at the same location. Make an Intelligence attribute check against the character's Intelligence. You may spend 1 cunning point to gain a +1 bonus on this roll and you may spend as many cunning points as you wish. If you succeed, the character immediately performs the action against the target. If made to fight, the character is only compelled to make 1 attack roll against the target.

Death Trap
Cost: Special
Type: Signature Move
Time Required: Special
Other Prerequisites:
Benefit: You may upgrade a trap into a death trap. This costs 5 cunning points when it is triggered. Make an opposed Intelligence check against the target's Reflexes or Senses (target's choice). If successful, the target dies in a horrible manner. If you fail, you lose all cunning points and the target gains a +2 bonus whenever rolling against you for the rest of the scenario.

Perfect Timing
Cost: Special
Type: Signature Move
Time Required: Special
Other Prerequisites: None
Benefit: Place a plan note specifying a game turn. When that turn comes around, spend 5 cunning points to trigger it as a free action. For the rest of that turn, you may switch any opposed rolls involving your character. So if your opponent rolls a natural 20 and you roll a natural 1, you may give him the 1 and take the 20.

Silver Tongue
Cost: Special
Type: Signature Move
Time Required: Special
Other Prerequisites:
Benefit: You can persuade any simple minded person of anything. At the cost of 1 cunning point, you can make a single goon believe anything you say by making an Intelligence check opposed by the goon's lethality. The GM may apply a penalty to your check if what you say is blatantly untrue. You may also use this skill on a group of goons but it costs 5 cunning points to do so.



FUNHOUSE

Miriam had a fantastic view of the storm about to unfold. She had been expecting this for days now. She had been whittling away at Markov's organization for a while. Hitting one arms dealer here, a drug importer there. Just to get the old bastard's attention. It had actually taken longer than she first thought. The hits she had been making must have cost the old man millions, and yet he kept back into the shadows. For a while, she wondered if she covered her tracks too well. But now, she could finally see he had taken the bait. From her vantage point on the roof of the ten-story apartment building in the poor side of town, ten black SUV's had pulled up and blocked all the routes in and out of the parking lot. Which suited Miriam just fine. She had no plans on leaving the building that way at all. Through the high powered scope on her rifle, she could make out about thirty armed men; the bulk of Markov's forces. She could even see Markov himself, sitting inside one of the SUV's. Not daring to pop his head out. The car had to be armored, for Markov himself to come out of his hidey-hole. Luckily, she had no intention of just shooting the old bastard. That would be too simple.

Still, she had to get the party started. Miriam lined up her sights on the head of one of Markov's men. A shot from that distance was child's play. The merc's head vanished in a spray of red mist and skull fragments. This got the men moving. Despite one of their own being taken out, the inherent male macho bullshit that every one of Markov's men had drove them into the building. There was no way that they would let a woman get the best of them. As soon as the mercs kicked in the door to the lobby, Miriam calmly packed her rifle away. There was no need for her to get her hands dirty now. The building would take care of everything. She reached into her pocket and pulled out a small detonator switch with two buttons. She clicked the first button, the blue one. At that, the whole funhouse she had prepared hours before went active. Immediately, loud metal music started blasting out of dozens of hidden speakers. The acoustics were such that it would be impossible to tell where the individual speakers were. She, of course, could barely hear a thing. She had powerful earplugs in, blocking out the noise. There was a red button on the detonator, but it wasn't time for that one. Not yet.

The music was only a distraction. As the twenty nine men entered the building, they quickly discovered the building was a deathtrap. The first casualties occurred when the man on point kicked the door to the stairwell open. That triggered the claymore which turned him and three other men into paint. Another man triggered a rigged

shotgun while trying the elevator button, which promptly blasted most of his intestines out of his body. The next unlucky man to take point started up the stairs, only to cause a suspended engine block to drop from the stairwell and crush his head. The music made it difficult to tell when something was being triggered. Every time another man was taken out, they radioed down to Markov, telling him that it wasn't safe to continue. And each time, Markov threatened to kill anyone who came out of the abandoned building before the bitch was dead.

Minutes went by. Miriam watched on hidden cameras as her little funhouse chewed the mercs to pieces. She even winced as the trapdoor she had set up on the fifth floor dropped away and six men went careening into the massive mesh of razor wire set up below. The mercs had thought to wear vests, but that still left limbs, faces, and groins to be sliced to meat. By the time the team finally made it to the ninth floor, only eleven of the thirty remained. That was Miriam's cue to evacuate. She grabbed her small bag that held her rifle and returned to the roof. She had timed it out many times how long it took somebody to go from the ninth floor, up to the tenth, and then to the roof. She knew that she had about sixty three seconds before Markov's remaining men finally reached the roof. Fortunately for her, Miriam had also practiced assembling her personalized hang glider so that it only took her fifty seconds to put it together from the component pieces. She deftly put the piece of equipment together, as she had done dozens of times before. The hang glider had cost her a lot of money, being custom built to be put together in the least time possible. She mused that she could have had it put together before she ever lured Markov to this location, but she liked the idea of the challenge. And Miriam had to admit, she could be pretty cocky sometimes. She figured that as long as she could back up that small arrogance with actions, it was perfectly justifiable.

The sound of running feet and shouting voices brought her out of her thoughts. Markov's men had made it to the tenth floor. Only seconds now until they made it to the roof. Even lost in thought, Miriam had continued to assemble the hang glider. The last bolt was screwed into place a full 1.4 seconds sooner than her best time. She made a mental note to congratulate herself later as she pulled the hang glider up to the edge of the roof. She looked down the ten stories of the building, still able to make out Markov's car. She would love to kill him face to face, but whatever. Dead was dead.

The sound of the roof access door being kicked

FUNHOUSE

open told her it was time to go. She looked back to see one of Markov's men leveling a Skorpion machine pistol at her. She smiled at him, and her thumb pressed the red button on the detonator. That button was connected to the dozens of thermite charges Miriam had attached to all of the primary load-bearing beams in the building. The charges where difficult to hear all the way on the roof, so for a moment, there was no sign of anything being wrong. Then, the whole building began to sway as the white-hot thermite melted through the beams like a blowtorch on ice. As the swaying became evident, Miriam leaped from the roof with the hang glider, catching a quick thermal draft from the detonating thermite that was now blasting out the windows. The building continued to lean, and then, like a ship finally succumbing to a list, kept leaning and collapsed.

To get a building to fall a certain way took skill and days of preparation. Miriam certainly had the knowledge, and had many days to arrange the precision drop of the ten story building. It fell perfectly, right onto the parking lot where Markov sat in his car. Miriam wished she could see the look on the old man's face as ten stories came dropping onto his head. As she caught another draft, this time from the collapsing building, she thought about all the time she used to spend on other jobs, hunting for weeks just so she could put a bullet through a single man's eye. She found this type of operation a lot more enjoyable. Killing a single target was one thing. But taking out an entire rival organization? That was the kind of Saturday night she could get used to.



COMMON SENSE SKILLS

Common Cunning Skills: Characters with a cool point pool of 1 or higher may use these skills.

Fight Dirty
Cost: 1 common sense point
Type: Combat
Time Required: 1 action
Other Prerequisites: Melee attack only
Benefit: Make a melee attack with a +3 bonus against an opponent. This attack targets your opponent's groin. If the attack is successful, inflict 1d6 damage to the groin and your opponent loses his next action. He still has a reaction though.

That Doesn't Even Make Sense
Cost: 0
Type: Combat
Time Required: 1 reaction
Other Prerequisites: Usable only when another character at your location uses a skill to attack you
Benefit: You point out the improbable nature of your opponent's actions, thus undermining their confidence. Make an Intelligence check to defend against any attack that uses a skill. If successful, you defend against the attack and gain 1 common sense point.

Try To Be Normal
Cost: 0
Type: Non-Combat
Time Required: 1 turn
Other Prerequisites: None
Benefit: Smoke a cigarette, have a cup of coffee, eat some food, read the newspaper - you try to pretend that everything is normal and you aren't surrounded by freaks and psychopaths. Gain 2 common sense points.



Yeah That's A Trap
Cost: 2 or more common sense points
Type: Non-Combat
Time Required: None
Other Prerequisites: None
Benefit: If you are attacked by a trap, you may spend 2 common sense points to disarm it. The character that set the trap may spend 1 cunning point to rearm it. You may spend additional common sense points to disarm it. The trap is only disarmed if you spend 1 more point than the character that set the trap.

I've Got A Bad Feeling About This
Cost: 1 common sense point
Type: Combat
Time Required: 1 action
Other Prerequisites: Must be ambushed
Benefit: By spending 1 common sense point, you may negate an ambush and roll for initiative normally.

Flesh Wound
Cost: 1 common sense point
Type: Combat
Time Required: None
Other Prerequisites:
Benefit: An attack that successfully lands does the minimal possible damage on you. For example, an attack that does 2d6+3 damage does 5 damage. This cannot be used more than once on any given attack.

Getting Too Old For This
Cost: 1 common sense point
Type: Non-Combat
Time Required: 1 turn
Other Prerequisites:
Benefit: You really are getting too old to risk your life like this but you still do. By lamenting your pitiable age for 1 turn, you gain a +5 bonus to your next attribute check.

COMMON SENSE SKILLS

Common Cunning Skills: Characters with a cool point pool of 1 or higher may use these skills.

That should have killed you!
Cost: 2 common sense points
Type: Combat
Time Required: 1 reaction
Other Prerequisites: Must successfully hit an opponent in combat.
Benefit: You give up your reaction to point out how lethal that attack should have been. Upgrade the hit into a critical hit, which doubles the damage of the attack.

You're Out!
Cost: 2 common sense points
Type: Combat
Time Required: 1 action
Other Prerequisites:
Benefit: An opponent at your location must discard his currently equipped firearm. It is out of ammo.

Whoa
Cost: 2 common sense points
Type: Combat
Time Required: none
Other Prerequisites:
Benefit: Stare gap jawed at something impressive, such as a stunt, explosion or chase. You cannot be targeted by any attacks for that turn. If you attack someone, you lose the benefit of this skill. You may move and use non-offensive skills.

Aw Hell No
Cost: 1 common sense point
Type: Combat
Time Required: None
Other Prerequisites: Can only be used when about to die
Benefit: You stop as you watch your inevitable death approach you. If you die, your next character gains +1 to an attribute of your choice.

I See What You Did There
Cost: 3 common sense points
Type: Non-Combat
Time Required: 1 turn
Other Prerequisites:
Benefit: Pick a plan currently placed on the table but has not yet been triggered. Guess one element of that plan (such as location, character, target, etc). The GM will look at the plan and if you guessed correctly, the plan is discarded and the character that placed the plan loses 1d6 cunning points. The GM decides if what you say is close enough to one element of the plan to determine if your action is successful or not.



COMMON SENSE SKILLS

Elite Common Sense Skills: Only characters that select these skills can use them.

Lawyer
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: Intelligence 3 or higher
Benefit: You actually understand how the law works. You may cancel any skill performed by a character associated with law enforcement by spending 2 common sense points as long as the action would be breaking the law - such as calling in police reinforcements to enforce a personal vendetta for example.

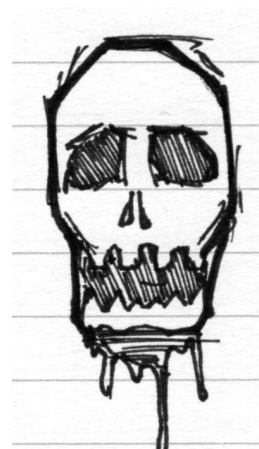
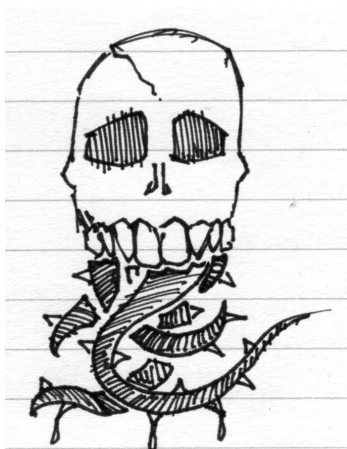
Self-Aware Nerd
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: none
Benefit: You saw this exact same plan in a movie. You can use your obsessive knowledge of pop culture to gain insight into the plans of cunning characters.
Spend 2 common sense points to read a plan note currently in play. You cannot use this skill on a plan when it is triggered.
You start play with a katana.

Retail Store Clerk
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: none
Benefit: You work in a big box store. One that sells shotguns. +3 on all attack rolls made with shotguns. You can cancel any skill that would deprive you of a shotgun for 1 common sense point.
You start play with a shotgun and always have ammo for it.

Street Fighter
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: Strength and Toughness 2 or higher.
Benefit: You learned how to fight from the school of hard knocks. Gain a +1 bonus on all unarmed attack and damage rolls.
You may spend 1 common sense point to cancel an unarmed skill from an opponent. It becomes a normal unarmed attack instead. This applies to attacks such as the bouncer throwing grapple attack and the death touch as well as skills such as the martial artist's kata.

Journalist
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: Senses 2 or higher.
Benefit: You know how to chase a good story. Spend 1 common sense point to gain a +3 bonus on your next attribute check in a chase scene.
You may spend 2 common sense points to reveal a hidden character at your current location. You start play with a car in addition to your normal items.

Pessimist
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: none
Benefit: Everything is terrible and you to make sure everyone knows it.
You may spend 2 common sense points to remove 1 cool or cunning point from a character at your location. You may do this as much as you want.



COMMON SENSE SKILLS

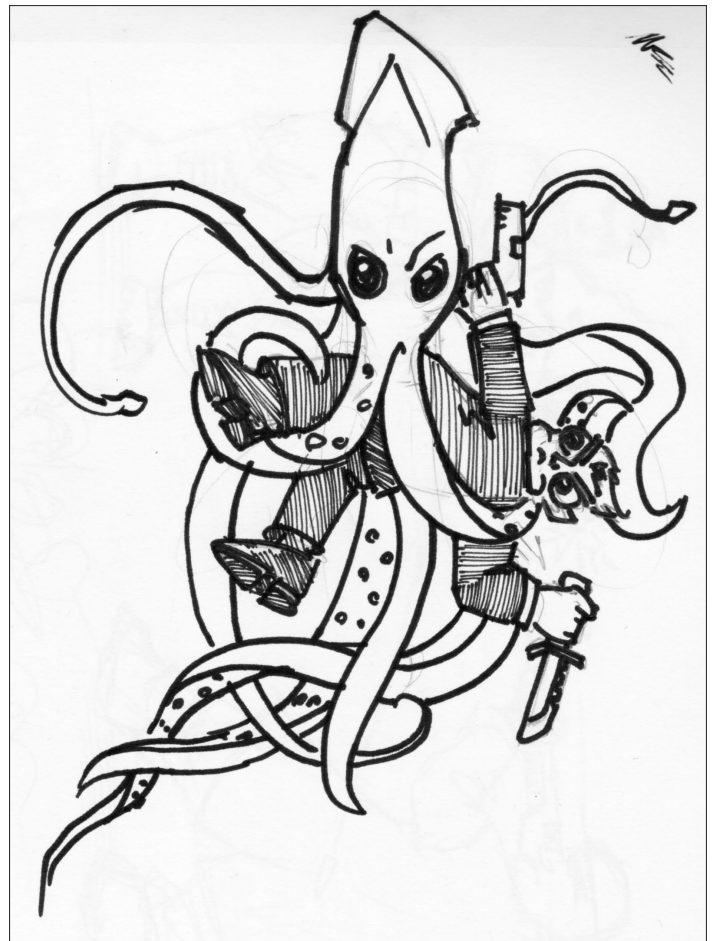
Elite Common Sense Skills: Only characters that select these skills can use them.

Housewife
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: none
Benefit: You are a nice and well adjusted person that keeps a tidy home. Well, at least that's how people perceive you. Spend 1 common sense point to prevent any character from targeting you with an attack. You may not use this skill on a character you have attacked. Traps do not count for the purposes of this skill. You may spend 1 common sense point to become hidden in a crowd or shopping mall. You just look so normal, it's easy to fit in.

Senior Citizen
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: none
Benefit: You have decades of experience to draw on balanced by your weaker body. For 1 common sense point you can make an opponent reroll a check made against you unless it was a natural 20. You suffer a -1 penalty on all Strength, Reflexes and Toughness checks.

Hobo
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: none
Benefit: As a homeless person, you know how to survive the mean streets. You can become hidden in any urban environment by taking 1 turn outside of combat to do so. This does not cost any common sense points. You also know how to get around the city through the sewers and backalleys.
By spending 1 common sense point you can move to any location in an urban environment. Finally you know that material goods are useless and can prove it.
You can spend 1 common sense point and an action in combat to point out the flaws in whatever fancy equipment your opponent is using. Make an opposed Intelligence check against their Intelligence. If successful, the item falls apart and is discarded.
You gain a +1 bonus on all attack rolls with a shotgun.

Cop About To Retire
Cost: Special
Type: Elite
Time Required: None
Other Prerequisites: May not have the Cop or Loose Cannon cool skill.
Benefit: You can use the Getting Too Old For This skill once per turn for 0 common sense points without spending an action.
The character carries a badge and has access to standard police equipment: 1 kevlar vest, 1 pistol, 1 shotgun and 1 car. Their pistol and shotgun always has ammo but a cop can't use other firearms as that is against regulations.
The character gains a +2 bonus on all attribute checks made in the line of duty. The character can call for backup for the cost of 3 common sense points. This summons 2d6+3 cops. They follow the standard goon rules and are armed with pistols and shotguns. The cops will only attack criminals and lawbreakers (GM's discretion). Cops can only be summoned once per fight.
As a cop, you must follow the law (mostly). All attacks against you are critical hits and inflict double damage on you. This does stack with other critical hit effects.



COMMON SENSE SKILLS

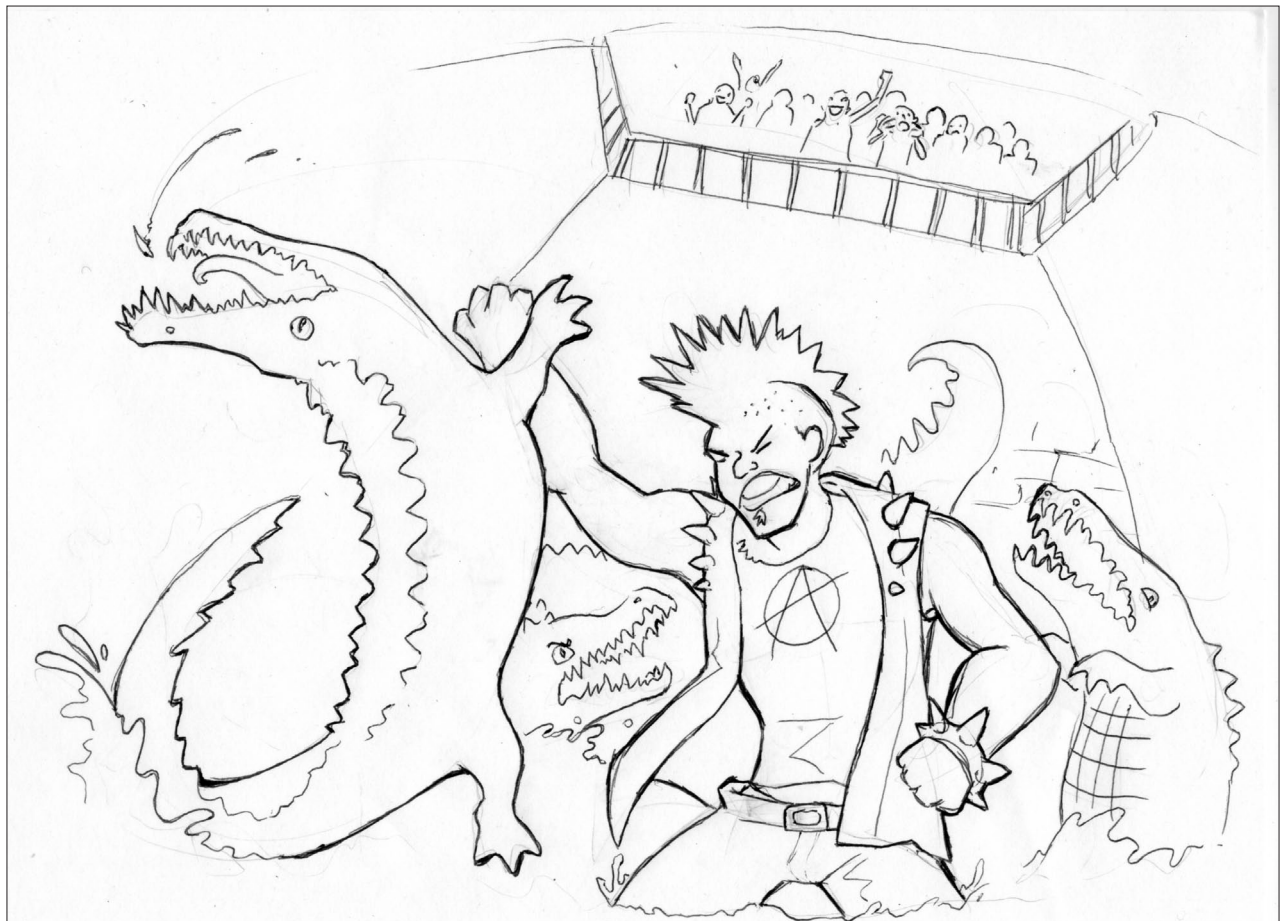
Signature Moves: See the rules for Signature Moves in the Character Generation section.

Fool's Luck
Cost: Special
Type: Signature Move
Time Required: None
Other Prerequisites: none
Benefit: You are an idiot but fate loves you. At the cost of 2 common sense points, you can negate any attack that would kill you. If you use this skill, you are moved to an adjacent location and lose all weapons (except weapons that cannot be taken from you). You suffer a -2 penalty on all Intelligence checks you make.

NNNNEERRRDDDDDD!
Cost: Special
Type: Signature Move
Time Required: None
Other Prerequisites: none
Benefit: You channel your rage against nerds into a powerful war cry. It costs 1 common sense point and 1 action in combat. Make an opposed Strength check against the Intelligence of every character with at least 1 cunning skill point at your location. If successful, they lose 1d6 cunning skill points and you gain a +1 bonus on all attack and damage rolls against them for the rest of that fight. If you fail, the cunning character gains 1 cunning skill point.

Confidence Killer
Cost: Special
Type: Signature Move
Time Required: None
Other Prerequisites: none
Benefit: You hate cocky alpha males with passion. Before attacking a character, you may choose to spend 2 common sense points to gain an attack and damage bonus equal to the target's current cool skill points.

Monkey See Monkey Do
Cost: Special
Type: Signature Move
Time Required: None
Other Prerequisites: none
Benefit: You may imitate any other skill your character sees. This costs an equal amount of common sense skill points as it would cool or cunning points. If you use this skill to negate another character's action (such as imitating Drunken Style Kung Fu to switch rolls back) you must make an opposed Intelligence check against your opponent's attribute of choice. If successful, you may imitate the skill as you see fit. If you fail you cannot imitate that skill that turn.



MONDAY MORNING COMMUTE

Astrid Daecher didn't know if she believed in fate, or a higher power. It was true that in her long career of subterfuge, violence, theft, and power, she had encountered situations that made her think there might be something to it all. At the current moment, however, she was completely convinced that there was. She was flying down an elevated highway, right in the middle of rush hour traffic, the stolen black SUV straining at maximum speed, and the six pursuing SUV's were brazenly giving chase. Astrid had hoped that the security personnel at the lab would try to remain subtle in their pursuit and not draw attention to themselves. But it was obvious that subtlety was not on the menu. They chased her at breakneck speed, not even bothering to avoid the attention of the authorities. The dim sound of police sirens were just audible over the sounds of the 100 mph chase. Even worse, they had decided to go ahead and open fire on her with sub machine guns, oblivious to the terrified motorists all around them. That was why she was convinced of the higher power. Whatever was in the steel briefcase resting in the passenger seat must be something important enough to attract the attention of the heavens. And now Astrid was being punished for breaking into the defense plant and stealing it in the first place.

But none of that could be a concern. She was too busy dodging traffic, trying to out maneuver the half dozen vehicles now in hot pursuit. Astrid realized that this was no time to be timid about her surroundings. She had no doubt that if they managed to stop her, they would kill her on the spot. At this rate, not only would they not care about witnesses, they might actually pose for a picture with her corpse for some idiot with a cell phone camera. So she attacked every turn, sometimes brushing so close to other cars, she could reach out her window and slap the car next to her. And the thugs, for their credit, were no slouches when it came to driving. They managed to keep up with her, only occasionally drifting too close to another car, forcing them to make a sudden adjustment to avoid collision.

The back window of her car suddenly exploded as gunfire ripped across the SUV. The bastards chasing her were finding their range. Astrid knew she had little time before they got close enough to take out her tires. And without a gun of her own, she knew there was little she could do to fight back. It seemed like a bad drama movie. This was supposed to be her last job. The big one, the job to end all jobs. The money she would make would see her in the lap of luxury for the rest of her life. At the time, she couldn't explain the sudden chill of nervousness that had crept over her. Now, she

understood. Fate was an evil bitch, and a sadist to boot.

Looks like this was my last job after all. Minus the payday.

And then, as if fate had heard her words (and suddenly developed a milligram of compassion), Astrid saw it. About a hundred meters straight ahead, there was a traffic accident being cleaned up. She could make out tow trucks, a fire truck, an ambulance, and two police cars. It was an oasis of flashing lights. And just ahead, a lone police officer was trying to direct traffic around the accident, his reflective vest a kaleidoscope of colors from the flashing lights. Astrid saw all this, processed it, and devised a plan in the space of a single blink of an eye. With the SUV's closing in, she floored it, coaxing every last bit of speed from her own car. The accident scene loomed into view, now only seconds away. The traffic cop, engrossed with trying to get some order out of the traffic chaos, had just enough time to look up and see the SUV flying toward him on a direct collision course. While his life didn't flash in front of his eyes, he did have a brief flashback to a beautiful moment involving a motel room, a bottle of absinthe, and the cheerleader twins from his high school.

At the last second, Astrid veered away from the cop, coming up within an inch of brushing him with the side mirror. She slammed on the brakes, dropping from a 100 mph to just under thirty. And in one smooth motion she reached her hand out the driver's side window, grabbed hold of the cop's holstered gun, quickly snapped the strap open, and drew the gun out. As she cleared the accident scene, Astrid glanced in the rear-view mirror, watching as the SUV's slowed to wind their way through the accident scene. As soon as the distance was most ideal, Astrid jerked the wheel over, forcing her own SUV into a brutal 180 degree turn. The axle emitted a horrible sound of grinding metal in protest of the maneuver, but it had the desired effect. She was now directly facing her pursuers, who clearly had not expected her sudden turn.

What happened next was the moment that would give Astrid a story great enough to get free drinks at any bar in the world for the rest of her life. She opened fire on the pursuing SUV's, knowing she had only fifteen rounds. The first two bullets hit the driver of the lead SUV right in the head. That car went immediately out of control and slammed into the guard rail. The man in the passenger seat, who had removed his safety belt to get better aim with his weapon, was thrown right out the front window. Six more bullets went through the the front windshield,

MONDAY MORNING COMMUTE

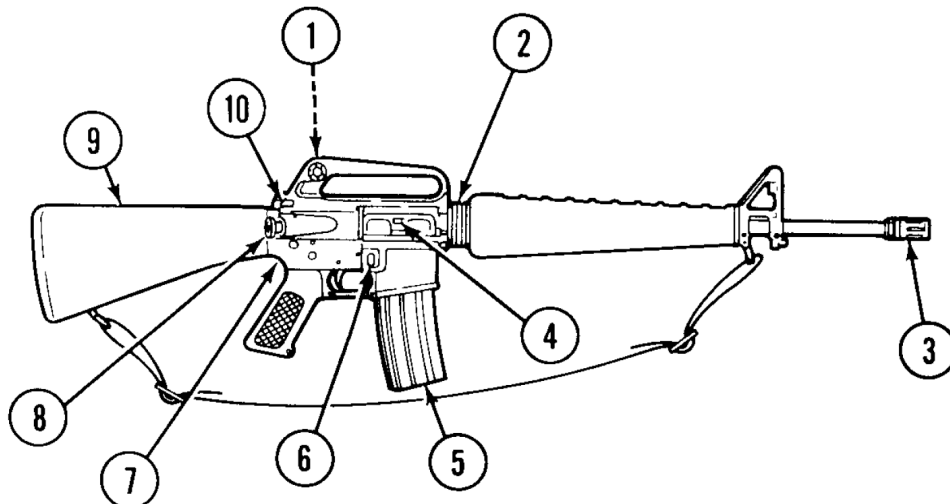
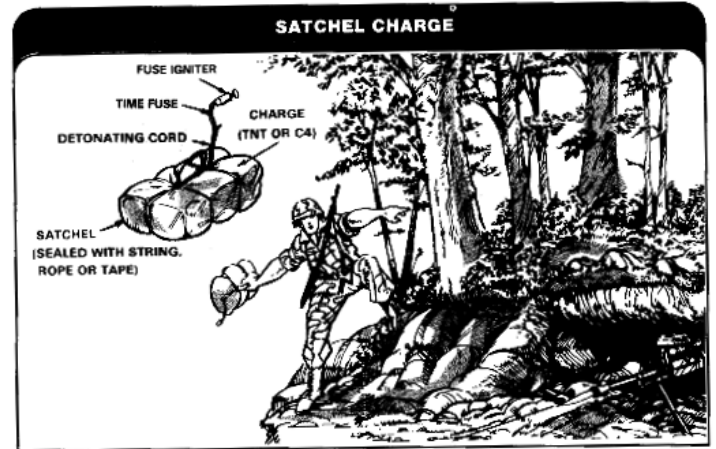
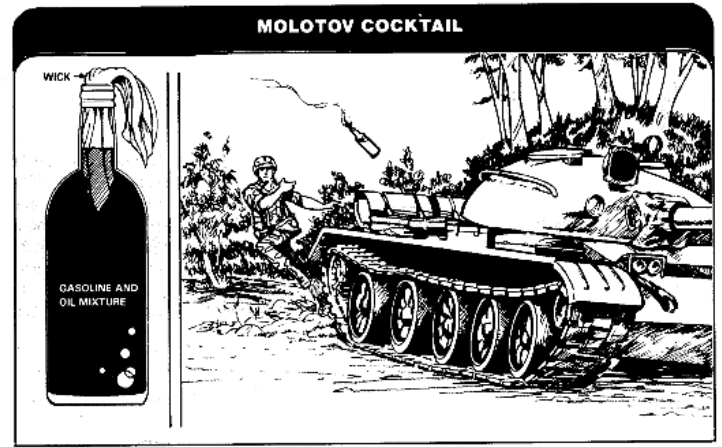
out the back, and directly into the driver of the car behind it. Three hit the driver, and the fourth hit the gunman in the passenger seat. When the driver died, he managed to jerk the wheel over, causing the car to slam into the one next to it. The bullets created a deadly chain reaction into the six pursuit vehicles. Astrid somehow managed to put all of the bullets either into the driver or front seat gunner of all of the cars after her. The result was a spectacular display of twisted metal and cars either flipping over or smashing into guard rails and each other. The very second her gun clicked on empty, all six of the pursuit vehicles were strewn over the highway, leaving a trail of debris. Debris made up of both metal and bits of gunmen, with just the occasional smattering of dropped guns and bits of clothing. Astrid actually had to look down at the empty gun in amazement, as if she couldn't believe that had really just happened.

The sound of approaching sirens brought her back to reality. It was time to go. She put her car back in gear, turned it around, and headed back on her original course. The unhealthy grinding sound that her car now had was evidence that she wouldn't get much more use from it. Still, she knew she could get far enough to get a new vehicle. As she once again came upon the accident scene, she pulled up alongside the traffic cop who was still stunned into silence at what he had just seen. She reached out her window and politely handed him his gun back.

"Thank you for this," Astrid told him. "Couldn't have done it without you."

The cop struggled to make his mouth work. "Uh...n-no problem, c-citizen."

Astrid gave him a quick wink as she drove on. She was finally smiling, sure that her payday was back in the realm of possibility.



RULES

Rolling the dice: This section covers running the game outside of combat. Use the combat rules for all combat related game mechanics.

All rolls in Killsplosion outside of combat are opposed. A character automatically succeeds in an action unless opposed by another player or the GM.

When an action is opposed, each opposing player rolls a d20 die and adds in any appropriate modifiers. The player with the highest final score wins the roll.

Critical success: A critical success is achieved if a player rolls a natural 20 or if he uses certain abilities or meets certain conditions during game play. Normally, a critical success doubles the effect of the action. Unless otherwise stated, a critical hit in combat does double damage.

Some skills will have specific effects when a critical success is achieved. In that case, follow the rules of the specific skill.

Opposed Natural 20s: Normally a player wins if he rolls a natural 20. However, it is possible that both players might roll a natural 20. In this case, roll again but both characters gain a point of Cool immediately. If the GM is rolling, he gets nothing of note.

Attribute checks: Normal actions do not require a check and can't be opposed. But whenever a character attempts a risky action that may fail, he may be forced to make an attribute check.

When a player announces he is trying something unusual, the GM may decide to force an attribute check or if the GM says nothing, another player may ask the GM if the action needs a check.

The GM may say no and the action succeeds. Otherwise, the player must make an attribute check based on the relevant attribute. Some examples of actions that need checks are presented below:

- **Strength:** Lifting/moving heavy objects, climbing, swimming, intimidating NPCs.
- **Reflexes:** Running, acrobatics, sleight of hand, picking locks, feats of stealth.
- **Toughness:** Resist pain, poison, endure torture, inspire a football team with a speech about remembering others.
- **Intelligence:** disarm bombs, computer hacking, sabotaging vehicles, winning chess games
- **Senses:** Detecting traps, investigating a crime scene, sense the motives of others.

Once the relevant attribute is determined, the GM must give the player any difficulty modifiers for attempting the action. Some guidelines for modifiers are listed below:

- +0 Jumping from one roof to the next in a crowded city.
- +0 Hack into the computer of an unskilled user.
- 1 Fixing or sabotaging a car with improvised tools.
- 2 jumping from a skyscraper onto a nearby helicopter.
- 2 Trace a call in 30 seconds with the proper equipment.
- 3 Disarming a bomb with improvised tool.
- 3 Resist torture from an unskilled but sadistic thug.
- 4 Hacking a federal government computer system.
- 4 Sneak through a warehouse with floodlights and trained guards.
- 5 Performing open heart surgery on a bus with a pen knife.
- 5 Rip a car door off its hinges.
- 10 Arming a nuclear missile without proper tools.

The character may add in any relevant bonuses from skills or circumstance. For example, a cop would gain a +2 bonus when chasing after a fleeing suspect.

If the character succeeds, the action happens as the player intended. If it fails, then the GM determines what negative consequences will result from it.

Please note that attribute checks are NOT attack or defense rolls so modifiers that specifically mention attribute checks do not apply to attack or defense rolls.

RULES

Stunts: A stunt is an attribute check that puts the character at risk in exchange for a bonus to the character's next roll, whether that roll is an attribute check, attack or defense roll.

In general, the character describes what the stunt will be and what kind of benefit he will derive from the stunt. The GM assigns what Attribute will be used for the check and the GM or another player rolls against the character performing the stunt. As before, if the stunt is particularly difficult a penalty should be applied to the stunting character's roll. Furthermore, if the roll fails, the character should take damage with a minimum of 1d6.

Optionally, the player can declare what kind of benefit the stunt will give (and how much damage he risks) ahead of time - however, the GM has final word on the risk and reward of a stunt.

If a character succeeds in the stunt, he gains a bonus to the next check or roll. However, this bonus can't be saved. If he does not use it in the next turn, it goes away.

The benefit is proportion to the difficulty and risk of the stunt.

An easy stunt (+0 modifier to the attribute check and 1d6 damage) should provide a +1 bonus to the next appropriate roll made by the character.

For every -2 difficulty modifier gain a +1 bonus to the next roll.

For every 1d6 damage risked, gain a +1 bonus to the next roll.

Locations: Killsplosion does not use a tactical grid for combat. Every important location in Killsplosion is given a name and a list of locations considered adjacent to it. In general, a location is a room in a building or a city block outside. All characters in a given location are usually aware of every other character in it except hidden characters. Characters may enter ranged combat with anyone in their location. If an event or action affects a location, it will affect everyone at that location. For example, an explosion will threaten everyone in the location.

Spotting a character at another location: If your character wishes to see someone at another location, you must generally make a Senses check opposed by the target's Reflexes. Depending on the circumstances, the GM may impose additional penalties on your check. For example, trying to find a character that is on street level while you are on the roof of a skyscraper would impose a -5 check, unless you had binoculars or a rifle scope, at which case it would be at a -1 penalty. Range and other modifiers are left at the GM's discretion.

Hiding and Stealth: In Killsplosion, only characters with special skills can hide. A character can only hide through the use of skills. Once a character is hidden, they remain hidden only as long as they remain in their current location. Once they move, they must use a skill to become hidden again. A hidden character cannot be attacked or targeted with any skill or effect. However, events that affect everyone in a location, such as an explosion, still affect the hidden character.

Ambushes: A hidden character may ambush anyone at his location. The ambush victim gets a Senses check to detect the ambush but suffers a -2 penalty. The roll is opposed by the hidden character's Reflexes. If the hidden character is successful, the victim suffers the penalties as described in the Ambush section of the combat rules. Once the hidden character ambushes someone, he loses his ambush status.

Hidden characters may ambush characters at other locations, but they must first spot them (see the location section for rules on spotting characters at other locations).

Detecting hidden characters: A character may make an opposed Senses check against the hidden character's Reflexes to remove their hidden status. However, if the hidden character succeeds, he may ambush the character as a free action or move to an adjacent location and remain hidden.

Detecting hidden characters in other locations: You may spot hidden characters at another location, but there should be a penalty of at least -3 to spot a hidden character at another location. It is otherwise identical to spotting hidden characters. Range and other modifiers are left at the GM's discretion.

Fleeing: A character can flee from a fight whenever it is his turn. If not opposed, the character moves to an adjacent location and leaves combat. Once a character flees, any other character in the combat can use their action to chase them. Use the chase rules below.

RULES

Chases: A character being chased is the target. All characters chasing the target are pursuers. The pursuer closest to the target is the lead pursuer. All characters in a chase make a Reflexes Attribute check adding in any appropriate skill, item or circumstance modifiers. The losers of the roll declare their actions first then the winner of the rolls declares his action last. After the action is resolved, start a new round of the chase.

The space between the target and the nearest pursuer is called distance. Chases start at distance 1 if both the target and pursuer are in the same location. However, if both were in melee range when the chase begins, it starts at distance 0. If the target and pursuer are in adjacent locations, it begins at distance 2. A target escapes from all pursuers if he gets to distance 3. The starting and ending distance may change at GM's discretion.

All characters in a chase get 1 reaction per turn. If a character uses a reaction though to dodge an attack, he suffers a -4 penalty on his next Reflexes check. Any pursuer that rolls a natural 1 or an adjusted roll of 5 or less on a Reflexes check is removed from the chase.

If the Target has the highest Reflexes check:

The Target gains 1 distance and chooses one of the following actions:

- Gain Distance
- Fake Direction Change
- Slow Pursuers Down
- Shoot
- Dodge

Lead Pursuer chooses one of the following actions:

- Shoot
- Dodge

Other pursuers choose one of the following actions:

- Shoot
- Dodge

If the Lead Pursuer has the highest Reflexes check:

The Lead Pursuer chooses one of the following actions:

- Close distance
- Shoot target
- Take Down (only when distance is 1 or 0)
- Dodge target

The Target chooses one of the following actions:

- Shoot
- Dodge

Other pursuers choose one of the following actions:

- Shoot
- Dodge

If another pursuer has the highest Reflexes check:

The pursuer that made the highest check becomes the lead pursuer. He chooses one of the following actions:

- Close distance
- Shoot target
- Take Down (distance 0-1)
- Dodge target

The Target chooses one of the following actions:

- Shoot
- Dodge

Other pursuers choose one of the following actions:

- Shoot
- Dodge

Gain distance: the target gains 1 additional distance.

Fake Direction Change: The lead pursuer is removed from the chase.

Slow Pursuers Down: The pursuer with the lowest roll is removed from the chase.

Shoot: A character can make a normal ranged attack against anyone else in the chase or if he has a weapon with the Spray and Pray quality he can attack as many targets as he desires with it. Note that pursuers can attack each other as well.

Dodge: The character focuses on defending himself against other attacks. He can dodge any incoming attacks without a penalty. He also can't be removed from a chase unless he rolls a natural 1 or an adjusted 5 on his Reflexes check.

Close distance: Usable only by the lead pursuer. Distance is lowered by 1 to a minimum of 0.

Take down: Usable only by the lead pursuer and only when the distance 1 or 0. The lead pursuer rams the target but must make a new attack roll to hit. The target may dodge normally. If the attacker hits, both take 1d6 damage. If the lead pursuer fails, he takes 2d6 damage and is removed from the chase.

RULES

Vehicles: For the sake of simplicity, all characters in Killsplosion are considered to be trained to use all common vehicles. Rare vehicles require an appropriate elite skill. For example, a cop or special forces soldier could pilot a helicopter but not a martial artist or outlaw.

A character in a vehicle may travel to any location that the vehicle can reach in 1 game turn. A car can't be used to get to the boardroom of a skyscraper for example.

During chase scenes, if all characters are in vehicles there are no changes. If the target or pursuer does not have a vehicle while the other side does, then apply a -20 penalty to their Reflexes check. However, if the target enters a location that the vehicle is unable to enter, then the pursuer must stop or risk a crash.

Crashes and Ramming: A vehicle may occasionally attempt to occupy solid space whilst moving at a great velocity to the detriment of its pilot and/or passengers. This is known as a crash. A character driving in a vehicle risks crashing whenever he fails a stunt in a vehicle or tries to enter a location that does not allow vehicles.

If the character fails a stunt, the crash damage is based on the risk of the stunt. Note that all characters in a crashing vehicle suffer the same damage. Seat belts and airbags reduce crash damage by half.

If a character attempts to enter a location while driving a vehicle that he is unable to do so (for example, piloting a helicopter into the boardroom of a skyscraper) he suffers full ramming damage on himself.

A vehicle is destroyed when it crashes. At the GM's discretion, it may then explode 1 turn later.

Ramming: A character may ram a vehicle into another character. This is an attack that uses the attacker's Reflexes against a dodge or dive for cover roll by the defender. If the attacker is successful, he rams the defender, inflicting ramming damage on him. Every vehicle has a listed ramming damage value. The attacker must then make a Reflexes check opposed by the GM or he will crash the vehicle. The vehicle may or may not explode after that.

Ramming inflicts full damage on goons - each point of damage inflicted in a ramming attack kills 1 goon.

Destroying Vehicles: Vehicles have 3 states; perfect, damaged or destroyed. Any attack on a vehicle is opposed by the driver of that vehicle or automatically succeeds if no one is piloting it. Any attack on a vehicle damages it if it hits. The vehicle still functions normally but its appearance is now distinct. +1 on any roll to pursue it in a chase. Any attack from a weapon that does 3d6 or less damage does not destroy a vehicle unless the attack is a critical hit. A critical hit is treated as an attack that does 4d6 damage.

Only a weapon that does 4d6 or more damage can destroy a vehicle. If a weapon that does 4d6 or more damage strikes a vehicle in perfect condition, it damages it. A damaged vehicle is destroyed if it is struck by a weapon that does 4d6 or more damage.

Any explosion that targets a vehicle destroys it.

Healing: As characters get injured, they will want to heal their damage. There are three main ways of healing:

Skills: There are many skills that heal characters, such as bandage shoulder wound. Using these skills usually cost skill points though.

First aid: Several common items allow a character to heal as well. Each one heals a random amount of health, specified by the item.

Rest: A character can rest and heal 1d6 hit points in a single location. This takes 1 turn.

Professional care: 3d6 hit points per turn of professional care such as hospital emergency rooms or well equipped black market doctors.

COMBAT

Order of actions

Determining Initiative in a straight fight: Each character participating in a fight rolls 1d20 and adds their Reflexes score. Characters use their actions in order of highest score to the lowest score. Reactions can happen at any time.

If a character joins a fight that is already in progress, he rolls initiative normally. The character cannot join until the start of a new round. He rolls initiative and acts on his initiative.

Ambushes: A character that successfully ambushes another character automatically wins initiative. Furthermore, the ambush victim is denied a reaction to defend against the attack unless the victim has a special ability that allows him to use a reaction. This only applies to the first round of a fight. If the ambush victim survives the first round, he can defend normally.

Turn: A turn in a fight represents one exchange between all opponents. Every character gets one action and one reaction. An action is something a character chooses to do. A reaction is something a character does in response to a new event or action.

Actions:

- **Attack**
- **Dual Wield Attack**
- **Aim**
- **use an item**
- **Stunt - see core mechanics for rules**
- **Move (including running, climbing, swimming and sneaking)**
- **Charge into melee**
- **Use skills that require an action**
- **Flee - see Fleeing and Chasing in the core mechanics section**
- **Full Defense**

Reactions:

- **Dodge**
- **Dive for cover**
- **Parry**
- **Riposte**
- **Use skills that require a reaction**

Characters normally get one action and one reaction per turn. So a character that is attacked twice can only defend one of those attacks unless the defending character still has an action left. In that case, the character can give up their action and go into full defense:

Full Defense: A character can choose to forgo his action in order to focus completing on defending himself from all attacks. This gives him an additional number of reactions equal to his Reflexes.

Ranges: Normally characters in the same location are considered to have some distance between them. They can attack each other with ranged weapons only. A character can spend an action to move into melee range or charge into melee, which is more risky.

A character can shoot another character at an adjacent location but suffers a -5 penalty to attack rolls or -10 if the shot is difficult (GM's discretion).

Attacking: When a character chooses to attack someone, he must make an attack roll. If the modified final roll is 5 or higher the attack hits unless the defending character uses a reaction to defend against the attack. A final attack roll of 4 or less always misses. Roll 1d20 and add the following modifiers.

Melee attacks: An attack with a hand to hand weapon or an unarmed attack. Strength if using a power weapon or Reflexes if using a quick weapon + item modifier (if any) + skill modifier (if any)

Charge into Melee: A character may charge into melee as a special attack. He gains +2 on the attack roll and +2 on the damage roll. However, a character with a ranged weapon may use a reaction to make a single attack on the charging character with a +2 bonus.

COMBAT

Ranged attacks: Strength if using a power weapon, Reflexes if using a quick weapon or Senses if using a sniper weapon + item modifier (if any) + skill modifier (if any)

Dual Wield Attacks: If a character is dual wielding weapons, he may make a separate attack with each weapon on the same or different targets.

Aim: The character can spend a turn to aim at a target. The character gains a +2 bonus on his next attack roll against that character. The bonus is lost if the attacker or target moves. This bonus can stack up to a bonus of +6. This does not stack with skill bonuses.

Grappling: Instead of doing damage, a character can attempt to grab another and hold on. Untrained characters (without grappling based skills) will only be able to use the hold or choke grappling attacks. Characters with specific skills (such as the Bouncer skill) have access to special grappling attacks. These characters can use any grappling bonuses they get with those special attacks.

Hold: The attacker makes a melee attack against the defender. The defender can react as normal. If the attacker wins, he is holding onto the defender. The defender cannot move or attack (except with a relevant skill). Every turn, the defender gets a free reaction to break the hold - which is treated as a parry or dodge, whichever is better for the defender. If the free reaction fails, he may use his reaction to break the hold again. The attacker must use his action to hold on to the defender every turn - which will require an attack roll if the defender reacts. Use the same attack roll for both reactions.

Choke: If an attacker wants to actually do damage, he can attempt to choke the defender. This is treated as a melee attack. The defender can react as normal. If the attacker wins, he has grabbed the defender's throat and has started to choke him. If the attacker uses his action to continue choking, he inflicts 1d6 points of damage a round at the head - this is a special attack that bypasses normal hit location rules. The defender gets a free reaction and his normal reaction to break the hold.

Defending: The following defenses are available to all characters and uses a reaction. Each is based on a 1d20 roll + Reflexes + item modifier + skill modifier. If the defender's final roll exceeds the attacker or rolls a natural 20, the defense negates the attack.

Dodge: The character remains in the same location but tries to move out of the way of the attack. Can be used on any attack.

Dive for Cover: the character gets a piece of terrain between himself and the attacker. Can only be used when defending a ranged attack. Once a defender uses cover, he does not have to use a reaction to roll for it against an attacker until he or the attacker moves.

Parry: The character blocks the attack. Can only be used against melee attacks.

Riposte: The character attempts block and counterattack. This can only be done against a melee attack. If the defender wins the roll, he may immediately make a melee attack against the attacker. However, if the attacker has a reaction available, he may defend against this attack. If the riposte fails, the defending character loses his next action from overextending himself.

Opposed Natural 20s: Normally a player wins if he rolls a natural 20. However, it is possible that both players might roll a natural 20. In this case, roll again but both characters gain a point of Cool immediately. If the GM is rolling, he gets nothing of note.

Other Actions In Combat

Move: A character that moves during combat can either move inside a location or move to an adjacent location. The character moves on his action. Thus as soon as you spend an action to move, you are at the new location. If you move inside the same location, you lose the dive for cover bonus (if you had used that reaction before during the fight) but no one can use dive for cover against you as a free defense. They must use a reaction to dive for new cover.

Use skills in combat: Certain skills can be used in combat. Follow the rules for those skills.

COMBAT

Damage: If the attacker successfully hits the defender, he inflicts damage on the defender.

First, the defender states what hit location receives the damage.

Next, the attacker rolls the damage for the attack.

Finally the defending player applies the damage to his character.

Remember, the hit location is determined BEFORE the actual damage is rolled.

Applying Damage: Each attack does a random amount of damage set to a number of d6 dice. Check the weapons table to determine how much damage a particular weapon or attack does. Damage reduces a character's hit points in that hit location. As long as a character has at least 1 hit point in a given hit location, he is able to operate without penalty. Once a hit location is reduced below 1 hit point, the character starts to suffer from penalties and may die:

Arms and Legs: 0 to -10 - The character's limb is severely damaged, which reduces their ability to fight. The character loses 1d6 points from a skill point pool.

Arms and Legs -11 to -20 - The character's limb is mangled beyond repair. The character loses 1 point in Strength, Toughness and Reflexes.

Arms and Legs: -21 and beyond - The character's limb is destroyed. All further damage is applied to the chest. The character can no longer apply damage to that limb.

Groin: 0 to -10: The character is stunned for 1 turn and loses 1 point of toughness.

Groin -11 to -20: The character loses all Cool and Cunning points. All further damage goes to the chest.

Chest: 0 to -10: The character is crippled. Can only take an action OR reaction per turn. Loses 1 point to all stats.

Chest -11 and beyond: The character is dead.

Head: 0 to -10: The character has a concussion. The character loses 2 points of Intelligence and Senses.

Head -11 and beyond: the character is dead.

Stunned: A character that is stunned loses his next action.

Goons: Inevitably hordes of heavily armed but poorly trained unnamed enemies will attempt to kill a Player Character. They are called goons in Killsplosion rules. They follow these rules:

All goons have 1 hit point. Any potentially lethal attack that successfully hits them kills or disables them. A group of goons can react as many times as necessary to defend themselves. An attack on a group of goons only kills 1 goon unless the character is using a weapon that can kill multiple goons per turn, uses an explosion or a stunt. Goons are all armed with the same weapons and a group of goons can attack all characters at their location.

Lethality: Goons only have 1 attribute, lethality. This is used for all attribute checks made by them. It goes from 0 to 10. Goons do not have access to skills.

Goons never stunt, except when they must to chase after a character they have been ordered to kill. The GM rolls for antagonistic goons. Players that control a group of goons roll for them.

Overbearing: A group of goons can add their number as a modifier on all grappling attacks and defense rolls. This only applies to grappling. For example, a group of 10 goons gets a +10 bonus to hold or choke a target. A group of goons can only overbear on 1 target at a time. If the goons overbear a target, they cannot attack or defend against any other attack.

Stunting to kill groups of goons: A player character may stunt to kill multiple goons at once. This will be opposed by the goons. A normal stunt (with no difficulty modifier) will kill 1d6 goons. For every -1 to the roll of the player, he may kill +1 goon if the roll is successful. If the player fails the stunt, the goons get a free attack on the player.

COMBAT

Standard goons:

Cops

Lethality: 3

Equipment: pistols, shotguns, police cars, and handcuffs.

Special: If a group of cops overbear a character, they can arrest them. The character loses all equipment and is taken to the police station for questioning.

SWAT team

Lethality: 4

Equipment: Assault rifles, night vision goggles and tear gas.

Special: Same as cops.

Thugs

Lethality: 2

Equipment: pistols, submachine guns or shotguns

Mercenaries

Lethality: 5

Equipment: pistols, knives and assault rifles

Sources of damage:

Thrown through a glass window: 1 point of damage.

Falling: 1d6 damage per 20 feet of height. Maximum of 20d6. Falling damage is always applied to the chest.

Suffocation: 1d6 damage to the head every turn.

Poison: If a character is poisoned, he 1d6 damage to the chest every turn until cured or 2d6 rounds pass. Curing requires an antidote (which can only be made by certain skills) or making an opposed Toughness check against the Intelligence of the character that made the poison. If the victim is successful, the poison is too weak to affect him and he takes no damage. If the poison creator is successful, the victim takes full damage. This roll is made when the poison is first applied. If the victim fails his roll, he begins taking damage the round after he is poisoned. Poisons that are created as a result of a skill can be applied the same round they are made.

Explosions

Standard: Lots of fire, loud noises and a shockwave. A grenade in an action movie represents a 'standard' explosion in Killsplosion. Standard explosions are always centered on a target - usually the intended target. The target receives 5d6 damage that must be divided among 1d6 hit locations as evenly as possible. The target is also stunned for 1 turn after being thrown out of the way. All other characters at that location receive 1d6 damage from shrapnel unless they are in cover (from using the dive for cover reaction).

A standard explosion inflicts 4d6 damage on a group of goons if the explosion targeted them. Otherwise, it inflicts 1d6 damage to them. An explosion destroys any vehicle it hits. Anyone inside the vehicle takes the full 5d6 damage.

Devastating: Suitcases full of C4 and tanker trucks with jet fuel and things of that nature cause devastating explosions. A devastating explosion destroys the location it happens in, all adjacent locations are damaged, possibly causing fires, electrical outages and the like and generally causes everyone to have a bad day.

All characters caught in a devastating explosion must dive for cover to an adjacent location or die in the explosion. The roll is opposed by whoever set the bomb. If successful, a character moves to an adjacent location and only takes 2d6 damage from the shockwave. All characters adjacent to a devastating explosion take 2d6 damage unless they dodge or dive for cover, opposed by the character that set the bomb.

A destroyed location may cause other locations to be destroyed. If the ground floor of a skyscraper is destroyed, for example, that may cause the entire building to collapse. A destroyed location is treated as a new location. The ground floor becomes the wreckage of the building, for example. Multiple standard explosions can be combined into a devastating explosion, especially if there is a chain reaction. One explosion causes another explosion, at the GM's discretion.

COMBAT

Death: Death is a normal part of Killsplosion and characters will die frequently. However, sitting out a game session because you died from a lucky headshot is not that fun. In order to get you back into the game, Killsplosion offers several options to jump back if your character dies in the base game and specific scenarios will offer other ways to reenter the game.

Roll a new character: Character creation is meant to be fast and easy. Therefore, you can roll up a new PC and rejoin the game after the next fight.

Identical Twin: If you don't want to make a new character, you can reuse your dead PC. Just give him a new name and claim he's the identical twin sibling of the previous character, out for revenge. Reset your hit points, equipment and skill points to their starting levels.

Don't You Die on Me! Any PC may revive a dead character. This takes a turn as the healer yells at the dead character that they're a fighter and they've never given up on anything before and then dramatically slams on their chest. The revived character recovers half his lost hit points and all of his skill pool points. The healing character gains 1 point in a skill pool point of his choice. The healing character cannot attack or kill the revived character for a minimum of two turns after reviving him. A character can only be revived once per adventure.

Hospitalized! At the GM's discretion, NPCs can find and take the character to a hospital, where he miraculously survives. He gains half life in all damaged hit locations. The character loses all points in all skill pool points and all equipment. A character can only be hospitalized once per adventure.

Come back from the dead: Certain elite skills and Signature Moves may allow a character to return from the grave or shake off fatal injuries.

Returning to play: Once a character dies and returns to play, the GM must insert him into the game as quickly as possible. Generally, a new PC starts 1 turn after the previous character died. Each scenario will have specific instructions for dead characters entering the game. For the starting scenario "Alert Today: Alive Tomorrow" each new PC will pick up exactly where their predecessor left off in terms of clues and mission objectives.



ALERT TODAY, ALIVE TOMORROW

Introduction: A briefcase is being delivered to Mr. Symington in 24 hours. Every PC has orders to retrieve the briefcase no matter what. Of course, every PC has their own motive to get the briefcase personally. Teamwork isn't a bonus in this scenario. Too bad there's an army of mercenaries ready to defend the briefcase and Mr. Symington. And then there's the matter of figuring out where the hand off will take place. All in a day's work, right?

Special Rules: The scenario has the following special rules:

Cut Scenes: Certain significant events are deemed cut scenes. These scenes cannot be interrupted by player character actions. Any PC present during a cut scene simply watches the events unfold.

Player Character Knowledge and Reputation: Each Player Character is generally aware of the other PCs in the scenario either personally or by reputation. If a PC sees another, they can reasonably assume that such a skilled fighter is out for the briefcase as well - although they will not know who has hired the other PCs. A player is allowed to ambush or snipe other PCs to 'take out the competition' at any time during the scenario. Player characters are allowed to team up during the scenario but betrayals are allowable as well. Remember there is only one briefcase and it can go to only one employer.

Players will only know the general reputation of another Player Character. They will not know their skills or weapons unless it is easily identifiable. GMs may allow attribute checks to learn what skills a character may have.

Bodyguards: Certain goons are listed as bodyguard. This means they will sacrifice themselves to protect their client. Any attack that targets a NPC protected by a bodyguard will go to the bodyguards first. Only an attack from ambush or a skill that allows a character to select the hit location of a target will defeat this protection.

Motives: Each PC should have a unique motive in this scenario that they keep quiet. Make sure each player has a chance to pick a motive from the following list or randomly assign them one. Make sure each player keeps their motive secret before the game starts. Once it starts, the players can reveal their employer but this can be used against them by other players.

1. Get the briefcase to Jane Horrigan, the Police Commissioner. If you do this, she'll make evidence of a crime that a loved one committed disappear. It doesn't matter if you deliver the briefcase yourself or not. If Jane gets the briefcase, you get what you want.
2. Deliver the briefcase to Louis Castillo, the mob boss of the city. You only get paid if you do this yourself.
3. Deliver the briefcase to Jane Horrigan, the Police Commissioner. She promised you a favor you needed desperately. You better get it to her.
4. You promised to get the briefcase to Mr. Blackwell, a middleman to an anonymous but powerful backer. You lied so you could get a lead on Mr. Symington. You want Symington dead. If you get the briefcase, so much the better. Mr. Blackwell will put a hit on you if you fail to get him the briefcase. But a price on your head is a small price to pay to see Symington dead.
5. You owed the mob a favor. They're calling it in. Get the briefcase to Louis Castillo and you're even. Of course if he doesn't get the briefcase, you don't want to think about how mad he'll get...
6. Mr. Blackwell, a fixer with considerable connections, has offered you a job. Get the briefcase, get paid. Of course you know the mob and the cops want it too. Might be worth it to auction it off to the highest bidder or open it yourself to see what's inside.

The Briefcase: What's inside the briefcase is largely irrelevant, only that everyone wants it and is willing to kill for it. The briefcase itself is armored and locked. Getting it open requires 1 turn and the expenditure of 2 cunning points or a suitably difficult attribute check. It takes 1 action in combat to pick up the briefcase. A character carrying the briefcase can only use a one handed weapon.

ALERT TODAY, ALIVE TOMORROW

If two characters try to grab the briefcase at the same time or one character tries to wrestle the briefcase away from another, make an opposed Strength check by both characters. The winner takes the briefcase.

A hidden character can steal the briefcase from another by winning an Opposed Reflexes check against the target's Senses. If successful, the character remains hidden and now has the briefcase. If failed, the character is no longer hidden and the target gets a free attack against him.

Any buyer for the briefcase will know if it has been opened. The contents of the briefcase cannot be duplicated within the time limit of this scenario. The players should not be told what is inside the briefcase. The only way they can do this is if open it on their own or threaten Mr. Symington about it.

Possible contents may be:

1. Plates to make counterfeit US currency.
2. The Holy Grail
3. The skull of Elvis
4. Launch codes for stolen Russian nuclear weapons
5. A new super virus capable of decimating countries.
6. A cure for cancer
7. A recipe for the stuff they put inside lava lamps
8. A Mayan Codex that accurately predicts every major event in the next 100 years.
9. Happy Fun Ball.
10. Proof of alien life visiting us



ALERT TODAY, ALIVE TOMORROW

Setting: The scenario takes place in a large US city. It can be run in any major metropolitan area from New York to Los Angeles. The only specific requirement is that it must have a disused building with a large fallout shelter. It takes place in contemporary times. No sci fi or fantasy elements are involved.

Beginning the game: After all of the characters have been made, each player picks a starting location for their character. This is their home base. It gives them a +1 bonus on any healing check made there and spare ammo for any weapon the character started with. Each character receives their mission and first clue from their employer. It is up to them to find enough clues to figure out where the meet will take place.

What each player knows: Mr. Symington will meet with a courier to pick up the briefcase in 24 hours somewhere in the city. It will take too long to track down the courier or Mr. Symington. Instead, you must focus on figuring out where the meet will happen. You have one lead on a clue to get the location. You need two clues to figure out the location. More importantly, others will be looking to get the briefcase for themselves by any means necessary including murder. Deal with the competition however you see fit. Just get the briefcase no matter what.

All player characters start out with 3 secondary clue leads as well. These clues will lead to a tracking device for the briefcase that activates once it is handed to Mr. Symington (and not before).

The clues: Each player knows where one clue is located. Each clue will tell them the location of other clue and some information about the meet. The exact information is irrelevant except that a character needs two clues in order to figure out the meeting location. Each clue can be viewed by multiple characters unless one character decides to destroy the clue after viewing it. Once a character has successfully acquired two clues, he needs to make an Intelligence -3 attribute check opposed by the GM in order to figure out the location.

There are five clues total. Each clue leads to the next numbered clue. Alternately, you may assign what lead a clue goes to.

1. Surveillance footage at The Rathmore, a luxury hotel viewable in the security station behind the main desk.
2. Car rental records at Wheels-2-Go, a car rental place downtown.
3. Traffic cam footage available at the City Municipal Building.
4. Civil Defense Plans for every building in the city at the University library archives.
5. Bank records at First Capitalist Bank, downtown.

Secondary Clues: Characters may also pursue secondary leads that will provide additional benefits. Each player character starts out with all 3 secondary clue leads. Once a character gains all 3 secondary clues, he learns the location of a tracking device that activates when the briefcase is in play. Getting a secondary clue only requires 1 attribute check made a -1 penalty or the use of violence (which will summon 2d6 cops before the character can leave the location).

1. Records at We-Watch-U Surveillance Company.
2. Documents taped under a stool at Eddie's, a local bar.
3. Video interview of an engineer left in room #13 at the Sleep-Tite Motel.

Briefcase tracking device: Kept in the office of the Aegis Corporation CEO. Getting it requires defeating 3 mercenary goons. This device reveals the location of the briefcase once it is handed to Mr. Symington.

The character that has the tracking device always knows where it is, which means a character with the briefcase cannot hide from the character with the tracking device. However, a character with the briefcase can successfully escape from someone with the tracking device in a chase scene.

Getting the clues: Any character can get the clues peacefully without making a scene by making three attribute checks: first one is at +1, the second is at +0 and the final is at -2. These attribute checks can use any attribute the player can justify - Intelligence to fast talk clerks or Reflexes to pickpocket a key or sneak by a guard or Strength to bust down a back door. If all three checks are successful, the character gains the clue without making a scene.

ALERT TODAY, ALIVE TOMORROW

Of course, if the character fails a check or doesn't want to spend three turns getting the clue, he can simply draw a weapon and get the clue in 1 turn by threatening people. This draws the attention of the police though. See the section called Five Stars to find out how the police respond to public outbursts of violence in the city.

Once a player gets a clue, he can spend 1 turn to destroy the clue so that no one else can get it. This alerts the police unless he makes a -3 Reflexes check to sneak out of the location.

No attribute check to get a clue can be made while the character is hidden. Thus, if another PC enters a location while someone is trying to get a clue, then he becomes aware of the first PC. Fighting is likely an outcome if both are trying.

If a player character dies, his next character starts with all the clues he has gathered. However, any other PC can loot the body of the dead character and gain those clues as well unless a devastating explosion destroyed the body.

Putting the clues together: Once a character has two clues, he can attempt to figure out where the meeting will take place. This is an Intelligence attribute check made with a -5 penalty. If the character fails his check, he gains a +2 bonus on his attempt to determine the location. If successful, he learns the location and can go to the Civic Administration building, which takes 1 turn in a vehicle or 2d6 turns on foot.

Getting Gear: The city has numerous gun dealers and outlets for specialized tools. A character can make an Intelligence check (opposed by the GM) to find a dealer and 1 turn to get to them. The GM can assign skill point values to paying for the weapons or simply allow them to have additional weapons - paid for by their employer.

Five Stars: Gunfights tend to draw the attention of the police. Any time a character fires a weapon in a public area (as defined by the GM) the cops will be called. The character has 2d6 rounds before the police show up - 2d6 police at first and if the characters attack them then 5d6 SWAT team members show up 1 turn later in a helicopter. There are essentially an infinite number of police so fighting them is futile. They will chase after any characters that flee. Once a character escapes them or becomes hidden, the police stop looking for the character. A public fight also notifies every other PC of the location the fight takes place in.

Getting Arrested: If a character is arrested by the police, all of his items are taken from him. 1d6 turns later, his employer bails him out or arranges for his escape. The character gets out of jail without equipment. He will have to find new items at his home base or some other location.

Death: All of the standard rules for dying are in place. Each employer is eager to get the briefcase, so players can easily introduce a new character if their current one dies. A new PC will start with the same number of clues as their predecessor or the location of the meeting if the character learned it.

The Meeting: The meet takes place at a large abandoned place known as the Civic Administration building. It formerly housed several federal government agencies but due to asbestos, it was closed down. Due to Cold War paranoia, a massive fallout shelter was constructed in the basement of the building. This is where the meeting takes place. A large Civil Defense Poster hangs above a massive warehouse that holds endless shelves of army rations, cots and Geiger counters. The slogan "Alert Today, Alive Tomorrow" hangs above the meeting room.

The shelter is very large, so feel free to add multiple locations within it to accommodate any kind of high paced action scene you wish to run.

The first character that arrives at the Civic Administration building sets the clock. 1d6+1 turns after the first character arrives, the meeting takes place. This information will only be known to the GM. Any character at Civic Administration may use this time to set up traps, acquire more items, or otherwise prepare for the inevitable fight.

ALERT TODAY, ALIVE TOMORROW

The meeting begins with a cut scene (see special rules at the start of this scenario) where the courier and Mr. Symington appear. They each used secret tunnels built into the fallout shelters that were undetectable before they were opened. They greet each other and the courier hands Mr. Symington the briefcase. Right before the briefcase is handed to Mr. Symington, the cut scene ends and the characters may react.

The Courier: A grim man with the briefcase and 6 mercenary bodyguards. The courier is unarmed but will not surrender the briefcase to anyone except Mr. Symington.

Mr. Symington: An old man with 6 mercenary bodyguards of his own. He will flee as soon as he has the briefcase to Avalon Tower, a skyscraper with a helipad on the roof. Of course he has to fight his way out of the fallout shelter before he can get there.

Both groups of NPCs will attempt to kill any player character that interferes with the meeting.

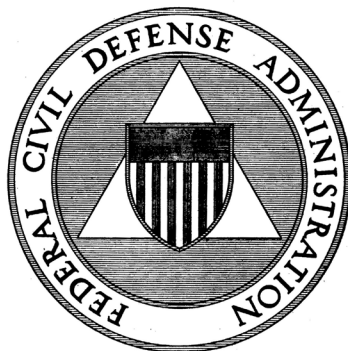
Getting the briefcase: In order to get the briefcase, it must be taken from the dead hands of the courier or Mr. Symington. The courier has the briefcase on the first round of combat, but his first action will be to throw the briefcase to Mr. Symington. On the second round, Mr. Symington catches the briefcase. After that, he orders his bodyguards to get him out of the fallout shelter and to the Avalon Tower. They will escape to the surface one round after that. Then they will drive in a SUV to Avalon Towers. Of course, characters can chase after Mr. Symington and his guards. If by some chance Mr. Symington gets to the helicopter on the top of Avalon Towers, he will leave the city with the briefcase. Every PC fails the mission in that unlikely event.

Showing up late to the party: Once the cut scene happens and the briefcase is in play, then any character that has not yet arrived at the Civic Administration building will get a message from their employer informing them where the meeting takes place. With a vehicle, it only takes 1 turn to get to the site.

Finish Line: Once a character has a briefcase, they must get it to their employer. Of course every other character will be gunning for them once they have it. Furthermore, two squads of 5 mercenaries will try to retrieve the briefcase. Before any character can get the briefcase to their employer, one of the squads will intercept them. This will become a public gunfight and it will alert other PCs to the first character's location. Once the fight is joined, a second squad of mercenaries will come in to help get the briefcase.

Every every employer is in a secure location. Once the character gets to their employer, they must show proof they have the briefcase and then they will be let in. These secure locations are too heavily guarded for any single PC to attack. The PC that returned the briefcase is taken out of the city and is safe for the rest of the scenario. Move on to winners and losers.

Winners and Losers: This section is optional. If the scenario has run long enough feel free to end it when the briefcase is taken out of play. Each employer gave the characters specific victory and loss conditions. The players should know what happens if they win. But if they lose, each remaining character has one last chance at redemption - kill every other PC that did not return the briefcase. Each employer wants to make sure no one else knows about the briefcase, so the other PCs must die. The last PC standing will be allowed to live by their employer.



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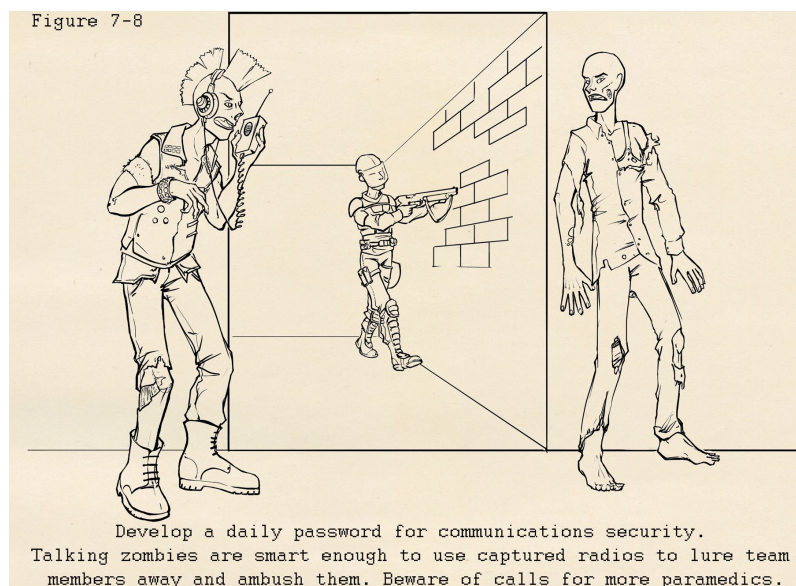
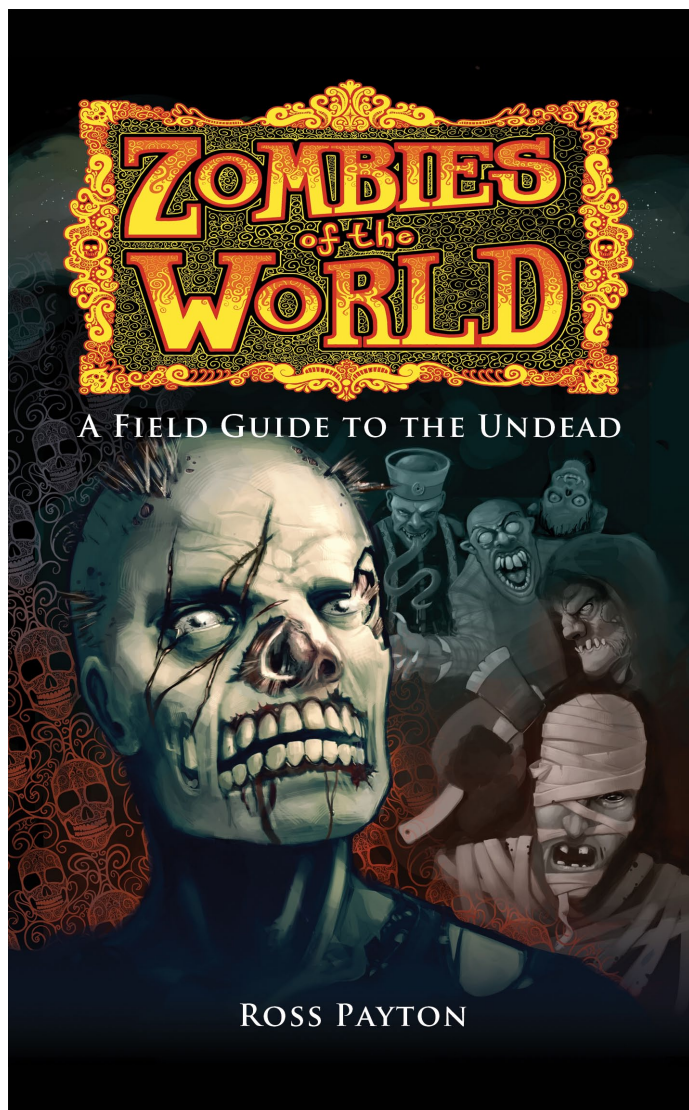


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