

COOL SKILLS

Common 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.

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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.



CUNNING SKILLS

Common 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

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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.

COMMON SENSE SKILLS

Common 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

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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.

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.

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.

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.

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.

