ADVENTURE SQUAD

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Based on Dungeon Squad by Jason Morningstar, and related games

Introduction

You're on the run, trying to stay one step ahead of the government that wants you dead…
You're battling creatures out of myth and legend in a world ravaged by the forces of absolute evil…
You're on board a starship, exploring far-flung planets, and confronting the dangers you find there…
You're the hero of a thousand stories you've created yourself. Welcome to Adventure Squad.

Adventure Squad is a pencil and paper, tabletop role playing game (RPG). You use the rules in this book to create a fictional character, a hero with his or her own strengths and weaknesses, then join with the other players to tell a story with your characters. One player takes on the role of the Game Master, or GM, who narrates the story and takes on the roles of the people, creatures and enemies your heroes encounter in the game.

All you need to play is this rulebook, a copy of the character sheet (at the end of the book) for each player other than the Game Master, pencils or pens and at least one set of gaming dice. These are dice with 4 to 20 sides, which you can find at any hobby shop and many bookstores. You need one of each kind of die, but it's best to have one set of dice for each player, including the Game Master.

The dice are measured in "die sizes," from the lowest, called a d4, to d6, d8, d10, d12 and finally d20, the largest die size. During the game, you'll roll one or more dice to determine how successful your character is at accomplishing the actions he or she is taking.
These rules cover a lot of what players might want to do during an adventure, but if there is a question that can't be answered by the rules, the Game Master should answer the question in whatever way makes the game the most fun for the players.

Game Masters can use the "*GM's Friend*" idea, rolling a six-sided die and answering the question with a "yes" on a result of 4, 5 or 6, and answering "no" on a result of 1, 2 or 3.

Game Masters can also use the "*Yes, And*" idea, answering a questions about what a character can do with the words "yes, and," then offering something else to the game, like a description of how the character's action makes the situation more exciting or complicated.

What if you don't have game dice?
*You can play **Adventure Squad** even without the special dice. You'll just need two regular six-sided dice per player. Whenever you see a die size in the rules, use the following dice instead:*

D4: roll 1 die, re-rolling results of 5 or 6
D6: roll 1 die
D8: roll 1 die and add 2
D10: roll 2 dice, adding their results together
D12: roll 2 dice, add their results together and add 2
D20: roll 3 dice (borrow one from another player), adding their results together.

This won't give you exactly the same results you'd get from standard gaming dice, but it will be close enough to have fun.

A game session usually lasts three to five hours, but it only takes a few minutes to create a character. Once your character is ready to play, you can get into the story right away.

Chapter 1: Basic Rules

As with any tabletop RPG, the "*Rule 0*" idea also applies: any of the rules listed here in the rulebook can be ignored or changed by the Game Master or players, as long as everyone playing the game agrees.

I. Character Creation

Before you learn how to play the game, you'll need to create a character. Pick up a character sheet and a pencil. Each item on the character sheet is described below, along with an example of creating a character.

Name: The character's name.

*Dan is going to create his first character for an **Adventure Squad** game. He decides "Ryan Michaels" sounds like the name of a hero from a novel or movie.*

Player: The player's name.

Dan writes "Dan" here.

Concept: A brief phrase describing the character, like "suave super-spy," "silent master archer at home in the forest," or "rough, tough space pirate captain." This is also a place to describe the character's appearance, from clothing to hair and facial expressions, and the character's attitude and behavior, like "makes cynical one-liners" or "always finds the positive in a situation."

*Dan talks with the Game Master about the setting of their **Adventure Squad** game. She says it uses a fantasy setting, which involves heroes and enemies from a fairy tale world mixing with the modern day real world. Dan decides his character is part of the fairy tale world, and changes his character's name to something more fantastic: "Rytu Micaya." His character concept is "bold warrior curious about the new world he's found himself in."*

Race/Culture and Gift: The character's species, like elf or robot. In a game setting where all the characters are human, a character may instead have a culture, like Viking or desert-dweller. In either case, each race or culture provides a gift, a special ability all people of that type have.

The gifts for some races offer a +1 die size modifier, improving a character's dice rolls during the game. See Modifiers in **III. Doing Things In The Game**, below, for more explanation of this idea. Other races offer a version of an Ability described more fully in **Chapter 2. Abilities**.

Choose a race or culture from the options the Game Master allows. Some familiar races often found in fiction and the gifts they provide are listed below. Use these as guidelines when creating new races.

> *Beast Man* [a shaggy, muscular mix between a human and a bull, dog or cat]: Gains a +1 die size modifier when intimidating others or lifting heavy objects.
> *Dwarf*: Gains a +1 die size modifier when attempting to physically resist someone or something (not including losing Hit Points).

> *Elf*: Gains a +1 die size modifier when in forests or working with magic (not including using spell Abilities).
> *Halfling*: Gains a +1 die size modifier with domestic skills like cooking and crafting, or when attempting to hide or sneak.
> *Robot*: Always has the Armor Ability worth 1 point. If the character selects Armor as one of his Abilities, add +1 to every roll of the Armor die.
> *Super-Soldier* [a genetically enhanced or highly trained warrior]: Always has the Super-Strength Ability at the die size d4. If the character selects Super-Strength as one of his Abilities, roll the d4 and the Ability's die and add their results together when using the Super-Strength Ability.
> *Toon* [a living cartoon character]: When this character falls to 0 (zero) Hit Points, he collapses to the ground, losing a turn (in combat) or pausing for 5 minutes (outside of combat). He then returns to action wherever the player wants, with a number of Hit Points equal to his Body die size. This can happen once per game session.
> *Vampire*: Gains a +1 die size modifier when searching for blood or convincing non-vampires to do what he wants.
> *Werewolf*: Changes into a wolf for a number of turns per day equal to half his Body die size (so 2, 4 or 6 turns per day). These turns do not all have to be at the same time.

If most or all characters in the game are the same species, characters may select a culture instead of a race – or one of each! The game rules work the same way, with each culture providing a gift to the character. Some common cultures in fiction and RPGs include:

> *Desert-Dweller*: Gains a +1 die size modifier when using any Trait or Ability which involves a desert environment when the character is in a desert.
> *Fantasy Asian*: Always has the Martial Arts Ability at d4. If the character selects Martial Arts as one of his Abilities, roll the d4 and the Ability's die and add their results together when using the Martial Arts Ability.
> *Tropical Islander*: Can swim at the same speed the character can move on land, and gains a +1 die size modifier when sailing a ship or searching for food or supplies in any kind of environment.

Viking: Gains a +1 die size modifier when intimidating others or surviving cold temperatures.

If a player wants his character's race to be human, and not have a specific culture, humans have the following gift.

Human: Reroll one or all of the dice (if more than one is used) when performing an action, making an attack, rolling damage or making any other kind of roll. Add the results of both rolls together to determine the final roll result. This can be done once per game session.

Dan's character Rytu is a human, and he doesn't like any of the gifts offered by the cultures Tracy suggests. He writes "Human" next to Race/Culture on his character sheet, and makes a note of the gift for human characters: He can reroll the dice and add the result when Rytu attempts one action per game session.

Scale (optional): In most game settings, all the characters are roughly the same size – usually, the size of a human being. In others, however, giant robots battle armies of humans, and in still others, insects rule the world. To represent this, you'll need to determine a scale for each individual in the adventure. There are three sizes: small, like an insect or a pistol; medium, like a housecat or human; and large, like a semi-truck or elephant.

A small creature has a +2 modifier to hit a medium creature, while a small creature has a +4 modifier to hit a large creature. In the same way, a medium creature has a +2 modifier to hit a large creature. If the Game Master chooses, these modifiers may also be used for other Trait rolls: for example, a small creature has a +2 modifier to its Body Trait rolls to sneak past a medium creature.

Scale also applies to damage results. A large creature causes an additional +5 damage to a medium creature, and +10 damage to a small creature. A medium creature causes an additional +5 damage to a small creature. This damage modifier usually only is used when the creature attacks with a natural weapon like a claw or horn, or a hand weapon like a sword or club, but not a gun.

II. Traits And Abilities

Characters have five statistics: three Traits, which show the character's physical and mental capabilities, and two Abilities, which represent special training, equipment, or unusual powers the character possesses.

The d4, d6, d8, d10 and d12 are used when creating characters. The d20 is only used when increasing a d12 by +1 die size.

Traits: Every character is represented by three Traits. They are:

BODY — the character's knack with physical stuff, like lifting heavy things, driving a car, sneaking past an observant guard, climbing a cliff, and so on.

FIGHT — the character's talent with fists, swords, guns, clubs, knives, karate chops, and so on.

MIND — the character's capability with his brains, including spotting clues, inventing and even social niceties like fast-talk, languages and etiquette. The Mind Trait is also used for using supernatural Abilities like magic spells. All characters can speak and write in their native language, and the Game Master may allow the characters to speak and/or write in other languages as well.

Assign the d4, d8 and d12 to the three Traits, and write the appropriate die size in the indicated space on the character sheet. The larger the die size, the better the Trait, though a d4 Trait isn't really "bad," just less important to the character. A basketball star and a surgeon are both intelligent, but the basketball player has spent more time working on his physical abilities than his mental ones. The basketball player might have a Mind Trait of d4, while the surgeon's Mind Trait would probably be at least a d8.

For example, a magical burglar-type character might have Mind d12, Body d8 and Fight d4. Let's hope he has someone along to keep him out of harm's way in a fight!

Since Dan's character Rytu was described as a "bold warrior" in his character concept, he decides to assign the highest die size, d12, to Fight. He writes "d12" in the space labeled "Fight" on the left side of the character sheet. Since his character concept also called Rytu "curious," Dan decides to make his character's

Mind Trait pretty important, and assigns it the d8. That leaves d4 for the Body Trait.

Abilities: Every character has two special Abilities: skills, equipment and special talents which are used with Traits to do things in the game. Like Traits, Abilities have die sizes. Choose two Abilities from the list in **Chapter 2. Abilities**, and assign one the die size d6 and the other the die size d10. There's space on the character sheet to list the Abilities and describe their effects, so players don't have to keep turning back to the rulebook during the game.

There are three types of Abilities:

- Combat Abilities provide a character with equipment or skills needed for battle.
- Spell Abilities provide the character with a supernatural talent. To use a "spell," a player must first make a successful Mind Trait roll – see **IV. Doing Things In The Game**, below. Some spell Abilities are also combat Abilities.
- Regular Abilities include everything else a character might be able to do, including some supernatural abilities that aren't spells.

In some game settings, the Game Master might limit the Abilities a character can select. For example, in a "real-world" adventure, no one can use magic powers, so the Game Master might say players can only choose combat or regular, non-supernatural Abilities. In a game setting where fighting is essential, the Game Master might say characters must have at least one combat Ability, or might even require each player to pick both Abilities from the list of combat Abilities.

Players can describe Abilities any way they like; for example, a character with the Armor Ability could be wearing a suit of chain mail or a bulletproof vest, or may even have the supernatural gift of instantly healing minor cuts and bruises. In the same way, a character with a spell Ability may not be a wizard casting a spell from a magical tome. Instead, his "spell" might actually be a psychic discipline, a superhuman power or a special piece of gear.

If a player does use a different name for an Ability, make sure that player indicates which Ability from **Chapter 2. Abilities** the character has. For example, a character could Dodge (Armor Ability) d6, carry a Boomerang (Bow Ability) d6, be able to Summon The Thunder Spirits (Rage Ability) d10, or even somehow hear his own

Encouraging Action-Adventure Theme Music (Weapon Mastery Ability) d10.

Feel free to make up new Abilities, using the ones from **Chapter 2. Abilities** as a guide.

Dan picks his two Abilities: Sword, since his character is a fantasy warrior, and Inspiration, so Rytu can lead the way if there's a battle against villainous fairy tale creatures. But Dan wants to change one thing: he wants Rytu to use an axe instead of a sword. The rules aren't any different, so Dan simply writes "Axe (Sword)" on his character sheet, and since he decides that Rytu is more of an axeman than a leader, the "Axe" Ability goes in the space next to d10 on the character sheet. "Inspiration" goes next to the d6. Dan can summarize what those Abilities do on the character sheet as well, if he wants. The Sword Ability (which he's calling "Axe") causes extra damage when in battle. "Inspiration" helps Rytu and his friends when they're attacking enemies.

III. Other Characteristics

Hit Points: These are a measure of a character's physical and mental health. There are two listings for Hit Points (HP) on the character sheet. Starting Hit Points are the character's maximum HP. A character begins with this number, and when healed, can never have more than this number. Current Hit Points is a space to keep track of HP when taking damage.

To determine a character's Starting Hit Points, add *14 + half the character's Body die size*, so a starting character's Hit Points will be 16, 18 or 20.

Since Rytu's Body die size is a d4, half that is 2. Adding 2 to 14 means Rytu has 16 Starting Hit Points.

Basic Weapon: Fighting the bad guys is a major part of almost every RPG, and all game characters seem to carry some kind of weapon, even ones who don't have any combat skill. The player decides exactly what his character's basic weapon is when creating the character and writes it down on the character sheet. It has a *damage die of d4*.

In a fantasy world, for example, a basic weapon could be a dagger or staff, while in a modern-day setting, a character's basic weapon could be a pistol. It doesn't matter what the player calls it – the basic weapon could be a punch, a laser sword

or even a belt-fed machine gun, but it will still only cause d4 damage. To have a more powerful weapon, choose it as the Bow, Gun, Sword or other Ability at die size d6 or d10. Refer to the combat Abilities in **Chapter 2. Abilities** for details on each kind of weapon.

During a game session, a character may pick up a weapon dropped by an enemy, pull a backup knife out of his boot, or even create an improvised weapon by tossing a chair at someone, for example. Any weapon not listed on the character sheet does the basic weapon d4 damage, unless the Game Master decides otherwise.

Rytu has an axe, which is his d10 Ability. But he gets a basic weapon too, and Dan decides that Rytu might need to shoot someone far away once in a while. He describes Rytu's basic weapon as a "crossbow." It will use a d4 if Dan decides Rytu uses it during a battle. He doesn't have to worry about keeping track of ammunition for the crossbow. If Dan decides to put his axe and crossbow aside and get into a fist-fight, his punches, a broken bottle, and any other attack he makes will use the d4 as well. He could also throw his opponent through a plate-glass window. That would cause d4 damage, though the Game Master might rule that the damage die is bigger (say, a d6 or d8) for such a dramatic attack.

Money: A character's wealth and possessions are handled very simply, unless the Game Master and players want to go through the trouble of collecting gold pieces or spending galactic credits. All characters have a *Money die size of d6*, and characters with the wealth Ability can roll a that Ability die along with the Money die when buying something.

All characters begin with a basic weapon, as noted above, and whatever clothing and other adventuring gear the Game Master sees fit to give them (typically, the kind of stuff they'll need to do their job). There's no limit to the amount of equipment a character can have, but players should be reasonable about what the character possesses and can carry at one time. Characters also have a place to live and enough money to pay their living expenses.

A player can write down on the character sheet any equipment his character possesses, but it's not necessary, since it's assumed characters have whatever items are reasonable for them to own and use.

When a character wants to buy something cheap or common, the Game Master should allow it (unless it makes for a better story if the character *doesn't* have a common item – where's that rope when it's time to use it?!). When a character wants to buy something that has a significant price or is rare, the player will make a roll using the Money die, which is always a d6, and a second d6 or a d10, if the character has the Wealth Ability. The Difficulty (see **IV. Doing Things In The Game**) is 4 or more, depending on the item – buying a gun has a Difficulty of 4, buying a car has a Difficulty of 6, and buying a house has a Difficulty of 12. On a success, the character can have the item.

Valuable gear can improve a Trait or die roll in situations where the gear is useful. See Modifiers in section **IV. Doing Things In The Game**, below. A character can carry at most five items that are also Abilities or with modifiers assigned to them (for example, a crossbow using the Bow Ability, elven boots that provide a +2 modifier to Body die rolls when sneaking, and three others).

Dan decides Rytu is wearing a coat of silver chain mail, wears a red cloak, and carries a small bag of gold coins in addition to his axe and crossbow. He's also got a backpack with a blanket, traveling food and magical fire-starting materials in it. None of those items are connected to an Ability or provide any other kind of modifier, so they're simply descriptive, and listed as equipment. If Dan had selected the Armor Ability, Rytu's silver chain mail could prevent damage. Since he didn't, Rytu's suit of mail won't provide any extra protection – but it sure looks good!

Experience Points: A character starts the game with 0 (zero) Experience Points. He'll gain them by taking actions, and spends them to improve Traits and Abilities. See **VI. Experience Points**, below.

IV. *Doing Things In The Game*
When a player describes an action his character is taking, the Game Master will choose the Trait which best fits that action, and will decide on a Difficulty (**3 – Easy**, **5 – Average**, **7 – Hard**, **9 – Very Hard**), or may roll a die for the person or creature opposing the character (**d6 – Easy**, **d10 – Average**, **d6 + d6 – Hard**, **d10 + d6 – Very Hard**). It's up to the Game Master to decide which

Difficulty he wants to use, and if he wants to tell the player the Difficulty he's settled on.

During a game session, Rytu and the other characters discover a heavy, leather-bound tome with strange letters written in fading ink. They know it has some value to a wicked warlock who's been causing trouble in their city, and the characters have decided that they want to know what the book says. Dan says Rytu wants to try and figure out what's in the book.

The Game Master says that action calls for the Mind Trait. If Rytu had an Ability that would help him read ancient languages, Dan could use that Ability. But neither "Axe" nor "Inspiration" fits in this situation, so all Dan can do is roll a d8 (his Mind Trait die size). The Game Master decides that the book's writing is old-fashioned and complicated, but he doesn't want the characters to get stuck trying to figure out what the book says – it's just a small part of the story the characters are involved in. He decides the Difficulty is 5, Average.

Modifiers: The Game Master may also assign a modifier or modifiers to the final die roll, selected from the following list. Some racial or cultural gifts, equipment, Abilities and other characteristics may also provide modifiers. There is no limit to the number of modifiers that can be included in a dice roll.
  If a modifier calls for a character's d8 Trait to increase one die size, for example, the Trait die becomes a d10 for that roll, and if the character's d10 Ability increases two die sizes, it is improved to a d20. Die sizes never go below d4 or above d20.
  A –1 modifier to a d6 die roll means the player rolls a d6 and subtracts 1, for a result between 0 (zero) and 5, for example.

+1 die size: Extremely Simple (for example, following an animal's fresh tracks through newly fallen snow)
+2 to the result: Very Simple (for example, negotiating a business deal that will make money for both companies)
+1 to the result: Simple (for example, shooting the broad side of a barn)

-1 to the result: Challenging (for example, shooting an animal racing away from the sound of gunfire)

-2 to the result: Very Challenging (for example, negotiating a truce between two nations that have been at war for years)
-1 die size: Extremely Challenging (for example, following an animal's week-old tracks across rocks)

The Game Master decides that though the Difficulty is average, some of the pages in the book aren't completely there – they've been damaged over the years. That makes Rytu's "reading the book" action challenging, and gives him a –1 to his die result, once he rolls his Mind Trait die.

The player rolls his character's Trait die, an Ability die if one is appropriate for the action he's attempting, and any modifiers applied to the die roll, adding the results together. Each die roll will use only one Trait but can include any number of modifiers. Characters can use any number of Abilities on a roll of the dice, as long as each one is useful for the action the character is attempting. Several Abilities allow characters to use two or more Abilities at the same time. See **Chapter 2. Abilities**.

If the total result on the dice, along with modifiers, is *greater than or equal to* the Difficulty, the character succeeds at the action. If it's *less than* the Difficulty, the character fails.

Compare the result of the roll to the Difficulty. The bigger the difference between the two numbers, the greater the success or failure. For example, a character attempting to cross a shaky, broken-down rope bridge over a canyon might have to make a Body Trait roll with a Difficulty of 7, hard. If the die roll result is a 6, that's failure, but only by a difference of 1. The Game Master might say the character stepped on a rope that snapped, but was able to run back off the bridge in time. If the die roll result in the same example was a 2, that's failure by a difference of 5. In this case, the Game Master might say the character didn't get off the bridge, and is in fact falling into the canyon!

It's time to roll. Dan rolls a d8 for his Mind Trait, the only die he has for this action. He gets an 8. He subtracts –1 from his result because of the –1 modifier the Game Master assigned, making his final die result a 7. That's more than the Difficulty of 5, so he succeeds at the "reading the book" action he's trying. The Game Master describes what Rytu reads in the book.

In another example, say a character with the Charisma Ability at d6 tries to fast-talk a security guard into letting him pass by. The Game Master says this will use the Charisma Ability and the Mind Trait, which the character has at d8, and because the security guard is half-asleep, it's a simple action, providing a +1 modifier. The Game Master decides the action has an average Difficulty, and since it involves a person (the guard), he'll roll a d10 to determine the final Difficulty.

The player rolls a 4 on the d8 and a 6 on the d6, and adds +1 for his modifier for a total of 11. The Game Master rolls a 5 on his d10. The player's total is greater than the Difficulty, so the character successfully fast-talks the guard.

Helping Each Other Out: If one player tells the Game Master his character is trying something, and all the other characters want to help the character by doing the same thing at the same time, add +1 to the die result of that first player's roll for each successful roll by another player. Players can use this rule even in combat (see below), but each can only attempt to help another character in one attack per battle.

Rytu is searching a room, and his three allies decide to search too. The Game Master says this is a Mind Trait roll, and he decides the Difficulty is 5. Dan rolls a 2 on his die, and the other players roll 6, 1 and 2. One friend succeeded at the roll (with a result of 6), so Dan gets to add +1 to his die result, for a total of 3. That's less than the Difficulty, so the group finds nothing, even with four people searching.

Critical Success and Critical Failure (optional): If the Trait die used when attempting an action shows a result of the highest number on that die (for example, 8 on a d8), the action is automatically a success, even if the total result isn't equal to greater than the Difficulty for that action. If the Trait die shows a result of 1, the action is automatically a failure. This optional rule does not apply to Ability dice or any other dice used when attempting an action.

Combat: **Initiative**: First, each player rolls his character's Fight die, and the Game Master rolls the Fight die for each of the enemies or groups of enemies, like a swarm of rats or a horde of ninjas. The character or enemy with the highest result goes first (reroll ties).

To Hit: Second, the character can move any distance the Game Master determines is appropriate, and, during the same turn, can perform a single action that requires a die roll. This action is usually making an attack, but could also be something that helps the heroes in combat, like unlocking a door or driving away from the scene.

A character can only make one attack per turn, but can move before or after attempting an attack. Making an attack uses whichever Trait, Abilities and modifiers that fit the type of attack the character is making, usually Fight, or Mind to cast spells. The player will need to name a target or targets his character could reasonably attack with his weapon or spell.

The Difficulty needed to successfully hit an enemy is listed in **V. Enemies**, below. *The Difficulty for any opponent or character to hit any player character is always 5*. If the die roll to hit is less than the Difficulty of the enemy, the attack is a miss, and the attacker's turn in combat is over. The player with the next highest Initiative takes a turn. When everyone involved in the combat has taken a turn or has left the battle, return to the character who rolled the very highest Initiative result.

Damage: Third, if the character successfully hits its target, determine the attack's damage (either d4 for basic damage or as described for an Ability), and subtract it from the enemy's Hit Points. Some Abilities decrease the amount of damage caused by an attack. Enemies are out of action (unconscious, dead, seriously wounded, or whatever is appropriate) when they fall to 0 (zero) Hit Points. Characters are unconscious at 0 (zero) HP, and dead for good at –5 HP.

Later in the game, Rytu finds himself face-to-face with an enemy: a demonic minion of the warlord the heroes have been trying to stop. Combat begins, with the Game Master playing the part of the demon. He decides it has a Fight die of d8, causes d6 damage with its claws, a Difficulty of 5

to hit it, and 10 Hit Points. This information comes from Section V. Enemies.

First, Dan and the Game Master roll their Fight dice. There are no modifiers or Abilities that come into play for this roll. Dan's result is 6, and the Game Master's is also a 6, so they roll again. Dan gets 4 for Initiative, and the Game Master's result is a 2. Dan's character Rytu attacks first.

Second, Dan says Rytu pulls out his axe and swings at the demon. The Game Master says the two opponents are close enough that the axe could hit the monster, and there are no other modifiers. Dan rolls his Fight die to hit, with a result of 7. Since that's higher than the demon's Difficulty of 5, Rytu has drawn demonic blood!

Third, since he's made a successful hit, Dan can roll damage. Rytu's Axe Ability has the die size d10, so Dan rolls that die. It's a lucky hit, and Dan rolls a 9. The Game Master subtracts 9 from the demon's 10 Hit Points. It only has 1 HP left – it's not out of the fight yet, but it will probably only get one chance to attack Rytu. Dan's turn is over, and now it's the Game Master's turn to make an attack, starting with combat step two. After the demon attacks, the combat returns to the highest Initiative result, and Rytu can attack again, if the demon is still standing.

Cover (optional): If an enemy or character is more than half-hidden behind some obstacle, like behind a wall or in a ditch, there is a –1 modifier to rolls to hit that enemy or character.

Critical Hits (optional): If the Game Master and players are using the optional Critical Success and Critical Failure rule (above), and a player rolls a critical success, a character determines the attack's damage and doubles the result before subtracting that damage from the enemy's Hit Points.

Serious Wounds (optional): A character who has only 1 to 5 Current Hit Points after suffering damage can be considered seriously wounded. He has a –1 modifier to all Trait, to hit and damage rolls. This modifier disappears once the character has 6 or more HP. It's up to the Game Master to decide which, if any, enemies use this optional rule.

Recovering Hit Points: Every character will recover 1 Hit Point after each battle in the form of first aid, and pausing to relax for a few minutes after the fury of combat. Characters with the Healing Ability can provide even more

Hit Points during or after a battle. A character can only recover HP up to his Starting Hit Points amount. Any HP recovered that would take the character's Hit Points above his Starting amount are lost.

Characters can also rest for an hour or more, performing no action more challenging than walking and talking. They will regain 5 Hit Points each time they rest. A character who wakes up to start a new day regains all of his Hit Points.

V. Enemies

All opponents are called enemies, even if they're more like traps or just nasty people. They are found in five different ranks. Each rank suggests a Fight die for the enemy, a Difficulty to hit it, and typical Hit Points for that rank of enemy. A few example enemies and their characteristics are listed below. Enemies may be able to attack more than once per turn. Ranged enemy attacks (like a rifle or a dragon's fire breath) follow the same rules as the Bow and Gun Abilities (see **Chapter 2. Abilities**).

Very Weak: Fight d4, Difficulty 2, Hit Points 3 – Note: Enemies of this rank can't hurt a player's character on their own, without modifiers. They have to team up (see Helping Each Other Out in section **IV. Doing Things In The Game**), or use the optional Critical Hit rules (see Combat in section **IV. Doing Things In The Game**).

> Bat: Bite 2 damage, flies
> Mook [enemy soldier meant to be defeated with one hit]: Sword or Rifle d4 damage, 1 Hit Point
> Rat, Spider: Bite 1 damage
> Wooden Door: Causes no damage, 5 Hit Points

Weak: Fight d6, Difficulty 3, Hit Points 6

> Locked Door: Causes no damage, 3 Hit Points
> Rodent of Unusual Size, Guard Dog: Bite d4 damage
> Thug, Goblin: Knife d6 damage, 8 Hit Points
> Wolf: Bite d6 damage

Average: Fight d8, Difficulty 5, Hit Points 10

> Castle Guard: Sword d8 damage, Shield d4 armor
>
> Giant Spider: Bite d4 damage and automatic poison d4 damage per turn for 4 turns
>
> Infantry Soldier: Rifle d8 damage, Body Armor d6 armor
>
> Orc: Axe d6 damage
>
> Skeleton: Sword d8 damage, take half damage (round up) from sharp weapons, 4 Hit Points
>
> Warlock: Magic Blast d8 damage
>
> Zombie: Claws d6 damage, take half damage (round up) from clubs and other blunt weapons, 5 Hit Points

Tough: Fight d10, Difficulty 7, Hit Points 20

> Bear: Claws d8 damage, Bite d10 damage
>
> War Robot: Fist d8 damage, Laser Blaster d10 damage, Metal Plating d6 armor
>
> Young Dragon: Claws d6 damage, Bite d8 damage, Fire Breath d10 damage, Scales d6 armor, flies, 35 Hit Points

Very Tough: Fight d12, Difficulty 9, Hit Points 50

> Arch-Mage: Two spells (choose from the spell Abilities list in **Chapter 2. Abilities**) that are always available to the enemy – Mind Trait of d8, immune to all damage except spells and magic weapons
>
> Dragon: Claws d8 damage, Bite d10 damage, Fire Breath d20 damage, Scales d8 armor, flies, 70 Hit Points
>
> Vampire: Bite d10 damage and regains Hit Points equal to damage it caused
>
> Wraith: Death Touch d6 damage, Energy Drain d6 damage to Starting Hit Points and Current Hit Points, flies

VI. Experience Points

Every time a character accomplishes a task, the character earns a number of Experience Points equal to the final Difficulty of the action. Each character who does damage or otherwise contributes to the defeat of an enemy earns Experience Points equal to the Difficulty of the enemy. Characters who find treasure earn a number of Experience Points based on the value of the treasure, usually 1 or 2 Experience Points per character.

Players keep track of the Experience Points their character has collected during a game session, and can spend those points between adventures to improve their characters. Alternately, the Game Master can award a set number of Experience Points to each character equally at the end of the game session (usually about 30 per character).

Characters can have any number of Abilities, but only carry five items that have die sizes or modifiers.

Some Abilities like Gun and Sword also represent items.

> *Add 1 to Starting Hit Points*: 10 Experience Points
>
> *Item offering a +1 modifier to a specific type of action* (in the form of a magic weapon, special tool, etc.): 15 Experience Points
>
> *Item offering a +2 modifier to a specific type of action*: 30 Experience Points
>
> *Item offering a +1 die size modifier to a specific type of action*: 50 Experience Points
>
> *Permanently increase one Ability one die size*: 75 Experience Points (to a maximum of d12)
>
> *Add a new Ability at die size d6*: 100 Experience Points
>
> *Permanently increase one Trait one die size*: 150 Experience Points (to a maximum of d12)

Character Power Levels (optional)

In the standard Adventure Squad rules, the half-human son of a god and a simple squirrel trying to get a nut are equally talented. They both have Traits of d4, d8 and d12, a racial gift and two Abilities. If characters of wildly varied amounts of power are in a game together, there are two ways to represent the differences between them. It's up to the Game Master to decide which option applies, or if both will be in the game.

Size: Assign a permanent modifier to Trait, Ability and any other dice rolls made by a character. It applies to every action the character attempts. This may be used instead of or along

with the Scale rules (see **I. Character Creation**, above).

In a world of humans, the small, simple Flower Folk are at a disadvantage, and have a -2 modifier to all Trait, Ability and damage dice rolls. The Rock-Men are bigger and stronger than the average human, so they have a +1 modifier to all dice rolls. A Flower Folk and a Rock-Man can work together, but it's clear there's a difference between them.

Starting Experience Points: When creating characters, give each player 200 Experience Points, or more, to spend on extra Abilities, increased die sizes, and so on, as if the character had been through several game sessions and earned the points. Any Experience Points not spent can be saved for later.

Hero-Guy has a number of superhuman powers and a colorful costume he wears when fighting crime. His player selected Super-Strength as his d10 Ability and Heat Ray Eyes (Bow Ability) as his d6 Ability, but Hero-Guy needs to be Invulnerable (Armor Ability) too. The Game Master says Hero-Guy can spend 200 Experience Points, since he's a superhuman hero. His player spends 100 Experience Points to add the Armor Ability at d6, and boosts it to a d8 by spending another 75 Experience Points. He spends 20 Experience Points to add 2 Starting Hit Points. That leaves 5 Experience Points on Hero-Guy's character sheet.

VII. Movement
If the players and Game Master are using miniature figures on the table top or with battle maps from other RPGs, each figure that's roughly human size moves 30 feet (6 inches/spaces) per turn in any direction, including diagonally. Spells, bows, guns and other distance attacks have a maximum range of 100 feet (20 inches/spaces). Difficult terrain, like rubble or thick forest, cuts a character or enemy's movement in half (round down). Games can also use full-size action figures; simply double movement rates, so a figure moves 12 inches per turn.

Flying might sound like an Ability, but it's actually just an extra benefit. Either a character can fly or he can't. Decide this, and other details like flight speed and how a character flies (jetpack, wings, etc.), with the Game Master when creating a character. The same rule applies to other forms of movement, like swimming or digging through rock.

Moving super-humanly fast, however, is an Ability (see Super-Speed in **Chapter 2. Abilities**).

The Game Master may allow characters to have different types of movement as a racial or cultural gift, or may "balance" the benefit by requiring characters to take the Transport Ability once for each kind of movement. Another option is to decrease the character's Traits by –1 die size, so the character begins with Trait dice of d4, d6 and d12, or d4, d8 and d10.

IX. Hero Points (optional)
If the players and Game Master agree, give each player three "Hero Point" markers of some kind, like poker chips or small candies, when the game session begins. The Game Master also begins with Hero Point markers equal to two per player in the game session, which can be used for enemies, or to reward players in addition to or instead of Experience Points.

A player can spend a Hero Point (discard a marker out of the game) on any of his turns to reroll all of the dice used when attempting an action, determining damage or in any other situation. The player uses the best of the two results to determine success or failure of an action, the final amount of damage, etc. If spent on a reroll, the reroll must be for the most recent die roll made by the player.

A player can spend a Hero Point to force the Game Master to reroll the damage caused by an enemy against that player's character, or to force the Game Master to reroll one of his other die rolls. In that case, the Game Master uses the lesser of the two die results (the result that is better for the character).

A player can spend a Hero Point to add a story element to the adventure (for example, the sudden discovery of a tool needed to open a stuck door, or a friend who knows the exact password to get into a computer system). The Game Master can reject a story element added by a player, and if he does, the player gets his Hero Point marker back for later use.

Once a player or Game Master's Hero Points are spent, he cannot use Hero Points again for the rest of the game session, unless the Game Master or another player gives him more from their own set of Hero Points.

X. Aspects (optional)

Another way to earn Experience Points is by role-playing "in character." Write down two aspects, like "loyal to his friends," "cares only about the money" or "driven to avenge the death of his parents." Aspects may be personality characteristics included in the character's concept (see **I. Character Creation**), motivations or reasons why the character is a hero, or could even be catch phrases that the character says all the time.

Each time an aspect fits a situation a character is in during a game session, the Game Master can award that character Experience Points, usually 5 each time, or more if the aspect is really relevant to the situation.

For example, the Game Master might describe a situation where a gangster offers the heroes a suitcase full of cash in exchange for private information about their boss. Most of the characters turn down the offer, but the player of a character with the aspect "Cares only about the money" says his character secretly meets with the gangster later. Since the player is "in character" doing something that fits one of his character's aspects, he earns 5 Experience Points.

XI. Simplified Adventure Squad (optional)

To get playing even more quickly, simply assign the d4, d8 and d12 to each character's Traits, and ignore Abilities, Hit Points, Basic Weapon and Money. In combat, every character and enemy causes 1 point of damage with a successful Fight Trait roll. Each character can be hit 3 times before being knocked out of the fight, and most enemies only need to be hit 1 time. After each battle, all player characters ignore all damage, as if they had never been hit during the battle at all.

Using this rule is a good way to introduce **Adventure Squad** and even RPGs themselves to brand-new players – all they have to do is describe what their character is doing, and roll a single die.

ADVENTURE SQUAD
Chapter 2: Abilities

What follows is a list of all the Abilities characters can choose. They are divided into the three types (combat, spell and regular), as described in **Chapter 1: Basic Rules**, section **II. Traits And Abilities**.

Combat Abilities

ARMOR reduces damage taken by a roll of its die. Thus, if you are hit for 7 points of damage and have armor, roll the Ability's die immediately after being hit, and reduce damage taken by the result, possibly all the way to 0 (zero), if you roll 7 or more on a d10, for example. This Ability can be used every turn.

BOW can damage a foe from a distance (up to 100 feet/20 inches or spaces, if using miniatures), doing its die in damage. If the result on the Fight die to hit is below the enemy's Difficulty, the attack fails. If the attack result is equal to or greater than the enemy's Difficulty, roll the bow's die for damage.

Bows never run out of ammunition. Choose a specific weapon for your bow Ability, like longbow, crossbow, throwing stars, psychic mind-blast or missile of magical energy. This Ability can be used every turn.

BULLET TIME: Once per battle, roll this Ability's die after being hit by an enemy. On a result of 4 or more, you slow time, dodge the attack and lose no Hit Points from the attack. On a result of 3 or less, you still take damage, but only half as much as the enemy's damage result (round down).

GUN weapons, like bow weapons, can hit an enemy far away (up to 100 feet/20 inches or spaces, if using miniatures). If the result on the Fight die to hit is below the enemy's Difficulty, the attack fails. If the attack result is equal to or greater than the enemy's Difficulty, roll the gun's die and add +2 for damage.

If the Game Master allows it, rifles can do damage equal to the gun die +4, and heavy weapons can do damage equal to the gun die +8 or more.

Guns never run out of ammunition. Choose a specific weapon for your gun Ability, like semi-automatic pistol, laser blaster, submachine gun or six-shooter. This Ability can be used every turn.

Rapid Fire (optional): When using a gun weapon that is capable of automatic fire, the player can choose two or more enemies to attack in the same turn. Each of the enemies targeted by the attack must be within 10 feet (2 inches/spaces, if using miniatures) of at least one other target of the attack.

The player rolls to hit once, and compares his die result to each enemy's Difficulty to determine if he hits that enemy. Roll the gun die for damage. Each enemy hit by the attack loses half that number of Hit Points (round up). Rapid fire can be used once per battle, succeed or fail.

INSPIRATION gives you command over a battlefield. Every turn, on your turn, roll the die for this Ability. If the result is 3 or more, you and all of your allies get a +1 modifier to Fight die rolls when making an attack, until it is your turn in combat again. The bonus does not apply to damage rolls. You can make this roll before attacking, moving or taking any other action on your turn in a battle, but if you fail the roll (get a 2 or less), you cannot use this Ability again for the rest of the battle.

INTIMIDATE: With an angry look, a few cutting words or a spooky grin, you cause your enemies to pause before attacking. When a battle begins, roll this Ability's die and subtract the result from each enemy's Fight roll for Initiative, the first step in combat (see **Chapter 1: Basic Rules**, section **IV. Doing Things In The Game**). You can also add this Ability die to a Body or Mind Trait roll when you're attempting to intimidate opponents outside of combat.

MARTIAL ARTS: You don't carry a weapon that's a piece of equipment. You are a weapon. Whenever your character does damage with a natural weapon, one that is part of the attacker's body like a judo chop, uppercut or sharp claws, roll your martial arts die too and add the results together to determine damage. This Ability is not used for attack rolls. This Ability can be used every turn.

For example, a character with kick as his basic weapon and the martial arts Ability at d10 would roll a d4 and a d10 to determine damage on a successful attack using his kick. If that character had the sword Ability at a die size of d6 and described it as a head-butt, he would roll a d10 for martial arts and a d6 for sword to determine damage on a successful attack using his head-butt. If his sword Ability was described as a samurai sword, the martial arts Ability would not apply to damage, since the samurai sword is not a natural weapon.

MONSTER KNOWLEDGE gives you an advantage over one kind of foe. Pick one type of creature or rank of enemy (see **Chapter 1: Basic Rules**, section **V. Enemies**). Roll this die along with your Fight or Mind die when making a to hit roll against that kind of enemy. You also use this die for damage rolls against that type of enemy, unless the damage die you're using has an equal or larger size than your enemy knowledge die. This Ability can also be used with the Mind Trait to negotiate with or research the selected type of enemy. This Ability can be used every turn.

RAGE gives you the ability to lash out at all your enemies at once. You attack every enemy within reach of your weapon (usually in an adjacent space to you if you're using miniatures), though you only have to make one attack roll (roll your Fight die once and check the result against each enemy's Difficulty). Roll your rage die and add +2, then add that amount to your weapon damage when using a sword, axe or other non-ranged weapon, or a natural weapon like a punch or animal bite. Each enemy suffers that total amount of damage.

This Ability is not used with the bow, gun or any spell Abilities. You must tell the Game Master you are using this Ability before you roll the Fight die. This Ability can be used only once per battle, but if no enemies are hit in an attack using the rage Ability, you can try using this Ability again on a later turn in the same battle. This Ability is not used for attack rolls.

REGENERATION enables you to recover from injury in just minutes, as your wounds heal before your enemies' eyes. At the start of your turn in combat, roll this die. On a result of 5 or more, you immediately regain 5 hit points, and on a result of 4 or less, you immediately gain 2 hit points. Remember, you can not have more than your Starting Hit Points. If you are not in combat, you will recover all your hit points immediately (within 30 seconds, if keeping track of the exact time is important).

STUN: You have a tool or the power to temporarily stop your foes in their tracks. On a successful Fight result, roll your stun die. The result is the number of turns your target is trapped and cannot move away or act (unless it makes a Body Trait roll with a Difficulty equal to your stun die result +2 to break free as its only action on its turn). This Ability can be used every turn.

SWORD or a similar hand weapon causes its die in damage. Choose a specific weapon for your sword Ability, like great sword, machete, hammer, fangs or kung-fu kick. This Ability can be used every turn.

WEAPON MASTERY training shows you the weak spots in an enemy's defenses, and how to exploit them with a flourish. Add this Ability die to every Fight roll when making an attack using a weapon listed on your character sheet (your basic weapon, or the Bow, Gun or Sword Abilities). This Ability is not used for other weapons you pick up and use, only the ones listed on your character sheet. This Ability can apply to swords (where it may be named "fencing"), axes or ninja death touches. It even works with guns and bows, though it's usually called "sharpshooter" or something similar. This ability is not used for damage rolls. This Ability can be used every turn.

Spell Abilities

FIREBALL: If a Mind Trait roll to hit is successful, roll the fireball's die, then multiply the result by 3. That damage is applied to one enemy. The target can be any distance away, but the character must be able to see the target. Anyone near the enemy (2 inches/spaces or less, if you're using miniatures) takes the original result (before multiplying by 3) in damage. If this Mind Trait roll failed, you can try again on another turn, but once the spell works, it is used up until the next battle. This is also a combat Ability.

HESITATE causes one human-size enemy to skip one turn for every 2 numbers of the result on the hesitate die, if a Mind Trait roll to hit is successful. Bigger creatures require 4 numbers; smaller ones, only 1 number. Victims cannot take any action of any kind when they are affected by this Ability, except speak. The target can be any distance away, but the character must be able to see the target.

For example, a hesitate die result of 5 against an evil human means the villain must lose 2 turns. If this Mind Trait roll failed, you can try again on another turn, but once the spell works, it is used up for the rest of the battle. This is also a combat Ability.

HYPNOSIS gives you temporary control over another creature your character can see. Roll your Mind Trait and hypnosis Ability dice and add their results together to cast this spell. The Difficulty is equal to the Difficulty to hit the enemy the character is trying to hypnotize. You cannot use hypnosis on another player's character, unless that player gives you permission. In that case, hypnosis is automatically successful. If this Mind Trait roll fails during combat, you can try again on another turn, but once the spell works, it is used up for the rest of the battle. Only one character or enemy can be hypnotized by you at a time.

If the roll is successful, roll your hypnosis Ability die, and divide the result by 2 (round up). That is the number of turns (in combat) or minutes (outside of combat) you can take control of the enemy or character, and take actions with it as if it was your own character. A hypnotized enemy or character will not do anything that will be undoubtedly harmful to it. For example, you can't make an enemy walk off a cliff, but you could tell it to attack one of its allies.

LIGHTNING does its die in damage, divided as the character chooses among up to 5 targets the character can see, if a Mind Trait roll to hit is successful. This spell can be cast every turn. This spell can be used at a distance, and hits on any result above the enemy's Difficulty (roll once and check the result against each target's Difficulty). The damage each target suffers can be chosen after determining which targets are hit by this attack. This is also a combat Ability.

MAGIC SHIELD protects a single person the character can see (including the character), if a Mind Trait roll is successful. The shield remains active until the number of points of damage the shield cancels out is equal to the die size (so, 6 or 10 points). If the Trait roll fails, you can try again on another turn, but once the spell works, it is used up for the rest of the battle. This is also a combat Ability.

PSYCHIC PUSH: You have the supernatural power to throw items or shove enemies without touching them. Roll this Ability die along with the Mind die to hit enemies with this attack. Use this Ability die to determine the damage caused by an object thrown using this Ability, or when you shove a enemy into a wall or other surface using this Ability. This Ability can be used from any distance, but the character must be able to see the object or enemy. If this Mind Trait roll fails during combat, you can try again on another turn, but once the spell works, it is used up until the next battle. This is also a combat Ability.

TELEKINESIS: If a Mind Trait roll is successful, roll this Ability die. If you can see an object, enemy or character, you can lift it up and keep it in the air with the power of your mind for at most a number of turns (in combat) or minutes (outside of combat) equal to twice the telekinesis Ability die result. The Game Master may require additional Mind Trait rolls for this ability if the object is especially heavy or very far away. If this Mind Trait roll fails during combat, you can try again on another turn, but once the spell works, it is used up until the next battle.

Regular Abilities

ANIMAL FRIENDSHIP allows a character to tame a wild animal, follow a creature's tracks, and speak with animals in their language. Whenever you would roll your Mind die to see if you succeed at such an action, roll your animal friendship die too and add the results together.

ATHLETICS is for heroes who regularly climb, leap, tumble and twist. Whenever you would roll your Body die to see if you succeed at such an action, roll your athletics die too and add the results together. This Ability cannot be used to dodge attacks by enemies or improve your own attack rolls.

CHARISMA is for heroes who actually talk to people in town and show proper respect to leaders. Whenever you would roll your Mind die to see if you succeed at such an action, roll your charisma die too and add the results together.

CHEMISTRY is used for scientists, medicine-makers and poisoners who mix ingredients for inventions and weapons. Whenever you would roll your Mind die to see if you succeed at such an action, roll your chemistry die too and add the results together.

COMPUTERS is for heroes who research using the Internet, who "hack" into secure systems and who create elaborate electronic devices. Whenever you would roll your Mind die to see if you succeed at such an action, roll your computers die too and add the results together.

HEALING restores its die in Hit Points to the person the character chooses. This Ability can be used once per battle during the battle, and can only assist one person. It can be used once per person after each battle. The character using this Ability must be in physical or supernatural contact with the person he is trying to heal – you cannot heal from a distance without some kind of link to your target.

INFLUENCE is for heroes who have connections and resources – a network of contacts, blackmail material, or political authority. Whenever you would roll your Mind die to get information or resolve a conflict without bloodshed, roll your influence die too and add the results together.

INVENTION is something many heroes do, whether it's building a robot from scratch, rewiring a starship to make it go just a bit faster, adding weapons to a car, or creating a nuclear reactor from just a couple of coconuts. When a character wants to invent or make changes to some kind of device, describe to the Game Master what the device is, and what it will do. The Game Master will decide on a Difficulty for building the device.

The Difficulty is also the number of hours, days or minutes it takes the character to finish the invention, depending on its size and complexity. Finally, the Game Master will decide on a number of dice rolls rolls you must succeed at before the invention is complete (usually 1 or 2 for a simple device, 3 to 5 for a device like a firearm, and 7 to 10 for a car or spaceship). Roll your Mind die and your invention Ability die and add their results together. You must succeed at each of these rolls before the invention is finished. You do not have to make these rolls one after the other. The Game Master may also require you to make Money rolls to pay for equipment used in building the invention.

LUCK allows you to add this die's result to the next dice roll by another player, before he makes the roll, or reduce an enemy's or opponent's next roll by this die's result, before the Game Master makes the roll. It can be used once per turn, on your turn. You must name the character that will benefit from luck before rolling the luck die. It can be used on attack rolls, rolls to cast spells, damage rolls or any other roll, and can be used at the same time as any other Ability die. It can be used on a roll you make.

OCCULT KNOWLEDGE is for magicians, academic researchers and maybe even insane heroes. It is used to study ancient spell books, learn information about supernatural creatures, and cast complex mystic rituals. Whenever you would roll your Mind die to see if you succeed at such an action, roll your occult knowledge die too and add the results together. This Ability is better used in modern game settings, where characters that can use Spell Abilities are rare or non-existent.

PERCEPTION is used to spot tiny clues, smell something foul in the air, see an enemy creeping closer, etc. Whenever you would roll your Mind die to see if you succeed at such an action, roll your perception die too and add the results together.

PILOT is for heroes who want to fly starships, jet planes and helicopters. Whenever you would roll your Body die to see if you succeed at such an action, roll your pilot die too and add the results together. You can also use this Ability with the Mind Trait when trying to navigate a course through the galaxy or to plan your destination while in the air.

SHAPE-CHANGING: You can magically transform into a real-world animal (like a rat, hawk or wolf). Roll this Ability die and double the result. That's the maximum number of turns (in combat) and/or hours (outside of combat) you can stay in the animal form. You can communicate with other characters but strangers won't understand you. You cannot carry weapons, armor or other equipment, but your clothing and other gear will automatically return to you immediately after changing back to your normal form. You can use this Ability as often as you wish.

SUPER-SPEED gets your character moving lightning-quick – up to the speed of light. Decide with the Game Master how fast your character can move in a single turn in combat. Roll this Ability's die and add it to your Fight roll for Initiative, the first step in combat (see **Chapter 1: Basic Rules**, section **IV. Doing Things In The Game**). If you're using miniatures, roll your super-speed die and add its result to the number of inches/spaces your character moves each turn. Roll before each turn your figure is moved.

SUPER-STRENGTH gives you massive amounts of power when lifting heavy weights, staying conscious or throwing a punch. Whenever you would roll your Body die to see if you succeed at an action that relies on muscle power, roll your super-strength die too and add the results together. This Ability is not used when making attacks, but a character who uses a muscle-powered weapon (like a longbow, an axe or a fist) can add +2 to his damage result.

THIEVERY makes you better at sneaking around, picking locks, and so on. Whenever you would roll your Body or Mind die to see if you succeed at such an action, roll your thievery die too and add the results together.

TRANSPORT: You have an unusual means of transportation, like a sailing ship, armored battle motorcycle, magic flying carpet or pet dragon. Transportation like cars and horses common in your character's world may be part of your character's equipment but are not counted for this Ability. In difficult conditions (rough seas, trying to out-fly a enemy), use this Ability's die along with your Body or Mind Trait die to determine if you triumph over the challenge. If the transport makes an attack, like shooting its cannons or slashing with its claws, use this Ability's die for the to hit roll and damage.

WEALTH: You're better than most at making money. You know what to look for in a pile of treasure, and how to get the best deal in any kind of bargain. Add your wealth die to your Money die, a d6, when attempting to purchase an item. You can also add this Ability die to a Mind Trait roll when you're attempting an activity involving finances or valuable goods.

ADVENTURE SQUAD
Chapter 3: Character Templates

Here's a quick way to play a character based on one of the classic RPG hero types. Each suggests which Trait should be assigned the d12, and two Abilities. Just pick a template, decide which Trait should get the d8 and which gets the d4, determine Hit Points, and you're ready to play!

Fantasy Character Concepts
Here's how to recreate the classes from the world's most popular fantasy roleplaying game.

Barbarian: Fight, Rage, Sword

Bard: Body, Charisma, Inspiration

Cleric: Mind, Healing, Luck

Druid: Mind, Lightning, Shape-Changing

Fighter: Fight, Armor, Sword

Monk: Body, Martial Arts, Stun

Paladin: Fight, Healing, Sword

Ranger: Fight, Bow, Monster Knowledge

Rogue: Body, Sword, Thievery

Sorcerer: Mind, Hesitate, Psychic Push

Wizard: Mind, Fireball, Magic Shield

Warlock: Mind, Hypnosis, Lightning

Warlord: Fight, Inspiration, Sword

Modern Character Concepts

Soldiers are good to have as allies and terrifying to have as enemies. Whether driven by money, a desire to redeem themselves for a criminal past or simply a feeling that their brute strength and quickness are best meant for a life of adventuring, soldiers spend their time defending others, practicing their skills and making sure their next fight is their opponent's last. Soldiers often specialize in some kind of weapon – a sword, a gun or their own two fists.

Soldiers aren't always part of a military organization: knights in shining armor, martial artists, police officers, sharpshooters, mercenaries, and even pilots have the skills and talents of soldiers.

Fight, Athletics, Sword or Gun

Activists are political leaders, business managers, royal authorities, even musicians and artists – anyone knowledgeable about the world around them, and trained in the art of diplomacy, the ability to convince others their cause is best for the good of everyone. Always ready to explore new ideas and to make their opinions be heard, activists are idealistic and determined. They have an intense desire to make things better for the whole of their world, by making political moves or by using their artistic talents to bring attention to an issue.

Mind, Charisma, Influence

Investigators are often charming and clever, and always athletic and quick-thinking. They bend the rules to get what they want – and some take that mission a step farther, above the law. Much of the work of an investigator involves learning things others have tried to hide, and not everyone they talk to is always willing to cooperate. But an investigator wouldn't dream of leaving the life far behind; nothing else provides the same kind of thrill.

Investigators are detectives, thieves, secret agents, journalists, explorers – anyone who wants to know all the secrets.

Mind, Influence, Perception

Scholars are researches and inventive geniuses, skilled in various areas of obscure knowledge, and gadgets from a simple lock to a complex supercomputer. A scholar will often involve him or herself in dangerous, experimental technology or attempt to break into heavily guarded offices to learn private information – and to prove he or she can do it. Scholars are not known for their social skills; many are more comfortable surrounded by tools and machines than in crowds of people.

Doctors, mechanics, inventors, computer hackers, occultists and almost anyone with a scientific mind can be a scholar.

Mind, Computers, Invention

Supernaturals have exotic powers – magic spells, gifts from divine sources, psychic talents of the mind, or simply heroic abilities that break the laws of physics. They can change the very essence of reality – and use that power in many ways. They can strike fear in the hearts of "mundanes" (non-adventurers without supernatural powers), use their gifts to battle evil forces, or turn their powers to helping those less fortunate, by solving crimes, healing the injured, or making new discoveries.

Mind, Occult Knowledge, Telekinesis

ADVENTURE SQUAD Character Sheet

Name:

Player:

Concept:

Race/Culture:

Gift:

TRAITS	Die Size
Body	
Fight	
Mind	

ABILITIES	Die Size
Name: **Effects:**	**d10**
Name: **Effects:**	**d6**

	Die Size
Basic Weapon	**d4**
Money	**d6**

Starting Hit Points

Current Hit Points

Experience Points