Bounty Head
BEBOP

Preview Edition

Intro to Bounty Head Bebop

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Intro To Bounty Head Bebop

Welcome to the Bounty Head Bebop RPG, the game that lets you play the fast paced solar system-spanning anime-style adventures of the daring and brash bounty hunters of the "far modern" future.

The Bounty Head Bebop RPG (BHB) is powered by the Inverted 20 system (i20), which uses a single d20 for all rolls and offers a quick and easy resolution for all in-game actions and outcomes, providing a fun and cinematic feel to play.

This Introduction is designed to give folks a quick look at BHB, the i20 system, and a Sample Session of Play.

A Little About The Inverted 20 System

The Inverted 20 system uses a single twenty-sided die with Target Numbers (TN) to roll under and is essentially a percentile-based game in increments of 5%.

Target Numbers are determined by adding a Skill value to any situation modifiers that might apply and then rolling the die to see if the result falls within the TN. In some instances a Minimum Target Number (MTN) may be required, where the result of the die not only has to fall within the TN, but also has to meet or exceed the value set by the MTN.

As an additional element to each die roll, an X-Roll (or X-Damage) may be called for, which is determined by reading the one's digit of the die when it is rolled. This allows a secondary number (1-10) to be generated simultaneously with TN resolution; meaning damage and other factors of success can be figured without a second roll. This handy little mechanic speeds play and helps move combat along at a refreshingly brisk pace.

The Inverted 20 system also uses a Luck and Surge Point dynamic that gives the characters an advantage when needed and ensures the action never gets stale. Using Luck and Surge Points, a character can push himself past the normal effects of injury, succeed at a critically important roll, or even escape certain death.

In short, Inverted 20 is its own unique system, but with a familiar feel and a cinematic flair, which captures the grittier anime genre after which it was modeled.

The World of Bounty Head Bebop

The year is 2073 AD. Fifty years ago, a strange comet of unknown composition slammed into the Earth's moon, shattering both the comet and the moon in a cataclysmic explosion that opened an unstable wormhole to the Sun. Debris from the comet and moon rained down on the world and spread out into orbit, surrounding the Earth in a field of lunar asteroids that, even now, continue to bombard the Earth on a daily basis.

The devastation caused by the event forced mankind to retreat underground, or to the far north and south, where the asteroids fell with less frequency. During this time of chaos, pieces of the comet were recovered and found to possess new and amazing energies. These were christened 'Gatestones' in lieu of the wormhole still open above the broken moon. Intensive study revealed that the energies of the Gatestones could be harnessed in a variety of ways, including the generation of unstable wormholes through space. Using this knowledge, mankind went into space and created a gate around the wormhole above the moon, allowing them to direct its other end to any point in the Solar System. A team of brave (and some say insane) scientists then traveled through – their control ship coming out in orbit above Mars. There they built another gate, finding that a gate at both ends stabilized the wormhole. It wasn't long before other gates and wormholes were created and mankind began to spread out into the Solar System, using other technologies developed from the Gatestones to begin terraforming other planets and moons.

Now, with mankind spread across the Solar System and the section-by-section collapse of the former nations following the destruction of Earth's moon, space has become as lawless as the Wild West of old. Planets and moons are ruled (some overtly) by the Mega-Corps and Underworld Organizations that financed their colonization. Only the presence of the SSPB (Solar Systems Policing Bureau) keeps a semblance of order, but corruption and indifference run rampant. Out in space, hijacking and piracy are the order of the day, where only your wits and a 'big stick' will see you safely home again.

The SSPB And You

The Solar Systems Policing Bureau (SSPB) is chartered to apprehend and process criminals in the Sol system. If the crime is minor, the perpetrator might be fined. If major, he might be sentenced to indentured servitude on a work camp, or even life cryo-suspension on Pluto. In recent years, the Bureau's jurisdiction has been expanded to include an interplanetary peace keeping force in the Saturn Demilitarized Zone (SDZ).

The SSPB is usually well equipped, and highly trained, but also highly jurisdictional, and the individual planetary branches tend to work at cross-purposes, and concern themselves only with crimes that occur within their planetary system. The heads of the SSPB from each major system, Earth, Mars, Venus, and Jupiter, meet annually on Charon, but this meeting is often little more than a junket, and talks frequently degrade into bickering, especially in light of the Sioux homeworld controversy on Titan. The overall bureaucracy of the SSPB is based in individual favors, and base political concerns.

On Venus, the SSPB is basically a protection arm of the various syndicates. On Mars, it is mostly concerned with the defense of the wealthy, and their property, to the exclusion of the common people. In the Jovian Confederacy, the SSPB takes the form of a regulatory secret police, fraught with corruption, and ever watchful of its regulated citizenry.

Earth remains the least corrupt, mainly due to their lack of influence, of the SSPB sections. However, due to their limited importance, they have become the most bureaucratic and jurisdictional of all the SSPB sections.

Good citizen, you are the arm of justice when the SSPB will not, or can not, act. When criminals flee from system to system, the SSPB would rather hire out to bounty hunters than deal with the

bureaucracy of another planet. When claim jumpers strike on Neptune, enterprising individuals such as yourself are the common man's only defense. When one consortium has leveraged an unfair advantage, you are the equalizer, the gun-for-hire that makes justice in the Solar System a reality.

The SSPB does their best to prevent calamity and war, but you are mankind's last, best defense against oppression and corruption. Best of luck, pardner.

What Makes Up A Character

Lets take a quick look at what makes up a BHB character, as noted on the Character Stats included in the Sample Session of Play.

Abilities

The basis of any Bounty Head Bebop character is his or her Abilities, from which all other characteristics, traits, and attributes of the hero can be derived. In Bounty Head Bebop, each character is assigned six Abilities (in value from one to ten) that represent their physical and mental prowess. These are:

- **Strength**: Representing physical power, toughness, and muscle.
- **Agility**: Representing dexterity, reflexes, and balance.
- **Constitution**: Representing health, vigor, and stamina.
- **Intelligence**: Representing knowledge, learning, and reason.
- **Wisdom**: Representing willpower, common sense, and awareness.
- **Presence**: Representing persuasiveness, leadership, and charisma.

As noted above, these Abilities will range from 1-10, with the following scale of comparison:

Physical Scores: (Strength, Agility, & Constitution)

0	STR Paralyzed; AGI Convulsive; CON Dying
1	Child
2	Adolescent
3	Adult
4	Athlete
5-6	Olympian
7-8	STR/CON Horse; AGI Cat or Snake
9-10	STR/CON Elephant; AGI Octopus

Mental Scores: (Intelligence, Wisdom, Presence)

0	Catatonic
1	Child
2	Adolescent
3	Adult
4	INT Scholar; WIS Wiseman; PRE Spokesman
5-6	INT Professor; WIS Sage; PRE Idol
7-8	INT Genius; WIS Seer; PRE Ruler
9-10	Supernatural

Initiative and Movement

Initiative and Movement is used to determine how quickly the characters can react to danger and how fast they can move on foot in any given timeframe.

Saves

Saves (Reaction, Endurance, and Willpower) are used to help the characters avoid or resist harm.

Vitality and Wound Points

Vitality and Wound Points are used to determine how much damage the characters can sustain before suffering the ill effects of pain, unconsciousness, or death. The loss of Vitality Points represents minor injuries such as bruising, strains, sprains, scrapes, cuts, grazes, or more serious wounds to the extremities. The loss of Wound Points are major injuries such as broken bones, heavy bleeding, horrific burns, and internal injuries.

Luck and Surge Points

Luck and Surge Points are what make the characters the stars of the show, setting them apart from 'Joe Average' and the rest of the unwashed masses (See below for more info on Using Luck and Surge).

Skills and Languages

Skills and Languages determine the character's talents and expertise.

Edges and Flaws

Edges and Flaws are the advantages and disadvantages that help to make each character unique.

Psychic/Feng-Shui Powers and Psychosis

These apply only if the character is a Psychic or Feng-Shui Master, but represent unusual and sometimes even dangerous powers.

Weapons/Attacks, Armor, and Equipment

Sometimes the equipment makes the man. While not specifically character traits themselves, the right weapons (or equipment) can certainly be an extension of the character.

Carrying Capacity

Carrying Capacity (Normal Load, Encumbered, Limit, and Drag) determines how much weight the character can move under different levels of Encumbrance.

Experience

Experience is gained as the game is played and is used to improve a character over time.

Using Luck and Surge

As one of the most dynamic aspects of BHB and the i20 system, Luck and Surge Points can be used to influence the outcome of the game in the following ways –

Luck

Luck Points can be spent for the following Luck Options:

- Reduce a MTN by 4 (before or after the roll)
- Add a +4 Bonus to one die roll (before or after the roll)
- Take a Faulty Success instead of rolling the die (only if rolling is an option)
- Negate a Botch or an opponent's Crit
- Not As Bad As It Looks (take only 1/2 damage from a single attack; this Option cannot be used twice on the same attack to reduce damage to zero)
- Lucky Break (for inspiration from the GM to help move the game along or for a plot twist in the character's favor)
- Escape Death (to Stabilize a Dying character and ignore further damage for the rest of the Scene)

Surge

Surge Points can be spent for the following Surge Options:

- +2 STR for one round
- Take an Extra Action
- Interrupt another's Action (changes character's Initiative Order for the combat)
- Make back-to-back Attack or Defense Actions without the Rapid or Evasion Edges
- Shake off Stunned Condition
- Shake off KO'd or Unconscious Condition
- Shake off one level of Fatigue
- Shake off Shaken or Panicked Condition
- Overcome Injury (take an Action while Disabled without going to Dying)

Both Luck and Surge can be spent each round as Free Actions.

Luck can be spent as many times per round as the player wants, though it is advised not to use up all your Luck in one round.

Surge can only be used once per round (except with the Heroic Surge Edge). Unlike Luck, Surge can also be used without spending Surge Points, at the cost of Fatiguing the character afterwards.

Recovering Luck And Surge

Luck and Surge Points completely refresh at the start of each game session. Or at the rate of 1 point of each per day.

Sample Session of Play

The following is Sample Session of Play and an example of Skill Use and Combat that typically occurs during the game. In this sample, the psychic Louis le Foom and has teamed up with the famous bounty hunter, Cold Rock Johnson, to rescue a kidnap victim from a warehouse on the bad side of town. The victim is a young girl and daughter of a corporate CEO with a severe gambling problem – who due to his vice, cannot pay back his debts or come up with the excessively high ransom.

It is up to Cold Rock Johnson and Louis le Foom to save the day. Below are our heroes in 'Stat Block' format:

Cold Rock Johnson

Abilities
Str 6; Agi 3; Con 5; Int 3; Wis 3; Pre 4; Vitality (0) 19; Wounds (-2) 15 (Armor 10)

Saves
React 8; Endure 10; Will 8; Luck 3; Surge 3

Movement
Init 15 (13); Move 30 ft (Run 180)

Attacks
Unarmed Strike 9/6S~L; Grapple Moves; Military Sidearm 11/10L/50 Ft (8); Spray Mace 14/Endure Save or Nausea a number of rounds equal to X-Roll/10 Ft flat (5)

Combat Skills
Dodge 12 (5+1); Feint 6; Grapple 15 (5+1); Melee 9 (3); Ranged 11 (5); Target 9 (3); Throw 9 (3); Unarmed 9 (3)

All Other Skills
Balance 9 (3); Bluff 12 (5); Climb (7.5') 14 (3+1); Conceal 9 (3); Diplomacy 12 (5); Disable Device 11 (5); Disguise 6; Drive 9 (3); Electronics 7 (1); Entertain 12 (5); Escape 6; Forgery 11 (5); Gamble 10 (4); Gather Info 12 (5); General Knowledge 6; Hide 11 (5); Intimidate 12 (3); Jump (30'l/6'h) 13 (3+1); Listen 9 (3); Move Silently 11 (5); Open Locks 11 (5); Pilot 9 (3); Ride 3; Search 9 (3); Sense Motive 11 (5); Spot 11 (5); Streetwise 11 (5); Swim (7.5') 10 (+1); Taunt 7; Treat Injury 6

Edges
Agile; Athletic; Base of Operations; Combat Reflexes; Evasion; Grappler; Hard to Kill; Information Broker; Martial Artist; Martial Throw; Media Ties; Popular; Rapid Strike

Flaws
Dark Secret; Enemy (Previous Bounties); Greedy; Phobia (Fear of Deep Water)

Equipment *Normal Load 150; Encumbered 300; Limit 450; Drag 1800*
Limousine, high fashion wear, police armored vest, military sidearm, spray mace, handcuffs, micro comlink, breaking and entering kit, electronic binoculars, electronic compass, SOL phone, permit to carry a firearm, permit to hunt bounty, permit to wear armor

Louise le Foom

Abilities
Str 3; Agi 3; Con 2; Int 4; Wis 5; Pre 3; Vitality (-1) 15; Wounds (-2) 7

Saves
React 8; Endure 7; Will 12; Luck 4; Surge 3
Psychosis 9

Movement
Init 13; Move 30 ft (Run 90)

Attacks
Unarmed Strike 6/3S; 9mm Deck Pistol 10/8L/40' (12)

Combat Skills
Dodge 10 (4); Feint 6; Grapple 6; Melee 6; Ranged 9 (3); Target 11 (4); Throw 6; Unarmed 6

All Other Skills
Balance 6; Bluff 6; Climb (7.5') 6; Computers 11 (4); Conceal 8; Diplomacy 11 (5); Disguise 8; Drive 6; Escape 6; Gamble 8; Gather Information 11 (5); General Knowledge 10 (3); Hide 11 (5); Intimidate 6; Jump (15'l/3'h) 6; Life Sciences 12 (5); Listen 11 (3); Move Silently 11 (5); Ride 4 (-2); Search 10 (3); Sense Motive 8; Spot 11 (3); Surgery 10 (4); Swim (7.5') 6; Taunt 6; Treat Injury 12 (4)

Edges
Iron Will; Lucky; Psychic (Telekinesis); Psychic Power (x3)

Psychic/Feng-Shui Powers
Light Touch; Heavy Hand; Fling

Flaws
Cry Baby; Phobia: Fear of Cats; Soft

Equipment *Normal Load 50; Encumbered 100; Limit 150; Drag 600*
Luxury car, deck pistol with one extra clip, cell phone, business wear, pocket secretary, notebook computer, first aid kit, surgical tools, trauma packs 4, antibiotics 8, antitoxins 21, pain killers 9, tranquilizers 6

A Little More About Target Numbers

The Target Number (TN) represents the character's chance of success for any given task. It is determined before rolling the die to resolve any task, by adding together the Total Value of an appropriate Skill with any Situational Modifiers that might apply. If the die roll is equal to or under the TN, the task succeeds, while rolls going over the TN fail. Rolling the TN exactly is considered a Critical Success (Crit) and a success with a die roll higher than 10 is considered an Extra Success. Rolling a 20 is a really bad failure called a Botch, while rolling a 1 is a bare-minimum success called a Faulty Success.

The basic premise is to roll as high as you can without going over the Target Number and the higher the value of the die roll, the better the success.

Reading The Result of Die Rolls Used in This Example

During the game, three types of die rolls are used: Straight Rolls, Opposed Rolls, and Opposed Straight Rolls.

- **Straight Rolls**: A simple roll, where the Target Number (TN) or less must be rolled to succeed.
- **Opposed Rolls**: This is where one roll is Opposed by another. In this case, the highest successful roll wins, or in the case where neither roll is successful, the highest failure wins.
- **Opposed Straight Rolls**: This is an Opposed roll where the task cannot succeed on a failed roll, regardless of the success or failure of the Opposing roll.

In this example, we will be showing the results of all rolls in the following format –

First, the type of roll in bold, followed by the character to which the roll belongs, then the Target Number of the roll, and then the roll itself, ending with a note in parenthesis to indicate the success or failure of the result.

Night On The Docks

Using his Information Broker, Cold Rock Johnson has learned of a contact within the underworld, which might know where the CEO's daughter is being held.

Driving to a seedy looking bar, Cold Rock and Louis enter, scanning the crowd of dangerous-looking patrons for their contact.

Spot roll: *Cold Rock TN 11: rolls a 12 (failure); Louis TN 11: rolls a 6 (success)*

While Cold Rock does not see the contact, Louis picks him out of the crowd and points him out to Cold Rock.

The patrons meanwhile, stop what they are doing and glare at the two of them as they walk towards the back of the bar, where their contact sits alone at a booth. It is clear that Cold Rock is well known here; and not welcome.

Sense Motive roll: *Cold Rock TN 11: rolls an 8 (success); Louis TN 8: rolls a 7 (success)*

While it doesn't appear that the patrons want any real trouble, Cold Rock and Louis notice that their contact seems a bit agitated, as if he is having second thoughts about the meeting.

Here the GM has determined that the contact has been influenced by the general attitude of the bar and plans to back out of his deal. His starting attitude is Unfriendly.

Recognizing the potential to lose the contact before the meeting begins; Louis attempts to ease the situation by buying the man a drink while Cold Rock engages in a bit of smalltalk.

Diplomacy roll: *Cold Rock TN 12: rolls a 10 (extra success); Louis TN 11: rolls a 3 (success)*

The drink seems to help, but it's Cold Rock's extra success with his smalltalk, that really opens up the contact.

The contact's attitude goes from Unfriendly to Friendly and a deal is struck – the contact reveals the location of a warehouse, where he believes some syndicate goons are holding the CEO's daughter ransom.

The Warehouse

Armed with this new information, the pair drives out to the docks in search of the warehouse.

At the warehouse, a number of syndicate goons and two syndicate agents are guarding the CEO's daughter.

Syndicate Goons (Extras)
Abilities
Str 4; Agi 3; Con 4; Int 3; Wis 3; Pre 2; Vitality (0) 26; Wounds (-2) 14
Saves
React 8; Endure 9; Will 8
Movement
Init 11; Speed 30 ft (Run 120)
Attacks
Unarmed Strike 10/4S; Grapple Moves; Deck Pistol 13/8L/40 Ft (12); Combat Knife 11/6L
Combat Skills
Dodge 10 (4); Feint 5; Grapple 11 (4); Melee 11 (5); Ranged 12 (5+1); Target 10 (4); Throw 9 (3); Unarmed 10 (4)
All Other Skills
Balance 6; Bluff 5; Climb (7.5') 10 (3); Conceal 9 (3); Diplomacy 5; Disable Device 11 (5); Disguise 5; Drive 9 (3); Escape 6; Gamble 6; Gather Information 5; General Knowledge 6; Gunsmith 10 (4); Hide 9 (3); Intimidate 12 (5); Jump (20'l/4'h) 10 (3); Listen 6; Move Silently 9 (3); Operate Heavy Machinery 9 (3); Ride 6; Search 6; Sense Motive 6; Spot 9 (3); Swim (7.5') 7; Taunt 5; Treat Injury 6
Edges
Hard To Kill, Marksmen; Rapid Shot; Toughness
Flaws
Uncouth
Equipment *Normal Load 75; Encumbered 150; Limit 225; Drag 900*
Business wear, deck pistol with 3 extra clips, combat knife, cell phone, micro comlink

Syndicate Muscle
Abilities
Str 5; Agi 4; Con 4; Int 3; Wis 3; Pre 2; Vitality (0) 27; Wounds (-2) 14 (Armor 10)
Saves
React 9; Endure 9; Will 8; Luck 3; Surge 3
Movement
Init 12 (10); Speed 30 ft (Run 150)
Attacks
Unarmed Strike 12/5S; Grapple Moves; Police Assault Rifle 13/14L/200 Ft (33); Combat Knife 12/7L
Combat Skills
Dodge 11 (4); Feint 5; Grapple 12 (4); Melee 12 (5); Ranged 13 (5+1); Target 10 (4); Throw 10 (3); Unarmed 12 (5)
All Other Skills
Balance 7; Bluff 5; Climb (7.5') 11 (3); Conceal 9 (3); Diplomacy 5; Disable Device 11 (5); Disguise 5; Drive 10 (3); Escape 7; Gamble 6; Gather Information 5; General Knowledge 6; Gunsmith 10 (4); Hide 10 (3); Intimidate 13 (5); Jump (20'l/4'h) 11 (3); Listen 6; Move Silently 10 (3); Operate Heavy Machinery 10 (3); Ride 7; Search 6; Sense Motive 6; Spot 9 (3); Swim (7.5') 8; Taunt 5; Treat Injury 6
Edges
Hard To Kill, Marksmen; Rapid Shot; Toughness
Flaws
Uncouth
Equipment *Normal Load 100; Encumbered 200; Limit 300; Drag 1200*
Business wear, police armored vest, police assault rifle with 3 extra clips, micro comlink

Syndicate Lieutenant
Abilities
Str 3; Agi 5; Con 4; Int 3; Wis 3; Pre 3; Vitality (0) 25; Wound Points (-1) 14
Saves
React 10; Endure 9; Will 8; Luck 3; Surge 3
Movement
Init 11; Move 30 ft (Run 90)
Attacks
Unarmed Strike 12/3S; Sword 13/6L; Deck Pistol 14/8L/40ft (12)
Combat Skills
Dodge 12 (4); Feint 10 (4); Grapple 6; Melee 13 (5); Ranged 12 (4); Target 6; Throw 8; Unarmed 12 (4)
All Other Skills
Balance 8; Bluff 6; Climb (7.5') 9 (3); Conceal 6; Diplomacy 6; Disguise 6; Drive 8; Escape 8; Gamble 6; Gather Info 6; General Knowledge 6; Handle Animal 11 (5); Hide 11 (3); Intimidate 11 (5); Interrogation 11 (5); Jump (15'l/3'h) 9 (3); Listen 6; Move Silently 10 (3); Operate Heavy Machinery 10 (3); Ride 8; Search 6; Sense Motive 9 (3); Spot 9 (3); Streetwise 11 (5); Swim (7.5') 9; Taunt 6; Treat Injury 6
Edges
Hard to Kill; High Pain Threshold; Toughness; Underworld Ties
Flaws
Distinctive Features - scars
Equipment *Normal Load 100; Encumbered 200; Limit 300; Drag 1200*
Business wear, cell phone, deck pistol with 3 extra clips, micro comlink, pocket secretary, sword

After finding the warehouse in question, Cold Rock and Louis park their car in a dark ally, where they hope it will go unnoticed, while they try to sneak into the warehouse.

Conceal roll: Cold Rock TN 9: rolls a 4 (success)
M10 or Crit Spot roll vs. Cold Rock's roll of
4: Guard on Patrol TN 9: rolls an 8 (failure due to not meeting MTN)

As they lurk outside the building, a guard on patrol walks past the ally where they hid the car, but fails to notice it.

Cold Rock and Louis meanwhile, find a side door leading into the warehouse, but it is locked. Taking out some tools from his breaking and entering kit, Cold Rock begins to work on the door.

Open Locks roll: Cold Rock TN 11: rolls a 3 (success)

In a matter of moments, the simple hard lock on the door is opened.

Move Silently vs. Listen roll: Cold Rock TN 11: rolls a 1 (faulty success); Louis TN 11: rolls a 17 (failure) vs. Syndicate Goons TN 6: rolls a 13 (failure)

Quietly entering the warehouse, Cold Rock and Louis move to get behind some crates, where they can look into the warehouse to see the layout. As they do so however, Cold Rock inadvertently steps on the tail of a cat sleeping on some rags by the crates. The cat yowls loudly and runs out into the warehouse.

"What was that?!?" a voice was heard from the other side of the crates.

"Don't be so jumpy, it's just a cat" replied another.

"All the same, I don't like this, when we going to hear from the kid's father?"

"Don't worry about it – leave them details to the boss."

Hide vs. Spot roll: Cold Rock TN 11: rolls a 5 (success); Louis TN 11: rolls a 13 (failure) vs. Syndicate Goons TN 9: rolls a 14 (failure)

Having not been discovered in spite of the noise, Cold Rock and Louis attempt to sneak a look over the crates, but Louis's player rolls a lower failure than the goons, so they will spot him. Thinking that it is important not to fail right now, Louis's player spends a point of **Luck** to add a +4 Bonus to the roll (changing his TN from 11 to 15 - which changes the 13 (failure) to a 13 (extra success).

Getting a good look at the layout and ducking down just in time to avoid being seen, Cold Rock and Louis see that there are two syndicate goons armed with deck pistols and standing watch outside a closed office door.

Cold Rock suggests that if they can sneak closer, they stand a fair chance of ambushing them, with the possibility of knocking them out before they can sound an alarm.

Ambush Resolution, Initiative, And Round One

Cooperative Hide roll with Cold Rock as Leader vs. Individual Spot rolls: Cold Rock TN 12: rolls an 11 (success) vs. Goon One TN 9: rolls a 15 (failure); Goon Two TN 9: rolls an 8 (success); Syndicate Muscle TN 9: rolls a 2 (success); Note that Cold Rock's roll of 11 is not a Crit in this case, as the Cooperation effort raised his original TN from 11 to 12

Sneaking closer, Cold Rock and Louis leap from out of hiding, surprising the goons unprepared, and combat begins. Because they are surprised, the goons must wait until the second round of combat before taking actions. Unseen by Cold Rock and Louis however, the Syndicate Muscle waits on a catwalk above the door they entered, watching the area below. While neither he nor Cold Rock and Louis could see each other, until just now – he has also been surprised by Cold Rock and Louis's sudden appearance. Because he is not an Extra, he has Luck and Surge and plans to spend a point of

Surge to Shake Off Stun on his turn – allowing him to act normally during the first round.

Hide vs. Spot roll: *Syndicate Muscle TN 10: rolls an 11 (failure) vs. Cold Rock TN 11: rolls a 4 (success); Louis TN 11: rolls a 7 (success)*

At this point, a Hide vs. Spot roll is made to see if Cold Rock and Louis notice the armored muscle with the assault rifle on the catwalk above – in this case, they both do.

Initiative roll: *Cold Rock TN 13: rolls a 2 (success); Louis TN 13: rolls a 14 (failure); Goon One TN 11: rolls a 15 (failure); Goon Two TN 11: rolls a 10 (extra success); Muscle TN 10: rolls a 4 (success)*

Note that extra successes are irrelevant for Initiative rolls. In the event of ties, the GM can resolve actions simultaneously, or chose to have whoever has the highest Init or Agility go first.

Wave One:
Goon Two 10
Muscle 4
Cold Rock 2

Wave Two:
Goon One 15
Louis 14

For the first round, everyone is limited to a single Action and we'll skip the two goons, because they are surprised.

Normally, the Muscle would go first, but Louis's player decides to spend a point of **Surge** to interrupt the Muscle's Action in order to try using his psychic power Fling.

Willpower vs. Psychosis roll: *Louis TN 12: rolls an 11 (extra success) vs. GM's roll TN 9: rolls a 16 (failure)*

The power works as expected and the syndicate Muscle is hurled back violently, slamming into the wall hard enough to buckle the steel siding.

He takes 30SL (Special Lethal) damage – reducing his Vitality Points from 27 to 0, but his armor blocks the remaining 3 points that would

normally flow over from Vitality Points into Wound Points. The Muscle is also KO'd because the SL damage dropped his Vitality Points to zero.

Because the Muscle has not yet spent his **Surge** Point (as his turn was interrupted by Louis), he instead spends it to resist being KO'd. This means, that while he is now conscious and free to act, the surprise effect from the ambush is still in effect and he will still lose this turn after all.

Further, because Louis interrupted the Muscle's turn, the new initiative order becomes:

Wave One:
Goon Two 10
Louis 4
Muscle 4
Cold Rock 2

Wave Two:
Goon One 15

It is now Cold Rock's turn. Since the ambush was successful, the GM rules that Cold Rock and Louis managed to get into Close Quarter Combat range before their attack, so taking an Action to move into range won't be necessary. Cold Rock elects to try a Martial Throw and makes a Grapple Trip attack. Because of his Martial Artist Edge, he can also choose to apply Lethal damage if successful, but in this case chooses Stun damage, because of its ability to KO the target on a Crit or when dropping Vitality Points to zero.

Because the goon is Stunned, Cold Rock gets a +2 bonus to his TN – further, the goon cannot take any Defensive Actions, so Cold Rock's roll will go unopposed.

Grapple roll: Cold Rock TN 17: rolls a 2 (success)
The trip is successful and Goon One is forced Prone; he also takes 8S (Stun) Damage, due to Cold Rock's Martial Throw Edge (6 Strength + X-Roll of 2 = 8S) – Goon One's Vitality Points go from 26 to 18.

The Second Round Starts

Wave One:
Goon Two 10
Louis 4
Muscle 4
Cold Rock 2

Wave Two:
Goon One 15

Because this is the first round that Goon Two can act, he only gets one Action – so he fires his deck pistol at Cold Rock. Because he is within 5' of Cold Rock, the attack is considered a Close Quarter Combat attack. Cold Rock takes a Defense Action (which is subtracted from the two actions he will have on his own turn) and opposes the attack with his Grapple skill.

Ranged vs. Grapple roll: Goon Two TN 13: rolls a 5 (success) vs. Cold Rock TN 15: rolls a 16 (failure)
Cold Rock tries to grab the pistol, but the Goon anticipates it and fires a round into Cold Rock's chest. While his armor prevents him from taking serious damage, he is still thumped pretty hard by the impact, 13L (Lethal), and loses 13 Vitality Points, dropping his Vitality Points from 19 to 6 (8L + X-Roll of 5 = 13L)
Louis is next and now has two Actions each round. Unaware that the Muscle has not really been KO'd by his psychic attack, Louis elects to pistol whip Goon One as he is on the ground. Because

Goon One only has one Action this round, he elects to try to Defend with a Parry (Melee skill, because he also has his pistol in hand) rather than make an attack, planning on getting up and firing at Louis in the next round. Louis gets a +2 bonus to his TN due to his target being prone and a +2 bonus because the Goon is still Flat-Footed.

Melee vs. Melee roll: Louis TN 10: rolls a 19 (failure) vs. Goon One TN 11: rolls a 12 (failure)
Louis takes a swing at Goon One's head, but the goon deflects the blow with his own pistol. Note that Opposed attacks are always Opposed Straight rolls. Louis's failure was higher than the Goons, but still needed to succeed in this case to have any effect.
At this point, the Muscle acts, having only one action. He elects to fire his assault rifle at the one that just rang his bell, using Burst Fire. Because Louis still has an Action left, he'll use it for a Defense Action to Dodge the attack. Burst Fire gives the Muscle a +2 bonus to his TN, plus he has higher ground, which gives him an additional +1 bonus.

Ranged vs. Dodge roll: Muscle TN 16: rolls a 16 (Crit) vs. Louis TN 10: roll a 4 (success)
Louis is hit by the burst fire and takes 20L damage (14L + X-Roll of 6 = 20L). In addition, because the roll was a Crit (hit the TN exactly) the Muscle elects to apply the damage directly to Louis's Wound Points – which will kill Louis outright. Louis's player decides to spend a **Luck** point to negate the Crit. So instead of being killed, Louis's Vitality Points drop from 15 to 0 and his Wound Points go from 7 to 2 – he is in very bad shape.
It is now Cold Rock's turn, but he now only has one Action, because he already spent one for his defense against Goon Two's attack. He elects to play tit-for-tat and fires his military sidearm at the goon. The goon has no more Actions, so the attack cannot be defended against and is made with an unopposed roll.

Ranged roll: Cold Rock TN 11: rolls a 9 (success)

Cold Rock puts a round in Goon Two's gut, dropping his Vitality Points from 26 to 7 (10L + X-Roll of 9 = 19L)

Goon One meanwhile, has already spent his action this round on his defense against Louis's attack – so that's the end of the round.

The Third Round Starts

Wave One:
Goon Two 10
Louis 4
Muscle 4
Cold Rock 2

Wave Two:
Goon One 15

Goon Two would now go, and has two Actions, but seeing that he was softened up a bit, Cold Rock elects to spend a **Surge** Point to interrupt his action – in an attempt to finish him off. The initiative order changes to the following:

Wave One:
Cold Rock 10
Goon Two 10
Louis 4
Muscle 4

Wave Two:
Goon One 15

Cold Rock uses his Rapid Strike Edge to make back-to-back Attack Actions, employing Martial Throw with a Grapple Body Slam attack. He plans to pick up Goon Two and slam him down on Goon One. Goon Two elects to Defend with his own Grapple skill.

MTN 10 or Crit Grapple vs. Grapple roll:
Cold Rock TN 15: rolls a 16 (failure) vs. Goon Two TN 11: rolls an 11 (Crit)

Having failed to a Crit, Cold Rock's player decides that this attack needs to succeed for the heroes to stand any chance of getting out alive – so he spends two **Luck** Points: One to negate the Crit, and one to give himself a +4 Bonus to his TN. This raises the TN from 15 to 19, turning the 16 (failure) into a 16 (extra success).

Cold Rock successfully picks up Goon Two and throws him to the ground. To determine whether he hits Goon One will require another Attack roll. Goon One uses one of his two actions to Dodge the attack, trying to roll out of the way, though Cold Rock does get a +2 Bonus due to Goon One still being prone. Because Goon Two is considered an Improvised Weapon however, Cold Rock's attack also suffers a -4 Penalty for a net Penalty of -2.

Throw vs. Dodge roll: *Cold Rock TN 7: rolls an 11 (failure) vs. Goon One TN 10: rolls a 15 (failure)*

      Goon One manages to roll out of the way as his companion slams into the ground and takes 16S damage, dropping Goon Two's Vitality Points from 7 to 0 and his Wound Points from 14 to 5 (6 Strength + X-Roll of 5 + 5 from Martial Throw = 16S). Further, because it was Stun damage that dropped his Vitality Points to zero, Goon Two is also knocked out cold.

      Louis meanwhile, knows he has to do something about the Muscle if he is to survive, so he risks another Fling attack (though his Willpower roll suffers a -2 Penalty due to his wounds).

Willpower vs. Psychosis roll: *Louis TN 10: rolls a 10 (Crit) vs. GM's roll TN 9: rolls a 19 (failure)*

      Again, Louis's luck holds out and the Muscle is flung into the ceiling beams for another 30SL, shattering his body against the metal, before it drops lifelessly to the concrete floor below (30SL - 10 from armor = 20SL; Wound Points drop from 14 to 0).

"I'm gone man! D-Don't kill me!" Goon One stammers as he gets to his feet and points himself towards the door.

Cold Rock and Louis let the man run (Combat is now over), then turn to the door the goons had been guarding. Opening it, they go in to find the CEO's daughter sitting tied to a chair. Standing behind her with a sword to her throat is a tall willowy Syndicate Lieutenant.

"Well now, isn't this a sticky situation", the Lieutenant says, waiting to see what the two intruders would do next.

Taunt vs. Sense Motive roll: *Cold Rock TN 7: rolls a 17 (failure) vs. Lieutenant TN 9: rolls a 12 (failure)*

      Cold Rock slowly puts his gun away and motions for the Lieutenant to come at him, noting that he will be a much greater challenge than a tied-up little girl. The taunt works and the Lieutenant lunges forward at Cold Rock with his sword.

New Combat

Initiative roll: *Cold Rock TN 13: rolls a 6 (success); Louis TN 11 due to -2 Penalty: rolls an 8 (success); Lieutenant TN 11: rolls an 18 (failure)*

Wave One:
Louis 10
Cold Rock 6

Wave Two:
Lieutenant 18

Round One

Willpower vs. Psychosis roll: *Louis TN 10 due to -2 Penalty: rolls an 18 (failure) vs. GM's roll TN 9: rolls an 8 (success) (Psychotic Break: Catatonia; Wisdom reduced to 0)*

      As the Lieutenant rushes Cold Rock, Louis sees his chance to Fling the Lieutenant into the wall. Unfortunately, Louis has now pushed his luck too far and the strain of focusing his psychic powers is suddenly too much for his mind. He falls to the floor in a heap, staring blankly at the ceiling.

      Cold Rock meanwhile, Delays to let the Lieutenant come to him and prepares to engage him in a Grapple Choke. The Lieutenant however, uses a point of **Surge** for an Additional Action, allowing him to move and attack on his first round. Because he has only one Action himself, Cold Rock elects to use it for Defense, planning to spend a point Surge himself afterwards for his own attack.

Melee vs. Dodge roll: *Lieutenant TN 13: rolls a 16 (failure) vs. Cold Rock TN 12: rolls an 18 (failure)*

      Swinging his sword madly, the Lieutenant misses as Cold Rock ducks under his blade.

MTN 10 or Crit Grapple roll: *Cold Rock TN 15: rolls a 15 (Crit)*

      Spending a point of **Surge** for another Action, Cold Rock lunges up under the Lieutenant's guard and locks him in a vicious stranglehold, dealing 16S damage (strength 6 + 2X-Roll of 5 =

16S). The Lieutenant's Vitality Points drop from 25 to 9. Further, because the attack was a Crit, the Lieutenant is instantly KO'd.

Because the Lieutenant has already spent Surge this round, he cannot do so to Resist the KO.

Round Two

On the next round, the Lieutenant spends a **Surge** Point to regain consciousness and attempts to escape the chokehold.

Escape vs. Grapple roll: Lieutenant TN 8: rolls a 15 (failure) vs. Cold Rock TN 15: rolls a 14 (extra success)

The Lieutenant fails to escape however and Cold Rock maintains the hold.

Seeing that there is currently no other threat, Cold Rock decides to hold the choke with one Action, while drawing his sidearm with another. If he can maintain the hold for another two rounds, he'll KO the Lieutenant again.

Round Three

Escape vs. Grapple roll: Lieutenant TN 8: rolls a 5 (success) vs. Cold Rock TN 15: rolls a 6 (success)

The Lieutenant makes another attempt to escape but fails again, he too using his second Action to draw his deck pistol.

Cold Rock meanwhile, spends an Action to maintain the hold and uses his other Action to fire his sidearm into the Lieutenant's side. It goes unopposed because the Lieutenant has no more Actions this round for defense.

Ranged roll: Cold Rock TN 11: rolls a 4 (success)

The shot does 14L (10L + X-Roll of 4 = 14L), dropping the Lieutenant's Vitality Points from 9 to 0 and his Wound Points from 14 to 9.

Round Four

Escape vs. Grapple roll: Lieutenant TN 7: rolls a 4 (success) vs. Cold Rock TN 15: rolls an 18 (failure)

The Lieutenant makes another attempt to escape (with a -1 Wound Penalty) and this time succeeds. He brings up his deck pistol and fires at Cold Rock (with a -1 Wound Penalty), but Cold Rock takes a Defensive Action (Grapple again, since the Lieutenant is still in Close Quarter Combat range).

Ranged vs. Grapple roll: Lieutenant TN 13: rolls a 16 (failure); Cold Rock TN 15: rolls a 4 (success)

The shot misses Cold Rock. Sensing that this might be the end for him, the Lieutenant spends his last **Surge** Point for an Extra Action and fires again (with a -1 Wound Penalty). Cold Rock uses Evasion and his last Action for another defense again.

Ranged vs. Grapple roll: Lieutenant TN 13: rolls a 4 (success); Cold Rock TN 15: rolls a 12 (success)

The Lieutenant again misses, as Cold Rock keeps batting away the pistol just in time.

Thinking he can finish off the Lieutenant here and now, Cold Rock spends his last **Surge** Point to make another attack of his own – again unopposed due to the Lieutenant's lack of further Actions for defense.

Ranged roll: Cold Rock TN 11: rolls an 8 (success)

Putting the muzzle of his sidearm up against the Lieutenant's head, Cold Rock fires doing 18L damage (10L + X-Roll of 8 = 18L). That drops the Lieutenant's Wound Points from 9 to 0, killing him.

Dropping the Lieutenant to the ground, Cold Rock releases the CEO's daughter from the chair and hefts his drooling partner Louis over his shoulder.

"Psychics", Cold Rock says - "Ya just can't take 'em anywhere!"

Then taking the girl by the hand, Cold Rock leaves the warehouse with her and his unconscious friend, to return the girl to her father and collect the reward.

The Lieutenant meanwhile, spends a **Luck** Point and is Left For Dead – perhaps he'll be back later for vengeance…

The Chase Continues!

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