

Character sheet for <i>Pocket Task Force V14</i>									
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Name:				Kills:		Player :		Level:	
Stats	Value	Skills	T	Value	Base Value	With Mods	Chance to Hit / Damage Mod Table		
Strength		Sneak			Agi (A) + Int(B)		Head	1-3	8X
Agility		Pistol			Str(A) + Int(C)		Torso	4-12	5X
Intelligence		Rifle			Str (A) + Int(C)		Legs	13-16	3X
Luck		MacGyverism			Int (B) + Agi(C)		Arms	17-20	2X
Money (c)		H4x0ring			Int (B)		Draw your picture here		
Fate Points		Athletics			Agi (B) + Str(B)				
Weapons	Damage	C2H mods	Base Range	Cost					
Knife	14	None	0	0					
Pistol	16	-1/m	10	300					
Rifle	20	-1/10m	20	700					
Shotgun	30-1/m	2/m - 1/m	0	600					
Equipment	Description								
Toolkit	Includes various tools such as lock pick, glass-cutter etc..								
C4	Can be triggered by any detonator. Deals 50 damage - 5/m.								
h4x0r device	A small handheld device that lets you hack into electronical stuff.								
Grappling Hook	Can pull you in (ala batman). Basically just a hook that you throw.								
Remote detonator	A thing with a button that triggers a bomb.								
Time detonator	Set it to trigger after 4 - 2048 seconds. (1800 secs = ½hour)								
Motion detonator	Triggers when something moves within its radius (set between touch and 5 m)								
Video camera	A small cam that can send what it sees to a h4x0r device.								
h4x0r device ++	Increases h4x0ring skill with 5 points.								
Suction pads	Can walk up or down walls								
Phantom Move	All sounds are silent within 1.5 meters of the device. This means whoever is using it can't hear.								
Weapon mods	Class	Cost	Rules						
Scope	A	300	C2hit +3, Base Range = 200, Using costs 1 AP each shot.						
Semi	A	300	C2Hit -3, Fire 2 rounds / AP. Roll to hit for each shot (same for Autofire).						
Silencer	A	200	C2hit -1, Easier to remain unnoticed						
Stun	A	200	C2hit -2/m instead, Target is silently put to sleep.						
Accelerator	B	600	DAM +5, Critical Failure Chance +2						
Autofire	B	500	C2Hit -5, 6 rounds, max C2Hit is 15. After two fires, must reload (1AP)						
Laser sight	B	300	C2hit +5, Range = 30m, The dot is visible, and so is the beam in smoke.						
Flamer	C	800	C2hit -5, Range = 7m, 20 damage / AP + 30 damage when hit, not locational.						
Gren. Launcher	C	1200	Range = 30m, Fires grenades. Comes with three grenades. Takes 2 AP to reload.						
Range Shatter	C	900	Base Range can be set between 10-50 m, Changing BR takes 1 AP. Shotgun mod.						
Red-Dot	C	1000	C2hit +5, Is not cumulative with Laser Sight						
Sniper	C	1000	C2hit -1/30m instead, DAM +5, must reload (1AP) after shooting, -3 to sneak						
C-Thru-Scope	*	*	Can see through non-metal max 40cm thick walls. (Like Superman.)						
Tracer	*	*	Bullets fired after a Tracer bullet will hit the same spot the T.B did.						
Hud mods	Class	Cost	Description						
Motionscanner	B	600	See moving things on radar. Range = 20 m						
Nightvision	B	400	Easier to see in the dark.						
Optical Assistant	B	600	See distance to eye focus. Range = 1500 m. Automates Range Shatter and Scope.						
3D Map	C	700	Displays a 3d map of the surroundings. Range = 50 m						
Heatscanner	C	1000	See heat through walls and stuff. Range = 10 meters						
Targeting System	C	2000	Chance to Hit +5, Critical Success Chance + 3						
Perks	Prerequisites	Rules							
Action boy	Athletics > 25	Gets an extra AP just for moving each round.							
Ambidextrous	None	Without it, you recieve a -10 C2H when using two pistols.							
Comprehension	None	You recieve one extra point to distribute on skills after a mission.							
Dodger	Athletics > 20	Anyone firing at a Dodger has C2H -5							
Fast on feet	Athletics > 12	You recieve +3 initiative.							
Finesse	Luck > 5	Critical Success Chance +1. Cumulative with Targeting System.							
Gadget master	MacGyverism > 25	Can create anything, if most parts and a cool explanation are available.							
Good genes	None	You recieve one extra point to distribute on a stat.							
Guardian angel	None	You recieve one fate point at the beginning of each mission.							
I337n3ss	h4x0ring > 25	A hacking attempt can never be noticed.							
Lucky bastard	Luck > 4	Gives you +2 Luck							
Sharpshooter	Weapon skill > 25	Can fire at any body part. Scope doesn't take any APs to use.							
Silent runner	Sneak > 25	Makes no sound when moving. Doors that would normally squeak don't, etc.							
Trigger Happy	Weapon skill > 25	May divide shots on up to three targets during an AP, and you never have to reload (ala Rambo)!							

Rules for *Pocket Task Force V14*

Skills	Gives you	Description
Sneak	Toolkit	The art of not being noticed, as well as using mechanical tools such as lock picks.
Pistol	One Pistol	How good you aim with a pistol.....
Rifle	Rifle or Shotgun	How good you aim with a rifle/shotgun.
MacGyverism	Toolkit, C4, each det.	How good you are at building stuff such as bombs, tripwires etc. Also driving vehicles.
H4x0ring	h. Device, V. Camera	The chance of successfully hacking into a computer system, or anything electronical.
Athletics	Gr. Hook, Suc. Pads	Stuff like melee combat, jumping, climbing, physical stuff. Avoiding and dodging stuff.

The Rules

Most Important Rule: Whenever you encounter a problem, go through as many things concerning it as possible. For each thing that someone thinks of, discuss it, and decide a probability for it to happen/be. Then roll a die....

Combat

Combat initiator(s) gets a free Action. After that, the combat is played out in rounds.

May move (includes changing target) and shoot, with a -10 C2H. Shooting on someone that's moving is -5 C2H

$C2Hit = Weap.skill + Your\ mods + Your\ Weapon's\ mods - Distance\ mods * (Range - Base\ range) - Target's\ mods$

$C2Avoid = 20 + Your\ mods + Distance\ mods - Attacker's\ Skill - Attacker's\ mods$

Full health is 100. (Health = Full health - Damage)

A critical success allows you to hit whichever body part you want a.k.a headshot.

Misc

If die shows a 1 then critical success. If die is 20 then crit. failure, if new roll is > base skill

If you get a critical success, whatever you do is perfectly performed, you get a benefit that lasts for the mission (like +5 in the skill you used, for example), and you receive a fate point. If you crit. Fail, something really bad happens.

Fate points can only be recieved on skill roll such as fireing but not when rolling where to hit or deciding the current weather.

Fate points can be used to reroll a failure, or something else that makes sense.

Your Skill and derived Stat values are $-1/20 * damage$. An opponents skill value is $-1/(hardcoreness) * damage$

Mission

Before a mission, choose Assault Gear or Discreet Gear. With AG you have all your HUD mods on a display in front of your eye. With DG, you have all of them in your wrist watch.

If you die and are left behind, you are captured by the enemy. You can be rescued in a rescue-operation.

If you die, but your squad member(s) can drag you away from the mission area, then you are brought back to life at The Corporation's headquarters. If you "die", you do not get any bonuses for that mission (perks or skill points).

After completing a mission, you gain 1 skill point in each tag skill, plus three skill points to distribute on skills.

Every third successful mission you get another perk. You get bonuses for Rescue Operations too.

Your employer will equip you with the equipment listed under the "Gives you"-column above, for each skill that is either a Tag Skill or have at least a skill value of 15 or more.

Character creation:

Choose stats for a total of 20. Derive base values for your skills, by following the Base Value Skill Table.

Example : 5 AG and 4 INT => you start with $5 + 2 = 7$ in Sneak.

Choose two tag skills. You get accessories based on them (see Mission Rules). You receive a one-time +5 bonus to your tag skills.

Finally, choose one perk. This can be chosen before or after you derive the base values for your skills.

Starting gear: A knife, a com-radio, and a HUD mod: radar. The radar shows the distance to your friends, and their relative height.

Additional tables for *Pocket Task Force V14*

Object	Action	Skill(s)	Opposition Tech Level			
			Low	Med	High	
Camera	Output = black/nothing	H4x0ring	5	2	-5	
	Repeat image	H4x0ring	2	-2	-7	
	Casually walk past it	(INT + LUCK * 2) * 2/3	2	-1	-7	
	Repeat sequence	H4x0ring - # of minutes	0	-3	-10	
	Hack into system	H4x0ring	-3	-8	-20	
Lock	Pick Mechanical Lock	Sneak	4	0	-6	
	Hack Electronical Lock	H4x0ring	3	0	-13	
Computer	Break in	H4x0ring	3	-1	-11	
	Find Info	H4x0ring	2	-2	-7	
	Disable security system	H4x0ring	0	-6	-20	
Vehicle	Hotwire	MacGyverism	4	0	-9	
	Drive	Athletics				
Alarm	Cut Window	Sneak	3	0	-5	
	Disable	MacGyverism	1	-3	-13	
Person	Convince	(INT * 2 + LCK) * 2/3	2	-1	-4	
	Look like	(LCK * 2 + INT) * 2/3	1	-2	-5	
Anything	Anything	Any skill	2	-3	-9	
	Anything	Any stat	1	-2	-5	

People Generation Table					
	Hardcodeness	Skill value	Weapon	Mods	Perks
Base Value	1-6	1-6	None	No mod	0 Perks
Civilian	+1-12	+1-12			
Bad Guy	+4	+3	Pistol	A	1 Perk
Guard	+6	+6	Pistol		
Elite Guard	+10	+9	Pistol	B	
Surveillance	+4	+4	Baton		
Soldier	+10	+10	Pistol	A	
Elite Soldier	+14	+13	Rifle/Shotgun	C	
Agent	+15	+11	Rifle/Shotgun	ABC	1 Perk
Policeman	+7	+5	Pistol		
Dog	+8	+8			
Low-Tech	No bonus	No bonus	No change		
Med-Tech	+3	+3	Rifle/Shotgun	+A	
High-Tech	+6	+6	Rifle/Shotgun	+BC	1 Perk

Base Skill Value Table			
	A(1:1)	B	C
1	1	0	0
2	2	1	0
3	3	2	1
4	4	2	1
5	5	3	1
6	6	3	2
7	7	4	2
8	8	5	2
9	9	5	3
10	10	6	3