

Character sheet										Pocket Task Force V25																														
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Character Name:															Player Name:															Level:										
Skills					T	Value					Description										Gives you																			
Sneak											Sneaking and picking mechanical locks.										Toolkit																			
Athletics											Hand to hand combat, and performing cool moves.										Grappling Hook, Suction Pads																			
Firearms											How good you aim and shoot with a firearms.										Pistol, Rifle or Shotgun																			
MacGyverism											Building stuff and driving vehicles.										Toolkit, C4, each detonator																			
Communication											Dealing with human beings. In one way or another.										Disguises																			
h4x0ring											Hacking into computer systems and electronical stuff.										h4x0r Device, Video Camera																			
Weapons						Damage					C2Hit mods					Base Range					Cost					Notes					Stats					Value				
Melee					X	10					-2/m (thrown)					0					0										Fate Points									
Pistol						15					-1/m					10					300										Kills									
Rifle						20					-1/10m					20					700										Luck									
Shotgun						30-1/m					+1/m					0					600										Money									
Equipment						Description										Chance to Hit / Damage Mod Table																								
C4						Can be triggered by any detonator. Deals 50 damage - 5/m.										Head					1-3					8x DAM														
Disguise						A disguise of your choice.										Torso					4-12					5x DAM														
Grappling Hook						Can pull you in (ala batman). Basically just a hook that you throw.										Legs					13-16					3x DAM														
h4x0r Device						A small handheld device that lets you hack into electronical stuff.										Arms					17-20					2x DAM														
Melee weapon					X	A knife, baton, or other close combat weapon of your choice.										Draw your picture here																								
Motion Detonator						Triggers when something moves within its radius (set between touch and 5 m).																																		
Remote Detonator						A thing with a button that triggers a bomb.																																		
Suction Pads						Can walk up or down walls.																																		
Time Detonator						Set it to trigger after 4 - 2048 seconds. (1800 secs = ½hour)																																		
Toolkit						Includes various tools such as lock pick, glass-cutter, swiss army knife etc.																																		
Video Camera						A small cam that can send what it sees to a h4x0r device.																																		
Weapon Mods						Class					Cost					Description										Pistol					Shotgun					Rifle				
Sawed-Off Barrel						A					100					C2Hit +3/m, DAM 30-2/m. Can not be used with Range Scatter.															X									
Silencer						A					200					C2Hit -1, Easier to remain unnoticed.										X										X				
Stun						A					200					C2Hit -2/m instead, Base Range = 0, Target is silently put to sleep.										X										X				
Scope						A					300					C2Hit +3, Base Range = 200, Using costs 1 AP each shot.										X					X					X				
Semi						A					300					C2Hit -3, Fire 2 rounds / AP. Roll to hit for each shot (same for Autofire).										X					X					X				
Laser Sight						B					300					C2Hit +5, Range = 30m, The dot is visible, and so is the beam in smoke.										X					X					X				
Autofire						B					500					C2Hit -5, 6 rounds, max C2Hit is 15. After two fires, must reload (1AP).															X					X				
Accelerator						B					600					DAM +5, Critical Failure Chance +2.										X					X									
Range Shatter						C					900					Base Range can be set between 10-50 m, Changing BR takes 1 AP.															X									
Red-Dot						C					1000					C2Hit +5, Is not cumulative with Laser Sight.										X					X					X				
Sniper						C					1000					C2Hit -1/30m instead, DAM +5, must reload (1AP) after shooting, -3 to sneak.																				X				
Techniques						Class					Cost					Description															Melee					Ranged				
Focus						A					300					Use one action to gain +5 C2Hit next action.															X									
Backstab						A					400					Instead of using athletics, use a -10 C2Hit modified Sneak. Target dies.															X									
Dual Strike						B					500					C2Hit -5. Can attack two targets, or one target two times (per AP).															X									
Flurry						B					600					C2Hit -10. Will hit everyone within a one meter radius in one attack.															X									
Deadly Palm						C					700					C2Hit -10. Instantly kills the opponent on a successful attack.															X									
Bullet Time						C					1000					C2Hit -10. Your round lasts until you fail with an action. You get -5 C2Hit per action so far.															X					X				
Counter Attack						C					1500					C2Hit -10. First dodge the attack (Ath.), then attack the opponent (Weap). No next round.															X					X				
Hud Mods						Class					Cost					Description																								
Audio Assistant						A					300					Amplifies sound. Range = 150 m.																								
EM-scanner						A					300					See electromagnetic fields. Range = 20 m.																								
Nightvision						B					400					Easier to see in the dark. +5 Sneak in darkness.																								
Motionscanner						B					600					See moving things on radar. Range = 20 m.																								
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					Description																													
Fast on Feet						Athletics > 12					You receive +5 initiative.																													
Brute						Athletics > 20					+5 DAM in close combat.																													
Dodger						Athletics > 20					Anyone attacking a Dodger has C2Hit -5, also reduces the Counter Attack dodge penalty with 5.																													
Action Boy						Athletics > 25					Gets an extra AP just for moving each round.																													
Ambidextrous						Char. Creation					Without it, you receive a -10 C2Hit when using two pistols.																													
Good Genes						Char. Creation					You get 55 points instead of 50 to distribute during character creation. Maximum for skill starting value is still 20.																													
Robert De Niro						Communication > 20					"Best actor in the world." Can impersonate anyone perfectly without regard to body features.																													
Sharpshooter						Firearms > 25					Can fire at any body part. Scope doesn't take any APs to use.																													
Trigger Happy						Firearms > 25					May divide shots on up to three targets during an AP, and you never have to reload (ala Rambo)!																													
I337n3ss						h4x0ring > 15					A hacking attempt can never be noticed.																													
Lucky Bastard						Luck > 10					+5 Luck.																													
Finesse						Luck > 10					Critical Success Chance +1. Cumulative with Targeting System.																													
Gadget Master						MacGyverism > 25					Can create anything, if most parts and a cool explanation are available																													
Comprehension						None					You receive one extra point to distribute on skills after a mission.																													
Guardian Angel						None					You receive one fate point at the beginning of each mission.																													
Silent Killer						Sneak > 20					Can disable an opponent without being heard.																													
Silent Runner						Sneak > 25					Makes no sound when moving. Doors that would normally squeak don't, etc.																													

Rules	Pocket Task Force V25
<p>Most Important Rule: Whenever you encounter a situation, 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....</p>	
Combat	
<p>Combat initiator(s) gets a free Action. After that, the combat is played out in rounds. Each combatant gets 2 Actions per round.</p> <p>An action may be an attack, moving a short distance, or something else that makes sense. It lasts approximately one second.</p> <p>The initiative in the round is decided by the highest Athletics value. That is, someone with Athletics 15 will act before someone with Ath. 11.</p> <p>May move (includes changing target) and attack, with a -10 C2H. Shooting on someone that's moving is -5 C2Hit.</p> <p>$C2Hit = Weap.skill + Your\ mods + Your\ Weapon's\ mods - Distance\ mods * (Range - Base\ range) - Target's\ mods$</p> <p>You may utilize one or more techniques in any combination during an attack, for example <i>Flurry of Deadly Palms</i> will kill everyone in range.</p> <p>Full health is 100. (Health = Full health - Damage)</p> <p>A critical success allows you to hit whichever body part you want a.k.a headshot.</p> <p>If a character gets damaged, his or her skill values and initiative drops by one point per 10 damage, rounded down.</p> <p>To see how much damage a wound does, roll a D20 and check which body part is hit, and then multiply the weapon's damage with that mod.</p> <p>When an opponent has hit you, perform a Luck roll, if successful damage area is reduced by one level, i.e. Head -> Torso, Torso -> Legs.</p> <p>Perfect means reduce the level by two, and critical failure means increase level by one.</p>	
Misc	
<p>If a die shows a 1 for a skill roll (and only for skill rolls!) then it is a critical success. If the die is 20 then crit. failure, if new roll is > base skill.</p> <p>If you get a critical success, whatever you do is perfectly performed and you receive a fate point.</p> <p>If you critically fail, something really bad happens.</p> <p>Fate points can only be received on skill roll such as firing but not when rolling where to hit or deciding the current weather.</p> <p>Fate points can be used to re-roll a failure, or something else that makes sense.</p> <p>A general rule of thumb is that low results on a die should be good for the players, and a high number should be bad.</p> <p>All "official" die rolls use the D20 and it's recommended to use this for other rolls as well, though sometimes other dice make more sense.</p>	
Mission	
<p>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.</p> <p>After completing a mission, you gain a level.</p> <p>You also gain 1 skill point in each tag skill, and you get three additional skill points to distribute on skills as you wish.</p> <p>Every third successful mission you get another perk. You get bonuses for Rescue Operations too.</p> <p>Note that increasing skills beyond 20 points costs 2 points. Tag skills always cost one point per point.</p> <p>If you die and are left behind, you are captured by the enemy. You can be rescued in a rescue-operation.</p> <p>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 gain a level (no perks or skill points).</p>	
Character creation:	
<p>Distribute 50 skill points on your skills with a minimum of 5 in each skill and a maximum of 20 in any skill.</p> <p>Choose two tag skills. You do not gain any additional points in these but they will always cost 1 skill point to increase.</p> <p>Roll one D20 for your luck. This value can later be changed by paying one skill point for 1D6 - 3 in Luck when you have gained a level.</p> <p>Choose one perk. Note that the requirements must be fulfilled for the perk.</p> <p>Some perks such as Good genes and Ambidextrous can only be chosen at character creation.</p> <p>You start as level 0 with 0 credits (money).</p>	
<p>Starting gear: A melee weapon, a com-radio, and a HUD mod: radar. The radar shows the distance to your friends, and their relative height.</p>	

Additional tables
Pocket Task Force V25

			Opposition Tech Level			
Object	Action	Skill(s)	Low	Med	High	
Camera	Output = black/nothing	H4x0ring	5	2	-5	
	Repeat image	H4x0ring	2	-2	-7	
	Repeat sequence	H4x0ring - # of minutes	0	-3	-10	
	Hack into system	H4x0ring	-3	-8	-20	
	Casually walk past it	(Communication + Luck) / 2	2	-1	-7	
	Sneak past it	Sneak	3	-3	-10	
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/Attack System		0	-5	-15	
	Hack Into Security System	H4x0ring	-5	-10	-20	
Vehicle	Hotwire	MacGyverism	4	0	-9	
	Drive	MacGyverism	10	5	0	
Alarm	Cut Window	Sneak	3	0	-5	
	Disable Mechanical	MacGyverism	1	-3	-8	
	Hack Electronical	MacGyverism	1	-5	-13	
	Avoid	Athletics	0	-5	-20	
Person	Convince	Communication	2	-1	-4	
	Impersonate	Communication	1	-2	-5	
	Interrogate	Communication	3	0	-3	
Anything	Anything	Any skill	0	-5	-10	

People Generation Table				
	Hardcoreness	Skill Value	Weapon	Mods/Techniques
Base Value	1-6	1-6	None	No mod
Civilian	+1-12	+1-12		
Bad Guy	+4	+3	Pistol	A
Guard	+6	+6	Pistol	
Elite Guard	+8	+8	Pistol	B
Surveillance	+4	+4	Baton	
Soldier	+10	+10	Pistol	A
Elite Soldier	+11	+11	Rifle/Shotgun	C
Agent	+13	+13	Rifle/Shotgun	ABC
Kung-Fu Master	+10	+20	Unarmed	ABC
Policeman	+7	+7	Pistol	
Dog	+10	+10		
Low-Tech	No bonus	No bonus	No change	
Med-Tech	+3	+3	Rifle/Shotgun	+A
High-Tech	+6	+6	Rifle/Shotgun	+BC