

| Character sheet | | Pocket Task Force V25 | | | | | | | |
|--|---|---|---------------|--|--------------------------------|-------|----------------------------------|-----------------|--------|
| Contact srekel@gmail.com, gmoporg@gmail.com, vb@viblo.se | | | | | May be copied for personal use | | http://ptf.srekel.net | | |
| Character Name: | | | | Player Name: | | | Level: | | |
| Skills | T | Value | | Description | | | Gives you | | |
| Sneak | | | | Sneaking and picking mechanical locks. | | | Toolkit | | |
| Athletics | | | | Melee combat, and performing cool moves. | | | Grappling Hook, Suction Pads | | |
| Firearms | | | | How well you aim and shoot with 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 camera 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 |