

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 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.