

Explosions & Escapes

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A revision of **Bad Attitudes** by Berin Kinsman

Contemporary action-adventure movies have been made into tabletop role playing games before, but not in a totally simple, clean way like E&E. All you need to play is 3d6 per player, a character sheet (included) and pencil, plus some knowledge of how RPGs work and a Game Master willing to think quickly.

That last part, about the GM, isn't necessary, though, as long as everyone is willing to let stuff blow up whenever there's a doubt about what should happen next in the story.

This game works really well with a wargames table too; get out your action figures or miniatures and some urban terrain (buildings, city streets, etc.). Everybody moves and shoots as far as seems "realistic" (movie realistic).

I. Attitude

In the movies, how tough you are is really a matter of how tough everyone thinks you are, which is determined largely by how tough you think you are, which is reflected in what you say and do. In E&E, all you need to survive is Attitude. Your character's starting Attitude is based on his character type, below. As you get hurt, you'll lose Attitude, but you can get it back by doing and saying cool stuff. You never get back more Attitude than you have to start the game. If you fall to 0 (zero) Attitude, you're out of action, but that doesn't mean you're dead.

II. Traits

In the game, you play a movie hero who may or may not know he's on screen. Everything you want to do in the game, and all your weapons and gear, falls under one of these six headings. It's up to the GM to decide which

one applies to the specific action you're trying.

Shoot Guns!

Any weapon that is fired at the target uses this Trait – pistols, rifles, shotguns, crossbows, slings, grenade launchers, tank cannons, pirate ship cannons, magical blasts, ninja throwing stars, and on and on. Explosives like C4 and dynamite use this Trait too.

Kick Butt!

Any weapon that doesn't leave your body uses this Trait – swords, axes, hammers, punches, claws, horns, kicks, teeth, baseball bats, knives, nunchucks...

Perform Dramatic Stunts!

Making any kind of athletic attempt uses this Trait – jumping (in slow motion) away from an explosion, climbing up a wall, steering a motorcycle the wrong way through busy rush-hour traffic, swinging from the end of a steel cable across a big pit, going through a training montage to learn a year's worth of martial arts skills in three minutes...

Figure Stuff Out!

If you're more of a brainy action hero than a muscular one, you'll need this Trait. Use it to "hack" computer systems, come up with a gadget that gets the job done using nothing more than coconuts and a stick of gum, read ancient runes out loud (without summoning a monster), and so on.

Act Scary!

This Trait is used to intimidate or terrify anyone you don't like. You don't have to be big and ugly – ice-queen high school cheerleaders and skinny dudes carrying huge swords can be just as scary as Marine drill sergeants and hideous monsters. This Trait also comes in handy if someone is trying to scare you, so you can keep from wetting your pants and running in the other direction.

Turn On The Charm!

Use this Trait to pick up babes, hunks or both, get your way with nerdy store clerks, learn information from your contacts without opening your wallet, and so on.

Traits are have values between 1 and 5.

- 1: Worthless (regular people have all their Traits at this value)
- 2: Pretty Bad
- 3: Average
- 4: Above Average
- 5: Top Of The Line

There are two different methods of determining the values of your Traits.

Standard: Assign one Trait a value of 5, two Traits a value of 4, two Traits a value of 3 and one Trait a value of 2.

Random: Roll 6d6 and count results of 6 as 5. Assign those numbers to the Traits as you wish, or roll one at a time and assign them in the order they're listed on the character sheet. If the numbers you roll add up to 15 or less, roll them all again.

III. What Kind Of Hero Are You? and Character Type

There are seven kinds of people in the world, though you as a player character are an Action Hero, Super Hero or Sidekick (mark on your character sheet the one you choose). The Game Master uses the other character types. A group can include super heroes, action heroes, sidekicks or be a team that combines them. Each type lists the Attitude Points that character type starts the game with.

Use the What Kind Of Hero Are You? space on the character sheet to describe your idea for your hero. Here's a few suggestions, but make your character more than just a generic hero type – describe what he wears, cool tattoos or scars, favorite weapons, catch phrases, invigorating rock music theme songs...

GOOD GUYS

Action Hero: The ultimate good guy who doesn't have amazing powers besides being cool.

Examples: Brawny Swordsman, Chainmail Chick, World's Last Hope, Kung-Fu Champion, Self-Appointed Vigilante, Half-Naked Jungle Lord, Street-Smart Private Eye, Suave Secret Agent, Veteran Cop Just Days From Retirement

Begins with **30 Attitude**.

Special Ability: None – everybody should be like him. He stands out from the crowd just by existing.

Super Hero: With a colorful costume or just a slick leather jacket, the super hero has powers and/or skills that no normal man could ever hope to match.

Examples: Robotic Killer, Grim Street Avenger, Super-Powered Do-Gooder, Martial Artist With Anime Hair, Psychic Weirdo, Nerdy Genius Techno-Wizard, Mysterious Magician

Begins with **25 Attitude**.

Special Ability: Pick one Trait as a "super power." Every time the player uses that Trait in a Trait roll, he can roll two dice and use the one with the better result.

Sidekick: The penultimate good guy. You can be a sidekick without a hero; the character type is just a word to describe where you fit in the world of heroes. A team of sidekick-type heroes can make for a game that's less over-the-top – slightly less.

Examples: Crafty Thief, Reliable Sword-Slinger, Not-Quite-As-Powerful Superhero, Young Cop, Kung-Fu Champion In Training, Computer Nerd, Meddling Kid, Clever Girlfriend Who Can Hold Her Own, Animal Buddy

Begins with **20 Attitude**.

Special Ability: If the player fails a Trait roll, he can check off one of the two Luck circles next to "Sidekick," and immediately count the roll as a success. Once both circles are checked, that's it until the next game session.

Regular Person: Everyone and everything else on the planet that isn't a bad guy.

Examples: Too many to count

Begins with **5 Attitude**.

Special Ability: You're kidding, right?

BAD GUYS

Master Villain: The ultimate bad guy, smarter, tougher and wealthier than most good guys.

Examples: Criminal Kingpin, Super-Powered World Conqueror, Demonic Lord, Mad Military Commander, Cult Leader, Sultry Dangerous Dame, Corporate Scumbag, Psycho Slasher, Alien Emperor, Corrupt Politician

Begins with **40 Attitude**.

Right-Hand Man: The villain's muscle. In a world of professional fighters (like a martial arts tournament), all the opponents the heroes face are Right-Hand Men, and there's no Master Villain to face.

Examples: Corrupt Cop-Who-Seemed-Like-A-Good-Guy-At-First, Gangster Heavy, Street Punk Gang Leader, Ninja Assassin, Evil Sorcerer, Demented Priest, Super Soldier, Random Demon, Genetically Engineered Ultimate Warrior

Begins with **30 Attitude**.

Mook: The nameless, faceless grunts who exist only long enough for the heroes to wipe 'em off the face of the earth with a single hit. Mooks will only attack one at a time, even though they usually appear in big groups.

Examples: Ugly Alien Bug Creature, Rank-And-File Soldier Of a Decadent Empire, Ninja Guy, Religious Cultist, Street Punk, Armored Legionnaire, Bio-Engineered Freak, Hostile Primitive, Jackbooted Thug

Begins with **1 Attitude** each.

IV. Doing Stuff

Describe what you want to do, and the GM will decide which Trait best fits the action. This is called checking a Trait. Roll **1d6**, and if you roll less than or equal to your Trait value, you succeed. Super Heroes get to roll two dice and take the best result, if the Trait you're checking is the one that's the hero's "super power." Otherwise, you fail, though Sidekicks have Luck (see above).

If you're attacking the baddies – and really, what else are you doing? – you'll cause damage on a successful Trait check. The Trait you use depends on the kind of attack you're making.

Action Heroes, Super Heroes and Right-Hand Men roll **3d6** for damage, regardless of the weapon they're using, even if they're setting a bomb or casting a magic spell. They're the ones the audience came to see, so the special effects budget will be blown on them.

Sidekicks and Master Villains roll **2d6** for damage, again regardless of the weapon they have. These guys rely on their creativity more than their guns and swords.

Regular People and Mooks cause only **1** point of damage, ever. Yes, a mugger who shoots at a hero may hit him point-blank in the chest, but it's when the hero socks that mugger in the jaw in response that the audience goes, "Cool!"

Other kinds of damage, like fire, getting shoved off tall buildings, poison and glowing green nuclear radiation causes **1d6** damage.

There are no defensive Trait checks – all that counts is when you hit. Bullets may bounce off your armor or a knife blade may slash past your ear as you duck out of the way, but that's because the attacker failed his attack, not because you protected yourself.

Subtract the damage from the target's Attitude Points. When it falls to 0 (zero) or less, that individual is dead. If he's an Action

Hero, Super Hero or Sidekick, he'll just seem dead, and is out of the rest of the fight. When the battle or non-fight scene is over, someone will rush over to check on him, and he'll suddenly cough and sit up, maybe saying something like, "That was a close one!" He'll immediately return to 5 *Attitude*, enough to get up and go.

V. Spending Attitude Points

Your Attitude represents your character's toughness in body and mind, but it's also his chance to do even more tough guy stuff than he usually does.

You can spend Attitude Points at any time, as long as you still have Attitude. You can even use so much Attitude that you run out, and fall to 0 (zero) current Attitude Points. That's stupid and cool at the same time, and is a good idea, once in a while.

There are three things you can spend Attitude Points on:

- 1 point to *increase* a die roll result by 2 when causing damage (for example, an Action Hero rolls 1, 5, and 6 for damage. He spends 1 Attitude Point, and increases the dice to 3, 5 and 6). The highest a die roll result can go is 6.
- 3 points to immediately *reroll* a Trait check, or to reroll all dice when causing damage.
- 5 points to *add an element* to the story, like "suddenly a cop helicopter shines its spotlight on the scene" or "I see the ancient book with the spell that will force the demon to leave." If the GM does not allow that element into the story, the Attitude Points are not spent.

There's only one way to get Attitude back, other than recovering after a fight: by earning it. Do something cool, like driving a car through a building, or say something cool, like "May the Force be with you," and the GM will give you 1 Attitude Point. This happens all throughout the game, so keep doing cool stuff! You can only have as many Attitude Points as you started the game with.

If your character is inspired by a specific hero or type of adventuring character from a TV show, movie, comic book or novel, you may already have an idea of what that character does that's cool. If the activity he's trying is the kind of thing he's known for doing or saying, the GM should award you 2 Attitude Points instead of just 1.

For example, a character who's known for creating useful items out of whatever junk is lying around should earn an Attitude Point whenever he does it (it will probably be pretty easy for him, since he'll have a high Figure Stuff Out! Trait).

A vampire hunter should get 2 Attitude Points whenever he destroys the undead in a cool way. Just killing them with a quick stab from a wooden stake isn't enough, and the dramatic demise of a local ruffian isn't worth 2 Attitude Points either, since the vampire hunter is known for hunting vampires, zombies and that kind of thing, not just cheap punks who aren't among the living dead.

VI. Advancement

When the inevitable low-budget sequel comes around, add 1 to one of your character's Trait values (maximum 5 in each Trait), and 5 to his starting Attitude.

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Character Sheet ☉ 2017 Domino Writing

Character Name:

Player Name:

What kind of hero are you?

Character Type: Action Hero

Super Hero —

Super Power (Trait):

Sidekick

Luck ○ ○

Trait Value Trait Name

Shoot Guns!

Kick Butt!

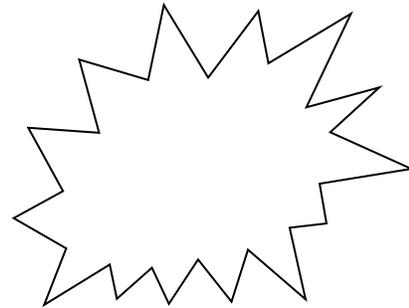
Perform Dramatic Stunts!

Figure Stuff Out!

Act Scary!

Turn On The Charm!

Starting Attitude Points



Current Attitude

Spending Attitude Points

To do something (called checking a Trait), roll **1 die**. If the result is less than or equal to the value of the Trait that fits what you're trying to do, you succeed.

Action Heroes and Super Heroes cause **3 dice** of Attitude damage.

Sidekicks cause **2 dice** of Attitude damage.

If you lose all your Attitude, you return at the end of the scene with 5 Attitude.

1 point to *increase* a die roll result by 2 when causing damage

3 points to immediately *reroll* a Trait check, or to reroll all dice when causing damage

5 points to *add an element* to the story