SLUGBLASTER TURBO X

YOU ARE

○ Bailey ○ Josh ○ Corey ○ Kemal ○ Vani
○ Riya ○ Kit ○ Ashley ○ Jordan ○ Other

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PREMISE

In the small town of Hillview, teenage hover-boarders sneak into other dimensions to explore, film tricks, go viral, and get away from the problems at home. It's dangerous. It's stupid. It's got parent groups in a panic. And it's the coolest thing ever.

This is Slugblaster. A tabletop rpg about teenagehood, giant bugs, circuit-bent rayguns, and trying to be cool.

YOU'VE GOT

○ Grit ○ Guts ○ Smarts ○ Heart ○ Chill

If this would help you with an action, you can cross off any amount of these bonus dice and add them to the roll.

RULES

Take actions. Roll a die. If it's a 6, you succeed. If it's a 4–5, you succeed but there's a **problem**. If it's a 1–3 you fail and there's a problem.

Add dice. Use bonus dice and/or mark 1 **trouble** to roll with +1 die. The highest roll is your result.

Avoid a problem. Just say "Nope!" and mark 2 trouble. Describe how you avoid it.

Add a trick. Say "Check it!" and roll your action. If there's a problem it's worse, but you mark 1 **style** if you succeed. Describe your trick.

Peelback. If you fill your trouble track, you're traumatically yanked home through spacetime.

AND A SIGNATURE

○ **Gravity Cannon.** Pull, push, blast, and launch.

○ **Hardlight Board.** Zoom, flicker, make hardlight trails.

○ **Negafriction Sword.** Slice, deflect, and teleport.

○ **Robot Companion.** Helps, protects, and keeps up.

○ **Riftninja Sneakers.** Sneak, run on walls, turn immaterial.

○ **Hyperoptic Visor.** Record, scan, and see through matter.

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STYLE

TROUBLE