

#1



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VIGILANTE CITY



THE ROLEPLAYING GAME
CORE RULES

ATTRIBUTE BONUS TABLE

ATTRIBUTE	DESCRIPTION	MODIFIER
3	Pitiful	-3
4-5	Below Average	-2
6-8	Minimal Average	-1
9-12	Average	0
13-15	Average Plus	+1
16-17	Above Average	+2
18-19	Optimum	+3
20-21	Super Human	+4
22-23	Super Human	+5
24	Super Human	+6

TERROR TABLE

Roll	Failed Courage	Terror Effect
1	Spooked	You run away at full speed and are terrified for 30 seconds.
2	Stunned	You take 2 steps back and lose your next action.
3	Urinate	Lose your actions this round, you are at -1 to all rolls & AC for the encounter
4	Faint	Pass out for 1 minute
5	Run & Hide	Hide for 30 seconds
6	Scream	Lose all actions this round and next.

OUT OF ACTION TABLE

OUT OF ACTION
1 - KO'd Just knocked out, 2d4 Minutes.
2 - Concussed Suffers Disadvantage for the remainder of the game session unless Magically healed or healed to at least ½ their starting HP.
3 - Cracked Bones STR, DEX and CON are temporary -2 for 48 hours or until Magically healed.
4 - Crippled STR or DEX is permanently reduced by 1.
5 - Disfigured CHA reduced by 2, permanently.
6 - Dead You sadly kick the bucket.

OUTSMART TABLE

Roll	Result
1	The attack still hits but does ½ damage & is half effective. Cannot put you at less than 1 HP.
2	The attack fails, but any area effect or effect on others is unaffected.
3	The attack fails. The attacker must make a DEX save or fall down.
4	The attack fails. The attacker is flummoxed and they lose their next action.
5	The attack fails, but the attacker takes the hit at ¼ damage (rounded up).
6	The attack fails, but the attacker takes the hit at ½ damage (rounded up).

VIGILANTE POINT TABLE

Action	Points
Apprehend a Petty Criminal	+1
Apprehend a Dangerous Criminal	+2
Apprehend a Super Villain	+3
Defeat a Known Villain in Public	+1
Defeat a Known Villain Team in Public	+2 or more
Diffuse an Active Crime Scene without Violence	+1
Assist the Police in Dangerous Situation	+1
Assist a Known Hero in a Dangerous Situation	+1
Appear on TV in a Positive Light	+1
Save a Bystander from Emanate Danger	+1
Save a Group of Bystanders	+2
Have Law Alignment (static bonus)	+1
Have Chaos Alignment (static bonus)	-1
A Criminal that you Apprehended is Exonerated	-1
Appear on TV in a Negative Light	-1
Torture Somebody	-1
Have a Bystander Die During a Fight	-2
Destroy a Building During a Fight	-3
Kill a Criminal by Accident in Public	-3
Cause the Death of a Teammate	-4
Kill Someone in Public on Purpose	-5





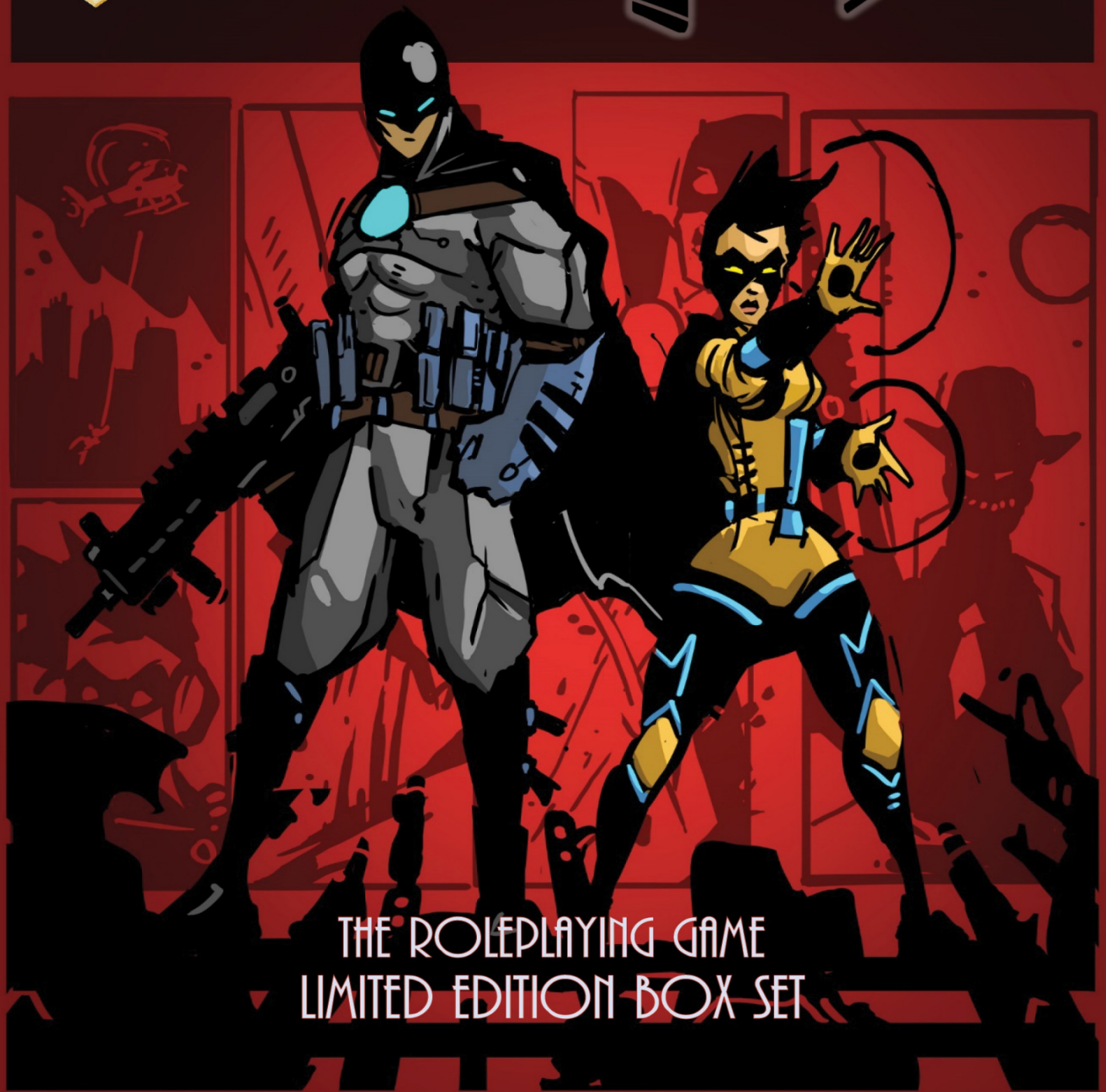
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CRITICAL HIT TABLE

Roll	Melee Attack	Range Attack
1-3	Solid hit. It deals double the base damage.	Solid shot. It deals double the base damage.
4	Knockback. It deals double damage and knocks the target back 20'	Arm shot. The target drops all items they are holding.
5	Blow to the Solar Plexus. The target is Stunned for d4 rounds unless they make a CON check	Leg shot. The target is at ½ Move for 10 minutes.
6	Nerve hit. The target drops all items they are holding.	Pierced stomach. It deals double damage and an additional d4 damage for d4 rounds or until healed
7	Crotch hit. It deals double damage and the target must make a CON save or pass out for d4 minutes	Ear shot. The target is Deafened for d6 minutes
8	Weakening blow. The target's Toughness abilities are halved for d6 minutes	Weakening shot. The target's Toughness abilities are halved for d6 minutes
9-10	Knee blow. Target loses DEX bonus until healed	Knee shot. The target loses all DEX bonuses until healed
11-12	Foot hit. The target gets -4 DEX and -6 to Move for d6 rounds	Foot shot. The target gets -4 DEX and -6 to Move for d6 rounds
13	Knock up deals double damage and knocks the target up in the air d6' + STR modifier in feet	Eye shot. It deals double damage and the target is Blinded until healed.
14	Broken nose. The target is blinded for 2 rounds and is at -2 to all save stats for d6 rounds	Lung piercer. It deals double damage and the target is at -3 on all attacks and -3 CON for d6 minutes
15	Shoulder hit. The target is at -5 to all attacks for d4 minutes.	Shoulder shot. The target is at -5 to all attacks for d4 minutes.
16	Throat punch double damage and the target cannot make any attack actions for this round and next	Shoot thru. It deals double damage and goes thru the target. They must make a Critical save or lose d4 CON for d4 minutes
17	Perfect strike deals double damage and you get another melee attack against the target.	Throat shot. It deals double damage and the target cannot make any attack actions for this round and next
18-19	Amazing hit. It deals triple base damage	Amazing hit. It deals triple base damage
20	Death blow. It deals triple damage and the target dies unless they make a Death save.	Death shot. It deals triple damage and the target dies unless they make a Death save.

CRITICAL FUMBLE TABLE

Roll	Melee Attack	Ranged Attack
1-4	You miss and just look silly.	You miss and the shot goes well over the target
5	You trip, but do not fall down. You get -2 to attack on your next attack	Finger slip. You get a -2 to attack on your next attack
6	Weapon hurl. You accidentally hurl your weapon 20'. Hand to Hand attacks miss	Ammo Drop. You drop your ammo or clip. Miss your next attack.
7	Hand cramp. Make a Critical save or drop your weapon. Melee attacks must save of they get -2 on their next melee attack	Jam. The weapon jams and you are at -3 to attack on your next attack with this weapon
8	You whiff and spin 180 degrees. You end your round with your back to your target	Hand cramp. Your shot sails to the left 20'
9	Trip and fall -3 to AC for the next 2 rounds	Hand cramp. Your shot sails to the right 20'
10-11	Weapon Drop. You drop your weapon. Miss your next attack if you pick it up. Hand to hand attacks just miss	Weapon Drop. You drop your weapon. Miss your next attack if you pick it up
12	Over charge. You miss and step past your target d10 feet. Your round ends with your back to the target	Finger jam. Your shot goes 5' to the left
13	Stumble, lose DEX bonuses for d4 rounds	Finger jam. Your shot goes 5' to the right
14	Slippery ground. You fall backwards 5' and fall on your butt	Bad aim. You hit a random ally between you and the target.
15	Muscle pull. You are at -2 to attack and at -2 to melee damage for d4 rounds	Over aim. You hit a random ally that is past the target
16	Misidentified. You attack a random ally within 5' of you (re-roll the attack against them)	Chest muscle pull. You are at -3 on all attacks for d4 rounds
17	Weapon break. Your weapon breaks. If hand to hand you hurt your hand for d4 damage	Clip unload. You accidentally drain or expend an entire clip and still miss, or your arrow breaks
18	Bounce back. Your attack is blocked or parried and bounces back on to you. You take ½ the damage of your attack	Loose footing. You slip and fall. You drop your weapon. Lose your next action.
19	You faceplant in front of your target and take a d6 damage	Ricochet. The miss bounces off of something and hits 2 random targets within your range. They take ½ the damage the attack would do
20	You faceplant in front of your target. They immediately get a free melee attack on you	Weapon break. Your weapon breaks, striking you for d4 damage



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THE ROLEPLAYING GAME
VILLAIN'S GUIDE

SKILL CHART

SKILL	Attribute
Animal Training	CHA
Art & Music	INT
Athletics: Basic	STR
Bionics	INT
Combat Training	-
Computer Hacking	INT
Computer Skills	INT
Dancing	DEX
Demolitions	INT
Electronics	INT
Fighting: Brawling	-
Fighting: Martial Arts	-
Fighting: Wrestling	-
First Aid	WIS
Interrogation	WIS
Intimidation	STR/ WIS
Investigation	WIS
Knowledge: General	INT
Knowledge: Magic	INT
Knowledge: Psychic Phenomenon	INT
Knowledge: _____	INT
Language	INT
Mathematics	INT
Mechanics	INT
Parkour	DEX
Persuasion	CHA
Piloting: Basic	DEX
Piloting: Flight	DEX
Ranged Weapons	DEX
Science	INT
Sleight of Hand	DEX
Stealth	DEX
Street Smart	INT
Street Survival	WIS
Subterfuge	WIS
Wilderness Survival	WIS

COVER COMBAT

Cover	Benefit Against Range
In a crowd	+4 AC
9/10	+10 AC, cannot see the other side.
Half	+4 AC
Quarter	+2 AC

MOVEMENT

Rate of Movement	Movement Modifier
CRAWLING	1/5
CAREFUL/ BROKEN TERRIAN	1/2
NORMAL	Normal
RUNNING	x2
COMBAT or CLIMBING	1/3
CHARGING	Normal





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PUSH TABLE

Rolls	Success?	Notes
01-05	Yes	Allies within 100' gain +1 STR for 1 hour
06-10	Yes	Allies within 100' gain +1 to attacks and damage for 1 hour
11-15	Yes	Allies within 100' gain Advantage on their next roll
16-20	Yes	Allies within 100' gain +1 to all save stats & +2 HP for 1 hour
21-25	Yes	You grow 4' & gain +2 STR, Toughness +2, +2 Melee Damage & -2 DEX for d6 minutes
26-30	Yes	Lose 1 CON for 1 hour
31-35	Yes	You have Disadvantage for 1 round
36-40	Yes	Take d6 Energy damage
41-45	Yes	Pass out for d4 rounds after action
46-50	Yes	Lose 1 STR for 1 hour
51-54	No	Nothing happens
55-56	Yes	Disappear for d4 rounds
57-58	Yes	Everything else within 20' takes d6 Energy damage
59-60	No	Everything within 20' takes d6 Radiation damage
61-62	No	You take d6 Radiation damage
63-64	Yes	Darkness fills a 30' area
65-66	No	Get knocked up d4x10' into the air
67-68	Yes	Gain immunity to all Energy for d6 minutes
69-70	No	100' wave of energy breaks all glass & knocks back everyone 10' unless they make a STR check
71-72	Yes	Flash of light blinds everyone else within 100' unless they make a DEX save
73-74	No	20'x20' sinkhole appears below you. Everyone within 20' must make a DEX check or fall in the pit.
75-76	Yes	100' Radiation burst. All must save against DEATH or lose 1 CON for an hour.
77-78	No	Everything within 100' is Stunned for d4 rounds unless they make a CON check
79-80	No	All metal within 40' is pulled 20' above your head and then drops. (STR negates held items being pulled)
81-82	No	Gravity reverses within 100' for a few seconds. Anything that is not flying or holding something falls 30' when it returns. All actions are lost.
83-84	Yes	Everything within 100' has their feet encased in ice (STR check & action to break)
85	Yes	Roll on the Permeant Mutation Chart at Advantage
86	Yes	-2 to AC for the next d6 minutes
87	No	All simple and unprotected electronics turn off.
88	No	Everything within 100' must make a Critical save or be Deaf for d4 minutes (Sonic effect).
89	Yes	A 30' area (centered on you) disappears and reappears d4 rounds later
90	No	Turn Invisible for d6 rounds
91	Yes	The ground 100' around you becomes covered in 6" of mud (all Moves & Jumps are ½)
92	No	Green gas instantly fills the area 100' around you for d4 minutes. It does d4 Acid damage a round & visibility is ½
93	Yes	Heal everything d6 HP within 100'
94	No	Switch sexes for 1 day
95	Yes	Every living thing within 100' can only speak in an unknown alien language for d4 minutes
96	Yes	PUSH everything else within 100'
97	No	PUSH everything else within 100'
98	No	Everything within 100' must make a Critical save or be Stunned for d6 rounds
99	No	Everything within 100' takes d10 Energy damage. You become Stunned for d4 rounds
00+	No	Roll on the Mutant Deformity Chart.

STEP INTO THE VOID TABLE

Roll	Spell Fails?	Result
01-15	No	You resist the Void. You may subtract up to 10 from your next Step into the Void roll.
16-30	No	You resist the Void. You may subtract up to 5 from your next Step into the Void roll.
31-35	No	Add d6 Shadow damage to the spell or double its duration.
36-40	Yes	The Void eats the spell.
41-45	No	The Void eats the spell for d6 rounds. At the start of the round after that the spell reappears and effects the closest thing.
46-48	No	The Void eats the spell for d6 days. When it returns it is cast on the nearest living creature within 100'.
49-53	No	The spell now targets you.
54-55	Yes	Everything within 100' gains Weakness: Shadow for 1 hour.
56-57	No	After the spell, Darkness fills a 60' area around the target.
58-59	Yes	You may roll 2 dice the next time you cast by Stepping into the Void. Select the one you wish to happen.
60-61	No	After the spell, everything within 100' is healed d6+ your INT modifier.
62	No	The spell's damage, area & duration are doubled. You gain Madness +1.
63-64	No	You escape the Void, but a presence follows you. You are at -1 to all save stats for 1 day.
65-66	Yes	A purple rain pours in a 100' area around you. Everyone else must make a Poison save at the beginning of each round or take d6 Shadow damage. Anyone that takes 12 or more damage from this in a day gains Madness +1.
67-68	No	The spell goes off and then dispel all magic within 100'.
69-70	No	The spell occurs, then a portal opens and a 60' tentacle emerges and attacks everyone (AC:15, HP:40, Toughness +2, 2 attacks at +2 for d6+2 Shadow damage).
71	No	The sky fills with a field of purple tentacles and the air fills with the screams of tortured souls. Everyone within 200' saves against Death or gain 1 Madness
72	No	After the spell, a shadow covers a 500' area around the caster for 10 minutes. Everyone under has their Critical Fumble range for attacks and skills increased to 1-3.
73-74	Yes	A 60' area of purple grass appears below the caster for d4 hours. It tries to grab everyone on it each round (DEX check or get snagged). Once snagged you cannot move until you pass a STR check (action).
75	Yes	A 60' giant, pulsating, purple egg comes up from the ground under the caster. GMs have fun.
76-77	No	The spell goes off, then you disappear for d4 rounds. You reappear 40' above where you disappeared.
78-79	Yes	Darkness descends upon a 100' area around you for d4 minutes. Anyone else in this area at the end of a round takes d4 Shadow Magic damage. For every 20 points of damage they take they gain 1 Madness.
80-83	No	The spell goes off, then a sinkhole opens in a 30' area below the target. It is 30' deep. DEX check to take ½ damage.
84-87	Yes	The Void Vortex appears over a 100' area 10' above the caster for d6 minutes. Everything under it must Step into the Void when they cast any spell. All rolls under it are at Disadvantage.
88-89	Yes	All basic electronics within 100' of you are fried. All radios begin transmitting demonic voices.
90-91	No	The spell effects everyone within 60'.
92-93	Yes	A portal opens. A Doppelganger* of you emerges and attacks everyone for d4 minutes. *Exact copy of you, but Chaotic and with a purple aura.
93-94	Yes	A portal opens. A Doppelganger of your target or targets emerges and attack everyone for d4 minutes. *Exact copy of the target.
95	Yes	A portal opens. A Demon appears and attacks everything for d6 minutes. (HDE appropriate) Everyone in sight must make a WIS check or gain Madness +1.
96	Yes	The Void stains your hair and eyes violet. Gain Madness +1
97	Yes	The Void scars your heart. Permanently lose 1 HP and gain Madness +1
98	Yes	The Void breaks your spirit. Permanently lose 1 HP and gain Madness +1
99	Yes	The Void consumes part of your mind. Lose 1 WIS permanently.
00+	Yes	The Void consumes you. You are forever lost.

STARTING WEALTH TABLE

Roll	Money	Notes
1-3	1	Currently homeless. (+1 to Street Smart)
4-6	2d6	Recently homeless, living with squatters (+1 to Sleight of Hand)
7-9	3d6	Living in your car (+1 to Pilot: Basic)
10-12	4d6	Lives in the sewers under the city (+1 to Street Survival)
13-20	50	Poor, living with your immigrant family (Extra Language)
21-24	150	Parents were dancers (+1 to Dancing)
25-30	250	Parents were hackers (+1 to Computer Hacking)
31-34	1000	Parents were math teachers (+1 to Mathematics)
35-47	1200	Parents were middle class & normal.
48-50	1250	You grew up just outside of town in the woods. (+1 to Wilderness Survival)
51-55	1500	Parents were paramedics (+1 to First Aid)
56-60	1750	Parents were animal trainers. (+1 to Animal Training)
61-65	2000	Parents were artists (+1 to Arts & Music)
66-70	2500	Parents were mechanics (+1 to Mechanics)
71-74	3000	A Parent used to fall down in Winn-Dixie for a living (You are adept at lying. +1 to skill and attribute checks involving lying)
75-79	5000	Parents were disgraced investors or scam artists (+1 to Persuasion)
80-82	7500	Parents were linguists. (Gain 3 extra languages)
83-84	10k	Parents were corporate spies (+1 to Subterfuge)
85-89	10k	Parents were world famous cat burglars (+1 to Stealth)
90-91	25k	Parents were pioneers in Bionics, but their life's work was stolen by ASP Corp (+1 to Bionics)
92-94	40k	Parents are high ranking ASP Corp officials (+1 to Science)
95-96	70k	Parents are corrupt city officials (+1 to Intimidation)
97	100k	Parents were doctors (+1 to First Aid)
98	300k	Parents have old money (+1 to Knowledge – Local History)
99	500k	Parents own a Munitions Company (Ranged Weapons or +1 to Demolitions)
00	d4 Million	Tech millionaire parents (+1 to Computer Skills)

