

MYTHIC D6

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HOW DO I USE THIS BOOK?

MYTHIC D6 is a generic utility kit to create almost any action adventure game.

Every effort has been made to make this book as generic and universally applicable to any game world using the MYTHIC D6 system.

The Game and some of its concepts are the spiritual successor of the original DC Universe roleplaying game, released by West End Games and the GODSEND Agenda roleplaying game, released by Khepera Publishing.

NAVIGATION THROUGH THE BOOK.

The Powers book has been divided up into easy and intuitive chapters to help you create the super heroic character you want to play.

- Chapter One introduces Power levels and character points, and how they can be used to gauge the power of characters as well as Non-Player Characters (NPCs). Archetypes and templates are also discussed as well, to help define the characters. The nuts and bolts of character creation start here.
- Chapter Two explains powers and provide over 100 powers for characters to buy.
- Chapter Three details the Wealth Rating attribute, equipment, and gadget creation rules for the players and Game Master to craft special devices.
- Chapter Four discusses in-depth, the rules of MYTHIC D6 and how to implement them.
- Chapter Five gives the Game Master insight into how a MYTHIC D6 game is created and run.
- Chapter Six details the game world Project: Mythic, a super heroic horror setting that highlights the MYTHIC D6 System.

WHAT IS MYTHIC D6 AND WHAT DOES IT DO?

My philosophy about almost every roleplaying game is that they all boil down to superheroes packaged in different outfits and settings. They may not all shoot optic blast from their eyes like Cyclops, leap tall buildings like Superman, or strike fear into the hearts of criminals like the Batman, but they are all superheroic in one way or another.

In RPGs set in mythic fantasy lands like many D&D games, you are a Hero who can fight dragons, teleport through walls, and burn hordes of undead with fireballs or lightning strikes. Superheroes.

In Feng Shui, you mow through mooks without a second thought, shrugging off the sword and bullet attacks. Superheroes.

In the year 2020, characters in Night City can weave nano-fibers into their skin and graft muscle onto metal-laced skeletons to enhance strength and reflex time. Those same characters are then able to perform amazing and sometimes ridiculous feats like chasing down moving cars, or stopping them through hacking the drive system. Superheroes.

Key Terms

These definitions provide you with a general idea of what each term means; there are more thorough descriptions later in the book.

Ability Level (AL): The level of competence expressed in dice that the adversary can use during a skill check.

Action: A task that the character undertakes, or something that the character does, like give a speech or climb a wall.

Active Defense Value (ADV): A number the character gets when concentrating on getting out of the way of an attack.

Adventure: A division of an entire campaign. Adventures consist of several Scenes strung together making one complete story. An Adventure may take several game sessions to complete.

Aggravation Pool: A pool of dice used by the Game Master. The pool is generated by players donating Wild Die results of 1. The GM may use the dice as Hero Points.

Armor Value (AV): A die code representing the amount of protection a defensive covering provides. It helps determine the damage resistance total. This term is sometimes abbreviated AV.

Base Damage Value (BDV): The damage done by a successful attack.

Campaign: the total sum of several adventures with a loose storyline running throughout. The number of adventures needed to complete a Campaign is determined by the gaming group.

Combat Difficulty: A number representing how challenging it is to attack someone or something. It equals the active defense value or the passive defense value.

Complementary Skill: A skill whose results could benefit from the use of another skill.

Creation Points: Points used when designing a character to purchase die codes in game characteristics or features representing the character's abilities, experience, and background.

Critical Failure: A result, represented by a 1 on the Wild Die, indicates something bad has occurred.

Critical Success: A result, represented by a 6 on the Wild Die, means something good has happened. Generally, the player adds the 6 to the current total and rolls again, adding and rerolling as long as a 6 comes up on the die.

D (as in "1D"): An abbreviation for "six-sided dice." The number in front of the "D" lets you know how many six-sided dice to roll.

Die Code, Score: The number of six-sided dice players roll: (1D, 2D, 3D, 4D, 5D, etc.), and sometimes an amount (called Pips) of "+1" or "+2" that is added to the total result that came up on the dice. "Die code," and "Score" are used interchangeably.

Degree of Difficulty (DoD): A number representing how challenging it is to perform an action.

Effect Value (EV): The numerical difference between the DoD and the total successes rolled.

Doc Savage was a man of action with amazing intellectual and physical abilities (he even had a Fortress of Solitude before the Man of Steel). Conan was a mighty barbarian who broke a bull's neck with his bare hands at the age of 16. Both superheroes.

MYTHIC D6's design allows you to create characters emulating these Heroes. In the following pages, I hope you find everything you need for a game of superheroics, whether it's a 1920s gangbuster action series where men of mystery thwart crime syndicates, postmodern superheroes fighting supervillains on the moon, or fantasy warriors slaying dragons in the caves of Múspellheimr!

WHAT IS A ROLEPLAYING GAME?

A roleplaying game is a way of telling a story. You know what it's like to have someone tell you about an event that happened to him or somebody he knows. You may even have thought, "If I were him, I'd have done things differently." With a roleplaying game, you don't just listen to the story — you take part in it. You get that chance to do things differently.

The story you build with a roleplaying game is usually called an adventure. To create it, you get together with at least two people. One takes the part of the Game Master. She directs the flow of the story, plays the role of any opponents you and the other players come across, and determines the results of any actions taken. The Game Master determines the story's main goal, the obstacles that come up along the way, and how difficult those obstacles are.

The rest of the people in the group are other participants, or players, in the story. Each player has a character (called a hero) that represents a person in the story. They influence the story line by deciding how to work toward overcoming the obstacles the Game Master places before them. With the Game Master, they create the story.

You can think of an adventure as a movie or television show. Each of the players has a character they pretend to be, while the Game Master acts as the writer and director of the show.

But if this is a game, how do you win? The object of roleplaying games is to have fun, interact with the people around you, and overcome challenges set by the Game Master. If you reach those goals successfully, then you've won.

WHAT DO I YOU NEED TO PLAY

Beyond the book you're reading and a few friends, all you need are some pencils, paper, and ten six-sided dice. Everything else is provided by your imagination.

ROLLING DICE

The mechanics of the MYTHIC D6 are simple enough: The Game Master picks a difficulty number, and if your roll of the dice is equal to or higher than that number, your hero succeeds. Here's how that works: Your hero has a value for each of their attributes (such as Reflexes, Knowledge, and Perception) and skills (such as Fighting, Scholar, and Sneak) that represents a number of six-sided dice. You roll that many dice to see how well you do when you want to perform an action with that attribute

or skill. You use standard six-sided dice (like those that come in most board games). You'll need several dice of any color, which are the regular dice, and one die of a different color, which is the Wild Die.

To accomplish an action, you need to know how to read the dice. Here's how: On regular standard dice, each 1, 2 or 3 counts as a failure and each 4, 5, or 6 counts as a success. On the standard Wild Die, the 1 counts as a critical failure (which is worse than a failure); the 2 or 3 counts as a failure; a 4, or 5 counts as a success; and the 6 counts as a critical success (which is better than a success).

To use the dice to figure out how well you did at a task, roll a number of them equal to the sum of the number listed in the attribute and the skill. One of these must always be the Wild Die, while the rest are the regular dice.

Example: Bravo, the hero, wants to look for clues in an abandoned building. He would roll to investigate. To do so, he rolls his Perception, which are three dice, plus dice equal to his Investigation skill, which are two dice, for a total of 5 dice. Remember, of these 5 dice, one should be a different color to represent the Wild Die.

DICE ROLL RESULT

Dice Roll	Result
1, 2, 3	Failure
4, 5, 6	Success
Wild Die Roll	Result
1	Critical Failure
2, 3	Failure
4, 5	Success
6	Critical Success!

Example: If the investigation roll result was 2, 3, 4, 4, and 5 on the Wild Die then Bravo would have 3 successes.

PIPS

Pips are a breakdown of dice into +1 or +2 modifiers (usually a bonus) to dice rolls. A +3 modifier always converts into a +1D.

A pip is always expressed as a plus (+) or minus (-) after a Die Code. A hero with a Physique of 4D+1 would roll 4 dice and add +1 to a single die to modify it towards a success.

Example: A player whose hero has a Physique attribute of 4D+1 rolls to lift a heavy boulder. The Degree of Difficulty is 3, and the hero rolls 3, 3, 4, and 5; two successes. The +1 Pip may change one of the 3s rolled into a 4, creating another success.

NOTE: The Pip cannot split among several dice and only affects the total of a single die.

WILD DICE

Pips can be used to affect the result of a Wild Die, but it can never make it 'Explode.'

Experience Points (XPs): points awarded to the players by the GM after the completion of an adventure. The points are used to improve player character abilities and skills.

Free Action: Any action that takes only a few seconds to perform or do, such as take a few steps or a quick glance around a room.

Game Master (GM): The person who acts as an organizer, officiant for questions regarding rules, arbitrator, and moderator. The GM weaves the co-operative stories of all the players together.

Hero: The in-game persona of the player. The term hero can also be used to mean the player in the game when describing rolls and other rules in the book.

Hero Points (HrP): A pool of points used by the Players and Game Master to modify dice rolls and damage totals.

Modifier (Mod): A number or die code that is added or subtracted from another number or die code to represent a change in the typical situation.

Opposed Difficulty, Opposed Roll: A difficulty that applies when one character resists another character's action. In this case, both characters' players roll die codes related to the activity and compare them.

Passive Defense Value (PDV): A number representing a character's innate ability to get out of the way of danger. It usually equals 1 success.

Physique Damage Bonus (PD): The amount of Bonus damage a hero can do in a muscle powered attack. The amount is equal to one half the Hero's Physique attribute.

WILD DIE

Whenever any player, including the Game Master, makes any roll, one of the dice must be different from the rest in size or color. This die is known as the Wild Die.

CRITICAL SUCCESS



If the player rolls a 6 on a standard Wild Die, she rolls a critical success. She may add the success to her total and roll the Wild Die again. If she turns up a critical success (6) on that die, she continues to add them to her total and continues to roll. If on the second or subsequent tosses, she rolls a 4 or 5 (on a normal Wild Die), she adds another success but stops rolling. If on the second or subsequent tosses, she rolls a critical failure (1), she doesn't add any successes and stops rolling.

Example: Bravo begins to make the climb up the cliff side and rolls to check if he succeeds. He needs to beat a DoD of 4 on 4 dice. He rolls a 2, 4, 5, and a 6 on the Wild Die. He rolls the Wild Die again and gets a 5. Bravo has gotten a total of 4 successes, just enough to beat the DoD.

CRITICAL FAILURES



If the player rolls a 1 on the Wild Die, she's rolled a critical failure. The critical failure cancels out one success, and the player counts the remaining successes.

DETERMINING SUCCESS

The Game Master will determine if this is enough successes to overcome the difficulty by using her own judgment and the chart below

Difficulty Level	Degree of Difficulty
Very Easy	1
Easy	2
Moderate	3
Difficult	4
Very Difficult	5
Extremely Difficult	6
Heroic	7
Very Heroic	8
Super-Heroic	9
Legendary	10

Example: If the Game Master decided that the that the difficulty for the investigation roll was "Easy," Bravo would only need two successes.

Pip: A bonus to the total result that came up on the dice. A "+1" means one is added to the total, while "+2" means two is added.

Power Level (PL): The agreed upon level of play and number points used when playing the game.

Range (in combat): The distance from the attacker to the target.

Renown (REN): The gauge of a hero's fame and social standing in the world. The higher the Renown, the better.

Round: A unit of time equal to six seconds in the game world. Figuring out what happens in a round can take longer.

Scale: A game mechanic representing how opponents of vastly different sizes can affect each other differently in combat.

Scene: a portion of an adventure taking place in a single location without a break in time. Multiple scenes make up an adventure.

Skill Level: The Attribute + the Skill's combined dice

Skill Rank: The skill dice without the attribute included.

Stress Points (SP): The amount of injury a character can sustain, listed as a number. The damage total is subtracted from the character's current Stress Point total.

Wild Die: A six-sided die, of a different color or size from other dice used, that represents the randomness of life, with the 1 and the 6 indicating a unique result (see Critical Failure and Critical Success).

GETTING STARTED

The following mini adventure is meant to familiarize you with the mechanics of the MYTHIC D6 game. Play through a couple of time to get the hang of the basics and then it's on to character creation.

Bravo's Night on The Town

1

It's a hot night in Las Vegas, a night like most in the City of Sin. You've been all over the world and had many adventures in exotic locations. Las Vegas is cool, but you've been there, done that. Luckily for you, you're Bravo, the Ayatollah of Rock 'n' Rolla, carefree sometimes hero. There are so many things you can do as an immortal superhuman that others can't. You get to cruise around in your 1964 Pontiac GTO, looking for trouble. Find a hive of Chimerans and trash it? Naw, tonight looks like the perfect chance to take a night off. You throw on your Fishbone concert t-shirt, some Chuck Taylors, and a pair of jeans, all set for a night out!

There are three options that come to mind: You can call up Tyyawdi Pitts, your Atlantean sort-of girlfriend, and do something. You could throw on a clean shirt and hit the mean streets, scouring them for a reported Chimeran nest; or you could just roll on over to the Double Down and throw back a few drinks.

- ▣ If you call Tyy, go to 2.
- ▣ If you hit the streets as looking for trouble, go to 3.
- ▣ If you decide to go to the bar and drink, go to 4.

2

The phone rings and Tyy answers it.

"Hi, Tyy. It's me, Bravo, What's up?" There's chanting in the background, maybe she's performing a ritual?

"Bravo," she says in Portuguese "are you in town, it's been a while. I haven't seen you since that thing in Cleveland back in '72."

"You know me, I'm like a bad penny. You up for anything tonight?"

"I'm in the middle of something at the moment, but I can take a little time to hang out. There's an experimental piece of performance art going on downtown, or we could grab some arepas, or simply go for a walk." Tyyawdi fires off in rapid succession.

"Sounds like a plan, I'm down!"

- ▣ If you suggest watching the performance art, go to 5.
- ▣ If you offer to take her out to eat arepas, go to 41.
- ▣ If you propose going for a walk, go to 6.

3

All right! Time to go get into the mix. There is still one decision left to make. Do you keep it light and look for trouble in the downtown area or do you go looking for the Chimerans your tip clued you in on? General trouble is easy and is almost

CHARACTER CREATION CHECKLIST

To Create a Hero, Follow These Steps:

- ▣ Agree upon a Power level (*pg. 18*)
 - ▣ Default Power Level is 3
- ▣ Pick an Archetype (*pg. 20*)
 - ▣ Adventurer
 - ▣ Avenger
 - ▣ Bravo
 - ▣ Icon
 - ▣ Outsider
 - ▣ Protector
 - ▣ Rogue
 - ▣ Scholar
 - ▣ Warrior
- ▣ Purchase Attributes (*pg. 28*)
- ▣ Purchase Skills (*pg. 32*)
- ▣ Purchase Advantages (*pg. 37*)
- ▣ Determine Disadvantages (*pg. 38*)
- ▣ Other Details (*pg. 41*)
 - ▣ Physique Damage Bonus (PD)
 - ▣ Base Damage Value (BDV)
 - ▣ Passive Defense Value (PDV)
 - ▣ Hero Points (HrP)
 - ▣ Stress Points (SP)
 - ▣ Wealth Rating (WR)
 - ▣ Renown (REN)
- ▣ Determine age and name
- ▣ GO PLAY!

like a vacation for you, but there is a nest of slimy Chimerans in town and who knows what they are up to? Sometimes it's a hassle trying to figure out what to punch in the face: aliens or muggers.

- If you want to stick to a little light crime fighting, go to 9.
- If you want to go looking for Chimerans, go to 42.

4

You roll up to the Double Down, push the door open and realize this place is a dive.... You love it! Music blares from a local punk band on the stage and the room is thick with smoke, laughter, and the smell of spilled whiskey.

You push up to the bar and keep adding fingers to the size of the shots you're taking. At a certain point, you stop pretending and just ask for the bottle. Within an hour, you're up on the stage, bogarting the mic from the skinny lead singer of the Soggy Britches.

You can't sing, but neither could the singer, how hard can this be? You need to roll Bravo's Perform to save face and turn this liquor-fueled mayhem into a night to remember. Roll dice equal to Bravo's Presence (PRE) and Perform skill. Uh oh, Bravo doesn't have any dice in Perform so just roll the dice in Presence and hope for the best. Grab one regular die and one Wild Die and roll them. Count the number of successes,

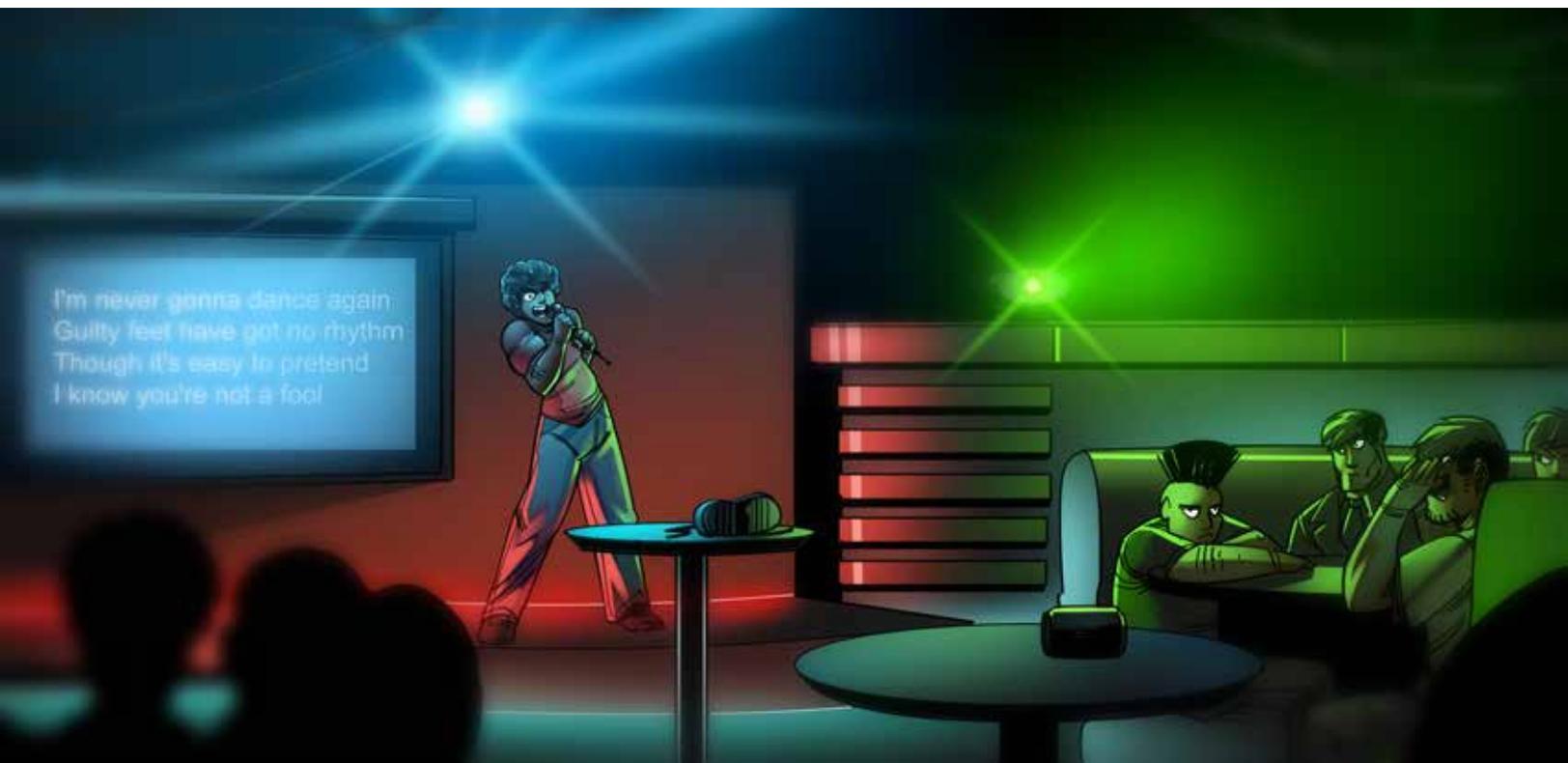
and rerolling the Wild Die if it comes up a critical success, or subtracting one success if a critical failure turns up.

- If you got two or fewer successes, go to 10.
- If you got three or more successes, go to 7.

5

The performance art is cool, but that doesn't really matter, you just love hanging out with Tyyawdi. The smell of her hair and the heavy accent take you back to when life was a bit simpler. You reach out and hold her hand, uncharacteristically sheepish in your attempt at affection. She smiles and brushes back your wavy black hair and kisses you on the cheek. She calls you by your real name, a name no one has spoken in over a century. It normally bothers you when someone speaks it, but it warms you when it moves past her lips. You could look past what happened in the Congo and try to make this work but you know Tyy has a heavy heart and tonight is only tonight. Time heals all wounds, maybe in another hundred years.

Just then, a much bigger problem walks in, eclipsing your personal problems. A National Guardsman enters the theater, and the lights come up. "All right, everyone. We have a small safety problem in the city. We would like you to come with us to a safer location. Please do as we say, and everything will be fine. Remain calm." The guards are herding people out like cattle. You can bail and find out what's going on, or you



can stick with Tyy and make sure she gets through this “small safety problem.”

- ▣ You try to slip past the guards, go to 11.
- ▣ You stay with Tyyawdi, go to 12.

6

Well, it’s a nice night for a walk. Walking hand in hand with Tyyawdi, it’s as if you don’t have a care in the world. Then, a stranger jogging by starts screaming. He jabbars on about how “we’re all going to die!” You would normally dismiss the guy as a psycho, but he went off while listening to a headset radio. He might have heard some piece of news on the radio that caused his reaction. You could run down the jogger and question him to find out what’s going on. You could also just ignore the freak and continue your date. The world can go on without you for one night.

- ▣ To interrogate the jogger, go to 14.
- ▣ To continue your date, go to 16.

7

You pull off your punk rock rendition of the Isaac Hayes song, “Walk On By!” It doesn’t matter the band was playing a cover of an old Mighty Mighty Bosstones song, you never liked them anyway. Boom! You crushed it and the bar-goers loved it.

Suddenly, the bartender quiets everyone as he turns up the volume of the old TV in the corner. On the screen is an image of Eddie Super Nova, leader of the terrorist rock group DjinnX. You drop the mic, hop off stage and walk over to the tube to listen to what the psychopath has to say.

- ▣ Go to 8.

8

“Hello, Las Vegas. Behind me, you see two sarin gas missiles I stole while on tour overseas. By the end of the night, you will all die as my group plays on. There is no ransom, no extortion... I just want to watch the world burn.”

For a second Eddie Super Nova stands there quiet and then starts to laugh, metallic teeth gleaming as he smiles “Ok, not really. I was joking. I wouldn’t fire two sarin gas missiles at the city, one has flowers in it. I’m not sure which I will fire; I guess we will see how my set goes tonight. “

For a second time, he laughs “But seriously, no, a missile will be fired tonight. Tonight’s performance will be one to remember. “

Buzzkill! Eddie is wrecking the night, big time. You can’t allow this to happen; you like Las Vegas! You pull out your phone and sure enough, its already online. You play the video back and try to gain any clues you can. Where is he located, are there any details in the background that may be a clue. What about the sound, any telltale sounds? Where would he get missiles from anyway?

- ▣ You take a closer look, go to 46.
- ▣ You listen up, go to 30.
- ▣ You investigate the missiles’ origins, go to 29.

9

You’re cruising around in your electric-blue Pontiac GTO. Las Vegas scintillates at night. The police scanner picks up a broadcast from Officer Desi Conrad, toughest officer on the local force, “Miserable city wackos! Now a rockstar wants to fry the whole city. I wouldn’t mind, but if that guy has nerve gas, it could hurt my county! Get as many people out of town as possible. The governor’s called the National Guard in to help. Conrad out.” Well, that sounds interesting. Time to call in and find out what’s going on.

- ▣ Go to 27.

10

You’re sloppy and start singing Isaac Hayes classic “Walk On By” to the punk band’s rendition of the Mighty Mighty Bosstone’s “The Impression That I Get.” It’s not working and the crowd isn’t feeling it. You try and power through on raw personality but it ain’t happening. After dodging a beer bottle and a tomato (who walks around with tomatoes in their pocket anyway?), you decide to call it a night and leave. Philistines! They don’t understand true greatness, and evidently you don’t either.

- ▣ Go back to the beginning and try again.

11

Time to pull the old lost-in-the-crowd bit. You feel like a heel leaving Tyyawdi at a time like this, but the National Guard will protect her. You've got to find out what's going on and make things right.

To slip away unnoticed, you'll need to roll Bravo's Sneak skill. Look for Sneak on his hero sheet (it's under Reflexes): it's 7D+2. Grab six regular dice and one Wild Die and roll them. Count the number of successes, adding one and rerolling the Wild Die if it comes up a critical success, or subtracting one success if a critical failure turns up. (If you need to, use the dice charts on page 6 to figure out your results based on the dice you're using.)

- ▣ If you got two or fewer successes, go to 12.
- ▣ If you got three or more successes, go to 13.

12

Tyyawdi holds your hand tightly so you stay together. You're carried along in a wave of people, whom the Guard piles onto a truck like so much cattle and drive to a nearby military base. Once there, a lieutenant informs the crowd that a terrorist is threatening Las Vegas City with two missiles. Tyyawdi never leaves your side, so you have no chance of getting away and helping. You hope someone can save the city without your help. At least Tyy is okay.

- ▣ Go to 49.

13

You slip out amid the confusion. You hear Tyyawdi calling your name. She sounds so scared, maybe you should... no! You can't turn back now. You must find out what's going on. You run outside to your car, that sweet, sweet electric-blue 1964 Pontiac GTO. Now to go and... hey, what's this? You see a goon trying to rob a TV store while the place empties of people. Looters are so basic, it ain't even funny. Well, the way you see it, there are three things you can do: You could take this guy down, you can call the cops and have them do it, or you can just blow off this small-timer and call in to The Dirty Splitz, your info man and see what's really going on.

- ▣ To confront the looter, go to 18.
- ▣ To call the cops, go to 36.
- ▣ To call your info man, go to 15.

14

You easily catch the jogger. "Hey man! What are you shouting about?"

The man looks at you and begins to explain. "Eddie Super Nova has missiles with nerve gas in them pointed right at Las Vegas! We've got to get to the National Guard so they can evacuate us! Come on kids, you should come with me." With Tyy right there, you have no choice but to go along. Soon you are milling about in a sea of people all waiting to be evacuated. This might be a good time to disappear. But then you'd be leaving Tyy alone. Well, she would be under the protection of the National Guard, and maybe you could slip away later. Decisions, decisions.

- ▣ You try to slip away now, go to 11.
- ▣ You stay with Tyy, go to 12.

15

You make a quick call to Dirty Splitz. Instead, you get Milkbottom, his manservant. "Ah, young sir. Master Turley is on a... business trip tonight, so I was just about to call you. It seems your skills are in urgent need."

"Why, what the heck is going on?"

"Watch your phone and I'll patch through a video of tonight's news. I'm sure you'll find it quite enlightening."

- ▣ Go to 48.

16

This has nothing to do with you. Let someone else take of whatever it is. Bravo earned one night off. Tyyawdi turns to you and says, "Bravo, I'm so glad we could have just one normal night together."

"Me too, Tyy. Me too."

(Funny, it doesn't feel like you lost. Congratulations for reaching a happy ending, but to be a hero, you have to worry a little more about others.)

- ▣ Go back to the beginning and try again.

17

"This is Doug Bramlett. Or if you're a student, Mr. Bramlett. I'm not in right now. If you need help with an assignment or just called to say 'hi,' leave it at the beep."

Figures: nobody home. Guess you'll be getting no help from the Maven tonight. Well, you can still call The Dirty Splitz.

- ▣ Go to 15.

18

So, how are you going to take down this looter? He's a big, tough-looking guy. One hit from that monster would probably knock you right out. A couple of battle plans quickly form in your mind. You could just go over to him and duke it out. After all, you have an overblown sense of confidence to back you up. He's carrying a TV, a rather unwieldy hand-to-hand weapon. You also have a half-empty can of energy drink. Less risk to you, and it lets you take him down easier. Or you could clock him one with a nearby trash can.

- ▣ To use your fists, go to 20.
- ▣ To use a trash can, go to 22.

19

You jump down from the skylight and land near the malevolent rock god. "Sup Eddie, you know you don't have to do this to get attention, right?"

"Bravo, what a wonderful surprise. I thought I smelled Axe Body Spray and Twizzlers when I walked in here."

"Not true, I haven't had any Twizzlers tonight. But yeah, I do like the Dark Temptation Axe Body Spray, and so do the ladies," you smile as you walk closer.

"I guess you are here in some sort of ill-conceived attempt at stopping me from firing these two beauties? It won't work."

"Why?"

"Why what?"

"Why won't it work? I mean, there are millions of things you could be doing tonight. I'm pretty sure if you try hard enough you can find something better than killing thousands of innocents, maybe Netflix and chill?"

"Sigh... good idea but I've binge watched both seasons of Penny Dreadful and now I'm swimming in an awful ennui. I want to murder something"

"Both seasons? You do realize there is a third season up now? It was awesome bro, you gotta see it"

"Third season you say? Hmmm, perhaps"

To pull off some crazy fast talk, Bravo needs to roll his Presence (PRE) + Influence skill versus an opposed roll of Eddie Super Nova's Presence + Willpower of 5D.

- ▣ If you get more successes than Eddie, go to 47.
- ▣ If Eddie gets more successes, go to 28.

20

You sneak up behind the looter and get ready. Wow, he's much bigger up close. Time to put the "paws" on him.

Bravo's rolls Reflex (REF) + Fighting versus the looter's Passive Defense value (PDV) of 3, making sure one of them is the Wild Die.

- ▣ If you get two or fewer successes, go to 24.
- ▣ If you get three or more successes, go to 23.

21

You dart forward and catch Eddie Super Nova with a fist to the sternum. The force of the attack takes all the air out of the slim rocker and lifts him high into the air, crashing into the air conditioning units above. He lands with a wet thud at your feet. You raise your foot to give Eddie a curb stomp but think better of it. Instead, you rip the ruined shirt off and smile.

- ▣ Go to 37.

22

You ready the trash can and take careful aim. A little tap on the back of his head should knock him out without causing any permanent damage.

Okay, Bravo, make a Coordination + Ranged Fighting roll versus his Passive Defense Value (PDV) of 3, making sure one of those is the Wild Die.

- ▣ If you get two or fewer successes, go to 26.
- ▣ If you get three or more successes, go to 25.

23

You walk up, smiling, and wave at the titan holding the 60-inch, 4K HDR flat screen. You point to the ground indicating for him to put the TV down and he does so, balls his fists, and cracks his neck from side to side. You smirk, kiss the knuckles on your right hand and then let it fly directly into his grill. For a moment, all is silent. Then the titan wobbles just a little bit, and falls flat on his face. Whew! If that hadn't hurt him, you would've been in trouble. You can hear sirens getting louder. The police can handle him now. Time for you to find out what's going on.

- ▣ Go to 27.

24

You walk up, smiling, and wave at the titan holding the 60-inch, 4K HDR flat screen. You point to the ground indicating for him to put the TV down and he does so, balls his fists, and cracks his neck from side to side. You smirk, kiss the knuckles on your right hand and then let it fly directly into his grill.

You can hear and feel the thwack as he intercepts and parries your fist with his arm. He doesn't even flinch! You hit him hard enough to put a dent in the car, and he barely notices! Now the big man glares at you. Time to leave. "Sorry, I thought you were someone else. Good-bye." You spin and beat feet. It takes you a second to realize you aren't moving. You look back. He's grabbing your shirt! No problem—you rip out of the shirt. You just need a second... but that's one second more than you have, Bravo. You wonder why you thought this was a good idea as the titan's gargantuan fist smashes into your face. Fade to black.

When you wake up, you see and smell Detective Desi Conrad standing at the end of the alley you are lying in. Looking in your direction as you emerge from the alley, Conrad pulls the clove cigarette out of her mouth and says, "Kid, you sure know how to pick 'em. That guy who put your lights out was the superhuman known as the Banger, the former prison boxing champ. You delayed him just long enough for us to catch him. That was stupid of you, man, but it worked out for me. Hey, you all right?"

"I'm fine, detective. I gotta bounce."

"Hey, wait, dude. I got questions, paperwork..."

"Sorry, detective, but I don't have the time for paperwork; you'll have to handle this one on your own."

Conrad just stands and shakes her fist as you beat feet down the street. You collapse into the front seat of the GTO. You have a major concussion. Your vision is getting blurry and you feel sick. Only one thing to do; you call Tyyawdi to come pick you up. Back at her place, she looks you over and orders you to bed. You're no good to anyone like this. You can only hope everything works out.

☒ Go to 49.

25

You take careful aim and chuck the trash can at him high and hard. You swear you hear a dull, hollow echo as it smacks the looter right in the back of the head. He crumples to the ground instantly. Out like a light, and here come the cops to pick him up right on cue. That couldn't have gone better. Time to find out what's going on.

☒ Go to 27.

26

You fling the trash can right at the back of his noggin. You almost feel guilty about this, but he's the one who decided to loot that store. Just as the trash can is about to knock him clear into next week, he bends down to get a better grip on the TV. The trash can screams over his head and bounces off the brick wall behind him. Wow! Maybe you put a little too much mustard on that one! The crook looks over and sees the trash can.

He looks over his shoulder and stares you right in the eye. You play off the missed attack "That was just a warning shot, put the TV back."

The creep sigh and takes the TV back into the store where he "found" it.

Close call, and good on you for turning that lemon into lemonade.

☒ Go to 27.

27

There are a few people you can turn for the lowdown on the situation. You can always call Kieran "Dirty Splitz" Turley. He knows everything, but he is still sore about what happened in the Congo all those years ago. Then there's the Doug "The Maven" Bramlett, who has pretty good information and doesn't mind you being around when things get hazardous.

☒ You call Dirty Splitz, go to 15.

☒ You call the Maven, go to 17.

28

"You know what I love more than watching Eva Green pick at her skin or eat scorpions, Bravo? Murder!!!"

The word 'murder' issues from his mouth as a solid wave of destructive sound and barrels towards Bravo!

☒ Go to 53.



29

You feed all the data you have into your phone to find out the story on the missiles. Your search is successful almost immediately. Rhand Corporation reported two missiles stolen, but they were empty shells, dummy rockets used for tests. No big deal, but when coupled with yesterday's robbery of a canister of toxic gas, it spells disaster for Las Vegas. At least you know Eddie Super Nova was serious when he said only one of the missiles was armed. He only has one canister of the gas. Time to investigate a little more.

- If you look closer, go to 46.
- If you listen more closely, go to 30.

30

You filter the sound through a phone app and suss out some background noise – jet engines? Maybe the airport near the Las Vegas Strip. Wait, that was the sound of construction equipment. They're building a new casino, the Sapphire Casinos on the Strip.

- If you go to the Airport, go to 31.
- If you go to the Sapphire, go to 32.

31

The private airport near the Strip is quiet and dark at this time of night, lit only by the glam and glitz of the Strip down the street. Row after row of private hangars house private

Lear Jets for the mega-rich. Some of Eddie Super Nova's crew walk out of a hangar, instantly recognizable by the ridiculous amount of jewelry hanging off their face. Oh, it's on now!

You can let these losers move on by and creep into the hangar, jump over there and take the goons to Fist City, or simply let the cops handle it.

- To sneak in to get a better look, go to 33.
- To bust in with fists flying, go to 34.
- To call the cops, go to 35.

32

The Construction site is empty tonight. Makes sense, it's late and all the construction workers have clocked out by now. A glint down the street at the private airport catches your attention. Probably nothing, but better safe than sorry, you go check and boom, pay dirt!

- Go to 31.

33

You sneak in through the skylight. There's Eddie Super Nova, standing beside his little missiles. There's no one else here — what a stroke of luck! What do you do now?

- You take him down man to man, go to 34.
- You try to beat him by using your charm, go to 19.
- You call the cops, go to 35.

34

Time to take out the garbage. You rush at Eddie Super Nova. You catch him by surprise and slam right into him! The missile control device careens out of his hand. As you get back to your feet, Eddie Super Nova opens his mouth and lets out an earsplitting scream! Concrete buckles and crates shatter as the sonic wave distorts the air between the two of you.

You want to give this guy a hot one but you don't want any part of that sonic blast. You decided to take two actions; dodge Eddie Super Nova's attack and move in and punch his grill till his teeth empty out his head like a slot machine.

Since you are taking two actions, Bravo suffers a Multi-Action Penalty. The first action, the Evasion roll, rolls the full dice pool of 7D+2. Roll Reflexes (REF) + Evasion.

The second action, Fighting, loses two dice from its pool, and only rolls 6D+2 dice.

Don't forget the Wild Die!

If you get three or fewer successes on the Evasion Roll, go to 50.

If you get four or more successes on the Evasion Roll, go to 53.

35

"Las Vegas City Police Department. Please state the nature of the emergency."

"I'm just a concerned citizen. Eddie Super Nova has the missiles at 3405 Paradise Road, hangar 35."

"Can I get your name, sir?"

"Just send some men to that address," you say and hang up quickly.

You hope she believed you enough to send a few units this way. Just then, the unthinkable happens. A missile streaks out of the warehouse, taking half the roof with it! You have a split second to act! Without thinking, you pull up a palm tree, and throw it at the missile.

Make a Coordination (COO) + Ranged Fighting roll. Bravo's skill in this is 5D+1, making sure one is the Wild Die.

- If you have five or fewer successes, go to 40.
- If you have six or more successes, go to 39.

36

Time to call in the boys in blue. "Las Vegas City Police Department. Please state the nature of the emergency."

"I have a looter robbing a store at the corner Vegas Valley and 8th. Hurry!"

"We have patrol cars in the area, sir. Just stay where you are."

"Uh, sorry, I'm evacuating with everyone else. It's up to you."

You quickly hang up. With any luck, they won't treat it as a prank call. Suddenly, you hear sirens. Wow, they really did have a patrol car in the area. The looter starts to run when a familiar voice bellows, "Put your hands on your head and assume the position, scuzzball!" Ahh, the Las Vegas Metropolitan police force, gotta love 'em. You wait just long enough to make sure they capture him, and then you make your way back to the GTO. Time to find out what's going on.

- Go to 27.

37

When the cops arrive to find Eddie Super Nova all tied up, they find a tattered Fishbone shirt stuffed in his mouth. Across his head written in black magic marker are the words: "Chim Chim's Revenge"

You did really good, Bravo.

- Go to 49.

38

As the flowers slowly rain down on both of you, Eddie stops to take in the sublime wonder. He smiles at you and brings up the missile control box.

"I was gonna wait until the band got here so I could play out the night, but honestly, I can't think of a better moment for a little bit of nihilism, can you Bravo?"

With that, he holds the box above his head and screams "For those about to rock, we salute you!"

Now is your moment! You can jump on the rocket and stop it or chance taking the control console from the overly dramatic Eddie Super Nova.

- If you jump on the rocket, go to 44.
- if you try to take the control box from Eddie's hand, go to 51.

39

Your palm tree catches the control fin on the back of the missile. The projectile veers wildly into the air and explodes harmlessly in the upper atmosphere.

The cops arrive quickly. They drag Eddie Super Nova into custody and confiscate the remaining weapons. A job well done, Bravo. The citizens of Las Vegas will never know how close they were to losing their city tonight, but you do. Quite a story for Tyyawdi next time you see her.

- ▣ Go to 49.

40

Your palm tree misses. Oh no. Hopefully that wasn't the live one.

The blast-off of the projectile made it clear where Eddie Super Nova was hiding out. The cops arrive quickly. They drag Eddie Super Nova into custody, and confiscate the remaining weapons. Meanwhile, you tie your Fishbone t-shirt around you face as a makeshift mask, just in case.

- ▣ Go to 45.

41

Dinner with Tyy is pleasant. You eat and talk. It really doesn't matter what she says; if you're with her, you're happy. Suddenly, a National Guardsman runs into the restaurant!

"Please stay calm. We require all people to evacuate Las Vegas immediately. There's no time to answer questions right now. Once we get to a safe distance, we will address any questions and concerns. Your loved ones are also being evacuated, so don't worry. Just come with us and everything will be fine."

They herd all of you like cattle into waiting trucks. You can try to slip away in the confusion to deal with this mystery threat, or you can stay with Tyy and make sure she escapes all right.

- ▣ You slip away, go to 11.
- ▣ You stay with Tyy, go to 12.

42

You can't even get near downtown Las Vegas tonight. The National Guard appears to be evacuating the city. You'd better call in and find out what's going on.

- ▣ Go to 27.

43

The Fanboy3 is just a normal Lear Jet, but it's currently listed as housed at the Hughes Airport, a private airport just of the Las Vegas Strip. The hangar is where Eddie Super Nova must be holed up. Time to take a closer look.

- ▣ Go to 31.

44

You move toward the rocket as it powers up to launch and grab hold with both arms. Your feet and legs char and blister from the wash of flame from the rocket, but you persevere and hold on.

Make a Physique (PHY) + Athletics Roll

If you get three or fewer successes, go to 56

If you get four or more successes, go to 55.

45

The missile lands in the center of Las Vegas City and explodes. The National Guard are the real heroes, because almost nobody was hurt thanks to their evacuation effort. The SWAT team members all have gas masks, and so do you. The residue from the gas will make Las Vegas unlivable for weeks.

- ▣ Go to 49.

46

Using your cell phone, you pause the video and zoom in close so you can get a good look at the scene. After careful examination, you notice two things. First, the missiles have the Rhand Corporation logo on them. You also notice that there is a Lear Jet within sight of a window behind Eddie Super Nova. The ship's name is the Fanboy3.

- ▣ To check on the missiles, go to 29.
- ▣ To search for info on the Fanboy3, go to 43.

47

"Maybe I will call this whole thing off, I'm not in the mood for a mass murder anyway"

"Right? I knew your heart wasn't in it. We can go hang out and watch Penny Dreadful together"

As Eddie moves off and turns his back to you, you seize the moment against the musically inclined maniac.

- ▣ Go to 52.

48

The screen fades to static for a second. Then an all-too-familiar face pops up on the screen. It's Eddie Super Nova! The glam rocker of mayhem and front man for the terrorist rock group, DjinnX

☒ Go to 8.

49

Now that you've tried this brief solitaire adventure, you should have a better idea how to do things in the game. Every time you try something where success isn't guaranteed, you find the appropriate skill, roll that number of dice (don't forget the Wild Die!), and add up your successes. The more successes you roll, the better you've done.

If you'd like to introduce some friends to this game, having them play through "Even Chances" is a good way for them to learn the rules while roleplaying Bravo. You might want to play through this adventure again yourself for practice, and to make some different choices to see what happens. In a roleplaying game, you have many more choices than are offered here. You're only limited by your hero's abilities and your imagination.

To learn how to create your own heroes, keep reading.

50

You roll to the right but the sonic blast smashes you into the Lear Jet behind you. The hull of the jet gives way to your body as you crash through it. You take 15 Stress from the attack and your Fishbone t-shirt is tattered and ruined! That was the t-Shirt you bought during the Chim Chim's Badass Revenge tour! You loved that shirt!!!

You pull yourself out of the wreckage and smile with a grim determination as you pounce at the maniacal rocker.

"It's my turn now; say night-night!"

Make a Reflex (REF) + Fighting roll.

☒ If you get three or fewer successes, go to 54.

☒ If you get four or more successes, go to 21.

51

You dash towards Eddie but he sees it coming and opens his mouth letting out a sonic assault. You grab his wrist and squeeze until you hear a crack, making him drop the box. Unfortunately, being this close means he can't miss with his sonic attack and he screams in your face.

Take 10 Stress.

You power through like a boss and head-butt the diabolic rocker, sending him sprawling to the floor.

"You brokth ma noths! You idiot, mu voiths is ruinth!" Eddie spits through a mouth full of broken teeth.

☒ Go to 37.

52

You dart forward and catch Eddie Supper Nova with a fist to the sternum. All the air lifting him off the ground and crashing into the air conditioning units above. He lands with a wet thud at your feet. You raise your foot to give Eddie a curb stomp but think better of it. Instead, you rip the ruined shirt off and smile.

☒ Go to 37.

53

You roll deftly out of the way of the sonic shockwave and spring to your feet. He screams again and you twist and bend backwards like Neo in the Matrix. You cover the distance between the two of you in a few steps. You clench your fist and raise an arm full of muscle coiled like steel cables.

"It's my turn now, say night-night!"

Make a Reflex (REF) + Fighting roll versus Eddie's PDV of 3.

☒ If you get two or fewer successes on the fighting Roll, go to 56.

☒ If you get three or more successes on the fighting Roll, go to 51

54

The rocket is too much to hold onto and its rips from your vice-like grip hurtling into the night sky.

☒ Go to 45.

55

The rocket screams for vengeance as it tries to lift off, but with your prodigious strength you keep it on the launch pad. With a shudder and one last whistling gasp the engines die and you gently put the rocket on the ground.

▣ Go to 37.

56

Your fist swings past Eddie Super Nova's head as he ducks and slams into one of the missiles!

Oops!

Luckily this was the one filled with flowers and the room erupts in a shower of chrysanthemums, marigolds, and tulips!

▣ Go to 38.

56

You dash towards Eddie but he sees it coming and opens his mouth the let out a sonic assault. You grab his wrist and squeeze until you hear a crack, making him drop the box. Unfortunately, being this close means he can't miss with his sonic attack and he screams in your face.

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▣ Go to 37.

