

Dime ADVENTURES

INVENTIONS

CHARACTER CREATION

Concept: Think of concept that matches game premise.
Pick Background: Pick a background, record experiences, traits, equipment and Lifestyle.
Assign Stats: Stat array is [7, 6, 6, 5, 5, 4, 4, 3].
Assign Skills: Skill array is [3, 3, 3, 2, 2, 2, 1, 1, 1].
Wealth & Equipment: Record starting Wealth and, optionally, purchase additional equipment.
Scores & Traits: Pick a Creed and Idiosyncrasy. Choose languages and weaknesses. Calculate Moxie, DR, Defense, Willpower, HP and Encumbrance.

BASICS

Taking Stat: Use stat in place of card value when not rushed or threatened.
Equipment Mods: No gear -4, improvised gear -2 to 0, normal gear 0, superior gear +2.

MOXIE

Activate Trait: Some traits require a Moxie to use. To do this, choose a card from hand and discard it.
Play a Card: Play a card from hand rather than from the top of the deck.
Luck: After a card has been played, but before consequences have been declared, discard a card from hand and play a card from the top of the deck as a different stack, just as if the first had been trump.
Serendipity: Announce a small, convenient coincidence (pending GM approval).

HEALING

Natural Healing: Each night of rest, heal HP equal to the character's Endurance.
First Aid: Takes 10 minutes. If applied within an hour, make a Dex/medicine-10 flip. Heals HP equal to the character's Endurance. Also removes Bleeding consequence. May only benefit once per set of wounds. In combat, can only remove Bleeding consequence and takes 1 AP.
Not Until It's Over: Damage cannot be healed until the source of the damage is no longer affecting the character.

WEALTH

Costs: Cost equal to or lower than Wealth does not change wealth. Can buy items up to 4 above Wealth, but not more than twice Wealth. These costs decrease Wealth by the number of points they're over Wealth rating.
Bulk Purchases: When buying two purchases of same Cost rating at once, they're purchased together at Cost rating +1, four are purchased at Cost +2, eight at Cost +3, etc.
Pooling Money: Two characters of same Wealth pooling money together are at Wealth score +1, four are Wealth score +2, eight at Wealth score +3, etc.
Income: Income equal or less than Wealth has no significant effect. Income greater than Wealth increases wealth by half the amount it's over Wealth.

LIFESTYLE

Uses: Can declare access to simple mundane equipment, subject to GM approval. Might still have to retrieve declared equipment from where it is stored.
Upkeep: At end of every month in which Lifestyle is called upon, must pay Cost rating equal to Lifestyle rating, or Lifestyle decreases by one, as assets are seized/sold.
Raise or Lower: With downtime can declare intent to raise or lower Lifestyle by one. At end of month, assuming upkeep is paid, the adjustment is made.

QUICK COMBAT

Set the Scene: Describe situation. GM decides if foes are Easy (TN 8), Average (TN 10), Difficult (TN 12) or Daunting (TN 14).
Resolution: Each player describes tactic and makes relevant flip at given TN. If any player succeeds, they are victorious. If all players fail, they are defeated.
Injury: Any player who failed her flip makes a random number flip and takes that much damage + Mag failure.

System: Special extended action with TN based on complexity. Interval based on design. Cost for each interval usually half TN. Preexisting design or constrained components may affect TN and Cost. Rush increases TN, reduces interval. Tally always 10.

1st Interval (Concept): Flip conceptual skill, apply Mag.
2nd Interval (Prototype): Flip applied skill, apply Mag.
Bugs: Compare total to Tally. Any shortfall results in flaws.
Optional Interval (QC): Det/either skill. Reduces flaws at cost of extra interval of time and money.

DUELS

Challenge: One party issues a challenge for a duel to the other. If accepted, both sides ante a Moxie.
Face Off: Each side picks tactic: Str/persuade vs. Willpower, Chr/empathy vs. Willpower or Chr/socialize vs. Willpower. On a success, double any damage that character inflicts in the Opening Shots.
Opening Shots: Each side picks in secret whether to go for speed or safety. Going for speed is resolved first and attack is based on Speed. If both go for speed, the highest total resolves first. Duelists going for safety may use defensive reactions in the Opening Shots.
Follow-Up: If still not decided, use the normal combat system from here on out. Winner gets both Moxie in the ante.

SOCIAL CHALLENGES

Framing: Describe challenge. GM picks relevant skills and stat (usually Charisma)
Resolution: See table below.

Total	Result
Less than 0	Utter Failure
0 - 4	Failure
5 - 9	Partial Failure
10 - 14	Partial Success
15 - 19	Success
20+	Overwhelming Success

GENERAL PROPERTIES

Big X: This item is large enough or heavy enough that it occupies more than one encumbrance slot, where X is the number of slots occupied.

Container X: This item is designed to carry others inside of it. It can carry the indicated number of slots of items. When these items are inside the container, they do not count towards the character's encumbrance total. Often containers will have restrictions on the type of items placed in them. See the container's description for details.

Neg: This item has negligible weight and does not occupy any encumbrance slots. At the GM's discretion, holding mass quantities of this type of item may add up to a full encumbrance slot.

Worn: This item is designed to be worn and only occupies an encumbrance slot if it is otherwise being carried.

WEAPON PROPERTIES

Area: This weapon deals an area attack, targeting all characters within a specified zone rather than an individual character.

Auto X: Weapons with this property are capable of automatic fire and suppressive fire. The higher the rating, the more shots that can be spit out into the attack.

Conceal: This weapon is particularly easy to conceal on one's person. When undergoing a thorough search, a Dex/thievery vs. Per/awareness flip may be made to conceal the weapon. Weapons without the property are usually automatically discovered.

Damage ♠X/♥X/♦X/♣X: This weapon deals the damage listed for the indicated suits when it is used to attack. For some weapons, this will be a function of the wielder's Strength.

Defense X: This weapon gives the indicated bonus to Defense against attacks made from melee range when it is being wielded.

Hands X: This property indicates the number of hands required to wield the weapon. If this property is not listed, it is assumed to be Hands 1.

Pierce X: Weapons with this property ignore the indicated number of DR. Subtract this number from DR before using it to resolve damage from this weapon.

Range X: This weapon can target characters at range. The indicated number is up to how many zones away this weapon can reach. If this property is not listed, the weapon is assumed to only be able to target characters within the same zone.

Reach: When wielding this weapon, the character gains a +2 bonus to Dodge and Parry reactions against melee, except those also with the Reach property.

Reload X: This property indicates how many AP worth of Interact actions are necessary to reload the weapon. If this property is not listed and the weapon takes shots, it is assumed to have Reload 1.

Shots X: This property indicates how many shots the weapon can hold before it needs to be reloaded.

Stun: This weapon is designed primarily to stun its target. If this weapon deals damage to a foe's head by means of a Called Shot, the target's Stun consequence increases a severity.

Thrown: This weapon is designed to be able to be thrown. Unless indicated otherwise, thrown weapons always have Range 1.

ARMOR PROPERTIES

Bulky X: This armor is bulky when worn and hinders the character's movement. It gives the indicated penalty to all Dexterity- and Speed-based actions while worn. Unless specified otherwise, only one bulky item may be worn at a time.

DR X: This item provides the amount of damage reduction indicated when worn. If this value is accompanied by one or more suit symbols, it applies only if the attacking card matches one of the listed suits.

Helmet: This armor is designed to protect the head alone. Its DR applies only to Called Shots targeting the head or when the attacking card is a spade.

CHASES

Action: Extended and opposed action, with relevant stat and skill. 3 intervals for a short chase or 5 for a long one.

Leg Up: Each interval, the side with the highest suit may attempt something tricky to penalize the the opposing side next interval, or give a bonus to their side. If both sides have the same suit, both sides may do this.

Giving the Slip: The quarry may attempt to escape if she has a leg up. This is Dex/stealth vs. Per/awareness, modified by the difference in the current Tally.

Resolution: Side with the highest total in the end is successful in the chase.

Obstacles (Optional): Every interval, before the opposed flip is made, the GM should turn over the top card of her deck and look up the result on the table below.

Card	Result
Ace - 3	No Obstacle: Continue the chase as normal.
4 - 5	In the Way: Each side makes TN 10 flip using a relevant stat and skill. The party with the lowest total gets -2 penalty to the chase this interval.
6 - 7	Bad Terrain: Both parties make a TN 10 flip using relevant stat and skill. On failure, the character subtracts the Mag from total for the chase.
8 - 9	Hiding Spot: If the quarry gets a leg up this interval, any attempt to give the slip this interval enjoys a +2 bonus.
10 - J	Open Ground: Any attempts to give the pursuer the slip this interval are made at a -2 penalty.
Q - K	Useful Tool: Whatever party gets a leg up this interval may choose to use this tool to gain a +2 bonus to do something tricky.
Joker	Opening: The party with the highest accumulated total in the chase may gain a free immediate attack on the other party. If both parties are tied for the highest accumulated total, they may both opt to gain a free simultaneous attack.

COMBAT

AP: At the beginning of combat and on their turn each round, combatants usually get 3 AP to spend on actions or hold for reactions. AP does not carry over round to round.

Surprise: Surprised combatants do not begin a combat with AP, but still gain AP on their turn as normal.

Turn Order: The character who initiates a combat acts first, then picks who goes next, and that person picks who goes after them, etc. No character may go more than once in the same round. No more than two characters on a side may go in a row, unless there are no other characters to choose from. The character who goes last picks who goes first in the next round.

REACTIONS

Dodge: As a reaction to an attack, spend an AP to make a random number flip and add it as a bonus to Defense. A character must be aware of an attack to dodge.

Parry: As a reaction to an attack from within the same zone, spend an AP to add the character's Melee skill as a bonus to Defense.

Resist: As a reaction to an attack against Willpower, spend an AP to make a random number flip and add it as a bonus to Willpower.

Take Cover: As a reaction to an attack, spend an AP to double the Defense bonus provided by Cover.

Wait: An action may be held until a certain condition occurs. Specify the triggering condition and the action to be made. One AP is spent up front for the Wait reaction. When the trigger occurs, spend any AP required by the action and then perform it immediately.

Zone of Control: As a reaction to a foe leaving the character's zone, a combatant may spend an AP to make an immediate melee attack on the withdrawing character.

CONCENTRATE ACTIONS

Aim: +2 per AP to next attack against target. Max bonus equal to Per. Any action or reaction breaks aim.

End Consequence: Reduce a Dazed, Disabled, Fear Fixated or Stun consequence a severity per AP spent.

Observe/Recall: Notice surroundings or recall facts.

Paranormal Ability: Call upon paranormal power.

ATTACK ACTIONS

Basic Attack: Dex/melee, Dex/guns or Dex/athletics vs. Defense.

Area Attack: All characters in targeted zone take damage. Cover counts as DR. Only Critical Effect available is Knockback. Incompatible with Called Shots.

Automatic Fire: Add Auto rating as bonus to attack. On critical hit, may hit twice as critical effect. Consumes Auto rating squared shots.

Called Shot (Arm): Costs extra AP. On hit, target drops what she is holding and cannot use arm for round.

Called Shot (Head): Costs extra 2 AP. On hit, treat damage as one suit higher than normal.

Called Shot (Leg): Costs extra AP. On hit, target's Prone consequence increases and cannot use leg for round.

Disarm: Costs extra AP. On success, attacker drops targeted weapon. May be non-damaging.

Fighting Blind: Costs extra 2 AP to attack. Observe action beforehand can lower to extra 1 AP.

Grapple: Str/melee vs. Defense. In grapple: cannot take move actions, cannot use longarms or polearms, give Cover (moderate) to others in grapple and may make Str/melee vs. End to choke opponent (increase Fatigue on success). Breaking a grapple is Str/melee vs. Defense.

Improvised Weapons: +2 damage and -0 to -2 attack.

Line of Fire: On a critical failure, hit friendly target.

Pulling Punches: Can lower Str when making attacks.

Range: May attack target up to the Range in zones away.

Suppressive Fire: Attacker picks zone. Actions taken in that zone cause GM to draw card. If it's red and equal or lower than autofire rating, hit for damage corresponding to suit. Double the autofire rating for move actions. Cover subtracts from rating.

Unarmed Attack: -2 to attack opponent armed with a melee weapon. Damage: ♠Str+1/♥Str-1/♦Str-2/♣Str-4.

DAMAGE

Below 0 HP: When a character is reduced below 0 HP, must make an End flip with a TN equal to amount below 0. On a failure, the character goes unconscious and starts Dying.

Dying: Make End-10 flip on her turn each round. Count successes and fails. With 3 success, she stops dying. With 3 fails she dies. Mag 5+ counts as two successes or fails.

INTERACT ACTIONS

Coordinate: Int/persuade-10. On a success, a number of allies up to the character's Int increase their Bolstered consequence a severity. Increase two severities with Mag 5+.

Draw/Reload: Draw a weapon or reload ammo. Requires at least 2 AP if difficult to reach.

First Aid: Dex/medicine-10. Removes Bleeding consequence or stabilizes a dying patient.

Intimidate: Str/persuade vs. Willpower. On a success, the target gains Fear (light), or Fear (moderate) with Mag 5+. Costs 1 AP per target.

Trick: Int/deception vs. Willpower. Increases foe's Stun consequence a severity, or two severities with Mag 5+. May only be attempted once per enemy per combat.

MOVE ACTIONS

Basic Move: Move between two adjacent zones or within the character's current zone.

Obstacle: One attempt to overcome obstacle per AP.

Posture: Change posture from sitting, standing, etc. Free in conjunction with other move action. Ends Prone.

Zone Borders: Some borders between zones may cost additional AP to move across, or may prevent movement through the border entirely.

CRITICAL EFFECTS

Called Shot: May retroactively declare a Called Shot without spending extra AP.

Dazing Hit: Target's Dazed consequence increases a severity.

Disarm: In addition to usual damage, the attacker drops her weapon.

Grapple: In addition to the usual damage, a grapple is established with the target. Melee attacks only.

Knockback: The target increases her Prone consequence a severity.

Two Birds: If this attack drops its target, the attack's total is compared against a second target's Defense, hitting that target if the total would be enough.

Vital Hit: Treat damage as if a spade had been dealt.

CONSEQUENCES

The following is a list of common consequences used by the various subsystems in *Dime Adventures*.

BLEEDING

Effect: The character loses HP equal to the severity of this consequence squared at the beginning of each round—so, 1, 4, 9, 16 HP. This damage ignores DR.

Duration: Bleeding lasts until the character successfully receives first aid or dies.

BOLSTERED

Effect: +1 per severity bonus to the next flip.

Duration: This lasts until an action is taken that benefits from the consequence or until the end of the scene.

CONCEALMENT

Effect: +1 per severity to Defense against attacks targeting the concealed character.

Duration: Concealment lasts until an action is taken that negates the Concealment. For example, turning on a light to get around darkness or moving to get around concealing foliage.

COVER

Effect: +1 per severity to Defense against attacks targeting a character through Cover. If the Cover bonus would make the difference between success or failure on an attack, the object providing cover is struck instead and takes the damage.

Duration: This lasts until an action is taken that negates the Cover, such as moving to where the obstructing object does not provide cover or destroying the cover in an attack.

DAZED

Effect: -1 per severity to all actions. At the beginning of a round, a character may opt to take one fewer AP to ignore this penalty for the round.

Duration: This lasts until an End Consequence action is taken for the character to clear her head and remove this consequence.

DESIRE

Effect: Every time the severity of this consequence increases, the character must succeed at a Det-12 flip or perform the desired action at the next opportunity. This action is at a +2 bonus if it is against the character's nature, such as harming an ally, or a +4 bonus if it involves almost certain harm to oneself.

Duration: This lasts until the desired action is indulged, a new desire is imposed (see the description under "Subject" below) or until the end of the scene.

Subject: When this consequence is gained, the consequence always has some action the character desires to perform. A character may not have more than one Desire consequence at a time. Effects that would impose a new desire first remove the old Desire consequence. Every severity of Desire that would be imposed removes a severity of the old consequence. Then, once the old consequence is gone, the remaining severities of the new consequence apply as normal.

DISABLED

Effect: The character gains one fewer AP per severity per round.

Duration: This lasts until an End Consequence action is taken for the character to clear her head and remove this consequence. If this consequence would reduce a character to receiving no AP in a round, every turn skipped in this way reduces this consequence a severity.

ENCUMBERED

Effect: -1 per severity to all Speed- and Dexterity-based actions. When critically failing one of these actions, the character may accidentally drop whatever she is holding.

Duration: This lasts until the character puts down enough equipment that she isn't encumbered anymore. The character is burdened down by carting around more gear than she can easily carry.

FATIGUE

Effect: -1 per severity to all Strength-, Dexterity-, Speed- and Endurance-based actions.

Duration: This lasts until the character gets a good night's rest and some relaxation, unaffected by the source of the fatigue.

FEAR

Effect: The character cannot take an action that directly affects the subject of her fear or which moves her closer to the subject of her fear. At the beginning of a round, she may opt to take one fewer AP in order to ignore this restriction for the round.

Duration: This lasts until an End Consequence action is taken for the character to clear her head and remove this consequence.

Subject: When this consequence is gained, the character always has something of which she is afraid.

FIXATED

Effect: This causes a -1 per severity penalty to all actions not involving the subject of the fixation while the subject is in the same scene.

Duration: This lasts until an End Consequence action is taken for the character to clear her head and remove this consequence.

Subject: When this consequence is gained, the consequence always has some subject with which the character is fixated. A character may not have more than one Fixated consequence at a time. Effects that would impose a new fixation first remove the old Fixated consequence. Every severity of Fixated that would be imposed instead removes a severity of the old consequence. Then, once the old consequence is gone, the remaining severities of the new consequence apply as normal.

PRONE

Effect: While Prone, all move actions cost an additional AP, excluding those taken to end the Prone consequence itself. Additionally, the effect of all Dodge, Parry and Zone of Control reactions are at a -1 per severity penalty.

Duration: This lasts until a move action is taken for the character to regain control of her position and movement.

STUN

Effect: The character cannot execute actions other than to end this consequence. This includes an inability to take reactions.

Duration: This lasts until an End Consequence action is taken for the character to clear her head.

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