

CRIME FIGHTER RPG



The Superheroic Roleplaying Game
Of Masked Detectives

CRIME FIGHTER RPG

Crime Fighter RPG is a roleplaying game that requires this rulebook, some copies of the Crime Fighter RPG character sheet, some pencils, two six-sided dice, and at least two players in order to play. One player takes the role of CM (Crime Master) while all other players will take the role of PCF (Player Crime Fighter). The CM will oversee all gameplay, put forth adventures for the PCFs to interact in, and play the role of each NPCF (Non-Player Crime Fighter) and NPC (Non-Player Criminal). The PCFs will create superheroic detectives which they will then play the role of.

THE WORLD OF CRIME FIGHTER RPG

In the superheroic world of Crime Fighter RPG, there are no super powers. Instead, all crime fighters and criminals are highly skilled human beings armed with advanced technological gadgetry. Technology and science are at modern day levels, with some breakthroughs being made by a few. Despite the lack of super powers, many individuals exist that are quite formidable due to great physical prowess, genius level IQ, and advanced weaponry. Because of this, many 'super' criminals exist which the normal authorities cannot handle, so the law has been taken into the hands of a select group of 'super' heroes known as crime fighters.

CRIME FIGHTER RPG CORE RULES

The game system for Crime Fighter RPG revolves around one basic core rule: The success or failure of every action is determined by rolling two dice. If the die roll is 8 or more, the action succeeds. If the die roll is 7 or less, the action fails. Such die rolls may be modified by increments of +1 or -1 due to various factors, though no die roll can be modified by a total of more than +3 or less than -3. When a die roll is made, all modifiers are factored in after the dice have been rolled. The modified die roll then counts as the final result for that die roll.

CHARACTER CREATION

In order to create a PCF, NPCF, or NPC, take a copy of the Crime Fighter RPG character sheet. Write in a name for the character as well as motifs to describe the theme of the character's Skills and Gadgetry. After that is done, proceed to the Combat Skills section in order to begin the creation process for the character.

COMBAT SKILLS

The first step in creating a character is creating their Combat Skills. There are seven Combat Skills: Initiative, Attack Melee, Attack Range, Evade Melee, Evade Range, Resistance, and Resilience. Each character starts with four +1 modifiers to assign among their seven Combat Skills. Such modifiers are cumulative and may be assigned to a Skill more than once, though no character may assign more than +2 in modifiers for any one Combat Skill upon initial creation. Each Combat Skill effects gameplay differently, as explained below:

Initiative - Used to determine who acts first in a Combat situation. Represents a character's quickness and agility.

Attack Melee - Used to make Attacks in Melee Combat. Represents a character's ability to land blows and wield weapons in near Combat.

Attack Range - Used to make Attacks in Range Combat. Represents a character's ability to make shots and wield weapons in far Combat.

Evade Melee - Used to avoid successful Melee Attacks. Represents a character's ability to dodge and block in near Combat.

Evade Range - Used to avoid successful Range Attacks. Represents a character's ability to dodge and find cover in far Combat.

Resistance - Used to resist receiving physical damage if hit. Represents a character's defensiveness and toughness.

Resilience - Used to endure physical damage received. Represents a character's fortitude and stamina.

When a modifier is assigned, it is written down next to the Combat Skill it is assigned to. When writing down the modifiers for a Combat Skill, add together all modifiers assigned to that Combat Skill. In parentheses next to a modifier should be written a brief description or short name for how the modifier works in relation to the character's motifs. Once all four +1 modifiers for Combat Skills have been assigned and written down, proceed to the Detective Skills section in order to continue the creation process for the character.

DETECTIVE SKILLS

The second step in creating a character is creating their Detective Skills. There are seven Detective Skills: Detection, Deduction, Education, Streetsmart, Intimidation, Persuasion, and Stealth. Each character starts with four +1 modifiers to assign among their seven Detective Skills. Such modifiers are cumulative and may be assigned to a Skill more than once, though no character may assign more than +2 in modifiers for any one Detective Skill upon initial creation. Each Detective Skill effects gameplay differently, as explained below:

Detection - Used to detect clues, danger, and the hidden. Represents a character's perception and awareness.

Deduction - Used to deduce given facts to their most logical conclusion. Represents a character's intelligence and logic.

Education - Used to look up and remember numerous facts and varied trivia. Represents a character's knowledge and educational background.

Streetsmart - Used to understand and interact with the criminal world and streetlife. Represents a character's street credibility and contacts.

Intimidation - Used to manipulate others through fear and threats. Represents a character's presence and power.

Persuasion - Used to manipulate others through friendliness and guile. Represents a character's charisma and charm.

Stealth - Used to creep silently, hide, and avoid others. Represents a character's quietness and sneakiness.

When a modifier is assigned, it is written down next to the Detective Skill it is assigned to. When writing down the modifiers for a Detective Skill, add together all modifiers assigned to that Detective Skill. In parentheses next to a modifier should be written a brief description or short name for how the modifier works in relation to the character's motifs. Once all four +1 modifiers for Detective Skills have been assigned and written down, proceed to the Gadgetry section in order to finish the creation process for the character.

GADGETRY

The last step in creating a character is creating their Gadgetry. Each character starts with four gadgets to assign to their Gadgetry. There are ten different types of gadgets, with some costing more than one gadget in order to initially assign:

Augment - Gives a +1 modifier to one chosen Combat or Detective Skill of the character. Augment gadgets are cumulative and may be assigned to a Skill more than once, though no character may assign more than +2 in modifiers for any one Skill upon initial creation of their Gadgetry. When writing down Augment gadgets for a Skill, add together all Augment modifiers assigned to that Skill.

Oppose - Gives a -1 modifier to one Combat or Detective Skill of other characters when they use the Skill in opposition to the character. Oppose gadgets effect all opposing characters. Oppose gadgets are cumulative and may be assigned to a Skill more than once, though no character may assign less than -2 in modifiers for any one Skill upon initial creation of their Gadgetry. When writing down Oppose gadgets for a Skill, add together all Oppose modifiers assigned to that Skill.

Extra Wound - Choose Melee or Range. If an opposing character receives a Wound due to the type of Combat chosen by an attacking character with an Extra Wound gadget, the opposing character receives two Wounds instead of one.

Prevent Wound - Once per Combat, the character may choose not to receive one Wound. Should this occur, the character must have time between uses to repair the Prevent Wound gadget before it can prevent a Wound again. A character with a Prevent Wound gadget always receives one Wound (not two) from the Extra Wound gadgets of opposing characters, even if the Prevent Wound gadget is in need of repair. A character may have more than one Prevent Wound gadget, with each one capable of being used once before repair. No character may assign more than two Prevent Wound gadgets upon initial creation of their Gadgetry.

Heal Wound - Once per Combat instead of attacking, or in-between Combats, the character may choose to heal one Wound of their own or of a willing character's within Close Range. Should this occur, the character must have time between uses to replace the Heal Wound gadget before it can heal a Wound again. A character may have more than one Heal Wound gadget, with each one capable of being used once before replacement. No character may assign more than two Heal Wound gadgets upon initial creation of their Gadgetry.

Multi Attack - Choose Melee or Range. When the character makes an Attack in the type of Combat chosen, the character may choose to Attack as many opposing characters as there are in the same Range. If more than one opposing character is to be attacked, the attacking character chooses one opposing character to be the primary target, one other opposing character to be the secondary target, and yet one other opposing character (if any) to be the tertiary target. All additional opposing characters after the tertiary target are considered extraneous targets. Once targets have been chosen, the attacking player rolls for and resolves a separate Attack for each target, with a -1 modifier to the Attack roll against the secondary target, a -2 modifier to the Attack roll against the tertiary target, and a -3 modifier to the Attack roll against any and all extraneous targets.

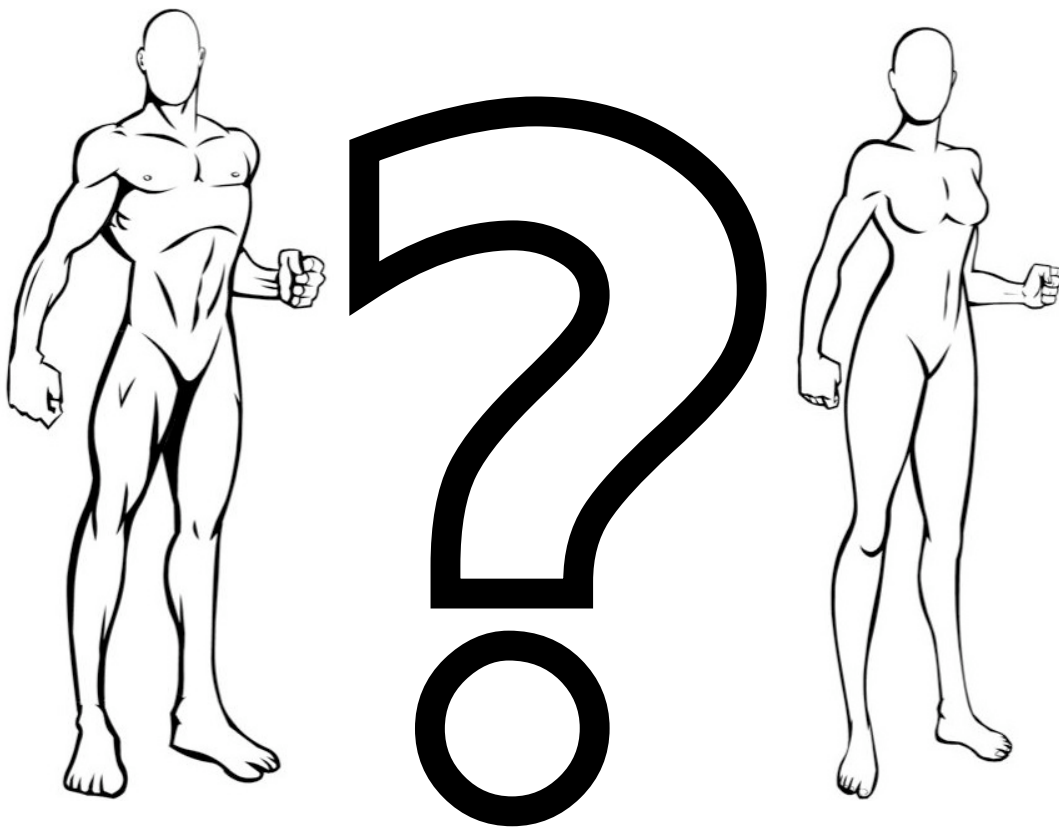
Flight - When moving, a character with a Flight gadget may Move from Close Range to Far Away Range (or vice versa) in one Move, or may Move from Away Range to Far Far Away Range (or vice versa) in one Move, or may Move from Far Away Range to Far Far Far Away Range (or vice versa) in one Move.

Minor Cohort - The character creates a NPCF or NPC that is controlled by them. The NPCF or NPC will be assigned one +1 modifier for one Combat Skill, one +1 modifier for one Detective Skill, and one gadget that cannot be a Minor Cohort. Denote all the Minor Cohort's modifiers and gadget when initially assigned. Minor Cohort NPCFs or NPCs are Incapacitated if they ever become Seriously Wounded or Critically Wounded.

Major Cohort - Major Cohort costs two gadgets to assign. The character creates a NPCF or NPC that is controlled by them. The NPCF or NPC will be assigned two +1 modifiers for two Combat Skills (or one +2 modifier for one Combat Skill), two +1 modifiers for two Detective Skills (or one +2 modifier for one Detective Skill), and two gadgets, neither of which can be a Minor Cohort or Major Cohort. Denote all the Major Cohort's modifiers and gadgets when initially assigned. Major Cohort NPCFs and NPCs are Incapacitated if they ever become Critically Wounded.

Omni Gadget - Omni Gadget costs two gadgets to assign. An Omni Gadget gadget counts as any one gadget (except Major Cohort or Omni Gadget) which may be assigned, changed, and reassigned at any point in an adventure if the character spends enough time and resources in their lab (CM must approve). At the start of an adventure, an Omni Gadget gadget must be assigned as one specific gadget.

When a gadget is assigned, it is written down among the character's Gadgetry. In parentheses next to a gadget should be written a brief description or short name denoting how the gadget correlates to the character's motifs. A gadget cannot change once it has been initially assigned. If a gadget required a Skill, type of Combat, or other factor (such as a Cohort's Skills and gadgets) to be chosen upon initial assignment, the Skill, type of Combat, or other factor remains permanent for that gadget. Once all four gadgets for Gadgetry have been assigned and written down, the creation process for the character is complete. The new character is now ready to adventure in the world of Crime Fighter RPG!



COMBAT SYSTEM BASICS

In Crime Fighter RPG, Combat occurs in a series of Rounds. During those Rounds, characters opposed to each other take turns moving, attacking, and using their Skills/Gadgetry once per Round, with some characters becoming Wounded or Incapacitated by successful Attacks. Combat continues Round by Round until all characters of one side are Incapacitated or have Fled, upon which Combat ends.

DEFINITION OF OPPOSITION

In Combat as well as other conflicts in Crime Fighter RPG, characters are considered to be opposing each other whenever they make a die roll that involves one another. If a Combat Skill or Detective Skill is rolled for in order to effect a character or in reaction to the effect of a character, that character is defined as an opposing character, unless that character is on the same side as the character making the roll, in which case that character is defined as a willing character.

INITIATIVE

At the start of a Combat Round, each character involved makes an Initiative roll by rolling two dice and adding/subtracting all respective modifiers. Instead of success or failure, a character's Initiative roll determines the order a character acts in the Combat Round in relation to all the other characters. Characters in a Combat Round will act in order of highest Initiative roll to lowest Initiative roll. Characters with tied Initiative rolls must make another round of Initiative rolls amongst themselves to determine the order they act, with tied characters continuing to make Initiative rolls until an order is determined for when all characters in the Combat will act.

ACTIONS

When a character acts in a Combat Round, they may choose to make an Attack, Move, or use a Detective Skill. Movement can be used in conjunction with an Attack or Skill, but an Attack and Skill cannot be used in conjunction with each other in the same Round. When a character has acted, the next character in the Initiative order gets to act. Once all characters have acted in a Combat Round, that Combat Round ends, and the next Round will begin if Combat is to continue.

RANGE

At the start of the first Round in a Combat, it is determined by the CM what Range each character is from each other. There are five types of Range, in order of nearest to most distant: Close, Away, Far Away, Far Far Away, and Far Far Far Away. Most Combats will begin with the characters at either Close Range or Away Range. At Close Range, only Melee Attacks can be made. At Away Range, only Range Attacks can be made. At Far Away Range, only Range Attacks can be made, but with a -1 modifier to the Attack roll. At Far Far Away Range, only Range Attacks can be made, but with a -2 modifier to the Attack roll. At Far Far Far Away Range, only Range Attacks can be made, but with a -3 modifier to the Attack roll. Range is always in correlation between one or more characters, with the CM and PCFs keeping track of who is what range from who at any given time in a Combat.

MOVEMENT

Movement may be used to change the Range between a character and other characters. A character may Move once per Combat Round, and must decide if to Move and where to Move before making an Attack or using a Detective Skill. When a character makes a Move, they decide which other character in the Combat they are moving towards or away from. Any other character in the same Range as the other character chosen to Move to or Move from will also be moved towards or away from when the character makes a Move. Similarly, it should be kept track of which respective Range the character will be moving to or from other characters in the Combat, though the chosen other character is still the main reference for the Move. When making a Move, a character may Move from Close Range to Away Range (or vice versa) in one Move, or may Move from Away Range to Far Away Range (or vice versa) in one Move, or may Move from Far Away Range to Far Far Away Range (or vice versa) in one Move, or may Move from Far Far Away Range to Far Far Far Away Range (or vice versa) in one Move, unless the character has a Flight gadget, in which case they may opt to use the Flight gadget Move terms instead. If a character makes an Attack after moving in a Combat Round, there will be a -1 modifier to their Attack roll. Attacks made without moving have no such modifier. Detective Skills do not have such a modifier either, and their use is not effected by whether a character Moves or does not Move during a Combat Round.

RESOLVING ATTACKS

When an Attack is made, the attacking character chooses one opposing character as a target within the Range of the type of Attack they are making, unless the character has a Multi Attack gadget for the type of Attack being made, in which case more than one opposing character may be chosen as targets per the Multi Attack gadget terms. When the target is chosen, the attacking character makes an Attack roll by rolling two dice and adding/subtracting all respective modifiers. If the Attack die roll is 7 or less, the Attack misses. If the Attack die roll is 8 or more, the Attack hits. If an Attack hits, the opposing character makes an Evade roll by rolling two dice and adding/subtracting all respective modifiers. If the Evade die roll is 8 or more, the hit is successfully avoided. If the Evade die roll is 7 or less, the hit is not avoided and the opposing character makes a Resistance roll by rolling two dice and adding/subtracting all respective modifiers. If the Resistance die roll is 8 or more, the hit is resisted. If the Resistance die roll is 7 or less, the hit is not resisted and the opposing character makes a Resilience roll by rolling two dice and adding/subtracting all respective modifiers. If the Resilience die roll is 8 or more, the hit is received but does not cause sufficient damage. If the Resilience die roll is 7 or less, the opposing character receives one Wound, unless the attacking character has an appropriate Extra Wound gadget or the opposing player uses a Prevent Wound gadget, in which case the terms of the Extra Wound gadget and/or the Prevent Wound gadget are used.

WOUNDS AND INCAPACITATION

A character with one Wound is defined as Wounded. Wounded characters have a -1 modifier to all die rolls they make. A character with two Wounds is defined as Seriously Wounded. Seriously Wounded characters have a -2 modifier to all die rolls they make. A character with three Wounds is defined as Critically Wounded. Critically Wounded characters have a -3 modifier to all die rolls they make. A character with four or more Wounds is defined as Incapacitated. An Incapacitated character cannot do anything and is in a helpless, damaged state. The level of Incapacitation is determined by the CM, and may include coma or death. If a Wound is healed by use of a Heal Wound gadget or by proper medical attention (or enough rest), the character healed reduces their number of Wounds by one.

DETECTIVE SKILLS IN COMBAT

Each Detective Skill may be used in a different way during Combat, though some Detective Skills function similarly to others. Alternately, use of the Heal Wound gadget counts as use of a Detective Skill if it is used during a Combat. The following rules detail how each Detective Skill may be used in Combat:

Detection, Deduction, Education, and Streetsmart - Depending on which Skill the CM deems most appropriate to a situation, a character may attempt to use Detection, Deduction, Education, or Streetsmart to determine a weakness in an opposing foe or an advantage that may be used within the scenario the Combat is taking place in. If the CM approves, the character chooses one opposing character, then rolls two dice and adds/subtracts all respective modifiers for the chosen Skill. If the die roll is 7 or less, the character fails to find anything to take advantage of. If the die roll is 8 or more, the character will get a +1 modifier the next time they make an Attack roll or Evade Roll versus the opposing character. Such modifiers are not cumulative, and a character must choose between the Attack or Evade modifier upon receiving the modifier due to the Skill roll. As far as which Skill is appropriate for which situation, Detection is used to visually (or otherwise) perceive a weakness in a foe or an advantage in the immediate surroundings, Deduction is used to figure out an effective tactic or strategy to use by taking into account what the character knows about their foes and their situation, Education is used to think up some obscure fact or pertinent data that might give the character an advantage against a foe or in a situation, and Streetsmart is used to take advantage of the criminal mind or an urban environment. The CM may also deem more than one such Skill to be applicable.

Intimidation - A character may use Intimidation to prevent opposing characters from attacking them out of fear. The character chooses one or more opposing characters within Close Range or Away Range, then rolls two dice and adds/subtracts all respective modifiers for Intimidation. If the die roll is 7 or less, the character fails to be intimidating. If the die roll is 8 or more, each chosen opposing character must make an Intimidation roll by rolling two dice and adding/subtracting all respective modifiers. If their die roll is 7 or less, an opposing character cannot Attack the character until after the character acts next Combat Round. If their die roll is 8 or more, an opposing character may Attack as normal.

Persuasion - A character may use Persuasion to fast talk opposing characters out of attacking them. The character chooses one or more opposing characters within Close Range or Away Range, then rolls two dice and adds/subtracts all respective modifiers for Persuasion. If the die roll is 7 or less, the character fails to be persuasive. If the die roll is 8 or more, each chosen opposing character must make a Persuasion roll by rolling two dice and adding/subtracting all respective modifiers. If their die roll is 7 or less, an opposing character cannot Attack the character until after the character acts next Combat Round. If their die roll is 8 or more, an opposing character may Attack as normal.

Stealth - A character may use Stealth to avoid being attacked in Combat, as well as to flee Combat. Stealth may only be used if the CM deems that there is appropriate cover and lighting within the character's immediate surroundings. Stealth may not be used at Close Range (except on rare occasion when the CM approves), but at any other Range it can be used by rolling two dice and adding/subtracting all respective modifiers for Stealth. If the die roll is 7 or less, the character fails to hide. If the die roll is 8 or more, the character is defined as hidden until after the character acts next Combat Round. Whenever a Detection roll is made against a hidden character, there will be a -1 modifier at Far Away Range, a -2 modifier at Far Far Away Range, and a -3 modifier at Far Far Far Away Range. If an opposing character tries to Attack a hidden character, that opposing character must make a Detection roll by rolling two dice and adding/subtracting all respective modifiers. If the die roll is 7 or less, the opposing character cannot Attack the hidden character and has wasted their Attack action. If the die roll is 8 or more, the hidden character is no longer defined as hidden to the opposing character, and the opposing character may Attack as normal. A hidden character may also attempt to flee Combat if they are at Far Away Range, Far Far Away Range, or Far Far Far Away Range from all opposing characters in the Combat. The choice to flee is made as soon as the character becomes hidden. If a hidden character attempts to flee Combat, each opposing character must make a Detection roll by rolling two dice and adding/subtracting all respective modifiers. If each respective die roll of each opposing character is 7 or less, the hidden character has Fled and is no longer in the Combat. If at least one opposing character's die roll is 8 or more, the hidden character has failed to flee Combat.

CRIME MASTERING

In Crime Fighter RPG, the Crime Master takes the role of referee and chief storyteller for the game. As referee, the CM must be impartial and fair, weighing in all factors (including Player Crime Fighter input) when making the specific decisions they are required to make during the course of the game. As chief storyteller, the CM must take a more proactive role than that of mere referee. The CM runs all the adventures from start to finish, adventures which will be commonly be of the CM's creation and design. Besides refereeing the adventure, the CM plays the role of all NPCFs and NPCs that are encountered during the adventure.

ADVENTURES

Most all adventures in Crime Fighter RPG revolve around one or more Non-Player Criminals engaging in a crime spree or caper which it is up to the Player Crime Fighters to thwart. Non-Player Crime Fighters may show up to oppose the PCFs or aid the PCFs, but most adventures will still require one or more NPCs to revolve around. When creating an adventure, the CM must plot out what will occur throughout the course of the adventure, what NPCs the adventure involves, and what NPCFs the adventure involves (if any). Besides Combat, other types of conflict and challenges should appear within the course of the adventure. There should be clues to be found, traps to be survived, and people to be dealt with in order for the PCFs to thwart the NPCs. Skills and Gadgetry should need to be used throughout the adventure, with the success or failure of their use determining if the PCFs move forward or not in the adventure. Most times, the successful use of a Skill should lead to some sort of benefit within the framework of the adventure (such as deducing where the NPCs will strike next or discovering a way out of a trap). Likewise, failed use of a Skill should lead to some sort of setback within the framework of the adventure (such as wrongly guessing where the NPCs will strike next or being hurt in a trap). Failed use of Skills may have dire consequences as well, which could include the initiation of an unwanted Combat, another Skill roll having to be made to avoid receiving a Wound, or receiving a Wound outright for failing in a life or death matter. It is up to the CM to figure out the many ways success or failure can effect the PCFs, NPCs, and NPCFs throughout an adventure.

EXPERIENCE REWARDS

At any point during or after an adventure, if a PCF has performed exceptionally well or made it successfully through the adventure, the CM may choose to give that PCF an Experience Reward. Only one Experience Reward should be handed out to each PCF per adventure. Two Experience Rewards may be handed out to one character on very rare occasions at the end of a long or difficult adventure. The CM may also opt not to hand out any Experience Rewards if the PCFs did not do a very good job during the course of an adventure. An Experience Reward may be saved or spent at any time. When spent, the Experience Reward (or rewards) is traded in for either a +1 modifier to be assigned to one of the character's Combat Skills, or a +1 modifier to be assigned to one of the character's Detective Skills, or one gadget to be assigned to the Character's Gadgetry, following the same terms used in the character creation process. Two Experience Rewards are only spent together if assigning the Major Cohort or Omni Gadget gadgets, otherwise Experience Rewards are spent one at a time.

CREDITS FOR CRIME FIGHTER RPG

Crime Fighter RPG was created, designed, and written by Errin Famiglia in September 2007. The creation of Crime Fighter RPG was indirectly inspired by Jeff Moore's Supers Brawl RPG, with the Cohort gadgets in my game being directly inspired by the Sidekick power in Jeff's game. Crime Fighter RPG was originally conceived before Supers Brawl RPG, but reading Jeff's excellent superhero RPG inspired me to actually make the game, whereas before it was merely a concept. Thanks, Jeff! The original concept for Crime Fighter RPG had it as a solo RPG, but I instead decided to make it a traditional RPG, one which I hope will eventually have a supplement that allows the game to become a solo RPG with solo adventures.

SPECIAL THANKS TO THE HERO MACHINE

All artwork was made by me using the excellent program known as the Hero Machine. You can learn more about the Hero Machine at www.heromachine.com , or can use the online Hero Machine at www.ugo.com/channels/comics/heroMachine2 to visually re-create your own Crime Fighters and Criminals for Crime Fighter RPG.