

GET READY!

First, make a **Daring Adventures** deck using the Aces, Jokers and face cards from a normal deck. When the rules call for a “fresh deck,” shuffle and use all the cards. Otherwise, each draw comes from the same deck.

HERO CREATION!

First, create your powers. Draw a card from a fresh deck and write down its face and suit (or “Joker”) on the far right of the top Power line on your character sheet. Repeat with the next Power line. When you draw a repeated suit or a second Joker, stop and don't write that card down. You now have all your powers.

Now, define and name each power according to its face (the higher the face, the more powerful) and suit:

♥ Tool or Resource (e.g., wealth, plant control, utility belt)	♦ Brains & Skill (e.g., judo expert, scientist, telepath)
♠ Toughness & Power (e.g., mighty, laser gun, armor)	♣ Speed & Mobility (e.g., super-speed, flight, super-car)
JOKER Oddball or comic relief power. Used in a Power Trick, counts as any suit. Effective face is Jack (raise using Good Tokens). You must play a Joker to use a Power Trick with this Power (see pg. E).	

BIO	POWERS + ABILITIES!
NAME: _____	_____
SECRET ID: _____	_____
COSTUME: _____	_____
_____	_____
HOME CITY: _____	_____

Finally, fill in the other blanks, like Name and Costume.



DARING ADVENTURES

All boys and girls dream of putting on a cape like me, The Jinx, and fighting against Nazis & gangsters! Well, for that you'd need to spill a random mix of chemicals on a black cat – and I don't recommend it! But you can play superhero at home with **Daring Adventures**, the Golden Age Roleplaying Game! Just like my comics mag, **Daring Adventures** is goofy, formulaic, cheap to print... and full of REAL FUN!

–The Jinx



PLUS KEETON, THE CRIME BIRD!

Images for your own **DARING ADVENTURES** stories! Designed and Written by: Kris Newton, Whistlepunk Games (FeedRPG on Facebook and Twitter)

VILLAIN CREATION!

After hero creation, put a fresh deck on the table and start the session with Villain Creation. The GM draws the Villain's Hole Card, keeping it secret from the players. Use any suit table and any face table below to generate a pair of mysteries about the villain's plot. These are the secrets or problems the PCs must resolve to beat their foe, so make them good! *Note: If you get a Joker, make up a face result appropriate to the Joker entry on the suit table.*


VILLAIN GOAL	
♥ Personal goal: Love, fame, fun?	♦ Treasure: Money, art, artifact?
♣ Power: Weapon, political office?	♠ Destruction: Revenge, terrorism?
JOKER Trick: Villain's really a good guy? It was all a dream?	

WHO IS IT?	
♥ Lyla, Queen of Venus & her army	♦ Dr. Argon, Man of Many Machines
♣ Lobstarr, Monster from the Deep	♠ Lady Midnite, daring magical thief
JOKER Trick: A friend in disguise? Your evil clone?	

HOW'S HE DOING IT?	
J A secret ally: Patron? Mole?	Q Powerful gadget/magic item
K Controls group/mighty slave	A New, temporary power or ability

WHERE IS SHE?	
J Overlooked hideout: Factory? Sewer?	Q Secret lair: Below ground? Flying?
K Luxury lair: Suite? Private jet?	A Distant land, operating remotely.

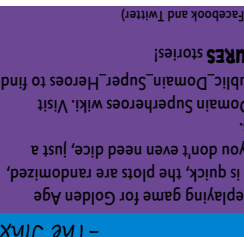
Replace entries/make your own tables when these get old. Write down a name & appearance for your Villain. Villains don't use Power Tricks, so they can have any powers the GM wants. Save defeated Villains to reuse (with a new scheme and Hole Card) later!



HEY, FELLOWS!

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DARING ADVENTURES is a diceless roleplaying game for Golden Age comic book adventures. Hero creation is quick, the plots are randomized, the sessions are on the short side, and you don't even need dice, just a deck of playing cards and some tokens.

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THREATS!

Sometimes, the GM will have to make a Threat; the next section will explain when. To make a Threat, the GM draws (this is Card A), then draws again (this is Card B), keeping the cards secret. Determine the Threat's Weakness and Immunity using these tables:


WEAKNESS, CARD A: CARDS PLAYED W/ THIS POWER COUNT AS ACES!	
♥ Choose any hero's Heart power	♦ Choose a hero's Diamond power
♣ Choose any hero's Club power	♠ Choose any hero's Spade power
JOKER A simple trick; anyone can narrate using it, even with no power	
IMMUNITY, CARD B: CARDS PLAYED W/ THIS POWER COUNT AS NO SUIT!	
♥ Choose any hero's Spade power	♦ Choose any hero's Club power
♣ Choose any hero's Diamond power	♠ Choose any hero's Heart power

JOKER Total immunity; only using the Weakness can stop the threat

Based on these results, the GM decides what the Threat is (a disaster, band of henchmen, single monster, etc.) and what it will do if the heroes don't stop it. Threats are almost always the doing of the Villain. The higher the Faces of the Threat cards, the stronger the Threat is.

FIGHTING THE THREAT!

In a Threat conflict, the Threat first takes a Test or Defeat action (pg. E). Then, each hero makes a Test against the Threat. The Threat takes one more Test or Defeat action, then the heroes take a joint action to Resolve the Threat, playing a single card from among their Hold and Face-Up Cards. Don't show or discard it, just identify it to the GM and declare any Power Tricks (pg. E). If the card matches the suit of neither Threat card or beats neither card's face, the PCs lose. The Threat Does Evil (pg. H) & Threat cards are discarded unseen. If the heroes' card matches the suit of a Threat card and equals or tops the rank of either card, the heroes win and add the Threat card(s) they beat to their Face-Up Cards.



GOOD AND EVIL!

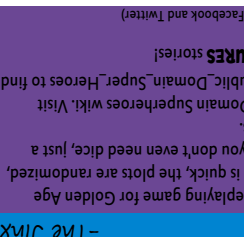
Keep a bowl on the table. When a Villain/Threat Does Evil, add a Token per PC to the bowl. These Evil Tokens are for the GM to spend. A hero who Does Good gets a Token from the bowl. It's now a Good Token. Tokens carry over session-to-session, but the bowl always starts the session with at least an Evil Token per PC. Use one type of Token for Good & Evil; the only difference is who holds them.

You can spend a Token on the following:

- When using a Power Trick, improve your card's effective face by a rank. You can use multiple tokens this way.
- After you've acted, start a Splash Page. You immediately get another action! Anyone who spends a Token can also take action on the Splash Page, but you go first. After the Splash Page, normal turns resume.
- Let an absent or defeated hero Save the Day, joining a conflict he/she couldn't. Narrate the hero swooping out of nowhere, bursting in with backup gear, or snuggling in with a bandaged arm and a scowl. A defeated hero leaves play again after the current conflict. A hero defeated due to failing a Defeat action can't Save the Day.
- An Evil Token can negate a hero's Investigation action.
- Cancel any use of an opposing Token (e.g., Good cancels Evil). To spend an Evil Token, describe how corruption, crime, & damage to the city symtme the heroes. To spend a Good Token, describe how law & order, public goodwill, or your heroic reputation and ideals benefit you.

BIG TEAMS AND SOLO HEROES!

For large and small groups, bend the rules about each hero taking an action in the Middle Act and in each round of conflict. Instead, assign a ♥, ♠, and ♣ turn to each round. Any hero can take any turn, then can't act again until every other hero has taken one. Once all the turns have been used, the hero's round ends and the Villain or Threat acts, even if there are more heroes than turns.



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TAKE ACTION!

Heroes, Threats, and Villains all take different sorts of actions at different times. Read about the types of action, then flip the page to learn when you can take them. **When a hero plays a card for any action, he/she can play any PC's Hole Card or any Face-Up Card the heroes share.**

TEST: Guess a suit or face, then describe examining, attacking, or otherwise testing your opponent. If the target has a Threat Card or Hole Card that matches your guess, he/she must tell you and narrate getting hit/revealing a weakness. If your guess is wrong, he/she can narrate evading or resisting you. If you describe using a Power in a test against a Threat, the GM has to reveal if the Threat is weak or immune to that Power.

Threats and Villains test the heroes as a group; on a correct guess, choose a **single** hero to confirm the guess matches his/her Hole Card, even if it matches other heroes' Hole Cards, too.

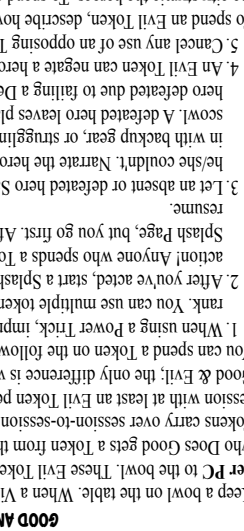
INVESTIGATE: This is just like a test, except the hero describes investigating, indirectly fighting, or otherwise interacting with the absent Villain. Otherwise, it's like testing the Villain.

DEFEAT: Name the suit and face of your opponent's Hole Card. If you're right, your opponent is defeated for the session and can't do anything else (but see Save The Day, Pg. H). If you're wrong, **you** are defeated for the session. To defeat the Villain, a hero also has to play a card whose face outranks his/her Hole Card (remember, PCs share cards).

RESOLVE THE THREAT: See pg. D for this special action.

USE YOUR POWERS!

When playing a card, you can use a Power Trick to enhance it with a Power of the same suit. The card counts as its own face or the face of your Power, whichever's better. When using a Power Trick, you can increase the card's effective face with Good Tokens (pg. G). You can always narrate use of your Powers, even if you don't use a Power Trick.



THE ADVENTURE!

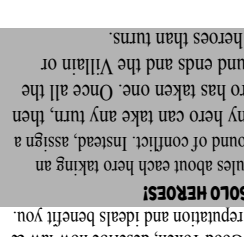
A session has a Beginning, Middle and Final Act. Play through them in order with the deck the GM used to create a Villain.

BEGINNING: The players describe the heroes are & what they're doing. Meanwhile, the GM creates a Threat (pg. D), then eventually narrates its arrival. It's time for heroes to take action! Play out the Threat Conflict, then end the Act. The heroes know there's a Villain at work & begin investigating. Any hero engaged in a good deed in the opening Does Good (pg. H) if the heroes beat the Threat.

MIDDLE: The players split into any groups they like (even single PC "groups"). Each group either takes an Investigate action by doing research, fighting known minions, protecting citizens, etc., or Does Good. Players can look at the tables on pg. C for ideas about possible solutions to investigate.

Each hero can only be in one group. Each group can play its scene before the remaining heroes decide what to do. Once every hero has been in a scene, the GM creates a Threat and attacks a group, immediately Doing Evil! Play the Threat Conflict with the heroes who are present for it. If they lose, the heroes may be captured/controlled to start the Final Act. The Act ends.

FINAL: The GM starts this Act, describing the Villain on the verge of triumph, probably taunting the heroes. The GM then takes an immediate Test or Defeat action against the heroes. UNLESS a hero wants to interrupt to make a Defeat action against the Villain. Otherwise, after the Villain's action, the players take control of narration, describing their final assault. They each get a Test or Defeat action against the Villain, then the Villain gets one against the heroes AND discards one of their Face-Up Cards. Repeat until the heroes win. If the Villain defeats them all, he Does Evil, then draws a card. If it's red, the players describe his defeat by Does Evil machinm. If it's black, he Does Evil again and draws again. Repeat until he draws red.



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