

Action Hero

By Horace Black

Arcane Background: Action Hero

3

Action heroes are man and woman who have the ability to tap into the hunting grounds and channel energy into special abilities called stunts. You see every since the first hero appeared on the big screen a section of the hunting grounds was forever altered and people started to put their hopes and dreams into the idea of an individual who could stand up to all the odds and walk away unscathed. Every since then Action Hero's have been with us, lighting up the big screens across the land, straight from the great minds of Movie Town.

Your hero uses special techniques to grab this energy and channel into these stunts and if he's lucky, he'll be the last man standing, he's got the girl and his hair will still be perfect.

What's in a Technique?

Techniques are special abilities that your hero uses to gain Action Points, he then can spend these Action Points to perform special powers called stunts. In order to use these techniques he must use a new aptitude called Movie Magic. Movie Magic is a floating aptitude in that it's not based on any one Trait, the Trait used is based upon whatever technique the hero is using at the time.

Your hero starts out knowing one technique for every level of Movie Magic he has and can gain more techniques later by spending 3 Bounty Points.

Technique Stats

Speed: This is how long the technique takes to do.

TN: This is the roll that must be made by using Movie Magic to get the Action Points generated.

Action Points: This is the number of Action Points that are generated for every success and raise rolled using Movie Magic. Unless the technique says otherwise these must be used in the next action or they will disappear.

Trait: This is the Trait under which the hero rolls his Movie Magic aptitude for that particular technique.

A Bomb

If the hero goes bust on a Movie Magic roll then he has not only failed miserably, but the energy is channeled badly causing 3d6 damage to our hero's guts.

Got Stunts?

Stunts are the bread and butter of the action hero letting him do things that he shouldn't be able to do otherwise, just like in the movies. Our hero starts out with a number of stunts equal to his Movie Magic aptitude, later he can gain more by spending 5 Bounty Points per stunt learned.

Stunt Stats

Action Points: This is the number of Action Points it takes to power a stunt, if the hero doesn't have these then the stunt can't be done.

Duration: This is how long a stunt lasts once it's been activated.

Range: This is who or what the stunt directly affects.

Techniques

Autograph

Speed: 1

TN: 5

Action Points: 2

Trait: Mien

Our hero signs his name on an item for someone and then gives it back to them for free. This can be any item, but the hero only gets to use this technique once per person for Action points. Once the AP for a stunt has been used, the magic of the autograph fades; however, if signed during combat, the signee is treated as an adoring fan (for purposes of dazzling smile).

Catch Phrase

Speed: 1

TN: 5

Action Points: 1

Trait: Mien

The hero has an expression that he often uses, when said at an appropriate moment he will gain Action points. The player must actually come up with this catch phrase and the target number for this technique increase by +2 for every time after the first that it's used within one game session.

It's a Good Day to Die!

Speed: 1

TN: 9

Action Points: 1

Trait: Spirit

Our hero steadies his nerves and wills himself into action.

Movie Lore

Speed: 1

TN: 9

Action Points: 2

Trait: Knowledge

By reflecting on what he's seen in the movies our hero can try to draw upon those perceived experiences, granting him Action Points.

Panoramic View

Speed: 2

TN: 7

Action Points: 1

Trait: Cognition

With the hero stopping for a moment and taking a good view of the area he is filled with a sense of action. The hero can only try this once per area per session.

Product Endorsement

Speed: 2

TN: 5

Action Points: 2

Trait: Knowledge

Our hero must elaborate on the virtues of a particular item that they are currently using, the Marshal should encourage the player to do this to get the Action Points, but that isn't required. Note if the product is expended in the use of this technique (such as fire off a burst of ammo or slamming a beer) then add +1 to the Action Points.

The Action Points generated from this technique will for last 10 minutes per level of the Action Hero's Movie Magic Aptitude.

Sarcastic Remark

Speed: 1

TN: 5

Action Points: 1

Trait: Smarts

This is our hero's chance to show his masterful wit by making a quick comment on some person or event.

Once again the player should be encouraged to role play this out.

Scoundrel's Last Resort

Speed: 3

TN: 11

Action Points: 3

Trait: Spirit

The hero utters a prayer to the powers that be (being specific often helps) and if successful it kicks him into action.

Strip Club

Speed: 1 hour

TN: 3

Action Points: 2

Trait: Spirit

Our hero must go to the sleaziest bar, club, tavern, etc. and force himself to watch woman dance, strip, hit on them etc. for 1 hour. If our hero is a woman she can use this technique to go there and just hang out, still getting the same benefit, who knows it might even be ladies night with drinks half off. The Action Points generated from this technique last for up to an hour after the hero leaves the establishment.

What are the Odds?

Speed: 2

TN: 9

Action Points: 1

Trait: Smarts

By trying to quickly assess a situation, he can formulate what his chances of success, failure and how the audience might perceive his actions.

Winning Smile

Speed: 1

TN: Varies

Action Points: 2

Trait: Mien

By flashing his pearly whites the hero wins the hearts of the public bolstering

his own ego thus granting him Action Points for his stunts. The target number for this is 11 with the TN dropping by -2 for each adoring fan currently watching our action hero (minimum TN 3). If there are no fans watching then the technique automatically fails.

A fan is anybody who recognized the hero and is not hostile to him; also posse members don't count as he's just one of the guys to them, although a sidekick would be acceptable.

Stunts

Action Jackson

Action Points: Varies

Duration: 1 Round/Movie Magic level

Range: Self

Like the noted action hero our survivor is super agile when this stunt is used. For every 2 Action Points spent his Nimbleness is increased by +1 dir type for the stunts duration.

Born to Ride

Action Points: Varies

Duration: Until leaving the vehicle or mount

Range: Self

The hero gains a +2 bonus to all driving and riding rolls for every Action Point spent on this stunt.

Bullet Time

Action Points: 3

Duration: Vamoose

Range: Self

When our hero uses this stunt the world slows down around him allowing him to make a vamoose roll and take a normal action.

Clean Get Away

Action Points: Varies

Duration: 1d6 rounds

Range: Varies

When our hero uses this stunt he must be in the process of getting away to use it, for every Action Point spent an opponent is stopped or blocked from pursuing the hero, although they might still be able to pursue other posse members. The pursuers are blocked by trash cans, dumpster, flat tires, debris. This doesn't hurt the pursuers just prevents them from following the hero for 6 rounds. Once the hero stops running from the pursuers then the stunt ends.

Danger Sense

Action Points: Varies

Duration: 1 Hour

Range: Self

When our hero uses this stunt he gains a +2 to his *Cognition* rolls for every Action Point spent to resist being surprised.

Dead Aim

Action Points: Varies

Duration: 1 Round/Movie Magic level

Range: Self

When our hero uses this stunt it enhances our hero's accuracy, granting him a bonus of +1 die type to his Deftness for every 2 Action points spent.

Disarm

Action Points: Varies

Duration: Instant

Range: 10 yards/Action Point Spent

The action must do something to kick this stunt off (which is a free action) such as a karate chop or shooting an opponents weapon, they then must make a Strength check with a TN equal to 5 plus the number of Action Points spent.

Don't Count Him Out

Action Points: Varies

Duration: Vamoose

Range: Self

By discarding his highest cards and spending Action Points our hero can help to place himself out of harms way. This allows him to enhance his *Dodge* or *Fightin'* rolls for the purpose of dodging by +2 for every 2 Action Points spent.

Energized

Action Points: Varies

Duration: 1 Round/Movie Magic level

Range: Self

By drawing upon power from the Hunting Ground the hero increases his overall health for a short duration. His Vigor improves by +1 die type for every 2 Action Points spent on this stunt.

Faster Than a Speeding Bullet

Action Points: Varies

Duration: 1 Round/Movie Magic level

Range: Self

Energy fills the hero granting him a boost to speed, this increases his Quickness die type by +1 for every 2 Action Points spent.

Protect the Girl

Action Points: Varies

Duration: 1 Hour

Range: Another person

An action hero's job is to help and save people, this let's them give a person a number of wounds that can be negated within the next hour equal to 1 wound for every 2 Action Points spent. The action hero can only use this on one other person at a time and it switches to the last person the stunt is used on

Gun Fu

Action Points: 1/3/5

Duration: 1 Round/Movie Magic level

Range: Self

This is one of the true marks of an action hero, the ability to play with firearms. The effects of this stunt vary on how many points are spent, but the effects are cumulative, so spending 3 points will get you the benefits of spending 3 points plus the benefits of just spending 1. The benefits are listed below.

1 Point:

- Can use *Shootin'* with the firearm in hand in place of *Fighthin'* for defense and attack (weapon counts as small or large club, depending on size).
- Gain a +2 bonus to all *Shootin'* rolls.

3 Points:

- Gain an additional +2 to all *Shootin'* rolls.
- Shots fired penetrate armor bypassing 1 level of the opponents AV.
- Bullets do an additional die of damage.

5 Points:

- Gain an additional +2 to all *Shootin'* rolls.
- Rounds fired by the hero are expended, that is unlimited ammo while this stunt is in effect.
- An additional -1 to opponents AV.
- Bullet die type is increased to the next die type, so a gun that does 3d6 would do 4d8 (+1 dice from the effect above and a +1 die type from spending 5 points).

I Know a Guy that Knows a Guy

Action Points: Varies

Duration: 1 Hour

Range: Self

Our hero knows how and who to ask the right questions from, with this stunt our hero gets a +2 bonus to *Streetwise* rolls for every Action Point spent.

I Think We Lost Him

Action Points: 2

Duration: Special

Range: Special

By spending an action point, a hero being pursued (and any friends with him) may take a moment to get a breather as they hide around a corner, in a dumpster, or some such. They get one full combat action to recover, then the Marshal rolls a 1d6:

1: He's right behind you! The bad guys find them almost immediately, and they start with a card up the sleeve.

2: Still on the trail-the bad guys blunder into the heroes. Combat or chase starts up again, but cards are drawn normally.

3: They're out there somewhere: As 2, but this time with successful *sneakin'* rolls the posse can evade the combat for another d4 rounds

4: I can hear them coming: The posse evades pursuit for d6 rounds, or successful *sneakin'* rolls allow them to evade pursuit entirely.

5: The heroes have the option of evading the baddies for d6 rounds, ending it with a *sneakin'* roll, or starting it back up, this time with cards up the posse members' sleeves.

6: The Hero genuinely lost their pursuers. Chase ends.

Mad Man Leap

Action Points: Varies

Duration: Instant

Range: Self

The action hero can jump an additional 3 yards for every Action Point spent, or he can negate falling damage equal to 5 yards plus 4 for every Action Point spent, when he does so fate usually intervenes with something miraculously breaking his fall (a pick up full of hay, a building cloth overhang, etc).

Movie Gun

Action Points: Varies

Duration: 1 Round/Movie Magic level

Range: One Firearm.

This stunt allows the hero to imbue his gun with special powers for a limited time; each Action Point spent gives the gun an additional power. These powers can stack with each other, so you could spend 2 Action Points to make gun fire bullets that are armor piercing +2.

Below are listed the powers with each costing one Action Point.

- +1 armor piercing bullets.
- +1 die of damage.
- +1 hit location modifier.
- +1 Rate of Fire or +1 burst.
- +1 to die type.
- +1 to *Shootin'* rolls.
- +5 to range.
- 1 yard burst damage from each bullet.
- Cause magical damage to target.
- Negates darkness penalties.
- Unlimited Ammo.

Note the firearm can be used by another as the gun itself is temporarily imbued.

Mr. Fix It

Action Points: 3

Duration: 1 Round/Movie Magic level

Range: Touch

Our hero has the ability to temporarily get things fixed, by spending the Action Points and the time he can get an item up and working again. This represent him doing things like slapping some bubble gum (chewed of course) on to a flat tire, while filling it with a make shift pump to get it going again or jump starting a vehicle. These items just appear next to the hero and are gone when the stunt ends.

Not Get Scratched

Action Points: 1

Duration: 1 Hour

Range: Self

We've all seen the action hero who can run through a hail of bullets and only come out with a torn shirt. This stunt goes toward duplicating that for every Action Point spent on Not Get Scratched our hero can negate 1 level of wounds for the next hour after this stunt is used, thus 3 Action Points will negate up to 3 wounds in the next hour before it's used up. Multiple uses of this stunt do not stack, taking the latest used.

Only a Flesh Wound

Action Points: 2 plus highest wound level

Duration: Permanent

Range: Self Only

Our hero is able to do some serious self healing with this stunt, the cost is based upon the highest level wound the hero has and if the Action Points are spent then the hero is fully healed. Obviously maimed wounds to the guts or noggin cannot be healed by the hero.

Pumped Up

Action Points: Varies

Duration: 1 Round/Movie Magic level

Range: Self

When this stunt is performed the hero's muscle start to grow and expand giving him greater strength, for every 2 Action Points spent his *Strength* by +1 die type.

Retake

Action Points: 2
Duration: Instant
Range: Self

This allows our hero to complete redo his last action as if it never happened, but he stick with the new results, unless of course he uses retake again.

Royalties

Action Points: Varies
Duration: Permanent
Range: Self

Our hero gains 1d10 dollars worth of goods for every Action Point spent. This stunt can only be used once per day.

Second Wind

Action Points: Varies
Duration: 1 Round/Movie Magic level
Range: Self

While this stunt is in effect our hero gains an additional +2 Wind for every Action Point spent on this stunt.

Theme Song

Action Points: 1
Duration: 1 Round/Movie Magic level
Range: Self

The hero has a particular song that starts to play from some unknown source when this stunt is used. While this song is playing all the hero's other stunts cost one point less (minimum of 1 point).

Tough It Out

Action Points: Varies
Duration: 1 Round/Movie Magic level
Range: Self

While this stunt is in effect our hero gains an additional +2 *Vigor* rolls for every Action Point spent on this stunt.

Vehicle Power Up

Action Points: Varies
Duration: 10 Minutes/Movie Magic level
Range: One Vehicle

Our hero has the ability to imbue a vehicle with special powers for the duration of this stunt, the powers a cumulative and disappear once the stunt is over. Listed below are the various powers with each costing one Action Point.

- +1 to drivers *Drivin'* rolls.
- +10 to top speed.
- +5 mph to vehicles acceleration.
- Doesn't use up any fuel.
- Durability +10.
- Improve vehicles AV by +1.