

Character sheet		Pocket Task Force V26								
Contact srekel@gmail.com, gmoporg@gmail.com, vb@viblo.se					http://srekel.it.ch.io/pocket-task-force					
Character Name:				Player Name:			Level:			
Skills	T	Value		Description			Gives you			
Sneak				Sneaking and picking mechanical locks.			Toolkit			
Athletics				Melee combat, and performing cool moves.			Grappling Hook, Suction Pads			
Firearms				How well you aim and shoot with firearms.			Pistol, Rifle or Shotgun			
MacGyverism				Tinkering, building stuff and driving vehicles.			Toolkit, C4, each detonator			
Communication				Dealing with human beings. In one way or another.			Disguises			
h4x0ring				Hacking into computer systems and electronical stuff.			h4x0r Device, Video Camera			
Weapons		Damage	C2Hit mods	Base Range	Cost	Notes	Stats	Value		
Melee	X	10	-2/m (thrown)	0	0		Fate Points			
Pistol		15	-1/m	10	300		Kills			
Rifle		20	-1/10m	20	700		Luck			
Shotgun		30-1/m	+1/m	0	600		Money			
Equipment		Description					Chance to Hit / Damage Mod Table			
C4		Can be triggered by any detonator. Deals 50 damage - 5/m.					Head	1-3	8x DAM	
Disguise		A disguise of your choice.					Torso	4-12	5x DAM	
Grappling Hook		Can pull you in (ala batman). Basically just a hook that you throw.					Legs	13-16	3x DAM	
h4x0r Device		A small handheld device that lets you hack into electronical stuff.					Arms	17-20	2x DAM	
Melee weapon	X	A knife, baton, or other close combat weapon of your choice.					Draw your picture here			
Motion Detonator		Triggers when something moves within its radius (set between touch and 5 m).								
Remote Detonator		A thing with a button that triggers a bomb.								
Suction Pads		Can walk up or down walls.								
Time Detonator		Set it to trigger after 4 - 2048 seconds. (1800 secs = ½hour)								
Toolkit		Includes various tools such as lock pick, glass-cutter, swiss army knife etc.								
Video Camera		A small camera that can send what it sees to a h4x0r device.								
Weapon Mods		Class	Cost	Description				Pistol	Shotgun	Rifle
Sawed-Off Barrel		A	100	C2Hit +3/m, DAM 30-2/m. Can not be used with Range Scatter.					X	
Silencer		A	200	C2Hit -1, Easier to remain unnoticed.				X		X
Stun		A	200	C2Hit -2/m instead, Base Range = 0, Target is silently put to sleep.				X		X
Scope		A	300	C2Hit +3, Base Range = 200, Using costs 1 AP each shot.				X	X	X
Semi		A	300	C2Hit -3, Fire 2 rounds / AP. Roll to hit for each shot (same for Autofire).				X	X	X
Laser Sight		B	300	C2Hit +5, Range = 30m, The dot is visible, and so is the beam in smoke.				X	X	X
Autofire		B	500	C2Hit -5, 6 rounds, max C2Hit is 15. After two fires, must reload (1AP).					X	X
Accelerator		B	600	DAM +5, Critical Failure Chance +2.				X	X	
Range Shatter		C	900	Base Range can be set between 10-50 m, Changing BR takes 1 AP.					X	
Red-Dot		C	1000	C2Hit +5, Is not cumulative with Laser Sight.				X	X	X
Sniper		C	1000	C2Hit -1/30m instead, DAM +5, must reload (1AP) after shooting, -3 to sneak.						X
Techniques		Class	Cost	Description					Melee	Ranged
Focus		A	300	Use one action to gain +5 C2Hit next action.					X	
Backstab		A	400	Instead of using athletics, use a -10 C2Hit modified Sneak. Target dies.					X	
Dual Strike		B	500	C2Hit -5. Can attack two targets, or one target two times (per AP).					X	
Flurry		B	600	C2Hit -10. Will hit everyone within a one meter radius in one attack.					X	
Deadly Palm		C	700	C2Hit -10. Instantly kills the opponent on a successful attack.					X	
Bullet Time		C	1000	C2Hit -10. Your round lasts until you fail with an action. You get -5 C2Hit per action so far.					X	X
Counter Attack		C	1500	C2Hit -10. First dodge the attack (Ath.), then attack the opponent (Weap). No next round.					X	X
Hud Mods		Class	Cost	Description						
Audio Assistant		A	300	Amplifies sound. Range = 150 m.						
EM-scanner		A	300	See electromagnetic fields. Range = 20 m.						
Nightvision		B	400	Easier to see in the dark. +5 Sneak in darkness.						
Motionscanner		B	600	See moving things on radar. Range = 20 m.						
Optical Assistant		B	600	See distance to eye focus. Range = 1500 m. Automates Range Shatter and Scope.						
3D Map		C	700	Displays a 3D map of the surroundings. Range = 50 m.						
Heatscanner		C	1000	See heat through walls and stuff. Range = 10 meters.						
Targeting System		C	2000	Chance to Hit +5, Critical Success Chance + 3.						
Perks		Prerequisites		Description						
Fast on Feet		Athletics > 12		You receive +5 initiative.						
Brute		Athletics > 20		+5 DAM in close combat.						
Dodger		Athletics > 20		Anyone attacking a Dodger has C2Hit -5, also reduces the Counter Attack dodge penalty with 5.						
Action Boy		Athletics > 25		Gets an extra AP just for moving each round.						
Ambidextrous		Char. Creation		Without it, you receive a -10 C2Hit when using two pistols.						
Good Genes		Char. Creation		You get 55 points instead of 50 to distribute during character creation. Maximum for skill starting value is still 20.						
Robert De Niro		Communication > 20		"Best actor in the world." Can impersonate anyone perfectly without regard to body features.						
Sharpshooter		Firearms > 25		Can fire at any body part. Scope doesn't take any APs to use.						
Trigger Happy		Firearms > 25		May divide shots on up to three targets during an AP, and you never have to reload (ala Rambo)!						
I337n3ss		h4x0ring > 15		A hacking attempt can never be noticed.						
Lucky Bastard		Luck > 10		+5 Luck.						
Finesse		Luck > 10		Critical Success Chance +1. Cumulative with Targeting System.						
Gadget Master		MacGyverism > 25		Can create anything, if most parts and a cool explanation are available						
Comprehension		None		You receive one extra point to distribute on skills after a mission.						
Guardian Angel		None		You receive one fate point at the beginning of each mission.						
Silent Killer		Sneak > 20		Can disable an opponent without being heard.						
Silent Runner		Sneak > 25		Makes no sound when moving. Doors that would normally squeak don't, etc.						

Rules	Pocket Task Force V26
How to play	
PTF is a role-playing game where all players *both* control a character, *and* is the game master - at the same time!	
<p>The characters are special agents, working for "The Corporation", the front for a global company they don't know about – and don't care to know about. The game takes place in the near-future. The Corporation sends them on various subterfuge missions of varying levels of illegality, trying to ensure their place at the top of the food chain. Although civilians or other people dying as a casualty of a mission doesn't particularly bother them, they still urge you to refrain from use of lethal force since it is bound to stir up investigations which they definitely do not want.</p> <p>When you want to play a session of PTF, bring one to five friends (three/four is best, more works but we recommend the extras do not have characters but simply shout along suggestions. :)) First, pick a mission. We've made a few for PTF but feel free to make your own, it's quite simple. Missions are minimalistic by design. The less that is stated about the mission <i>in the mission</i>, the more you get to decide whilst actually playing. Next, choose the difficulty level, if the mission briefing gives that option. PTF is the most fun when it's really hard! Next, you will want to figure out the context of the mission – where it is in the world, what time of year and day it is, the weather, the more details the better. This makes every PTF session unique, even though you may be playing the same mission. Next, you need to make a plan. How are you going to approach the mission? Go in stealthily at night? Social engineer your way through the front door? What's your plan B? And your plan C and D? You are going to need them. Finally, you start playing the game. You do this as you would any other RPG, except you all co-operate as the game master.</p> <p>So how do you do that? First, you discuss a situation or fact that you need to decide. ("<i>Is the guard on her post?</i>") Next, you together figure out what possible options there are. (Yes, No). No, not like that. Make sure to really think about them in detail. (Yes, No, she's on patrol, No she's on the toilet, No she's watching TV with the other guards, Yes, she's en route, ...) Next, you assign probabilities for how likely they are. Distribute it on a D20. (Yes: 15-20, No, 1-14). Really think about how likely each scenario is. Drill into the details of the guard and the context. Is it lunchtime? Did you sprinkle laxative into the guards' tea kettle? Is she <i>Hardcore</i>?) Finally, once you are all happy, roll the D20 and see what's up! (And yes, you should use this technique for figuring out the mission context too!)</p> <p>We call this The PTF Rule. :)</p> <p>Sometimes there will be 'secret' information that needs to be decided upon at some point, but the characters should not be able to act on that information before they know the result. For example, are the guards coming in elevator A or B? Is the password in the safe or in the suitcase? Sometimes, the best solution for these problems is to designate a GM leader, someone who will roll these truths in secret and will not diverge the information nor partake in any discussions relating to them before they are known.</p> <p>A final note: Hardcoreness is a unique stat for NPCs that tell you how devoted they are to their work. HC 1 NPCs will run at the first sight of trouble, whereas a guard with HC 20 will work overtime for no pay and only let you pry their weapons from their cold, dead hands.</p>	
Combat	
Combat initiator(s) gets a free Action. After that, the combat is played out in rounds. Each combatant gets 2 Actions per round.	
An action may be an attack, moving a short distance, or something else that makes sense. It lasts approximately one to three seconds.	
The initiative in the round is decided by the highest Athletics value. That is, someone with Athletics 15 will act before someone with Ath. 11.	
May move (includes changing target) and attack, with a -10 C2H. Shooting on someone that's moving is -5 C2Hit.	
$C2Hit = Weap.skill + Your\ mods + Your\ Weapon's\ mods - Distance\ mods * (Range - Base\ range) - Target's\ mods$	
You may utilize one or more techniques in any combination during an attack, for example <i>Flurry of Deadly Palms</i> will kill everyone in range.	
Full health is 100. (Health = Full health - Damage)	
A critical success allows you to hit whichever body part you want a.k.a headshot.	
If a character gets damaged, his or her skill values and initiative drops by one point per 10 damage, rounded down.	
To see how much damage a wound does, roll a D20 and check which body part is hit, and then multiply the weapon's damage with that mod.	
When an opponent has hit you, perform a Luck roll, if successful damage area is reduced by one level, i.e. Head -> Torso, Torso -> Legs.	
Perfect means reduce the level by two, and critical failure means increase level by one.	
Misc	
If a die shows a 1 for a skill roll (and only for skill rolls!) then it is a critical success. If the die is 20 then crit. failure, if new roll is > base skill.	
If you get a critical success, whatever you do is perfectly performed and you receive a fate point.	
If you critically fail, something really bad happens.	
Fate points can only be received on skill roll such as firing but not when rolling where to hit or deciding the current weather.	
Fate points can be used to re-roll a failure, or something else that makes sense.	
A general rule of thumb is that low results on a die should be good for the players, and a high number should be bad.	
All "official" die rolls use the D20 and it's recommended to use this for other rolls as well, though sometimes other dice make more sense.	
Mission	
Your employer will equip you with the equipment listed under the "Gives you"-column above, for each skill that is either a Tag Skill or have at least a skill value of 15 or more.	
After completing a mission, you gain a level.	
You also gain 1 skill point in each tag skill, and you get three additional skill points to distribute on skills as you wish.	
Every third successful mission you get another perk. You get bonuses for Rescue Operations too.	
Note that increasing skills beyond 20 points costs 2 points. Tag skills always cost one point per point.	
If you die and are left behind, you are captured by the enemy. You can be rescued in a Rescue Operation.	
If you die, but your squad member(s) can drag you away from the mission area, then you are brought back to life at The Corporation's headquarters. If you "die", you do not gain a level (no perks or skill points).	
Character creation:	
Distribute 50 skill points on your skills with a minimum of 5 in each skill and a maximum of 20 in any skill.	
Choose two tag skills. You do not gain any additional points in these but they will always cost 1 skill point to increase.	
Roll one D20 for your luck. This value can later be changed by paying one skill point for 1D6 - 3 in Luck when you have gained a level.	
Choose one perk. Note that the requirements must be fulfilled for the perk.	
Some perks such as Good genes and Ambidextrous can only be chosen at character creation.	
You start as level 0 with 0 credits (money).	
Starting gear: A melee weapon, a com-radio, and a HUD mod: radar. The radar shows the distance to your friends, and their relative height.	

Object	Action	Skill(s)	Opposition Tech Level			
			Low	Med	High	
Camera	Output = black/nothing	H4x0ring	5	2	-5	
	Repeat image	H4x0ring	2	-2	-7	
	Repeat sequence	H4x0ring - # of minutes	0	-3	-10	
	Hack into system	H4x0ring	-3	-8	-20	
	Casually walk past it	(Communication + Luck) / 2	2	-1	-7	
	Sneak past it	Sneak	3	-3	-10	
Lock	Pick Mechanical Lock	Sneak	4	0	-6	
	Hack Electrical Lock	H4x0ring	3	0	-13	
Computer	Break in	H4x0ring	3	-1	-11	
	Find Info	H4x0ring	2	-2	-7	
	Disable/Attack System		0	-5	-15	
	Hack Into Security System	H4x0ring	-5	-10	-20	
Vehicle	Hotwire	MacGyverism	4	0	-9	
	Drive	MacGyverism	10	5	0	
Alarm	Cut Window	Sneak	3	0	-5	
	Disable Mechanical	MacGyverism	1	-3	-8	
	Hack Electrical	MacGyverism	1	-5	-13	
	Avoid	Athletics	0	-5	-20	
Person	Convince	Communication	2	-1	-4	
	Impersonate	Communication	1	-2	-5	
	Interrogate	Communication	3	0	-3	
Anything	Anything	Any skill	0	-5	-10	

People Generation Table

	Hardcoreness	Skill Value	Weapon	Mods/Techniques
Base Value	1-6	1-6	None	No mod
Civilian	+1-12	+1-12		
Bad Guy	+4	+3	Pistol	A
Guard	+6	+6	Pistol	
Elite Guard	+8	+8	Pistol	B
Surveillance	+4	+4	Baton	
Soldier	+10	+10	Pistol	A
Elite Soldier	+11	+11	Rifle/Shotgun	C
Agent	+13	+13	Rifle/Shotgun	ABC
Kung-Fu Master	+10	+20	Unarmed	ABC
Policeman	+7	+7	Pistol	
Dog	+10	+10		
Low-Tech	No bonus	No bonus	No change	
Med-Tech	+3	+3	Rifle/Shotgun	+A
High-Tech	+6	+6	Rifle/Shotgun	+BC