

One hundred Clones of Hitler!!

PLAYER HANDOUT!!

(Alpha Edition: a.003), Apr. 2016 © 2016, Slade Stolar



Rolling dice?

2d6 + stat and compare to 10+ (good) / 7-9 (medium) / 6- (bad)

Stats are **Tough**, **Precise**, and **Clever** (Also **Trust** of each other PC)

On an *action*:

SMASH (roll+Tough) [wrestling, axes, clubs, rolled grenades, sabotage, automatic fire, fists, or demolition charges]

FOCUS (roll+Precise) [knives, bayonets, rifles, pistols, thrown grenades, mines, vehicle driving, estimated distances, photography, or careful timing]

CONSIDER (roll+Clever) [wits, charm, manipulation, research, cartography, science, forgery, cryptography, or strategy]

On a *reaction*: **CHARGE** (+Tough) **DODGE** (+Precise) **OUTWIT** (+Clever)

Timers?

Timer clocks are for harm, but also for impending doom, stealthing around, and tense social situations.

Take things forward and ongoing effects?

As per AW.

Adding details?

Details get added to the scene on successful actions. Enrich the scene! Add weird stuff! Discover strange devices! Mangle your enemies! Destroy the town! Details get increasingly weird and evil from mission to mission, as the world becomes corrupted. Evil stuff might also be harder to *exploit*.

Details can be *exploited* (and removed) to get +1. Describe how you exploit it such that it's gone. Awesome narrative power! But keep it within the genre...

Examples:

Mundane	a small metal box	a chandelier
Unusual	a broken evil device	black candles
Tainted	a working evil device	an altar, with blood
Corrupted	a powerful working evil device	human sacrifice
Vile...	a seriously evil working device	a successful ritual

Helping (or hindering) an ally's roll?

You roll, but add their trust of you. If successful, they then get +1 (or -2).

Tracking ammo or weapon/item durability?

If it probably won't work in the near future, it's *on its last legs*: mark "LL" over the item/ammo that's damaged/running out.

What type of foulness are we dealing with? Vampiric Biological Occult Scientific Necromantic Robotic Super-weapons Aliens Ninjas Dinosaurs Cyborgs

