

GIJOE

ROLEPLAYING GAME



CORE RULEBOOK



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FOREWORD

"G.I. JOE: A Real American Hero! G.I. JOE is there!" These words blared out of my television set as a 12-year-old boy, and I was hooked! Of course, I already knew about G.I. JOE from the Marvel comic book series with the same title. I was lucky enough to get just about every Marvel comic sent to my house every month from about 1980-1985.

My name is Luke Gyga, and my Dad, Gary Gyga, created the very first role playing game, Dungeons & Dragons. And my Mom, Mary Gyga, ran the advertising agency that managed all of the D&D ads in comics. As a result, I got big bundles of comics delivered to my house, and I would devour them.

I literally grew up playing RPGs, and I could easily insert myself into an episode of the G.I. JOE cartoon as a lad. This was the 1980s, and the cartoon channeled the American ideals of fighting for freedom and protecting the rest of the world from evil doers. The G.I. JOE characters were awesome, with the cool code names, uniforms, tough talk and plenty of gadgets -- from guns to jet packs and laser tanks! They were "America's highly trained special mission force, whose purpose was to defend human freedom against Cobra."

Given a lifetime of playing RPGs, studying military history and cutting my teeth on G.I. JOE, I don't think it was much of a surprise when I decided to enlist in the Army at the age of 18. I struck out on my own real-life adventure hoping to assimilate some of the Real American Hero vibe. What is somewhat surprising is that I am still in uniform 32 years later. I had a lot of practice assuming various roles and personas growing up as a gamer in my household. I learned a lot of useful skills from role playing that helped me be a success in the military. I'd had hundreds of hours of small group dynamics, practicing being the party leader, improvising and learning how to make decisions. The benefits of role playing are real, and they apply to the boardroom as well as to the military.

My time in the Army hasn't been exactly like an episode out of a G.I. JOE cartoon, but the series and comic has elements that parallel the real world. G.I. JOE is a special operations unit that leverages technology in an asymmetrical fight against a non-state terrorist group: Cobra. Although I haven't gotten to shoot a laser tank or strap on a jet pack personally in my career, the cartoon and comics got the increasingly important role of robots and artificial intelligence right. Things like unmanned aerial vehicles are in the field, and robotic drones are in the works. If I can grind it out for another few years, maybe I'll get to drive that laser tank after all!

You, dear reader, do not need to wait. You can create your very own G.I. JOE adventure today!

Everything you need is here in this book, thanks to the talented design team at Renegade Game Studios. This is YOUR call to adventure to defend human freedom as a member of an elite force for good. Determine your Origin, Influences, the Role you will fill in your G.I. Joe Special Mission Force and even your very own cool Code Name! Then mount up and get ready to face off against the agents of Cobra, who are relentlessly working to create revolution and chaos at the behest of Destro, Cobra Commander and maybe an even more secretive leader issuing orders from deep in the shadows...

YO JOE!

Luke Gyga

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GENERAL HAWK'S DEBRIEFING

At ease, recruits. Welcome to The Pit. My name is General Hawk. I am the commander of Special Counter-Terrorist Group Delta. Code Name: G.I. Joe.

I'm sure that name sounds familiar to some of you. I know I recognize a few of your faces from the Greenshirt program. Welcome back. I can also tell that a few of you are wondering if you heard me right. Let me assure you, G.I. Joe is not a myth. G.I. Joe is not propaganda. G.I. Joe is real. And G.I. Joe wants you.

For any of you who don't know, G.I. Joe is the code name for an international, highly trained special missions force. Its purpose: To defend human freedom against Cobra, a ruthless terrorist organization determined to rule the world.

I understand that's a lot to take in. Whether you were aware of it or not, there's a war going on right now, one we can't afford to lose. Cobra is the single greatest threat the world as we know it has ever seen. Cobra, and Cobra Commander.

Cobra Commander is the enemy leader. He is hatred and evil personified. A man without scruples. Probably the most dangerous man alive. And a complete mystery. People with his influence, access, and station usually come from money, political clout, or dynasty. Often all three. And that means they're traceable. But the greatest Intelligence agencies in the world pooled resources and shared all the data each had on Cobra Commander. We came up empty. Cobra Commander just stepped out of the shadows one day, wearing an executioner's hood,



carrying a pistol of unknown origin, leading an army of thousands.

At least we have intel on the majority of the men and women who work for him. Most of his grunts are first world citizens who got desperate. Or scared. Or just needed to feel like they belonged. A lot are criminals who couldn't reintegrate into society, specialists in fields that went bust, athletes who didn't make the big league, and, unfortunately, our own veterans that did not feel at home when they got home. Cobra Commander managed to manipulate this dangerous mix of skills, aligning them with his goals. Honestly, I don't blame any of them for accepting the only hand that reached out. Cobra is our responsibility, in more ways than one.

The Cobra corps is a threat, but nothing most modern militaries can't handle. What makes Cobra so dangerous is their high command, a cabal of the awful individuals who were threat level Red even before they started working together.



First and foremost, **Baroness Anastasia Cisarovna**, radicalized European aristocrat. The Baroness has a higher IQ than every person in this room combined. She used her wealth and intelligence to sabotage her family's rivals with such cold blooded tactics that her parents disowned her. But not before she transferred her inheritance to private accounts. She could be ruling a country now, living like a queen. Instead, she joined Cobra. The dirt we found on the Baroness is everything we expected to find

on Cobra Commander. It's possible she's the real power behind the organization. That could make Cobra Commander her partner, or a figurehead.



Next is **James McCullen Destro XXIV**, heir to the McCullen clan's ill-gotten riches and Warmaster of MARS, the largest manufacturer of unregulated military weaponry. The McCullens have been profiting off war for centuries, supplying weapons to the highest bidder. Or bidders in the case of James the first. MARS, the Military Armament Research Syndicate if you're curious, is able to push the limits of military technology because they incorporate stolen technology, develop weapons without ethical oversight, and sell dangerous equipment untested. We may know exactly who he is and where to find him, but Destro is untouchable. Too many warmongers who owe him favors have his back. Plus he saves MARS' best defense technology for Castle Destro in the Scottish Highlands. He could live there as secure as radium in a lead vault. Instead, he's thrown in with Cobra. He doesn't seem as loyal to their cause as the other seats on the Cobra High Command. At the same time, he seems to have more influence over the organization than most.



Then there's **Storm Shadow**, ninja assassin. Blade master of the Arashikage ninja clan and Cobra Commander's bodyguard. You may have noticed The Pit has an above average number of katanas for a military base. That's because G.I. Joe has ties to the Arashikage clan. I can't say I understand the politics of a ninja clan, but I trust our Arashikage with my life. Unfortunately, I can't extend that trust to Storm Shadow. Even if one of my best men vouches for his character, Storm Shadow's dangerous. He's also the last obstacle between us and Cobra Commander.

Getting a little more colorful, there's **Zartan**, master of disguise. This man can so effectively assume new identities, he could be anyone at any given time. So who does he associate with? An Australian biker gang. This expert in stealth stinks of diesel because he lives in a cloud of exhaust. One of his closest associates carries around a tactical chain-saw. Our Psy-Ops specialist had a field day trying to understand the breadth of contradictions this one man embodies. Our biggest unanswered question is whether these contradictions are part of some kind of psychological warfare, or if they are the only reason he hasn't just let himself into the White House.



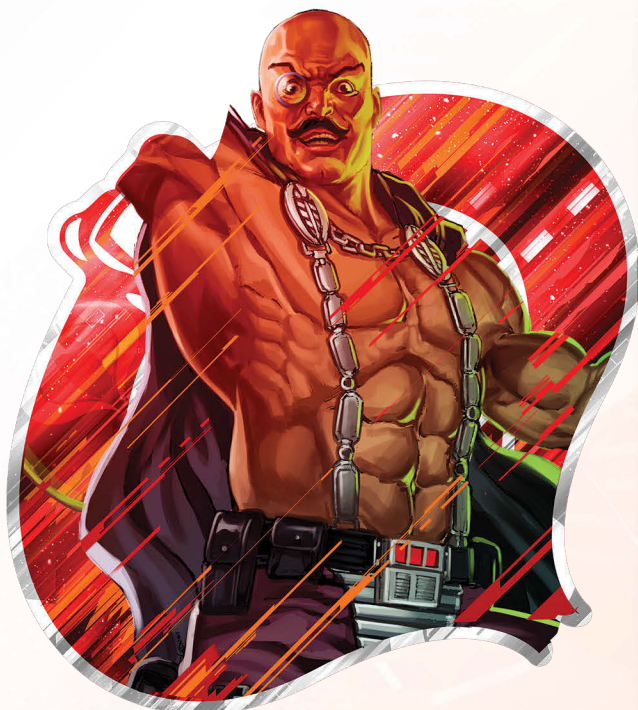
The other most dangerous Dreadnok is his sister **Zarana**. Zartan may take Dreadnoks on his missions as muscle and distractions, but Zarana oversees the gang's operations. She might be the world's best actor. Usually she's brash, loud, and in your face, like you'd expect from someone who can get those ruffians in line. But when she wants to be, she can be as proper as a debutant, or meek as a maid. I hate to admit it, but at one point she infiltrated G.I. Joe headquarters for weeks and got away with it. I saw Zarana as a loudmouth with pink hair and underestimated her. I won't make that mistake again.





Speaking of family, **Tomax and Xamot Paoli**, co-CEOs of Extensive Enterprises. Yes, that Extensive Enterprises. You won't hear me say this publicly, because I can only take so much harassment from their lawyers, but Extensive Enterprises is a Cobra front. It funds their terrorist activities through corporate espionage, blackmail, and money laundering. There's a reason you will never get a straight answer out of the Paoli twins about what business their billion dollar company is in. And they don't stop there. Tomax and Xamot lead the Crimson Guard, deep cover white collar workers who undergo the same training as Cobra Troopers. Make your jokes now about Cobra's combat accountants and lawyer warriors. We could all use the laugh. But bear in mind, the Crimson Guard knows how to be bad without breaking the law.

I don't want to overwhelm you with too many names and factions, so I will end with **Doctor Mindbender**. He's what Frankenstein would look like as a neuroscientist. He's also what an unregulated science industry looks like. Some of his experiments would legitimately qualify as scientific breakthroughs if they weren't technically torture and unforgivably illegal. Mindbender embodies the challenge we face dealing with Cobra. He cuts corners, puts lives at risk, and believes the ends justify the means. He cheats to win. If we cheat back, we lose. By forfeit.



On their own, each seat on Cobra High Command is as dangerous as Cobra Commander. Working together? Well, that's why you're here.

G.I. Joe isn't a secret rank you get for being the best soldier. Or marine, or sailor, or pilot. Every member of G.I. Joe earned their spot on the team. Including you. You may not have known it, but not too long ago you made a choice. Maybe you took initiative at the right time, in the right way, and saved the day. Maybe you stood up for someone else who was being treated unfairly even if that wasn't a smart move for your career. Maybe you disobeyed an order you felt was wrong and you were right. Or maybe you are just the best.

And I don't just mean the best America has to offer. Cobra is a global threat. They require a global solution. Trusted allies in the United Nations were secretly approached about signing a limited resource share treaty in the name of working together to eliminate Cobra. Most of us are American, and most of our funding comes from the United States. That just means our international recruits had to work that much harder to qualify for their position, and you better give them the respect they earned.

For those of you looking nervous, you didn't end up in the wrong secret military base. On rare occasions -and I mean rare- someone with no military service gets a field commission. These

exceptional recruits were lucky enough to have a skill that's not commonly found in the military -firefighter, veterinarian- and they just happen to have come to our attention.

If you're wondering how rank works in a unit that mixes different branches of different countries' militaries and even some civilians, the answer is: broadly. Admiral Keel-Haul and I may have equivalent ranks, but he knows my word is final. Unless we're out at sea. Then you know I'm going to defer to his authority and experience. Similarly, you might see a lot of people with a higher rank than sergeant following Duke's orders. Duke just happened to be recruited into G.I. Joe at a lower rank than most. He may not have stars on his jacket, but he's my second-in-command.

Some other Joes you're going to want to get to know or at least learn about before your first mission: Scarlett, counter intelligence agent and the team's expert on Cobra activity. Expect to hear from her at every briefing, when she's not on assignment that is; Flint, Warrant Officer. If you need to talk to someone with authority but want the conversation to be soldier-to-soldier, Flint walks the line between commissioned officer and the enlisted ranks; Staff sergeant Beachhead, on the other hand, might try to convince you he has a similar role on the team. He doesn't; Doc is a Harvard graduate and our resident physician, and Psych-Out is a licensed and practicing psychiatrist. We believe in mental health as much as physical health; Roadblock, heavy machine gunner. Roadblock's the perfect example of why G.I. Joe sets its own rules. Technically, he's the squad's heavy support. But the dedication he's shown to this team and the fight against Cobra has earned him a leadership role. He's also a trained chef -and don't let him hear you call him a cook, by the way- so there's a lot of reasons you're going to want to get to know Roadblock.

Finally, there's Snake Eyes, hand-to-hand combat instructor. He's another example of what I was talking about. Snake Eyes was honorably discharged against his will after an injury on a mission took his voice. Most branches of the military have strict rules when it comes to disabilities. I would know. As you're going to find out the first time you spar with him, his ability to verbalize has no bearing on his ability to contribute to a fight. G.I. Joe judges you as a person, on the whole. If you can help us against Cobra, you have a place in G.I. Joe.

You passed some Joes on the way down here. You may have noticed a few beards and haircuts that aren't regulation. Or someone in a football jersey talking to a man with bare feet. That's something you're going to have to get used to. Following orders is the backbone of military life. An officer needs to know that if he orders a three second burst, he's getting no more and no less, and he doesn't have time to explain himself. And Cobra knows this.

We're going to beat Cobra, and to do that, we can't just be the best military unit. We have to be the most clever. The most determined. The most unpredictable. If Cobra gets away with breaking the rules then we need Joes who can see every way a rule can be broken. Joes who can be trusted to break some rules when following the rules isn't the same as doing what's right. Because G.I. Joes are heroes.

Before you start thinking you've been recruited to some sort of super hero initiative, we are still soldiers. We have skills, not super powers. Our job is to do the impossible and make it look easy. Welcome to the team.

Yo Joe!

G.I. JOE DATA FILES

The Pit's database contains invaluable and classified information on the team's history and its members. Access to these confidential files is restricted to the highest ranking officers, inside high grade titanium cased jel locks, and behind self-formating AI firewalls. Accessing a file requires five specific individuals, and never the same five on two consecutive days. Accessing the entire database would take an army.

The following information is curated from the personnel files of active duty Joes and accessible to new recruits on their HTB Access Pads for their first week as a Joe. The curated information includes a summary of their training, their Pit duty, and a randomized quote from their most recent evaluation.

CODE NAME: ACE

Fighter pilot

Pit Duty: Sky captain – At officer meetings, Ace represents the aircraft pilots and other Joes primarily serving on the air.

“You can’t spell “Fancy Flyer” without A-C-E. Ace can roll circles around stunt pilots, snipe with a sidewinder, and ground a Skystriker safely without a landing gear. He’s not showing off, he’s just that good.”

CODE NAME: ADMIRAL KEEL-HAUL

Flagg captain

Pit Duty: Sea commander – At officer meetings, Admiral Keel-Haul represents the naval pilots and other Joes primarily serving at sea.

“The Admiral knows every inch of his vessel and knows how to operate every piece of equipment better than the operator. The only reason he doesn’t do every job on the ship is because there’s only one of him. That doesn’t stop him from commanding every ship in the fleet from the deck of the USS Flagg.

CODE NAME: AIRBORNE

Airborne Infantry

Pit Duty: Legal consultant – Airborne passed the Arizona State Bar exams and is licensed to discuss legal matters affecting individual Joes or G.I. Joe as a whole.

“Every now and then, when you’re talking to Airborne, it feels like he’s looking at you funny. What he’s really doing is looking really close at something really specific. He can’t help it. The inside of those helicopters he rides rumble like an earthquake. The only reason he can hit his target is because he sees the world in a lot more detail than the rest of us.”

CODE NAME: AIRTIGHT

CBR (Chemical, Biological and Radiological Warfare)

Pit Duty: Enviro controls maintenance – Airtight sees to the upkeep and maintenance of the Pit life support systems.

“You ever get the impression Airtight likes microscopic organisms more than he likes people? When he says he’s doing a calculation or is working something out, or throws out some science jargon, it usually sounds like an invitation to leave the lab.”

CODE NAME: ALPINE

Mountaineer

Pit Duty: Ropework instructor – Alpine teaches basic and advanced knotting and rope use, and administers tests on the subject.

“When life’s got you down, Alpine’s the guy you want to spend time with. He’s serious when he needs to be, sure, but when he doesn’t need to be? He’s cracking jokes, breaking into song, telling stories. You won’t get a word in edgewise, though. I’m pretty sure he got into rock climbing because the echo makes it easier for him to hear his own voice.”

CODE NAME: ASHIKO

Vehicle-Weapon-Armor Integration Engineer

Pit Duty: Specialized technology tutor – Ashiko trains Joes on the field use and maintenance of new and prototype technology.

“If engineering was a martial art, Ashiko would be a motorcycle black belt. When things are dull around The Pit, sometimes we throw a toaster or vacuum or whatever at Ashiko and tell him to turn it into a weapon. The best was the time he turned an old blender into brass knuckles with a rotary saw, and then turned the vegetable drawer into a smoothie.”



CODE NAME: BACKSTOP

Mechanized Infantry

Pit Duty: Cardio coach – Backstop runs physical training drills related to cardiovascular health.

“Backstop doesn’t watch hockey, play hockey, or sit in the room when people are talking hockey. I used to think it was because he got sick of it, being from Montreal. Then I found out that before he got into boxing, he used to play hockey. He got kicked out for unnecessary roughness. And I don’t mean he was kicked out of his hockey league. I think he was kicked out of Canada.”

CODE NAME: BARBECUE

Firefighter

Pit Duty: Fire safety instructor – Barbecue teaches basic and advanced fire control and burn related first aid, and administers tests on the subjects.

“Barbecue is what you call your basic party animal. He can open bottles with his teeth, pick up quarters with his ears and wrap his lips completely around the bottom of a quart of soda. You may well ask how all this affects his function as the G.I. Joe Firefighter... It doesn’t. It simply makes him a more interesting fellow to have around.”

CODE NAME: BARREL ROLL

High Altitude Sniper

Pit Duty: Marksmanship instructor – Barrel Roll runs weapon training drills related to long range scoped firearms.

“When Barrell Roll and Bombstrike end up on opposite sides -whether it’s a game or an argument, it doesn’t matter- watch out. I’ve never seen a brother and sister get as heated as when these two are competing. I wouldn’t be surprised if only one of them wanted to be a Joe and the other one got recruited out of sibling rivalry. Must tear them up that they’ve got a brother in Cobra.”

CODE NAME: BAZOOKA

Anti-Armor

Pit Duty: Weapon maintenance inspector – Bazooka verifies that proper maintenance protocols have been administered on the weapons in the armory.

“Don’t make the mistake of thinking Bazooka is dumb. He doesn’t say much, and what he does say he says extra slow. That’s what’s going on in his mouth. What’s going on in his head is a million calculations a minute. Anyone can blow up a tank with a rocket launcher, Zook’s a missile specialist because of his quick thinking and instincts.”

CODE NAME: BEACH HEAD

Ranger

Pit Duty: Recruit trainer – Beach Head runs physical training drills related to overall health for new recruits.

“Sometimes I think it’s all an act. Beach Head is the most unpleasant person I’ve ever met. He doesn’t wear deodorant, he gets in your face more than your girlfriend, and he spits when he talks. Not that he ever talks. He yells. And it’s always insults. Maybe I’m fooling myself. Maybe I want to think it’s an act because I have to believe the only way someone can be that awful is on purpose.”

CODE NAME: BIG BEN

British Special Air Service

Pit Duty: Protocol – Big Ben accompanies the officers on matters of diplomatic contact.

“Watch what you say around Big Ben. He’ll pick out a word or two and make a joke about it. Then you’ll make a joke, and he’ll dead eyes stare at you and bark ‘you think that’s funny?’ And in that moment, you won’t even know. Maybe it’s not funny. Why’d you even say something so not funny? You’ll be halfway through apologizing when he gets this smile and you don’t know what to think. Then he’ll make a joke and walk away.”

CODE NAME: BIG BRAWLER

Jungle Scout

Pit Duty: Strength training instructor – Big Brawler runs physical training drills related to muscle strength.

“You ever meet someone who just won’t stay in their lane? That’s Big Brawler. The guy’s big, there’s no denying that. And he’s a pretty good brawler, one of the best on the team. But the way he acts, you’d think he was Matthew Burke. He volunteers for every job, no matter how unqualified he is for it. He parrots orders to the other Joes as if the rest of us didn’t just hear them. And the stories he tells only make sense if you’re someone like Scarlett or Snake Eyes. Big Brawler is no Scarlett or Snake Eyes.”

CODE NAME: BIG LOB

Grenadier

Pit Duty: Recreational sports organizer – Big Lob schedules organized sport activities for morale and team building.

“Big Lob is like the grenades he’s packing: loud, flashy, and intimidating to be around. He’s his own hype man, psyching himself up by calling the play by play on what he’s doing. He’s actually very good at it. Thank goodness there’s an explosion every few seconds when he’s around or I might get so distracted by his color commentary I forget what I’m doing and just watch The Big Lob Show.”

CODE NAME: BLOWTORCH

Flamethrower

Pit Duty: Incendiary weapon training – Blowtorch runs weapon training drills related to fire-based energy weapons.

“Blowtorch can’t sleep unless he’s near a smoke detector. Cigarette smoke drives him bananas! He always sits near the exit in movie theaters and refuses to live anywhere where he can’t safely jump out the windows. This is not irrational to him. These are actions based on intimate knowledge.”

CODE NAME: BOMBARDIER

Experimental Ordnance Specialist

Pit Duty: Codebreaker – Bombardier deciphers encoded secret messages received at The Pit and encodes outgoing secret messages.

“Bombardier is never where you think he is. I’ve been midsentence in a conversation with him when I spot him across the room tinkering with something like he’s been at it for hours. Did he just walk away? Did I imagine that we were talking? Another time he asked me to hold something for him after lunch. I didn’t see him again until I found him in his bunk that night. I know he works on new tech, but I don’t think he’s invented a teleporter. And if he has, would it kill him to say bye before using it?”

CODE NAME: BOMBSTRIKE

Forward Air Control

Pit Duty: Geography tutor – Bombstrike teaches basic and advanced geography, and administers tests on the subject.

“Bombstrike and her brother Barrel Roll have a real ‘anything you can do, I can do better’ relationship. And neither one’s ever gonna win because, well, one, that’s just not gonna happen. But two, they ain’t even competing at the same things. Barrel Roll snipes enemies from the sky with a rocket glider, Bombstrike’s a mile away calculating missile strikes through binoculars. You can’t compare scores when one of you’s playing football and the other’s playing baseball!”

CODE NAME: BREAKER

Pit Communications

Pit Duty: Sound engineer – Breaker cleans up distorted telecommunication, edits original audio produced at The Pit, and monitors the quality of outgoing messages.

“Breaker’s not from the generation that grew up with computers. Most of the people he knew with computers were strictly users. So Breaker found people who appreciated computers the way he did. It meant programming his own software, and using the Internet in ways that he was years ahead of how anyone else was using it. Even now that technology’s caught up with his interests and abilities, Breaker’s kind of in his own corner. The rest of the tech team learned a shared language and built their skills off the foundation laid down by Breaker’s generation. Breaker’s way isn’t wrong, it’s just his.”

CODE NAME: CHUCKLES

Intelligence

Pit Duty: CLASSIFIED

“Chuckles’ natural likability is his greatest asset. He can sit around all day with a bunch of Cobras, grinning, cracking jokes and punching shoulders, all the while wearing a miniature transmitter that’s being homed in on by the Joe Team. Chuckles is aware of the consequences of being found out... He’s also confident of his ability to fight his way out of any situation.”

CODE NAME: CLUTCH

Driver

Pit Duty: Wheeled vehicle mechanic – Clutch sees to the upkeep and maintenance of wheeled vehicles in the Pit garage.

“They don’t make them like Clutch anymore. He greases his hair with motor oil, rarely shaves, and chews on the same toothpick for months. He used to be the kind who would joke about ‘chicks’ with ‘the boys’. But just like how motors were replaced with computerized engines, times have changed. Clutch is changing with them. Maybe too fast for him and not fast enough for others. Clutch is a talented driver, but right now he’s racing against evolution and losing.”

CODE NAME: COVER GIRL

Tanker

Pit Duty: Mobile armor mechanic – Cover Girl sees to the upkeep and maintenance of armored vehicles in the Pit garage.

“Cover Girl went from the cover of magazines to providing cover fire from the back of an armored column, and she will point blank tell you that the military was easier than a modeling career. She’s the kind of person who gets aggressive when push comes to shove. Shove a loud mouth as a model, ‘you’ll never work in this town again.’ Shove a loud mouth here, ‘they had it coming.’”

CODE NAME: CUTTER

Coast Guard

Pit Duty: Swim instructor – Cutter teaches basic and advanced swimming, and administers tests on the subject.

“You never want to be in an argument with Cutter, not even if you’re on his side. He is so headstrong, he keeps finding weirder and less likely arguments to make his point. It’s so frustrating. Even if you agree with him you’re rooting for him to lose. But he never loses. He fights until the other side gives up. Fortunately for us, he pilots the Killer WHALE with the same stubborn determination. If it ever took in water, Cutter could argue it into staying afloat.”

CODE NAME: DART

Pathfinder

Pit Duty: Shorthand tutor – Dart trains Joes on abbreviated symbolic writing to increase speed and brevity of writing.

“My uncle once told me that he takes great joy in watching someone very good at their job work. I think of that every time I’m in the field with Dart. He’s learned from generations of hunting guides and has such an incredible instinct for recon, it’s like he’s got a map that no one else can see. If you have the time, he has the patience to explain every broken blade of grass he spots, and what the weight of a foot print tells him about the speed and direction the person was going. I’d rather not know. It’s like a magician explaining his trick.”

CODE NAME: DEEP SIX

Deep Sea Diver

Pit Duty: Watercraft mechanic – Deep Six sees to the upkeep and maintenance of watercraft vehicles in the Pit harbor.

“Don’t let Deep Six’s cold shoulder bother you. He doesn’t like anybody. You know how he got so good at deep sea diving? It’s his alone time, and no one living or dead has ever appreciated alone time like Deep Six. He goes down into the depths of the oceans, where light doesn’t reach and the water pressure can crush you like an eggshell. That’s Deep Six’s happy place.”

CODE NAME: DIAL-TONE

Field Communications

Pit Duty: Morse code tutor – Dial-Tone trains Joes on encoding and decoding telecommunications to increase security and speed of telecommunication.

“Dial-Tone just keeps getting better at his job. When he joined the Joes, he carried his own weight in telecommunication equipment on his back. Now, he fits 100 times that power into a pack a fraction of the size. It’s been great for everyone, too, not just Dial-Tone. Who knew he had a personality other than cranky and sore?”

CODE NAME: DOC

Medical Doctor

Pit Duty: Physician – Doc acquired his medical degree from Harvard Medical School and is licensed to provide medical aid and advice.

“Doc graduated from Harvard Medical. That’s the end of the journey for most doctors. He could have worked at any hospital in the country. Instead, he enlisted in the army. He didn’t just want to help soldiers. He wanted to experience being a soldier so that when he treats us, he understands us.”



CODE NAME: DUKE

Field Leader

Pit Duty: Land commander – At officer meetings, Duke represents the tankers and drivers and other Joes primarily serving on land.

“You either love Duke or you hate him. It all comes down to why he declined an officer commission. He won’t refuse your requests like an officer, he’ll refuse them like an older brother. Some Joes appreciate the candor and honesty, others would prefer more decorum. Whether you like him or not, Duke has every Joe and G.I. Joe as a team in mind when he makes his decisions. Even the Joes who hate Duke respect him.”

CODE NAME: DUSTY

Desert Environment Specialist

Pit Duty: Appliance maintenance – Dusty sees to the upkeep and maintenance of appliances around The Pit.

“The officers have an expression when they’re assigning squad leaders: ‘Only one of you gets Dusty.’ You’d think he would only get assigned to missions that need a desert specialist, but Dusty’s a commander’s dream. Desert missions taught him how to survive at all cost, and how important it is to have each other’s back when circumstances are unforgiving, skills that always apply. Plus, he’s a great conversationalist. Helps when you’re stuck in tight quarters transport together for hours.”

CODE NAME: FACES

Infiltration

Pit Duty: Language instructor – Faces teaches basic and advanced linguistics, and administers tests on the subject.

“Agent Faces? More like Agent Mirrorface. When Faces is chatting you up, he loves slowly adopting your mannerisms, speech patterns, and even the sound of your voice. Even without his makeup or masks, you see his face changing when he does it, too. It’s hilarious to watch, but infuriating when he does it to you. And no, I’m not only saying that because I don’t like the sound of my own voice. I’m fine with it, as long as it’s coming out of my mouth.”

CODE NAME: FAST DRAW

Mobile Missile Specialist

Pit Duty: Typist – Fast Draw redrafts hand-written mission logs into digital files.

“You know what’s great? When Fast Draw and Snake Eyes hang out. They’re never on missions together, on account of one being covert ops and the other’s got 50 pounds of missiles and 100 pounds of launcher built into his suit. You might figure they’ve got nothing in common, but they get along swimmingly. Snake Eyes can’t talk, and Fast Draw can’t hear, and that actually makes each of them great at their jobs. But I think it gives them something to bond about, too. I’ve sat in a room with them playing an intense and completely silent game of chess. Even if I looked away I could feel the tension in their muscles as they looked at that board.”

CODE NAME: FLINT

Warrant Officer

Pit Duty: Office hours – Flint provides a variety of individual support and guidance, including training, leadership development, and supervision.

“The three steps of getting to know Flint are: 1. I like this guy; 2. Is this guy for real? 3. I really do like this guy. It’s rare you meet someone that personable and magnetic who also hasn’t figured out that he can get away with a lot because of it. And it’s not like he plays it safe. He calls people out for their behavior, he’s an outspoken environmentalist, and he isn’t too polite to get political. He just does it in a way that doesn’t ruffle the feathers you expect it to.”

CODE NAME: FOOTLOOSE

General Infantry

Pit Duty: Gardener – Footloose maintains the plant life in and around The Pit.

“Some of the Joes think that Footloose is out there, but all he’s trying to do is find himself. He’s the All-American Boy who got lost on the way to the fair and he’s simply trying to go home any which way he can. Most folks think they know who they are and where they’re going...They’re the dangerous ones!”



CODE NAME: FROSTBITE

Arctic Vehicle Driver

Pit Duty: Cold weather equipment maintenance

– Frostbite sees to the upkeep and maintenance of cold weather equipment in The Pit armory.

“Frostbite has to be cool. The environment he works in is too unforgiving. If his Snow Cat throws a piston, he’s got to step out into weather that’ll freeze a hex-wrench to bare skin in five seconds and carry through a repair job that would be taxing under ideal conditions. He can’t afford to panic. Not if he wants to stay alive.”

CODE NAME: GENERAL HAWK

Brigadier General

Pit Duty: General maintenance – General Hawk sees to the upkeep and maintenance of The Pit and its basic supplies.

“Some Generals like to come out and give a nice speech before a fight, full of ‘go-get-’em’ and ‘yay-team’, and that’s the last you see of them until the dust settles and they’re back up from the rear again, handing out medals and trying to look as battle-weary as they can in starched fatigues. When Hawk takes you into a hairy situation, he’s usually in front of you yelling, ‘Follow me!’”

CODE NAME: GUNG-HO

Marine

Pit Duty: Jungle warfare training instructor

– Gung-Ho teaches basic and advanced jungle survival lessons, and administers tests on the subject.

“Gung-Ho is legendary around here. And not ‘he’s so great’ legendary. Bigfoot legendary. They say Gung-Ho gave himself that tattoo using broken pens as needles and ink. I heard he wrestled, killed, cooked, and ate an alligator that got too close to his family swamp when he was 9. Rumor has it that grenade launcher of his started out as a potato launcher that he has been upgrading ever since. Oh, and you never hear any of this from Gung Ho. If you ask him about it, he just says ‘That’s funny,’ and chuckles as he walks away.”

CODE NAME: HELIX

Battlefield Context Strategist

Pit Duty: Surveillance – Helix monitors and reviews on-camera activity in and around The Pit.

“If I could spend an afternoon inside the head of one Joe, I’d choose Helix. I’d love to know how her brain works. I know how they describe it. She has ‘total organic awareness’ that lets her learn rules quickly and keep track of every bullet and breath on a battlefield. I get that. Well, I don’t, but I get that that’s the best we can do to describe it. But what’s it like? Is time slower? Does she see everything as data readouts? I know most people are more interested in how Hawk found her and why she was recruited. Me, I’d love to know what it’s like to be her.”

CODE NAME: HIT & RUN

Versatile Environment Specialist

Pit Duty: Combat simulation programmer – Hit & Run designs the scenarios for simulated situational combat training.

“Infantrymen don’t march. They run. They run to get to the battle, the run during the battle, and they run to get away from the battle. The Army doesn’t call it running. They call the first one ‘advancing’, the second ‘maneuvering’, and the last, ‘disengaging’. Hit & Run calls it all running, and he’s real good at it.”

CODE NAME: ICEBERG

Arctic Environment Specialist

Pit Duty: Cold weather survival instructor – Iceberg teaches basic and advanced arctic and cold weather survival lessons, and administers tests on the subject.

“Iceberg may be from Texas, but he’s not a fan. Nothing against the people; it’s the bugs, and venomous animals that he hates. After enlisting, he volunteered for so many missions further and further north to get away from creepy crawlies, he accidentally became one of the military’s foremost experts on cold weather combat. He was happy to get recruited to the Joes, even when he’s deployed somewhere subarctic. Just don’t bring up the fact that he’s fighting snakes.”

CODE NAME: JINX

Ninja

Pit Duty: Finance clerk - Jinx graduated from Bryn Mawr College and is licensed to discuss financial matters affecting individual Joes or G.I. Joe as a whole.

"Most of the team's ninjas -yes, I know how weird that sounds. Most of the team's ninjas started as soldiers, got fit and learned discipline, and started ninja training. Jinx's been in ninja training for so long that she didn't even know she didn't have a normal childhood until she was older. What's funny is that she comes off so much more normal than the other Joe ninjas. Snake Eyes is this ball of anger held together by ninja meditation, and Kamakura... if I say nerdy for ninja, do you get what I'm saying? But Jinx? She's like the girl next door. Until you remember she can shuriken you from across the room with a blindfold on."

CODE NAME: KAMAKURA

Ninja

Pit Duty: Sign language tutor – Kamakura trains Joes in visual-manual communication techniques for silent exchange of complex instructions and general communication. Additionally, he acts as a translator for Snake Eyes when necessary.

"You know the difference between 'can't' and 'doesn't'? Snake Eyes can't talk. Kamakura doesn't talk. Not for himself. Yeah, we've all heard his voice, but I don't know if I've ever heard an original thought come out of that kid's mouth. You ask him if he takes cream in his coffee, he'll excuse himself to consult his master. Five minutes of ASL later, he tells me he doesn't drink coffee. I guess you don't become a ninja apprentice on personality."

CODE NAME: LADY JAYE

Covert operations

Pit Duty: Personnel clerk - Lady Jaye compiles and maintains G.I. Joe personnel records.

"Lady Jaye has either crammed three lives in her lifetime, or she's an amazing liar. She'll slide these wild details into conversations, like going to college in Ireland, the time she consulted for the president of Egypt, a tip for dressing wounds she picked up from South African freedom fighters, or the time she inherited a haunted castle in Scotland. They can't all be true... can they?"

CODE NAME: LAW & ORDER

Military police

Pit Duty: Security – Law & Order surveil The Pit perimeter.

"Law likes to say 'Law & Order's a team: he finds the bombs, I drive the car. We tried it the other way but it didn't work.' Cover girl says that she was in the motorpool that day and that Law's not joking."

CODE NAME: LEATHERNECK

Marine

Pit Duty: Drill sergeant – Leatherneck runs situational combat training scenarios.

"He is uncouth, opinionated, and overbearing. And he has no patience at all with the indecisive, the lazy, and the dishonest. Leatherneck is not a man you can like, but one you can trust."

CODE NAME: LIFELINE

Medic

Pit Duty: Chaplain – Lifeline is an ordained minister and authorized to administer religious services.

"I feel bad for Lifeline. He's a pacifist in the military. He gets more than his share of ribbing for it, and that's one thing. But some of the Joes genuinely hate him for it. If they're wounded, a lot of soldiers would rather their allies shoot back than patch them up just to get captured. But then I found out about his family. They're even more pacifist, and they look down on him for enlisting. I don't totally get why he enlisted, but I am positive Lifeline sacrificed more than most Joes to be here."

CODE NAME: LIFT-TICKET

Rotary Wing Aircraft Pilot

Pit Duty: Assistant warrant officer – Lift-Ticket acts as intermediary between the warrant officer and the enlisted Joes when need be.

"Getting into a target area is straight forward: you wait until dark and get sneaky. Now, getting out after some caps have been popped and a can o' firefight's been opened; well, that's another story. All you can do is squat on the L.Z. and hope that whoever's driving the extraction chopper is skillful, persistent, lucky and bulletproof. Lift-Ticket satisfies the first three requirements...and he's working on the fourth!"

CODE NAME: LINK

Veterinarian

Pit Duty: Animal physician – Link acquired his medical degree from the University of London Royal Veterinary College and is licensed to provide medical aid to animals.

"Link's the only Joe I know who flat out says he cares more about certain teammates than others. He may not have too many two-legged friends in The Pit, but he makes up for it with all of his animal friends. It's sad and frustrating the way a lot of Joes make fun of Link for it. They call him the Kennel General, and joke that he'd shove Shipwreck into the line of fire to save Polly, but honestly, so would most of us."

CODE NAME: LOW-LIGHT

Night Spotter

Pit Duty: Security Night Shift – Low-Light surveils The Pit perimeter at night.

"When you walk into a dark room, check to see if Low-Light is in there before you turn the lights on. He won't mind, but dollars to donuts he scares the living daylight out of you. I asked Low-Light one time why he likes the dark so much. Ends up, he doesn't. He hates it. He was afraid of the dark as a kid. So he decided he was going to become the scariest thing in the dark."

CODE NAME: LT FALCON

Green Beret

Pit Duty: Nurse – Lt Falcon is a trained medic and assists the medical staff in sick bay.

“Green Berets like Falcon specialize in being unconventional. They typically act as US liaisons in guerrilla forces in occupied nations. You need to be a quick study on culture and people, because you are both the leader and an outsider. Falcon’s problem is that he never stops. He’ll hover over your shoulder in the mess giving you pointers on making a sammich with the same authority he leads an insurgency in a foreign nation.”

CODE NAME: MAINFRAME

Computer Specialist

Pit Duty: Computer technician – Mainframe operates and maintains The Pit computer hardware and software.

“The modern military needs computer specialists more than it needs soldiers. Mainframe enlisted with the Marines, but he had such a knack for technology that he was kept at base to keep the systems online while the rest of his unit deployed. When he is deployed, he’s still a marine. It’s fun watching him play the helpless nerd card and catch enemies flatfooted.”

CODE NAME: MERCER

Cobra Defector

Pit Duty: Small arms instructor – Mercer runs weapon training drills related to pistols and other small, handheld, short-range weapons.

“I don’t trust Mercer, and I don’t care who knows it. If we want to use an ex-Cobra Viper for intel and even pardon him for his crimes, fine. No, not fine, but not my call so I’ll keep my mouth shut. Recruiting him to the Joes? That I can’t keep my mouth shut about, even if it’s not my place to say. I’m making it my place. Once a Cobra, always a Cobra. Once a defector, always a defector.”



CODE NAME: MIRAGE

Weapons Expert

Pit Duty: Weapons Engineer – Mirage designs weapon prototypes for use by the Joes.

“I’m OK with function over fashion, but Mirage looks like he shops for clothes at Radio Mart. And I get it, every doohickey and exposed wire does something, and his techsuits are prototypes for the pretty versions that the rest of us get later. He still looks like a giant robot hocked a techno loogie on him.”

CODE NAME: MUTT & JUNKYARD

Dog Handler

Pit Duty: Kennel maintenance – Mutt sees to the upkeep and maintenance of The Pit kennel.

“You might think Mutt doesn’t like you. You’re probably not wrong. But if you give him space when he’s growling, don’t touch him without asking, and give him the occasional treat, he could learn to tolerate you. Not like Junkyard, who likes everybody. But that’s dogs for you.”

CODE NAME: OUTBACK

Survivalist

Pit Duty: Survival equipment maintenance – Outback sees to the upkeep and maintenance of outdoor equipment in The Pit armory.

“I used to be the guy that makes fun of people who sleep in an RV and call it camping. Then I went camping with Outback. He saw me packing a tent, sleeping bag, and change of clothes and said ‘I thought we were going camping.’ To Outback, if you’re camping with more than a knife and canteen, you might as well be staying at a hotel.”

CODE NAME: PSYCHE-OUT

Psyops

Pit Duty: Counselor – Psyche-Out graduated from Berkley with a degree in psychology and is licensed to discuss mental health matters affecting individual Joes or G.I. Joe as a whole.

“There’s one person in The Pit that the Joes respect more than Hawk, and that’s Psyche-Out.

You get the sense the guy genuinely wants what’s best for everyone. He has these good ideas, and they’re the kind of ideas people make fun of psychiatrists for. Talking about feelings and your relationship with your mom, and stuff. But it’s not silly when he says it. He cares. And that’s nice.”

CODE NAME: QUICK KICK

Silent Weapons

Pit Duty: Martial arts instructor – Quick Kick teaches basic and advanced martial arts lessons, and administers tests on the subject.

“You can take the stuntman out of Hollywood, but you can’t take Hollywood out of the stuntman. While most of us were in basic training, missing movies, Quick Kick was in a theater, on set, or in a gym with big screens. If you have two hours to kill, pop some corn and ask him about a movie. Any movie. Odds are he’s seen it, maybe he even worked on it, and he can imitate every actor and sound effect in it.”

CODE NAME: RECONDO

Jungle Environment Specialist

Pit Duty: Barracks maintenance – Recondo sees to the upkeep and maintenance of The Pit barracks.

“Recondo treats everything like an ecosystem. Some things can die. Some things need to die so the whole can live. Some things can die and it doesn’t matter. No problem when he’s hacking vines to clear a path through a jungle. It’s unnerving when he’s talking about if it’s OK to cut in line in the cafeteria.”

CODE NAME: RED DOG

Siegecraft

Pit Duty: Obstacle course programmer – Red Dog designs obstacle courses for tactical movement training.

“Red Dog is a Renegade, a special project that takes Cobra’s ideal recruits and gets them on the Joes first. No one’s happy to get assigned to a squad with Red Dog. We’re not used to having someone on the squad that you can’t trust to have your back. At least we can trust him to take out any obstacle in our way. And when we’re watching him smash through barricades, it is comforting to know Cobra didn’t get to him first.”

CODE NAME: RIP CORD

HALO Jumper

Pit Duty: Skydiving instructor – Rip Cord teaches basic and advanced skydiving lessons, and administers tests on the subject.

“Let’s say you got a trouble spot-you can’t sail, walk, or ride in. So you send a plane in so high that it can’t be seen or heard. Rip Cord jumps and drops like a rock for thousands of feet, then opens his chute at the last possible moment to avoid visual and electronic detection. What he does once he hits the ground you don’t want to hear about.”

CODE NAME: ROCK ‘N ROLL

Heavy Machine Gunner

Pit Duty: Coordination coach – Roadblock runs physical training drills related to coordination and synchronicity.

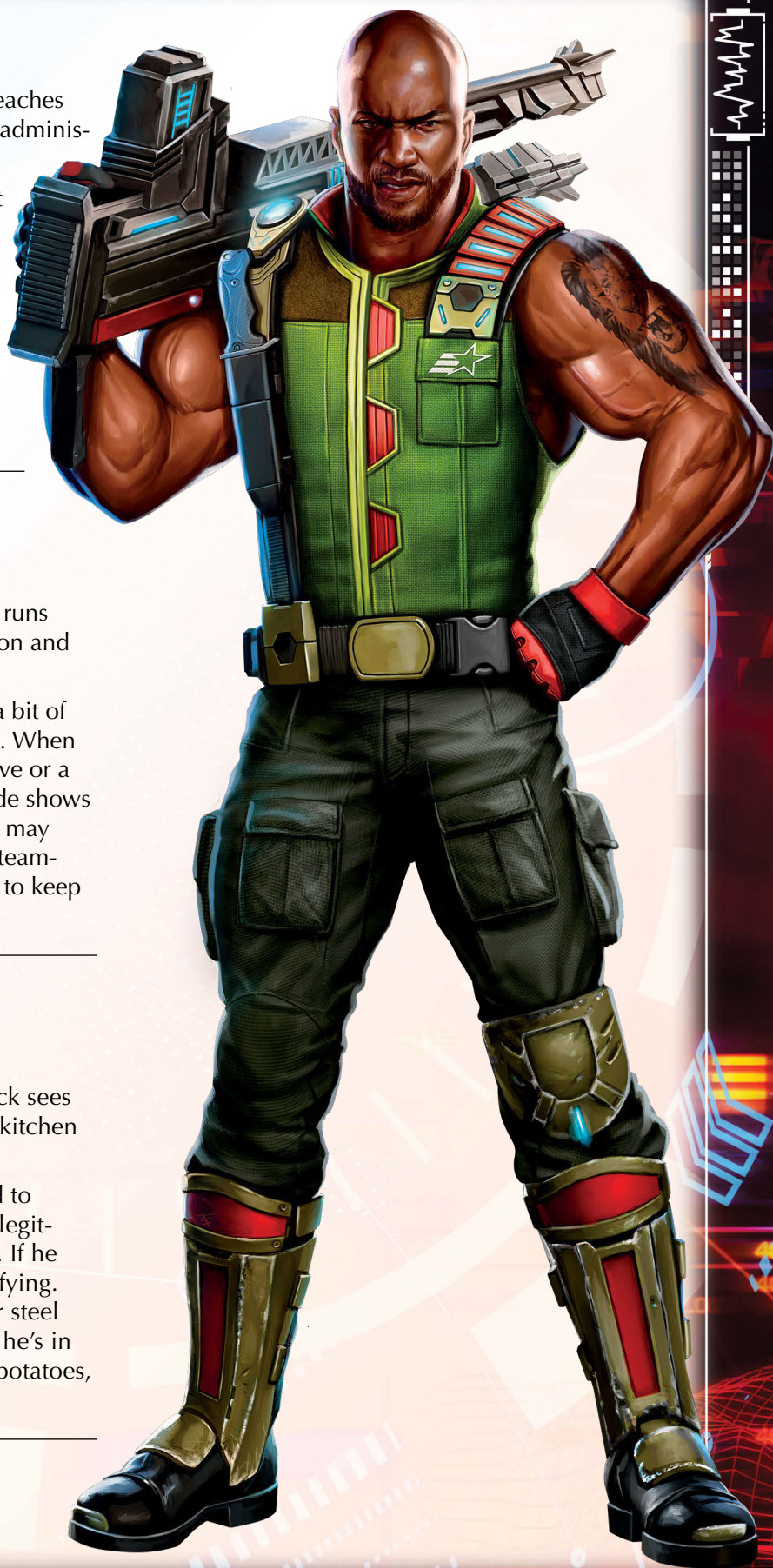
“Rock ‘N Roll can come off as shy, even a bit of a wallflower, but he’s an all or nothing type. When something strikes a chord, like a perfect wave or a pulse pounding guitar riff, his passionate side shows up. Same thing when he’s on a mission. He may seem cool and collected, but if he thinks a teammate’s in trouble, he does whatever it takes to keep them safe.”

CODE NAME: ROADBLOCK

Heavy Weapon Support

Pit Duty: Kitchen maintenance – Roadblock sees to the upkeep and maintenance of The Pit kitchen and mess.

“I don’t know how many molds they had to break when they made Roadblock. He’s a legitimate giant, with the strength of ten giants. If he had a mean bone in his body, he’d be terrifying. But until he picks up 200 lbs of .50 caliber steel and ammo, he’s a teddy bear. Heck, when he’s in the kitchen poaching a duck and braising potatoes, he’s downright delicate.”





CODE NAME: SCARLETT

Counter-Intelligence

Pit Duty: Cobra intelligence expert – Scarlett provides mission insight related to Cobra objectives and activity.

“Here’s the first lesson you need to learn around here: When Scarlett talks, you listen. If she’s talking about Cobra, take notes. She knows more about Cobra than you know about whatever got you recruited. If she’s talking fitness, consider yourself lucky. She’s one of the only Joes who keeps up with Snake Eyes in the gym. If she’s telling jokes, relax. Scarlett only jokes when there is absolutely no immediate threat. After a hairy mission, a joke from Scarlett is the greatest comfort you could ask for.”

CODE NAME: SCI-FI

Energy Weapons Marksman

Pit Duty: Electrical engineer – Sci-Fi operates and maintains The Pit power grid and electrical equipment.

“Sci-Fi doesn’t settle for the present. He was researching laser weaponry when the most lethal laser was an info-red targeter. If modern technology ever catches up with his ambition... well, that’ll never happen. Between his imagination, foresight, and understanding of technology, Sci-Fi’s always going to be a few steps ahead of everyone else.”

CODE NAME: SHIPWRECK

Sailor

Pit Duty: Nautical equipment maintenance – Shipwreck sees to the upkeep and maintenance of nautical equipment in The Pit harbor.

“Every elite unit’s got a guy like Shipwreck. You ask yourself how this lazy, argumentative, screw-up made the cut. You know how he got that way? He was better than everyone every step of the way. He got bored waiting for the other kids in his class to figure out the lessons. He got tired of springing to action before everyone else even got up. He’s got time to throw sarcasm around because he’s already figured what you’re going to say next, scallywag.”

CODE NAME: SHOOTER

Spotter

Pit Duty: Disciplinarian – Shooter determines the consequences of disobeyed orders, insubordination, and other rules violations or problematic behavior.

“Shooter’s been on more missions than anyone except a select few even know about. When a squad deploys, Shooter could be secretly deployed a few clicks away, keeping an eye on the unit and running interference from the shadows. She negotiates with local communities to keep them out of harm’s way. She deals with threats in the area unrelated to the mission. If you ever feel like you got a lucky break during a mission, it probably wasn’t luck.”

CODE NAME: SIGHTLINE

Anti-Aircraft Support

Pit Duty: Archivist – Sightline sees to the upkeep and maintenance of The Pit archives, a collection of original copies of field reports, unidentified findings, and other items of indeterminate military value.

“Sightline’s got a rare combination of inquisitive personality, deductive mind, and photographic memory. Where others are satisfied to get answers to their questions, Sightline asks “but why?” and keeps digging. Hawk had to give him special clearance so that he could read over reports before filing them away, because the details only Sightline notices directly impacts missions.”

CODE NAME: SKYMATE

Glider Pilot

Pit Duty: Exotic weapon instructor – Skymate runs weapon training drills related to the operation of unconventional weapons.

“After Skymate invented glider archery, he had a choice: convince the Australian military that this was tactically viable or convince the Olympic committee that this was a sport. As it happens, G.I. Joe was petitioning ally nations for soldiers who would thrive in a no tech scenario. Skymate became the silent weapons team’s first air commando.”



CODE NAME: SNAKE EYES

Commando

Pit Duty: Hand-to-hand combat trainer – Snake Eyes teaches basic and advanced hand-to-hand combat lessons, and administers tests on the subject.

CLASSIFIED

CODE NAME: SNOW STORM

Arctic Equipment Engineer

Pit Duty: Cold weather survival instructor – Snow Storm teaches basic and advanced arctic and cold weather survival lessons, and administers tests on the subject.

“After Snow Storm moved from Cuba to Vermont, the man could not get warm. Jackets over sweaters, wrapped in a quilt, he’s still shivering in July. So he built this bulletproof suit of insulated armor with heat plates, a marvel of engineering. Here’s the thing: He only made one, and he made it his size. So now he gets deployed on arctic missions. I feel bad for the guy, but that’s funny.”

CODE NAME: SPARKS

Cryptologist

Pit Duty: Internet media investigations – Sparks monitors enemy Internet use and gathers intelligence for missions online.

“Here’s a sad truth: Anyone can pick up and fire a gun. Yes, the more training, the less likely the wrong person gets hurt. But if the end goal is to cause damage or chaos, that’s not the skilled part of war anymore. You deal real harm with computer skills. Getting onto the deep web, getting propaganda to go viral, hacking valuable targets. It’s a young person’s game, so no surprise that Sparks is the youngest person on the team. Frankly, I don’t understand him half the time, it’s like he’s speaking a different language. But he’s speaking the same language as the young cyberterrorists, and that’s what’s important.”

CODE NAME: SPIRIT

Radar Operator

Pit Duty: Social services – Spirit earned a PhD in Advanced Studies in Human Behavior at Capella University and is licensed to offer a range of public services to individual Joes or G.I. Joe as a whole.

“Spirit has a lot of experience with tracking equipment, but what makes him so good at tracking is his psychology degree. Think about it, when you’re being chased, you aren’t just trying to outrun your pursuer, you’re trying to outsmart him. And you might be in such a panic that you think any idea that pops in your head is what’s going to lose ‘em. Spirit can keep his cool like no one I’ve ever seen, and he can also get in the mindset of people totally freaking out.”

CODE NAME: STALKER

Ranger

Pit Duty: Interpreter – Stalker is fluent in five languages and conversational in a dozen more, and uses his language skills and cultural knowledge to translate for contacts.

“This may be Hawk’s unit, but to a lot of us, Stalker is G.I. Joe. Any time anyone complains that we’re helping the wrong people, or that we should treat missions differently depending on who they think benefits in the long run, Stalker sets them straight. He’s so honest and wise, you should consider yourself lucky if he ever chews you out. It means he respects you enough that he believes you can know better.”

CODE NAME: STARDUSTER

Transportable Air Recon

Pit Duty: Jetpack instructor – Starduster trains Joes on the field use and maintenance of JUMP packs and jetpack technology.

“We could be pinned down by artillery, rockets, and flanking small-arms fire -every inch of the sky lit by tracer, the lead so thick in the air even the mosquitos would take cover- but Starduster would be out there in a flash to spot the bad guys. No questions. Straight up into the flack with his characteristic ‘show must go on’ attitude, grinning like a Cheshire cat as he calls in enemy positions for our own artillery to hit. The guy never fails to keep the act interesting.”

CODE NAME: STILETTO

Security

Pit Duty: Bodyguard – Stiletto escorts VIPs around The Pit, and accompanies officers on diplomatic missions.

“If a VIP walks into a room with a couple of linebacker bodyguards, two things are immediately obvious to me:

1. He’s not very important.
2. They aren’t very good bodyguards.

A good bodyguard is like a bulletproof vest: Protection that doesn’t scream ‘I’m being protected’. Stiletto is a very good bodyguard. She’s not that big, kind of blends into the background. Free to take in her surroundings without giving away where she’s looking, and she can sneak off to deal with problems without anyone noticing she’s gone. Don’t get me wrong, she’s scary. She just hides it.”

CODE NAME: STONE

Spy

Pit Duty: Cartographer – Stone updates The Pit’s digital and physical maps with the latest intel and field reports.

“Stone has three stories for every scar: how he got it; how he dealt with it; how he’s better off for having it. The prosthetic arm and the eye patch are the obvious ones, but he’s left blood and body parts on every continent and in a couple of oceans. If we ever go on a mission to space, to bet Stone’s going to want to be there, even if it costs him another arm and a leg.”

CODE NAME: TAURUS

Demolitions

Pit Duty: Astrology services – Taurus is a certified astrologist and is licensed to offer astrology and horoscope reading to individual Joes.

“You know that comic with the kid who doesn’t go anywhere without his security blanket? That’s Taurus, and his security blanket is chaos. I’ve never seen a teammate bite the enemy as much as Taurus, and I’ve been deployed alongside a wolf. There’s another kid in that comic, always got dust around him? That’s also Taurus, and the dust... is also chaos. I think Taurus reminds me of comic characters because any time I spend around him I think ‘how is this guy even real?’”

CODE NAME: TIGER

Black Market and Dark Web Intelligence

Pit Duty: Supplies upkeep – Tiger acts as intermediary between Joes with Pit maintenance duty and the suppliers, be they commercial or governmental.

“Most Joes have a unique story about getting recruited, but no Joe has a story like Tiger’s. One time Scarlett’s undercover and something goes wrong. Tiger happens to be on the scene with his boyfriend. Now this kid’s as civilian as blue jeans. I don’t think he even played sports as a kid. But Scarlett -well, some lady as far as he’s concerned- is in trouble and he steps up to these three big brutes. They throw punches and he doesn’t back down. He must have thought he had a guardian angel, cause he actually won the fight. Sure, Scarlett took all three of them down without breaking character, but he didn’t know that. Tiger got onto the team on bravery alone.”

CODE NAME: TOLLBOOTH

Transportation Specialist

Pit Duty: Mechanical engineer – Tollbooth operates and maintains The Pit mechanical equipment.

“We’re on our way to an objective and come to an obstacle we can’t cross. River, crevasse, mountain, whatever... Tollbooth gets us across. He may build a bridge out of whatever’s there. Blast a pass through solid rock or lay down a four lane black-top...The man’s got magic.”

CODE NAME: TORPEDO

SEAL

Pit Duty: Underwater combat instructor – Torpedo teaches basic and advanced partially- and fully-submerged combat training, and administers tests on the subject.

“Torpedo is like the ocean: A great time in so many ways, like no other experience on Earth. When he’s in a good mood. In the wrong mood, he can ruin your day, or worse. He isn’t so temperamental that I think he’s a danger to his fellow Joes. But what I’ve seen him do to Cobras... Let’s just say to understand the ocean, you have to respect how dangerous it can be.”

CODE NAME: TRIPWIRE

Explosive Ordnance Disposal

Pit Duty: Ordnance maintenance and security – Tripwire sees to the upkeep and maintenance of explosive equipment in The Pit armory.

“When I met Tripwire, I thought someone was playing a joke on me. Between ‘Hey Trip, someone for you to meet’ and him shaking my hand, Tripwire walked into the corner of a table, dropped his tray, kicked his cup trying to pick it up, and walked into me. Next thing I hear is that this guy is in explosives disposal. This guy? He couldn’t take two steps without blowing up his lunch and he handles the bombs? You wouldn’t believe it, but you put Tripwire in a room with an explosive and suddenly he’s got nerves of steel and an iron will. I wouldn’t trust him with a glass soda bottle, but I trust him with a nuclear warhead.”

CODE NAME: TUNNEL RAT

Saboteur

Pit Duty: Infiltration instructor – Tunnel Rat teaches basic and advanced infiltration training and architectural logistics, and administers tests on the subject.

“Tunnel Rat believes that anything that doesn’t kill you makes you stronger. His feeling about crawling into an enemy tunnel with a knife in one hand, a pistol in the other, and a flashlight in his mouth is simple - he can shoot straighter, bite harder, and run faster than anything he’s ever encountered in a tunnel, so why worry.”

CODE NAME: WET-SUIT

SEAL

Pit Duty: Reservoir maintenance – Wet-Suit sees to the upkeep and maintenance of The Pit reservoir and harbor.

"I wonder what Wet-Suit's life was like before enlistment. Every story he tells is about a mission he went on. Every metaphor or connection he makes relates to diving. The rare pop culture reference he makes, it's to a book or movie about the Navy. He either forfeited his personality when he became a SEAL, or he just never had one."

CODE NAME: WILD BILL

Helicopter Pilot

Pit Duty: Aircraft maintenance – Wild Bill sees to the upkeep and maintenance of aircrafts in the Pit hangar.

"Wild Bill sure can turn a phrase, but he also calls 'em like he sees 'em. If you're wearing red out in the jungle, he'll thank you for volunteering to stop all the bullets. If he doesn't think you're ready to be his gunner, he'll tell you all about how long it's been since he did all the work himself. Luckily he's as straight a shooter with a pistol as he is with his words."

Now You Know: What About My Favorite Joe?

There are a lot of Joes. Between the toys, cartoons, and comics, G.I. Joe has over 500 unique characters. For the G.I. Joe Roleplaying Game, we narrowed the active roster down to a little more than 80.

Any character that could be considered a G.I. Joe A-Listers made the cut. This wouldn't be the G.I. Joe Roleplaying Game without Snake Eyes, Scarlett, Duke, and Roadblock, not to mention Lady Jaye, Hawk, Flint, Shipwreck, Gung-Ho...

The 80s might have been G.I. Joe's most influential era, but there have been G.I. Joe action figures, comics, and cartoons every decade since then. We wanted to include some characters fans of any era would recognize, and others for you to discover. As obscure as some of the characters are, no character on this list is original to the G.I. Joe Roleplaying Game.

Some of the characters you see might not line up with how you remember them. There is no one established canon for G.I. Joe. There is a lot of crossover between the different continuities, but also contradictions. Lifeline is a pacifist in both the original cartoon and original comic, but his original action figure includes a handgun. Doc has been both Carl Greer and Carla Greer. Snake Eyes speaks in G.I. Joe: Spy Troops.

G.I. Joe is one of history's most inclusive toylines. That said, men outnumber women by a lot. Almost every female Joe

from the last 40 years made the list just to compensate. Additionally, most G.I. Joes are American. Makes sense, G.I. Joe is A Real American Hero. However, we did not want to restrict your creativity and only allow US-born characters. So we included some lesser known characters who are established to be from other countries, like the Australian Skymate and Cuban Snow Storm.

It must also be noted that a few G.I. Joe characters couldn't be used for boring legal reasons. Some Joes were based on celebrities, and the rights to use their likeness lapsed. There's one character in particular we wish we could have included, but we didn't want any lawyers to send us home in a ditty bag. An itty bitty ditty bag.

That said, just because a Joe is not included on this list or is not how you remember them does not mean they can't exist in your game. It is just that, your game! If to you it's just not G.I. Joe without Dogfight, then you can expect to find Dogfight in the hangar next to the Mudfighter, all set to show off the hand/eye coordination that got him eighty-sixed from every county fair in Alabama.

Also, there's every chance a Joe we did not include here shows up in a future rulebook. If there are any Joes you want to see, and are worried they won't make the cut, let us know!

THE G.I. JOE ROLEPLAYING GAME

The **G.I. Joe Roleplaying Game** is a campaign setting for the *Essence20 Roleplaying System*. This book teaches you how to make your own G.I. Joe character and provide details on how to become your character inside the game, along with all of the rules on how to play. Additionally, the world of G.I. Joe will be outlined in many ways: life as a member of G.I. Joe, important places for missions against

Cobra, the enemies Joes must overcome, the equipment and vehicles they use in the fight for freedom.

Whether your squad of Joes spends all their time on missions or they split their time training, researching, and interacting with their teammates at The Pit is up to you and your Game Master.



THE GAME MASTER

When playing the G.I. Joe Roleplaying Game, one of the players takes on the role of Game Master, commonly referred to as the GM. The GM acts as the narrator to the story that all of the players tell together, describing the missions and the challenges you must overcome, plays all of the non-player characters (NPCs), and makes sure that everyone understands and plays by the rules. In a sense, the GM is the writer, artists, editors, and directors who brought G.I. Joe's adventures to life for years in the pages of comic books and on screens big and small.

When narrating the story, the GM presents a mission for the players to deploy on as their members of G.I. Joe. Based on character actions and decisions, and the results of dice rolls, the GM determines what happens in the game. NPCs act much like the player characters, with unique personalities and goals. Some of their goals may align with the goals of the player characters (PCs), like fellow Joes, and mission contacts. Others may be willing to help the PCs if the PCs help them back, like local authorities who will let them pass as long as they don't cause trouble. Many directly oppose the PCs, like members of Cobra, the white collar criminals in the Crimson Guards, the guerilla biker gang the Dreadnoks, and the Red Ninja assassins.

It is up to the players to work as a team to solve problems, figure out what to do next, overcome challenges, and fight the forces of evil. G.I. Joe's strength is not in the talents of its individual members, but in how they use their talents together, as a team.

PLAYING THE GAME

Once you've decided who will be the GM, the players make their first G.I. Joe characters. This can be done individually or as a group, and oftentimes, it is done under the guidance of the GM. Your PC can be an original creation, based on an existing G.I. Joe character, or a mix of both. Maybe you're one of Scarlett's brothers who taught martial arts. Or maybe you're Scarlett. The rules for making a character can be found in Chapter 2: Character Creation.

While some people like to play different characters game to game, many groups keep the same players and characters for a series of missions in an ongoing "campaign." Imagine that a mission is like one episode of a television show. A campaign would then be like an entire season — or sometimes a whole series.

Over the course of the campaign, characters connect the dots of intel from various missions until they understand Cobra's latest operation, and how you can stop it. They learn new things, gain more resources, upgrade their equipment, and in the end, when the campaign is over, the players have a story to tell about how they stopped a ruthless terrorist organization determined to rule the world.

Although the GM may run every obstacle in the PC's way in a game of the G.I. Joe Roleplaying Game, everyone at the table is on the same side. Players aren't trying to beat the GM, they're working with him to have fun telling a story, exploring their characters.

There is no "winner" in this game. The object of the game is to have fun while weaving the goals of the group, objectives from the GM, and whatever happens in between together into one story. The rules help you play the character you want, both their strengths and weaknesses. If you make a powerhouse strong enough to uppercut an army jeep, don't be surprised if you have trouble sneaking through a web of laser tripwires.

Before deploying on your first mission, the next few chapters present the instructions and options for creating the character you want to play, and teach you how the game works.

Yo Joe!





CHARACTER CREATION

Your first step in joining the fight against Cobra in the G.I. JOE Roleplaying Game is to make your Joe through a combination of game statistics, roleplaying cues, and your imagination. Here, we'll guide you through the steps of making your player character in the world of G.I. Joe.

Start by thinking of the abilities and personality of the character you want to

play. Are they a proud officer like Duke, a wise cracking saboteur like Tunnel Rat, a cunning spy like Scarlett, or a martial artist commando like Snake Eyes? Maybe the character you want to play doesn't follow any of those iconic characters, and that's fantastic, too - the *Essence20 Roleplaying System* empowers you to make the G.I. Joe that fits your idea of a Real American Hero.

MAKING A REAL AMERICAN HERO

Once you are ready to start creating your character, follow these steps:

0. Discuss with your GM & Other Players

1. Character Concept
2. Set Starting Essences
3. Select Influences
4. Choose an Origin
5. Select a Role
6. Describe your Character
7. Form your Squad

These steps lead you to the table with a JOE you're excited to play!

CHARACTER SHEET

This section often refers to marking things on your character sheet. There is an example of a character sheet in the back of this book, and you can also download more online. Your character sheet can also be something as simple as a piece of scratch paper, or as complex as a custom spreadsheet with macros -- as long as it keeps your character's information in a single place, it's a character sheet.

As you move through this chapter and follow the step-by-step creation process, you'll be able to easily design a unique character that can be used in your game. As you complete each step, record the information on your character sheet, which you will use to reference all of the details of your character in the future, both while playing the game and advancing your character when you level up in experience.

STEP 0: DISCUSS WITH YOUR GM & OTHER PLAYERS

Before you start making selections, talk with your GM and other players about the game you want to play. Having a clear idea of what kind of story you want to tell together has a big impact on the character you make and what is appropriate for the setting. For instance, the kind of character you bring to an 80's G.I. JOE cartoon nostalgia game would be different from the character for a gritty, modern G.I. JOE game, or a lore-heavy game focused on the struggles of the Arashikage clan that Snake Eyes and Storm Shadow belong to.

Chat with other players about their ideas for characters. While there's plenty of fun to be had for a team of all Commandos, for instance, having a variety of Origins and Roles diversifies and strengthens your squad.

It's best to meet together to discuss all of this and brainstorm characters, either in person or online, before the game. This pre-game planning session is commonly referred to as Session Zero. Your GM has additional considerations for the Session Zero that are discussed in Chapter 13: Running the Game.

Be sure to make notes during your Session Zero, and keep them in mind when making your character. If you decide to change from what was discussed, let your GM and other players know - stories in the **G.I. JOE Roleplaying Game** are told through collaboration.



STEP 1: CHARACTER CONCEPT

We don't know who you are, where you come from, or even what side you're on.

-Zartan

Who is your character? Creating a character can seem daunting, but in reality, who you create just represents what you want to bring to and get out of playing the **G.I. JOE Roleplaying Game**.

Character concept inspiration can come from a million sources. It can be conceptual (how cool would it be to scout ahead with a jetpack and a blowtorch, like a human flare), mechanical (ooh, the Vanguard Role looks fun, and pairs well with the Covert Ops Origin), experiential (I wanna jump in the front seat of a tank and pop a wheelie), visual (I see my JOE decked out in camo fatigues, carrying modern military weaponry), or some combination (meet Reaper, because a commando with a scythe doesn't just look awesome, it works really well too).

G.I. JOE action figures famously included filecards that summed up the character's abilities and personality in a couple of paragraphs. It's how we learned that Ace wasn't just a great pilot, he was a great poker player, or that Deep Six became a deep sea diver because he was so anti-social, the bottom of the ocean was the only place he could go to be sufficiently alone.

Filecards make a great template for working out your character concept. What are your character's code name, real name, home town, and primary and second military specialties? If you had two paragraphs to let people know your skills and interests, what would you say to make your character stand out?

You don't need to decide everything about your character yet. After all, Snake Eyes' first filecard mentioned three martial arts: karate, kung-fu, and jujitsu. There was no mention of his most well known expertise: ninjutsu. Over the next forty years, he became so synonymous with ninjutsu that he has entire storylines dedicated to his ninja training. All you need right now is enough of an idea of what direction you want your character to take that you can move on to the next step.



STEP 2: SET STARTING ESSENCES

In the **G.I. JOE Roleplaying Game**, a character's core abilities are called Essences, and are broken down into four categories:

- **Strength:** Bodily Power and Endurance - important for Renegades and Rangers
- **Speed:** Agility, balance, and reflexes - important for Commandos and Infantry
- **Smarts:** Awareness, Mental Acuity, Intuition, and Analysis - important for Technicians
- **Social:** Confidence, Poise, Charisma, and Leadership - important for Officers and Vanguard

When you create your character, you will have 12 Essence Points to spend between the four Essence Scores: Strength, Speed, Smarts, and Social.

Each level gained in an Essence gives you a Skill Point to be invested in that Essence's Skills. The points you gain in each Essence at the beginning can be put into any Skill in their category, giving you freedom to figure out your character's starting point.

Be sure to mark each Essence Score on your character sheet at this time, and decide how to invest them in your Skills.

STEP 3: SELECT INFLUENCES

With an idea of what kind of character you want to make, ask yourself where they come from and what's important to them. Influences, which are a variety of passions, hobbies, culture, youth, and previous careers, help to flesh out who your character is. While influences can come into play at any point in your character's history: in their youth, developed while serving their Origin, or even while working for G.I. JOE. before the game begins.

You must select one Influence, and can select up to two more for a total of three. If you choose to pick additional Influences, you will still receive all of the benefits provided, but each one beyond the first choice will come with a specific Hang-Up. A Hang-Up is a weakness that your character has. Don't worry about having Hang-Ups -- it is fun to play flawed and complicated characters!

Influence choices also give Background Bonds as suggested personality enhancements for roleplaying. Background Bonds help you roleplay your character, because they give you starting points on how your character feels in certain situations. Make sure to choose these from the suggested list (or make up your own if you are feeling creative) and write them down on your character sheet.

Full descriptions of the Influences can be found in Chapter 3: Influences. Be sure to write down all of the benefits your character gets from each Influence on your character sheet. Write down any Hang-Ups you get with Influences you choose after your first and how they affect your character, as well as any Perks, so you (and the GM) remember to use them in the game.



STEP 4: CHOOSE ORIGIN

The next step in your character's journey is to select an Origin: what the character did prior to being recruited by G.I. JOE, likely by being a shining example of their Origin. Your character may have been a soldier on the front lines, a shadowy member of the Arashikage, a heroic EMT, or a civilian whose skills earned them a place in G.I. JOE.

When selecting your Origin, mark on your character sheet what your Origin is. Each Origin gives a point of Essence, a few Skill options specific to that Origin for that Essence's Skill Point to be invested in, starting Health (these are free and not connected to the Conditioning skill), starting Movement, and an Origin Perk.

HEALTH

Health describes how much punishment your character can take before being Defeated. In addition to the number granted from your Origin, you'll have the opportunity to increase your Health by investing in the Conditioning skill in the Strength Essence category.

You recover Health when you rest, receive aid through the Science skill or through perk abilities, or when receiving medical treatment. For more information, see "Damage & Healing" in Chapter 10: Exploring & Combat.

SKILLS

In the **G.I. JOE Roleplaying Game**, your Skill is represented by dice which are added to your twenty sided die (or d20) roll. More ranks in a skill increases the size of the die when rolling that skill, from a coin toss (d2) to a twelve sided die (d12). Any time you gain a skill point, you can choose instead to specialize, honing your proficiency in a narrow application of a skill. For more information, see Chapter 6: Essence Scores & Skills.

Once you've noted all this down, continue on to the next section: choosing your Role.

STEP 5: SELECT A ROLE

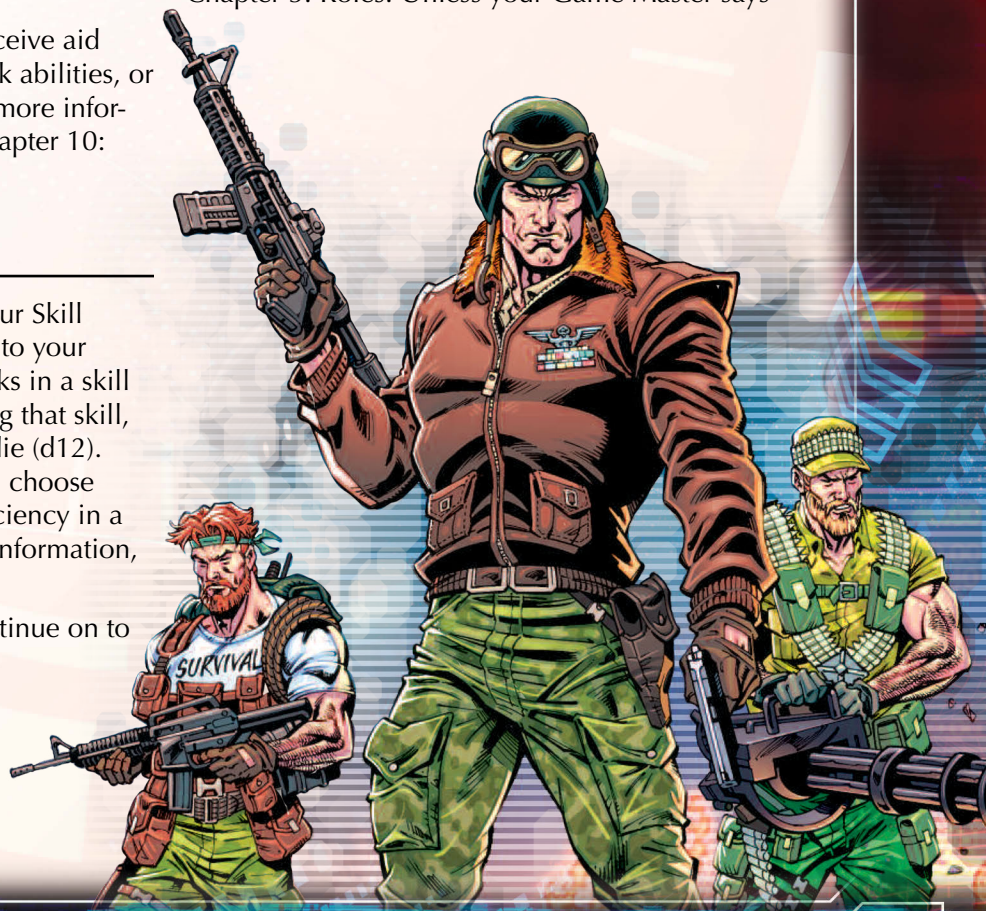
Roles are the military positions that a character fulfills. When choosing a Role, explore all of them as there are many ways to make your G.I. JOE. For instance, Gung Ho could be Infantry or Renegade, while Roadblock could be an Infantry or Vanguard.

Every Role has three **Role Focus** choices that specialize your abilities even further. You will choose your Focus at 1st level, so make sure to read ahead to make sure the abilities you will gain later on align with your vision for the character.

Your new character receives a lot of benefits from your Role, many of which are called **Role Perks**. These perks set you apart from members of other Roles, and they get stronger in your Role's function as you gain levels. In addition to these Perks, you also gain **Training** and **Qualifications** which allow you to use armor, weapons, and kits effectively.

Each role gives you two more Essence points, and like Origins, grants a list of role-specific Skills in which to invest those Skill Points.

Full descriptions of the Roles can be found in Chapter 5: Roles. Unless your Game Master says



otherwise (and almost always for your first game), your character will start as 1st level in whichever Role you choose. Write down all of the bonuses, skills, Focus, and Role Perks that your character gets at 1st level on your character sheet. In addition, make sure to double-check that you have marked all of the skill level increases that your Origin and Role has given you now by filling in the appropriate spaces on your character sheet. Those marks will help you remember what dice to use when you are playing.

LEVEL

Many games begin at 1st level, where G.I. JOEs are among the exceptional recruits joining the service. First level characters have a lot to learn about the world of G.I. JOE and facing the worldwide threat of Cobra, even if they've faced danger before as a soldier, first responder, or otherwise. Characters gain levels by going on Missions.

If you're already familiar with the game or want to tell a story of more powerful heroes and global threats, you should talk to your group about starting at a higher level. The rules for starting after the first level appear later in this chapter.

DERIVED BENEFITS

As you add your Role Perks and qualifications, mark down your defenses, which may be modified by Role Perks. Your defenses are:

Toughness, for enduring and withstanding punishment: 10 + Strength Essence

Evasion, for getting out of the way of danger: 10 + Speed Essence

Cleverness, for using reason and intellect to overcome befuddling conundrums: 10 + Smarts Essence

Willpower, for resisting outside influences from peer pressure to mind control: 10 + Social Essence

STEP 6: DESCRIBE YOUR CHARACTER

Once you have the mechanical "bones" of your character decided from starting Essences, Influences, Origin, and Role, it's time to flesh out your character. There are prompts in Influences as

well as Developments in Origin that can help you paint a better picture of who your character is, what motivates them to be in G.I. JOE, who is important to them, what they love, and what they fear.

In addition to these roleplaying aids, think about what your character looks like, their preferences, their personality, and any distinguishing features.

USING ESSENCES TO DESCRIBE A CHARACTER

A quick way to come up with a character's description is to rely on their Essence scores and choose an adjective or two from the examples below (or make your own) to incorporate in your character's description:

Strength

- High: Athletic, Brutal, Rugged, Tenacious, or Vigorous
- Low: Delicate, Runt, Soft, or Sickly.

Speed

- High: Energetic, Graceful, Quick, or Steady.
- Low: Clumsy, Lethargic, or Slow

Smarts

- High: Attentive, Cunning, Disciplined, or Wise.
- Low: Forgetful, Gullible, Predictable, or Short-sighted.

Social

- High: Diplomatic, Elegant, Friendly, or Witty.
- Low: Dull, Obnoxious, Shy, or Untrustworthy.

EQUIPMENT

What about your gear? Even Quick-Kick brought weapons on missions, and he didn't wear a shirt or shoes!

Don't worry, you will get gear. But you don't have to buy your gear now and sell or trade it as you go. As described in Chapter 8: Equipment, every mission starts with Equipment Requisition. You'll be provided standard gear, equipment you're qualified to use, anything mission critical, and you'll have an opportunity to request specific items. While you'll probably stick with a similar selection of items for every mission, you'll be able to customize your equipment for your mission, and access rarer and more powerful upgrades as you level up.



HARVEY MOLIPAO

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STEP 7: FORM A SQUAD

With your character completed, now it's time to bring your squad together. Talk to your GM and other players about how your team was brought together. This is a great time to review the themes and general plot of your campaign or mission. In doing so, form bonds with the other characters by asking things like:

- Which other squad mate have you served with before?
- Is there a squad mate you consider a friend? If so, why and how did that come about?
- Is there a squad mate you have a rivalry with? If so, what's the rivalry about and how did it start?
- Did one of your squad mates save your life before?

You aren't required to answer all of these questions, but forming bonds with other characters in your squad is an important way to build cohesion.

STARTING BEYOND 1ST LEVEL

As your character goes on missions, you'll work towards and surpass milestones that increase your level. As you gain levels, you'll get additional Essence points and new Perks.

If your game begins with you at a level greater than 1, you gain all Perks, Essence Increases, training and qualifications for your current level and every level preceding it (i.e. starting at level 5 would give your new character all the benefits of levels 1 through 5).

ESSENCE INCREASES & PERKS GAINED

As you gain levels, add all of the Essence increases and Perks gained for your new level to your character. Unlike your first level Role Essence increases, the Skill Points you get when your Essence grows can be invested in any Skill or Specialization in that Essence category and are not limited to your Origin and Role Skills. When one of your Essences increases, be sure to increase that Essence's Defense in addition to choosing a new Skill or Specialization.

Some levels allow you to choose which Essence you improve in addition to the specific Essence increases in your Role's chart. Keep in mind with these and other Essence increases, you can't increase an Essence score above 15.

TIERS OF PLAY

As you progress in levels, your character will be sent on more dangerous and critical situations. The tiers of play generally outline the play experience you can expect:

- **Tier 1 (Levels 1-4).** At this tier, the characters are recruits to G.I. JOE and are developing the skills that define their roles and abilities. The threats they face are on a smaller scale, but if unchecked could give Cobra advantages to take over the world.
- **Tier 2 (Levels 5-10).** The characters are now established as G.I. JOEs and have all the core abilities of their Roles: access to more powerful gear, additional attacks, and Perks that can change the course of a battle. They're sent to investigate and stop threats that could bring nations to their knees.
- **Tier 3 (Levels 11-16).** G.I. JOEs of this tier are among the iconic characters of the unit, each with abilities that separate them from JOEs and make them first picks in their environments of expertise. Other JOEs seek them out for guidance and training, and their responsibilities in the unit keep G.I. JOE on the cutting edge. The characters face international threats that could plunge a continent into chaos or Cobra's control, and Cobra agents know them by name.
- **Tier 4 (Levels 17-20).** The peak of G.I. JOE, characters stand among Duke, Scarlett, Lady Jaye, Roadblock, and Snake Eyes as heroes among even veteran JOEs. They're the go-to JOEs to send against global threats, and Cobra Commander, Destro, and Baroness scheme for ways to thwart or ruin them.

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INFLUENCES

Your character's Influences reveal who you are outside of your service to G.I. Joe. Your Infantry soldier could have been a globetrotting adventurer before

they enlisted. Your Commando might be a Gearhead with a passion for technology that's grown since childhood.

Choosing an Influence provides you with important story cues about your character's identity. Influences are things that have stuck with your character and breathe life into them - they're your character's hobbies and passions, and could begin at any time in the character's story. When choosing Influences, consider questions like:

- What was your first experience with this Influence?
- How have you pursued it throughout your life?
- Who do you share these Influences with (either other player characters or NPCs)?
- What part of this Influence keeps you coming back for more?

Each Influence gives your character an Influence Perk that benefits you when your Influences come into play. Each Influence also suggests personal characteristics that you can use as a basis of creating your character's story and personality.

A character can have up to three Influences at character creation and gets the benefits from the Influence Perks as well as the roleplay suggestions from these Influences. For every Influence after the first, the character must choose a Hang-Up.

HANG-UPS

Just as Influences enrich the character's backstory, so do Hang-Ups. Hang-Ups are flaws your character develops as part of their backstory, such as missed opportunities, known weaknesses, and areas your character struggles in.

When you select your second and/or third Influence, you still get the Influence Perk associated with that Influence, but you must also pick a Hang-Up associated with your second and/or third Influence. There are some suggested Hang-Ups in each Influence, but these aren't the limit - work with your GM to come up with an appropriate Hang-Up for your character's passions and backstory. Unlike playing into your character's personality flaws, you do not get a Story Point when your Hang-Ups come into play.

BACKGROUND BONDS

Fleshing out your character's personality—the array of traits, mannerisms, habits, beliefs, and flaws that give a character a unique identity—will help you bring them to life as you play the game. Each Influence has a selection of Background Bonds, a mix of benefits and flaws that can quickly help you add flavor and depth to your character.



For each Influence you choose, roll a d12 to randomly determine or choose one (or more) Background Bond from the options available. Beyond those Background Bonds, think about your character's favorite words or phrases, tics and habitual gestures, vices and pet peeves, and whatever else you can imagine.

HAVING MULTIPLE INFLUENCES

Having multiple Influences gives you some interesting points in your character's past. Consider carefully how those Influences have interacted.

- Is your character a rock guitarist (Artisan) who was raised on the streets (Small Town Roots)?
- Or perhaps your character is an airplane mechanic (Gearhead) who runs a business to create and sell novel aircraft designs (Professional)?
- Maybe your character was a star baseball player in high-school and college (Athlete) but was framed for cheating and has been driven to less-than-legal methods to earn a paycheck (Checkered Past) that means they have to travel the world (Adventurer)?
- Perhaps your character is a race car driver (Specialist) that loves participating in Rally racing (Thrill Seeker)?

Each Influence becomes a chapter in your character's history. Take the time to talk through this with your GM and come up with a cool story about where your Joe came from.

CUSTOMIZING AN INFLUENCE

You might want to tweak some of the features of an Influence to better fit your character or the campaign. To customize an Influence, you can replace one Perk or Hang-Up with any other one. Then choose a personality trait, ideal, bond, flaw, and allegiance. If you can't find a feature that matches your desired background, work with your GM to create one.

TABLE 3-1: G.I. JOE INFLUENCES

ADVENTURER (EXPLORER, TRAILBLAZER, CULTURAL CHAMELEON)
Alpine (mountaineer)
Outback (vagabond)
Sidetrack (wilderness expert)
ARTISAN (ARTISTIC ENDEAVORS)
Cover Girl (model)
Roadblock (chef)
ATHLETE (SPORTS, MARTIAL ARTS, PHYSICAL ACTIVITIES)
Bazooka (American football)
Big Lob (basketball)
CHECKERED PAST (EX-CRIMINAL, EX-COBRA, REBEL WORKING IN THE SYSTEM)
Mercer (Cobra defector)
Stalker (former gang leader)
GEARHEAD (MACHINES, SOFTWARE, VEHICLES, WEAPONS)
Dial Tone (computers)
Sci-Fi (electrical engineer)
Tollbooth (mechanical engineer)
GREENSHIRT (MILITARY PROFESSIONAL, SUPPORTED G.I. JOE ON A MISSION PRIOR TO JOINING)
Cutter (Coast Guard)
Footloose (infantry)
Sparks (communications)
MARTIAL ARTIST
Jinx (Arashikage)
Quick Kick (stuntman)
Snake Eyes (ninjutsu)
NOMAD
Big Ben (international traveler)
Taurus (circus performer)
SMALL TOWN ROOTS (SIMPLE LIFE, ROSE TO GREATNESS THROUGH HARD WORK AND INGENUITY)
Bazooka (farmer)
Gung-Ho (bayou youth)
PROFESSIONAL (PRACTICAL FIRST CAREER)
Barbecue (firefighter)
Doc (medical doctor)
Spirit (psychology doctorate)
SPECIALIST (RENOUNDED EXPERT)
Ace (piloting specialist)
Dusty (desert environment specialist)
Wet Suit (diving specialist)
THRILLSEEKER (SHOW OFF, EXTREME SPORTS ATHLETE)
Clutch (driver)
Hit & Run (obstacle racer)
Ripcord (sky diver)

ADVENTURER

You've never been one to sit still, and soon as you could, you began to travel the world. The siren song of the unknown calls to you, and you've followed it across countries and continents to explore exotic locations and accomplish dangerous, environmentally-sensitive missions. You may have been an archaeologist, a conservationist, a game warden, a scout, or backpacker.

G.I. Joe Examples

- Alpine (mountaineer)
- Sidetrack (wilderness expert)
- Outback (vagabond)

INFLUENCE PERK

You're passionate about exploring new places, environments, and cultures and have a deep wealth of stories to draw from. Once per scene when you draw upon your experiences with a short story of your adventures, you gain an Edge on a Smarts or Social test.

HANG-UP

You have a bad case of wanderlust, and find staying in place for long incredibly boring. You suffer a Snag on Social and Smarts Skill Tests when you've been in the same place more than a few days.

SUGGESTED CHARACTERISTICS

Adventurers are always looking for the next excursion, often making fast friends but having few lasting relationships. They lead a life of action and danger, often succeeding by the skin of their teeth. Similarly, their vagrant nature leads to keeping few possessions and not caring about wealth.

TABLE 5-2: ADVENTURER BONDS

D12	BACKGROUND BOND
1	I seek out treasures to return them to their homeland.
2	Fancy equipment rarely works when you really need it to - better to rely on your own skill and the people around you.
3	I feel much more comfortable with people who aren't like me.
4	I have a rival who is always one upping me on everything I do.
5	I'm the den parent for my team, looking after them like they're helpless cubs.
6	I know someone in just about every city, but getting them to take my calls or see me after our last excursion can be difficult.
7	Everything I do is to help others, people or critters alike.
8	We borrow this land from our children, and I'm passionate about teaching the importance of nature and responsible exploration to youth.
9	I'm driven to find out what's over that hill, down that cave, or around that river bend.
10	I'm generous with my resources - I'd happily give the shirt off my back or my last rations to others who need them more than I do.
11	I know the lone wolf dies but the pack survives.
12	I'm happy after having an experience without anything to show for it - the lessons I learned along the way are worth it.

ARTISAN

All your life, you've been inspired to create. Whether it's putting notes to music, paint to a canvas, or another kind of creation, your life's work is in the art of creating. You may have been musician, painter, chef, orchestra conductor, sculptor, model, writer, actor, director, or any of a wide variety of creative pursuits. You have one type of art that is your current passion, but that type can change as you experiment with different forms of art.

G.I. Joe examples

- Cover Girl (model)

INFLUENCE PERK

You are passionate about your art style, and gain an Edge on Social and Smarts Skill Tests where your art style applies.

HANG-UP

You sometimes get absorbed by your work and miss what's going on around you. You suffer a Snag on Smarts and Social Skill Tests unrelated to your art while you are actively involved with your art.

SUGGESTED CHARACTERISTICS

Choose an option below, or roll a d12 to determine your specialty. You are free to come up with a specialty not on this list in consultation with your GM. Note: the Engineering background also has various similar options.

TABLE 5-3.2: ARTISAN BONDS

D12	BACKGROUND BOND
1	I'm happiest when everyone is getting along, and make it my business to defuse out tensions among my team.
2	I think my rival is funded by Cobra and I'm trying to prove it.
3	I regularly recite stories, speeches, and monologues to inspire my comrades.
4	Someone stole my work and I'm trying to get it back.
5	I once bombed so badly that a highly respected group has ostracized me.
6	I suspect one of the patrons of my art is a member of Cobra.
7	I believe art should exist for its own sake, and doesn't need to serve a function or promote an idea.
8	I use tools that were handed down to me from a great artist, and I seek another artist to hand them down to.
9	I'm an incurable gossip, and love to know what's going on around base.
10	Making people smile makes all my work worthwhile.
11	I won't stop creating until my name is known across the world.
12	My muse strikes at the worst times - in the middle of the night, during a firefight, and worse.

TABLE 5-3.1: ARTISAN ART STYLES

D12	STYLE	D12	STYLE
1	Acting	7	Music
2	Architecture	8	Painting
3	Cinematography	9	Photography
4	Dance	10	Poetry
5	Drawing	11	Sculpture
6	Literature	12	Singing



ATHLETE

You live for the roar of the crowd and the exhilaration of a game well played. Whether you were college or pro, your athletic career dovetailed into work that led to you joining the G.I. Joes. You might have been a star player, a competitive boxer or martial artist, an olympic athlete, a coach, or anyone related to sports.

G.I. Joe Examples

- Bazooka (American football)
- Big Lob (basketball)

INFLUENCE PERK

You're an avid player, coach, or fan of your sport of choice, and gain an Edge on Social and Smarts Skill Tests connected to your sport of choice.

HANG-UP

Athletes are used to living in a world of rules, rituals, and tradition. Coaches and referees are valued authority figures. You may bow respectfully to an opponent before a match or shake hands with the other team after the game. The athletic culture of fair play and integrity is important to you. You suffer a Snag on Social and Smarts Skill Tests when you are knowingly breaking rules.

SUGGESTED CHARACTERISTICS

Choose an option from Table 5-5, or roll a d12 to determine your specialty. You are free to come up with a specialty not on this list in consultation with your GM.

TABLE 5-4.1: ATHLETIC PURSUITS

D12	STYLE
1	American Football
2	Baseball
3	Basketball
4	Lacrosse
5	Extreme Sports
6	Water Polo
7	Cricket
8	Skiing
9	Soccer/Association Football
10	Swimming
11	Tennis
12	Track & Field

TABLE 5-4.2: ATHLETE BONDS

D12	BACKGROUND BOND
1	I make friends with as many people as I can - you never know when the right friend can get you out of a jam.
2	I'm wary of authority figures and the law. I'm sure they're out to get me.
3	I had an abusive upbringing and now work hard so no one has to suffer like I did.
4	I made an enemy who doesn't care that I'm in G.I. Joe. They want to take me out and I'm never sure if tomorrow is the day they get me.
5	Telling me there's something I can't do is the sure way to ensure I'm going to do it as hard as I can.
6	I was once a member of the enemy and my squaddies know it, and I work with them to learn to be better.
7	Most people on the wrong side of the law just need help to find a path for redemption in civil society, and I'm here to provide that help.
8	I have a friend in Cobra, and we're both trying to get each other to switch sides.
9	I've only been able to keep my head this long by being cool, calm, and collected even against the worst odds.
10	I believe those who have more money than they could spend in their lifetime are our world's dragons and they need to be slain.
11	I used to be like Robin Hood, but now I use my paycheck and influence to help those in need without resorting to crime.
12	I picked up a vice when I was a criminal that I haven't been able to shake.

CHECKERED PAST

You weren't always G.I. Joe material, and in your past, you've done things you aren't proud of to keep yourself and the ones you cared about safe. Whether it was resorting to crime or leading organized efforts against authority, your experiences give you insight into unconventional tactics and methods, and how to stop them.

G.I. Joe Examples

- Stalker (former gang leader)

INFLUENCE PERK

You think outside the box compared to traditional Joe thinking, and you gain an Edge on Smarts Skill Tests when looking for weaknesses, flaws in security, or hidden items.

HANG-UP

Authority figures are just waiting for you to lapse back into your old ways, and you suffer a Snag on Social tests when trying to convince figures such as police, commanders above your squad, and others.

SUGGESTED CHARACTERISTICS

Those with Checkered Pasts have done things they needed to for survival or the opportunity to improve the lives of those around them - think about what your character did in the past that they've stopped to go legit. Discuss with your GM what is appropriate for your adventure or campaign - in general, a Robin Hood-style bank robber, a street racer all about family, or a freedom fighter driven to fight the institutions that gave them privilege are appropriate archetypes for characters with this Influence.

TABLE 5-5: CHECKERED PAST BONDS

D12	BACKGROUND BOND
1	I make friends with as many people as I can - you never know when the right friend can get you out of a jam.
2	I'm wary of authority figures and the law. I'm sure they're out to get me.
3	I had tough childhood that led to risky behavior in my youth and now work hard so no one has to suffer like I did.
4	I made an enemy who doesn't care that I'm in G.I. Joe. They want to take me out and I'm never sure if tomorrow is the day they get me.
5	Telling me there's something I can't do is the sure way to ensure I'm going to do it as hard as I can.
6	I was once a member of the enemy and my squaddies know it, and I work with them to learn to be better.
7	Most people on the wrong side of the law just need help to find a path for redemption in civil society, and I'm here to provide that help.
8	I have a friend in Cobra, and we're both trying to get each other to switch sides.
9	I've only been able to keep my head this long by being cool, calm, and collected even against the worst odds.
10	I believe those who have more money than they could spend in their lifetime are our world's dragons and they need to be slain.
11	I used to be like Robin Hood, but now I use my paycheck and influence to help those in need without resorting to crime.
12	I picked up a vice when I was a criminal that I haven't been able to shake.



GEARHEAD

You've always wanted to know how stuff works, and you've devoted your life to learning how to put machines and software together and take them apart. You might have been any kind of engineer (mechanical, electrical, civil, or otherwise), a hacker, a programmer, a watchmaker, a repair expert, a mechanic, a machinist, or something similar.

G.I. Joe Examples

- Dial Tone (computers)
- Sci-Fi (electrical engineer)
- Tollbooth (mechanical engineer)

INFLUENCE PERK

You're at home with the software and hardware of machines, and quickly find shared footing with others devoted to how stuff works. You gain an Edge on Social Skill Tests when talking about technology with others, or when helping others work on them.

HANG-UP

You're fascinated with new technology, and when faced with it, you find it difficult to focus on anything else until you understand how it works. When dealing with new technology, you suffer a Snag on all rolls until you gain at least a basic understanding of how it works (usually a turn or more).

SUGGESTED CHARACTERISTICS

Consider when your character first became fascinated with machines, vehicles, or code, and how that affected their life.

TABLE 5-6: GEARHEAD BONDS

D12	BACKGROUND BOND
1	There are always opportunities to improve efficiency and I'm constantly seeking them out.
2	Machines are integral all over the world, and I want to improve them to make life better for all.
3	I believe I can't understand an object or program until I break it.
4	I have ways of making anything more complicated.
5	I keep strong relationships with quartermasters, who are used to my unusual material requests.
6	My speech is peppered with jargon that I rarely take the time to explain.
7	The capacity for machines to amplify human endeavors has always inspired me, and I do all I can to share that inspiration with others.
8	I frequently take part in hackathons and teaching STEM courses to share my knowledge.
9	If it isn't measured and written down, it isn't real science or engineering.
10	We can't rely on machines to do thinking for us - we must understand our world and build the capacity for improvement ourselves.
11	I'm the safety officer for my unit and spend time with other engineers, technologists, and demolitions experts to make sure all safety rules are being followed.
12	I draw blueprints and jot down ideas on anything handy from a cocktail napkin to a hotel notepad, and often leave those partial designs lying out where anyone could get them.

GREENSHIRT

Your first mission as a G.I. Joe was not your first mission with G.I. Joe. When a G.I. Joe operation needs quantity over quality, they reach out to local military allies for reinforcements. Although the unofficial Greenshirt moniker slapped on anyone from a military force outside of G.I. Joe can turn the “called up to the big leagues” feeling into a humbling experience, you gained valuable insight into how G.I. Joe operates as an organization, and how the best of the best conduct themselves.

G.I. Joe Examples

- Cutter (Coast Guard)
- Footloose (infantry)
- Sparks (communications)

INFLUENCE PERK

Having experience supporting G.I. Joe on missions, you tend to see helping your teammates as part of your role on the team. When you lend assistance, your ally gains both an Edge and ↑1 on their Skill Test.

HANG-UP

You still have trouble seeing yourself as an equal on your team. Other Joes can’t Lend you Assistance on Skill Tests unless they also have the Greenshirt Influence.

SUGGESTED CHARACTERISTICS

Greenshirts who join G.I. Joe full-time often suffer from imposter syndrome and sequestering in their own corner of The Pit between missions, or they see their fellow Joes as superstars and fan over being in the presence of celebrities. Of course, many Greenshirts are career military, settling into G.I. Joe like any other unit they’ve been assigned to.

TABLE 5-7: GREENSHIRT BONDS

D12	BACKGROUND BOND
1	My fellow Joes are the most important people in my life.
2	A mission’s not over until I personally bring my gear back up to working order, and my paperwork is done.
3	I think I know the difference between an officer’s order and an order that’s from up the chain. I also think I know which orders are optional.
4	My dog tags say G.I. Joe, and one day I hope to live up to that.
5	Even if I resented how some Joes treated me as a Greenshirt, I understand that motivated me to get where I am now.
6	I thought I understood the sacrifice I was making by joining G.I. Joe, until I saw them classify my real name.
7	I’m hiding something that should have earned me an honorable discharge.
8	My code name has the coolest backstory, and I can’t wait for someone to ask about it.
9	The more of the world I see as a Joe, the more I realize I didn’t understand.
10	I wasn’t sure about the military when I enlisted, and I can’t believe how far I’ve gotten without that feeling changing.
11	I make a game of learning as much as I can about my fellow Joes.
12	Someday I will turn my time in G.I. Joe into an anonymous biography.

MARTIAL ARTIST

While it may have begun at a local dojo or a large Arashikage ninja school, you are defined by your time spent seeking the discipline and culture that martial arts provides.

G.I. Joe Examples:

- Jinx (Arashikage)
- Quick Kick (stuntman)
- Snake Eyes (ninjutsu)

INFLUENCE PERK

Given the opportunity to observe another martial artist for one minute, you can learn information about their capabilities compared to your own. The GM tells you if the creature is your equal, superior, or inferior in Threat Level as well as Toughness and Evasion defense.

HANG-UP

You can't help but be a show-off, and attempts to goad you into action with Social abilities gain an Edge against you.

SUGGESTED CHARACTERISTICS

Martial Arts Specialty

Choose a martial art below, or roll a d20 to determine your specialty. You are free to come up with a specialty not on this list in consultation with your GM.

TABLE 5-8.1: MARTIAL ARTS SPECIALTY

D12	STYLE	D12	STYLE
1	Boxing	11	Kung Fu (China)
2	Fencing	12	Laamb (Senegal)
3	Wrestling	13	Lua (Hawai'i)
4	Arnis (Phillipines)	14	Mau Rakau (New Zealand)
5	Capoeira (Brazil)	15	MuayThat (Thailand)
6	Dambe (Nigeria)	16	Savate (France)
7	Judo (Japan)	17	Systema (Russia)
8	Kalaripayattu (India)	18	Taekwando (Korea)
9	Karate (Okinawa)	19	Tire Machét (Haiti)
10	Krav Maga (Israel)	20	Mixed Martial Arts

TABLE 5-8.2: MARTIAL ARTS BONDS

D12	BACKGROUND BOND
1	I do all I can to avoid severe injury, but if combat erupts, I fight all out.
2	I apply my martial arts focus to every mission.
3	I am too quick to anger and often lose the calm demeanor I was taught to respect.
4	I enjoy teaching my martial arts skills to others and demonstrating my moves.
5	I enjoy friendly competition with my fellow Joes and often engage in martial arts matches.
6	When I'm stressed or need focus, I can be found practicing my martial arts.
7	My art stresses the importance of remaining calm under pressure.
8	Martial arts is a respected practice all over the world, and I seek to use my skills to become a recognized master.
9	I believe the ultimate goal of my martial arts training is to spark the growth and development of the spirit, mind and body.
10	I must protect others because I have the strength and skills to do so.
11	I tightly follow the vows of my martial art.
12	I believe that feeding the body is as important as feeding the mind, and I strive to nourish myself with the healthiest ingredients for both.

NOMAD

You've grown up moving around from town to town constantly. Whether you were a military brat who has lived on not one, but many, military bases, a child of a parent whose job moves often, someone in foster care, or even part of a circus troupe, you traveled to more places before adulthood than most people do in their entire lives. Always moving, you've been in more zipcodes than you can count and have had to make new connections in every new city you visit. As a result, you pick up on body language and personalities, and you can always get a good read on new people. You have the ability to adapt to new situations easily but don't always know how to rely on people or long-term friendships.

G.I. Joe Examples:

- Big Ben (international traveler)
- Taurus (circus performer)

INFLUENCE PERK

You have a strong ability to read people and their motivations, and due to how fast you have needed to make new friendships, you are a good judge of character. You gain an Edge on Social Skill Tests when attempting to gain insight into someone's motives or see if they are lying to you. Additionally, you have an Edge on any Culture Skill Tests about cities you have lived in.

HANG-UP

You don't often open up to others because you have learned through the impermanence of your life that it is a waste of time. It takes a while for you to trust new people, and you do not believe any stranger on your first encounter with them. You have a Snag on Social Skill Tests when dealing with strangers for the first time

SUGGESTED CHARACTERISTICS

Moving around a lot has had a huge impact on your life, but aside from the life skills and coping mechanisms that you have picked up along the way, you've also had the direct experience and knowledge of living in a variety of cities.

Previous Places of Residence

Roll a d20 three times to randomly pick three cities in which you have lived before being recruited to G.I. Joe, or feel free to choose your own. You may instead decide to choose cities in other countries if they fit your reason for moving so often.

TABLE 5-9.1: PREVIOUS PLACES OF RESIDENCE

D20	LOCATION	D20	LOCATION
1	San Francisco, CA	11	Louisville, KY
2	Salt Lake City, UT	12	Baltimore, MD
3	Houston, TX	13	Albuquerque, NM
4	Chicago, IL	14	Atlanta, GA
5	Jacksonville, FL	15	Tulsa, OK
6	Phoenix, AZ	16	Henderson, NV
7	Columbus, OH	17	Saint Paul, MN
8	Charlotte, NC	18	Pittsburgh, PA
9	Portland, OR	19	Madison, WI
10	Detroit, MI	20	Buffalo, NY

TABLE 5-9.2: NOMAD BONDS

D12	BACKGROUND BOND
1	I write a letter every month to a friend whom I left behind before I was recruited.
2	I adapt to new living situations very quickly but have a hard time sleeping soundly.
3	I've never known anyone long enough to call them my "best friend."
4	I love learning about new cultures.
5	I lost touch with someone I cared about in a previous city and I hope to reunite with them one day.
6	I resent my parents for subjecting me to a life without permanent roots.
7	When I arrive in a new town, I like to learn the local bus routes first.
8	I don't trust others with my secrets.
9	I pick up on local accents very quickly.
10	I miss my nomadic lifestyle and sometimes feel stuck in one place without action.
11	While it's not time yet, I do want to settle down someday.
12	I collect souvenirs from every city I've lived in.

PROFESSIONAL

Before you joined G.I. Joe, you had a promising professional career in academics, business, or government service. You left that life behind for the higher calling to be a real American hero, and those skills continue to help you in G.I. Joe. You may have been an accountant, lawyer, medical doctor, scientist, truck driver, project manager, professor, database engineer, journalist, or member of any of a wide variety of careers.

G.I. Joe Examples

- Barbecue (firefighter)
- Doc (medical doctor)
- Spirit (psychology doctorate)

INFLUENCE PERK

When you choose this Influence, choose your previous career. You gain an Edge on Smarts and Social Skill Tests when performing tasks related to that career or interacting with members of that profession.

HANG-UP

You're driven by results, and find it hard to care about things that don't impact what you consider to be the bottom line. You have a Snag on Social and Smarts Skill Tests that don't drive your personal success forward.

SUGGESTED CHARACTERISTICS

Nearly any job fits for this background, and below are 12 examples that can provide a starting point for your professional character.

Professionals are among the most common backgrounds for people in the world - until they chose to put down their tools of the trade to take up a job worthy of joining G.I. Joe. For most, this meant enlisting in a military or civilian service, but a few rare exceptions (see the Civilian Origin in Chapter 4), rise directly to serving in the Joes.

TABLE 5-10.2: PROFESSIONAL BONDS

D12	BACKGROUND BOND
1	My business was ruined by Cobra and now I seek revenge.
2	Too much is never enough, and I always want more.
3	I suspect a member of my business community is either connected to or a member of Cobra.
4	I can't help myself - I sell others on things even if they don't need to know all the ways it'll make their lives better.
5	I owe another person in my former field a great debt for helping me succeed.
6	I'm overconfident to a fault and my ego fills the room.
7	When I worked in the private sector, I gave away all I could to those in need. My selfless nature shines in G.I. Joe.
8	I drive a hard bargain and make sure that I'm always getting the better deal.
9	I still mentor in my business community, helping businesses and veterans connect.
10	I still think of the world in profit and loss figures, and consider some losses acceptable if the wins are big enough.
11	I want nothing more than to end up in a safe world where I'm one of the most successful and powerful.
12	I get unreasonably angry when things are done poorly or corners are cut.

TABLE 5-10.1: PREVIOUS CAREERS

D12	CAREER	D12	CAREER
1	Business Executive	7	Lawyer
2	Computer Programmer	8	Plumber
3	Doctor	9	Police Officer
4	Firefighter	10	Project Manager
5	Manager	11	Teacher
6	Journalist	12	Veterinarian

SMALL TOWN ROOTS

You come from a simple life in a small town or a remote area that people rarely leave, and you broke the mold by keeping your eyes on the horizon and pushing yourself out of your comfort zone. Through hard work, wisdom, and an eye for opportunity, you've risen to be a member of G.I. Joe and a hometown hero. You could have been a farmer, a factory worker, restaurant staff, a convenience store or bodega cashier, a miner, forester, or similar position.

G.I. Joe Examples

- Bazooka (farmer)
- Gung-Ho (bayou youth)

INFLUENCE PERK

Your wisdom guides you and your hard work pays off. Once per session, when making a choice you may ask your GM which option is better for you - the GM must then answer truthfully which of the two is most beneficial to you, if that is at all possible to estimate.

HANG-UP

Sometimes your simple experiences show that you lack eloquence or understanding of the greater world around you. When you meet someone new who you don't share an Influence with, you suffer a Snag on your first Social Skill Test with them.

SUGGESTED CHARACTERISTICS

Consider how your character got to where they are now - for some, military service with the Army, Navy, or Air Force Origins may have been enough to grow out of their small town roots, but it could have been another significant event.

TABLE 5-11: SMALL TOWN ROOTS BONDS

D12	BACKGROUND BOND
1	People tell me who they really are by what they do, not what they say.
2	I show respect to all my friends and enemies.
3	I keep up with folks back home - they look up to me as a hero, and I have to keep inspiring them.
4	No one is beyond redemption, it just takes giving an honest chance and hard work.
5	I act on what's right instead of what's best for the mission.
6	I find peace by passing the time playing a simple instrument, and I always pack it with me on missions.
7	When I need to relax, I go all out - and that tends to lead to problems the next day.
8	Others may call me stubborn, but it's my determination that's gotten me this far.
9	I'd rather do something and be wrong than hesitate until the exact right moment.
10	Most folks just need someone to believe in them to succeed.
11	I get letters from people I've inspired and I write back to every single one.
12	I recognize there are gaps in my knowledge and I seek out mentors to help me be the best G.I. Joe I can be!

SPECIALIST

All your life, you trained to be the pinnacle in your field, building upon natural gifts with thousands of hours of training and experience. You were the one people went to when expert knowledge was needed or when nothing but the best was required, until something changed in your life that led you to G.I. Joe.

G.I. Joe Examples

- Ace (piloting specialist)
- Dusty (desert environment specialist)
- Wet Suit (diving specialist)

INFLUENCE PERK

When you choose this Influence, select a skill you have a Specialization in. Once per encounter when using that skill outside of combat, you gain an Edge.

HANG-UP

Your natural gifts and vast experience in one thing have left you knowing virtually nothing about other skills. Once per session when you would roll with a Snag, you automatically fail instead. You can suggest when this comes into play, but it is your GM's call.

SUGGESTED CHARACTERISTICS

You live your life for doing one particular thing. Why is that one thing so important to you? Because that one thing is so important, a Specialist will often have a passion for that particular subject that some might consider unreasonable.

TABLE 5-12: SPECIALIST BONDS

D12	BACKGROUND BOND
1	I know I've gotten this far because of talent and training, and encourage others to follow their passions with the same intensity that made me an expert.
2	I enjoy proving my superiority in this subject to others as often as I can.
3	While I know I'm an expert, there's so much more to learn and I seek out people who can help me broaden my horizons and skills.
4	I adore puzzles and word games.
5	I try to make every problem relate to my specialty.
6	I frequently forget to eat, sleep, or care for myself when I'm in the middle of research or a challenging problem.
7	My expert knowledge puts me in an excellent position to lead, and it is a position I'm happy to take.
8	When I see others struggling to learn, I jump in to help.
9	No challenge is too great for a person of my skills.
10	I'm searching for a worthy opponent who can rival my expert skills.
11	I seek out people to mentor - G.I. Joe is a dangerous lifestyle and I don't want my skills to go with me if a mission goes sideways.
12	My specialized skills are well respected and I'm approached to contribute to many videos, blogs, and articles.

THRILLSEEKER

You've never seen a challenge you didn't want to meet head on, and you live for the taste of adrenaline that comes with doing dangerous things that others consider impossible. You might have been an extreme athlete, a stunt performer, a circus troupe member, a parkour expert, a mountain climber, or a skydiver.

G.I. Joe Examples

- Clutch (driver)
- Hit & Run (obstacle racer)
- Ripcord (sky diver)

INFLUENCE PERK

You're at your best when acting on impulse. When you act recklessly or go headlong into a dangerous situation without concern for your safety when not in combat, you gain an Edge on Strength or Speed skill checks. Your GM is the arbiter of when this kicks in, and should only apply when there's significant risk of danger.

HANG-UP

You're an adrenaline junkie, and three times per mission, you feel the need to make things more difficult just to prove you can overcome. You Suffer a snag on a single Strength or Speed Skill Test as you make things more difficult. You can suggest when this comes into play, but it is your GM's call and may apply to any Strength or Speed roll, including in combat.

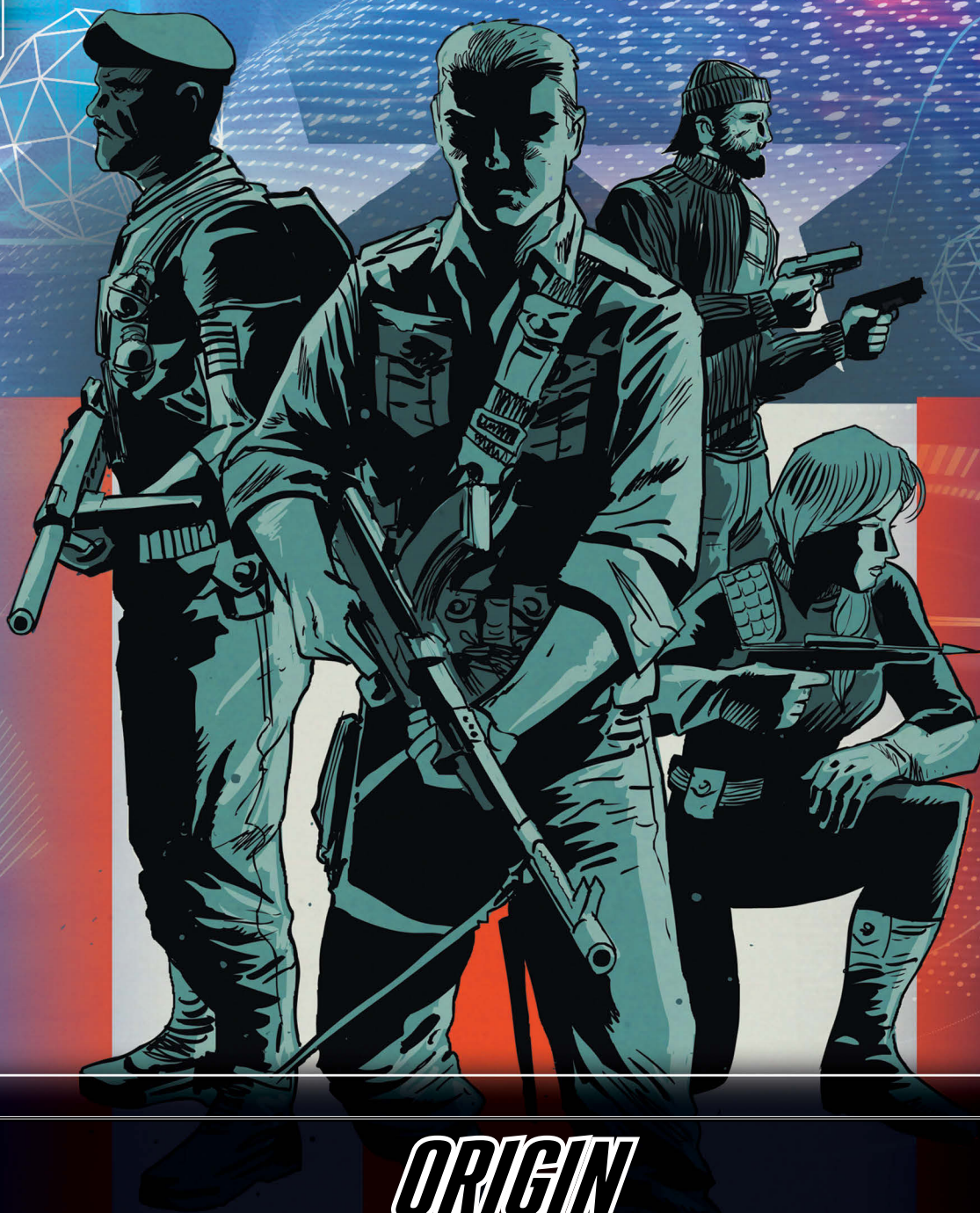
SUGGESTED CHARACTERISTICS

Think about what gave your character their first thrill: the first time they did something incredible that made them want to keep pushing the limits. From there, consider how they overcame shortcomings and how they sharpened their skills to keep this risky-but-rewarding lifestyle.

TABLE 5-13: THRILLSEEKER BONDS

D12	BACKGROUND BOND
1	I love it when people doubt me because it gives me all the more reason to prove them wrong.
2	Breaking limits helps us discover who we really are, and I want to encourage as many people as possible to question where their limits truly are.
3	Who dares wins, and I'm constantly taking risks to come out on top!
4	Everything I've done so far has been a success - I can't lose now!
5	People look up to me because I do the impossible - it's my responsibility to be a good role model and inspire others.
6	My friends and squaddies are always telling me reasons not to do something; I always tell them the reason to do it.
7	I despise unnecessary attachments and see no reason to be friendly to those who aren't part of my victories.
8	I always want to push it to the limit, whether it's my car, my friends, or myself.
9	Nothing is certain or foolproof, and planning is a waste of time. The way forward is to act!
10	I see every risk as an opportunity to learn, and share lessons with others whether they want them or not.
11	Any defeat is because someone cheated me.
12	I'm constantly checking my image on social media and seeking to impress others to grow my personal brand as the best-known G.I. Joe.





ORIGIN

G.I. Joes come from all countries, ancestries, gender identities, walks of life, levels of natural ability, and services.

Origin refers to the middle section of your character's journey, the part of your life that got you noticed and brought into the elite fighting force of G.I. Joe.

A G.I. Joe's Origin primarily centers around what branch of the military (if any) they served in before recruitment. Your choice of service affects many aspects of your character. It establishes qualities that

exist throughout your character's career with the Joes, determining the skills you gained on your path to joining an elite mobile strike team. When making this decision, keep in mind the kind of character you want to play. For example, time in Intelligence can sharpen your character's skill as a Commando, time in the army makes a tough Vanguard, and someone with a Comms or Engineering background can make a good Technician.

Your character's Origin not only affects your Essence abilities and Skills, but also provides the cues for building your character's story. Each Origin's description in this chapter also asks questions to help you better develop who the character is and what they've done to be noticed by G.I. Joe. These development sections offer questions as a starting point to enrich your character's story.

Each character only benefits from a single Origin, chosen at character creation. Your character's Origin benefits and Perks remain with them forever; they're never replaced or changed like Influences can be. While it's not unusual for Joes to have experience with multiple Origins, only one of those truly defines what shaped the character into being worthy of joining the G.I. Joes.

ORIGIN TRAITS

The description of each Origin includes special traits that are common to members of that Origin. The following entries appear among the traits of most Origins.

ESSENCE INCREASE

Every Origin grants one Essence Point to either a single designated Essence or a choice of Essences. This new Essence point grants an immediate Skill Point, as per usual, but the Origin either dictates where the skill point goes or gives a few options for you to tailor your character as you see fit.

ORIGIN SKILL

This skill or list of options determines where the new Essence Point's skill goes. If you already have a rank in the Skill you wish to invest in, you may increase it or gain a Specialization. See more about Specializations in Chapter 6: Essence Scores & Skills.

STARTING HEALTH

Your Origin's training determines your character's **starting Health**. This number can be increased by ranks in the Conditioning skill in the Strength Essence as well as by other Perks.

MOVEMENT

Each Origin's Movement value determines how far they can move, whether in a narrative sense or in a more tactically strict situation like Combat. Some Origins give additional Movement types, such as Climbing or Swimming, which are explained in Chapter 10: Exploration.

LANGUAGES

By virtue of your Origin, your character can natively speak, read, and write certain **languages**. All Joes begin with the language they converse in at home, in addition to any offered by their Origin and Influences. Your character's story and campaign can help you determine which languages are best for your game. The sensitive work G.I. Joes accomplish around the world requires them to be able to speak a great number of **languages**. However, most Joes can only speak a few languages perfectly - these are referred to as native **languages**. Many services also include additional language choices which are considered native. The Culture Skill (discussed in Chapter 6) is used for helping a character get by in situations where they lack the language. All Joes can read and write in every language they are fluent in.

ORIGIN BENEFIT

Each Origin gives a Perk as part of its training that applies to your character's life as a member of G.I. Joe.

ORIGIN BRANCHES

G.I. Joe recruits from militaries around the world, as well as exceptional civilians. The following branches categorize the various Origins for ease of organization, to spur how you think about your character, and, in some cases, provide substitute benefits or Perks.

ARMY

The land service branch of the military is one of the world's oldest institutions. Most countries hold a standing army both as a matter of defense and national pride. Armies exist to serve the people of the country they're in by protecting national interests at home and abroad, and fulfilling other non-combat responsibilities, such as peacekeeping, guarding, and responding to disasters. The army recruits, trains, and equips soldiers who provide combat and stability operations on land. To accomplish this, armies have sophisticated logistics capabilities to deploy and support troops, and also provide order and relief in times of emergency.

For the purposes of this, Army includes similar organized armed forces, such as Reserves or a National Guard. It also includes specific army services, such as special forces, mechanized infantry, motor pool, medical, intelligence, legal and other associated services.

Examples include: The U.S. Army, UN Peacekeepers, South Africa's Recces, Egypt's Unit 777, and countless others.

SOLDIER ORIGIN

You're a combat veteran of a military force, proven and experienced in conflict. Your training is focused on small unit tactics favored by military squads around the globe.

DEVELOPMENT

Any experience in conflict and hazardous encounters can apply to a soldier, whether an army trooper, peacekeeping forces, natural disaster relief efforts, or otherwise. Think about who your character served in before becoming a G.I. Joe and what they were so good at to be recommended to join the Joes. Why do they think the force they served under before is the best?

Essence Score Increase. Increase your Speed or Strength by +1.

Origin Skill. Your Origin trained you in one of the following: Athletics, Conditioning, Targeting, or Initiative. This skill training must be in the Essence taken in your Essence Score Increase.

Starting Health. You begin play with two Health.

Movement. Your base Ground Movement is 35 feet. Your Movement isn't reduced by wearing heavy armor or carrying a heavy load.



Languages. You begin play with one language in addition to any native languages and gain one additional language for every 3 points of Smarts you possess.

ORIGIN BENEFIT: IF IT SHOOTS...

You are trained in all weapons, other than unique weapons.

OTHER ORIGINS: ARMY

The Soldier Origin is probably the most common Origin for Joes that have enlisted in an army, but there are many options for playing a character from an army while using another Origin. Most armies include many occupational specialties such as pilots, medics, and engineers, and other Origin choices can reflect these backgrounds.

Army Pilot (based on the Air Force Pilot Origin).

An Army pilot is often commander of a tank (such as the G.I. JOE MOBAT, MAULER, or H.A.V.O.C.), artillery (such as a Wolverine or SLUGGER), or road vehicle (such as the VAMP or RAM). When choosing Pilot as an Army Origin instead of its original Air Force Origin, your Origin Benefit: is restricted to land vehicles.

Army Airborne or Army Paratrooper (based on the Air Force Pilot Origin). Army Airborne or Paratroopers could use the Air Force Pilot Origin because that offers them an option to excel at flying planes, but they could use the Army Soldier Origin to focus on offensive capabilities. For example, Duke's primary military specialty is Airborne Infantryman. Flint's secondary military specialty is Helicopter Pilot. Both learned these skills in the Army's Special Forces School, not the Air Force.

Army Watercraft Operator (based on the Navy Sailor Origin). The army uses a variety of watercraft for logistics as well as combat, though their ships are generally small and suited for inland water bodies and close coastal operations. For example, Beach Head has extensive experience debarking boats when deploying to jungle missions, his actual specialty.

Army Firefighter (based on the First Responder Origin). Army firefighters are the heroes who control fires on the battlefield, at the base, and at army airfields as well as assisting in disaster management from wildfires. These selfless Joes will rush into a burning building while everyone is running out. Other army personnel that might have a First Responder Origin could be Army Chaplain or an Army Working Dog Handler. For example, although Barbecue joined G.I. Joe out of the Boston Fire Department, his presence on

missions, in particular putting out a fire on the Killer W.H.A.L.E. proved the necessity for fire fighting training in every branch of the military.

Army Special Forces Operator (based on the Covert Ops Origin). Covert operations are a scalpel compared to the regular army's hammer. They can develop and lead guerilla forces well behind enemy lines, execute secret missions, and specialize in unconventional warfare, like the US Army Green Berets. Other army personnel that might have a Covert Ops Origin could be Army Military Police. For example, Alpine's mountaineering skills are a boon on Covert insertion operations, as military bases often use mountain locations as natural defenses.

Army Intelligence Analyst (based on the Intelligence Origin). Any army is heavily reliant on intelligence operations to make sure they can fight smarter, not harder. They may infiltrate Cobra Bases, impersonate enemy officers, or have a network of contacts in a warzone. Other army personnel that might have an Intelligence Origin could be Army Criminal Investigations Division Agent or Army Cryptologic Linguist (codebreaker). For example, Dial Tone joined the army as a stepping stone to his interests in telecommunications. His ability to hack into enemy computers is only as valuable as his ability to appraise the value of the information he gains access to.

Army Combat Engineer/Sapper (based on the Engineer Origin). Army engineers are vital to any fighting force. They design and maintain weapons and equipment as well as perform emergency repairs and maintain critical civilian infrastructure like dams and levees. Other army personnel that might have an Engineer Origin could be explosive ordnance disposal (bomb squad), motor pool, airframe mechanic, or satellite operations. For example, most engineering requires extensive experience with that which is being engineered. In the case of restricted items like explosives, the easiest way for Tripwire to access them was by joining the army.

Army Medic (based on the Scientist Origin). The army medic is everyone's best friend in the field, and a vital part of any warfighting force. The Scientist Origin gives them a strong focus on using their skills to support their teammates. Other army personnel that might have a Scientist Origin could be a Cyber and Electronic Warfare Officer, a Signal Corps Nodal Network Systems Installer/Maintainer. For example, as a Green Beret, Lt. Falcon dabbled in enough Special Forces Training that he became a qualified medic.

NAVY

From ancient empires to today, navies serve to protect inland waterways and a nation's coasts, as well as escort merchant vessels, deter piracy, ferry troops, provide intelligence, and project force beyond a country's land borders. Unlike in ancient Greece, today's navies are sophisticated fleets of technologically impressive ships such as battleships, destroyers, submarines, and aircraft carriers.

For the purposes of this Origin, Navy also includes the Coast Guard as well as naval special forces such as the U.S. Navy SEALs. While considered their own branch of the military, Marines are under the umbrella of the United States Navy and are included in this Origin.

Examples: U.S. Navy, Japan Maritime Self-Defense Force, China's People's Liberation Army Navy, the Royal Navy of the United Kingdom, and many others.

SAILOR ORIGIN

Your life and passion is the sea, and you've served in a country's navy or coast guard - seeing the world and the great oceans while stopping pirates, smugglers, and enemy ships from threatening freedom and prosperity.

DEVELOPMENT

What navy did you serve in before G.I. Joe, and what was your specialty - were you a commander on a warship, a submarine engineer, an aircraft carrier flight controller, or something else? What actions or battles have you led your crew into that made you an ideal member of G.I. Joe?

Essence Score Increase. Increase your Strength or Smarts by +1.

Origin Skill. Your Origin trained you in one of the following: Athletics, Brawn, Might, Conditioning, Alertness, or Culture. This skill training must be in the Essence taken in your Essence Score Increase.

Starting Health. You begin play with two Health.

Movement. Your base Ground Movement is 30 feet. You also have a Swim Movement of 30 feet.

Languages. You begin play with one language in addition to any native languages and gain one additional language for every 3 points of Smarts you possess.

ORIGIN BENEFIT: SEA LEGS

Your life at sea has made you more steadfast, and you gain an Edge on Athletics Skill Tests when losing your balance.

OTHER ORIGINS: NAVY

The Sailor Origin is probably the most common Origin for Joes that have enlisted in a navy, but there are many options for playing a character from a navy while using another Origin. Most navies include many occupational specialties such as pilots, medics, and engineers, and other Origin choices can reflect these backgrounds.

Marine Infantry (uses the Army Soldier Origin).

As a soldier in the Navy, you may have been a Marine. When choosing Soldier as a Navy Origin instead of its original Army Origin, your Ground Movement reduces 5 feet but you gain a Swim Movement equal to your Ground **Movement**. Other navy personnel that might have a Soldier Origin could be Navy Gunners or Marine Scout Snipers. For example, Gung-Ho was raised in a swamp, went to boot camp in a swamp, and spent most of his Marine Corps career sneaking around in other countries' swamps.

Marine Aviator, Coast Guard Heavy Weather Pilot, Naval Helmsman (uses the Air Force Pilot Origin).

As a Pilot in the Navy, you may have flown attack or support planes or helicopters. Or perhaps you were the helmsman of a ship, such as the G.I. JOE Killer W.H.A.L.E. or the Devilfish. When you select Pilot as a Navy Origin choose what kind of vehicles you specialized in - air or sea. For example, as the main pilot of the S.H.A.R.C., a flying submarine, Deep-Six doubles as both a deep sea diver and a jetcraft pilot.

Coast Guard Aviation Survival Technician "Rescue Swimmer" (may use the First Responder Origin).

The Coast Guard's "Rescue Swimmers" are arguably the toughest group of emergency responders in any military force. Their job is to rescue people who are in danger from drowning after marine disasters, and they're used to doing their job in freezing waters and in hurricanes. Plus they have to be medically trained as well. Other army personnel that might have a First Responder Origin could be Naval Damage Control Crew, Naval Firefighters, Navy Divers, Navy Minesweepers, and Marine Search and Rescue. For example, before joining G.I. Joe and piloting the Killer W.H.A.L.E, Cutter's Coast Guard training and experience focused on search and rescue missions at sea.

Navy SEALs or Marine Raiders (may use the Covert Ops Origin). Special operations forces from the navy and marines are renowned for their ability to project force anywhere it's needed. They specialize in making the impossible possible, often surprising foes with their ability to get into places where they aren't welcome. Other navy personnel that might have a Covert Ops Origin could be Naval Special Warfare or Coast Guard Tactical Law Enforcement Teams. For example, like his namesake, Navy S.E.A.L. diver Torpedo is only ever on a boat to get off of it when the time is right.

Navy Cryptologic Technician or Marine Geographic Intelligence Specialist (may use the Intelligence Origin). The navy needs to have the right forces in the right place at the right time - and they rely on intelligence to help them know this. Naval Intelligence involves relying on electronic intelligence as well as spying and satellite imagery. Other navy personnel that might have an Intelligence Origin could be a Naval Master-Arms or a Marine Surveillance Sensor Officer. For example, Admiral Keel-Haul earned his fleet as much for his sailing skills as his chess ranking.

Navy Nuclear Electronics Technician (may use the Engineer Origin). Naval engineers run the gamut from ship crew to building and maintaining shipyards to designing and building the next generation of ships and submersibles. Other navy personnel that might have an Engineer Origin could be an Avionics Electrical Technician or Navy Ordnance Crew. For example, many are surprised to learn that G.I. Joe computer specialist Mainframe is a Marine. He followed up his degree at MIT by enrolling at Parris Island Marine Corps Recruit Depot. Because even Marines need their computers fixed, and even military computer technicians need to be tough.

Coast Guard Oceanographer or Meteorologist (may use the Scientist Origin). The toughest opponent in any marine theater of operations is the ocean itself. All military forces, but particularly navies, must have correct and up-to-the-minute weather information from satellites surrounding the Earth. Navy scientists help design the next generation of Naval ships, submersibles, drones, and weapons to counter emerging threats and technologies - but also are passionate discoverers and caretakers of undersea life. Other navy personnel that might have a Scientist Origin could be a Naval Biowarfare Researcher, Naval Forensic Toxicologist, or Marine Corps Warfighting Laboratory Researcher. For example, as an avid diver, Wet-Suit spent more

time underwater than on land growing up. Before his parents let him go out diving, they insisted he check the weather conditions to make sure it was safe. He carried these skills over to the Navy, and eventually G.I. Joe.

AIR FORCE

An Air Force is a military branch focused on aerial superiority through fighter jets, bombers, attack helicopters, and Unmanned Aerial Vehicles (drones), and also reconnaissance, intelligence collaboration, logistics, and global strike capabilities through missile programs. In addition to the pilots an Air Force is known for, there are legions of support staff, engineers, scientists, and civilians who keep planes and other equipment ready for deployment on a moment's notice.

Examples include: United States Air Force, the Indian Air Force, the Israeli Air Corps, and many other air forces as well as various space agencies and defense forces.

PILOT ORIGIN

You're a high flying expert when it comes to aerial vehicles.

DEVELOPMENT

Think about your character's association with vehicles: are they simply tools to them, or something more like with iconic pilots who name and talk to their craft like it's another character. How did you get to be so sharp in vehicles? Did your excellence begin in military training or did your passion for piloting begin as a civilian?

Essence Score Increase. Increase your Speed by +1.

Origin Skill. Your Origin trained you in one of the following: Defense, Driving, Initiative, or Targeting. This skill training must be in the Essence taken in your Essence Score Increase.

Starting Health. You begin play with two Health.

Movement. Your base Ground Movement is 35 feet.

Languages. You begin play with one language in addition to your native languages, and gain one additional language for every 3 points of Smarts you possess.

ORIGIN BENEFIT: FLY IN THE FUTURE

Embarking or disembarking a vehicle only takes 5 feet of your movement, not half your movement. Additionally, you have been trained in evasive maneuvers. You may halve the speed of your Aerial vehicle, which forces all attacks against it to target its Evasion Defense instead of Toughness. This lasts until the beginning of its next turn.

OTHER ORIGINS: AIR FORCE

The Pilot Origin is a common Origin for Joes that have enlisted in an air force, but there are many options for playing a character from an air force while using another Origin. Most air corps include many occupational specialities such as technologists, mechanics, and engineers.

Tactical Air Control (may use the Army Soldier Origin). Tactical air control is the vital lifeline between ground and air forces. Officers insert with special forces teams and provide precision target guidance to “paint” an enemy target with a laser (or other mark) so that air forces know exactly what targets to strike. For example, high altitude sniper Barrel Roll supports allies on the ground by taking to the sky and firing on unsuspecting enemies from the high ground.

Pararescue (may use the First Responder Origin). Air Force Pararescue is an elite special forces unit charged with recovering and treating injured allies in combat environments deep into enemy territory. They are also first on the scene in humanitarian missions. When no one else can save you, they call pararescue. Other air force personnel that might have a First Responder Origin could be various firefighting teams. For example, Lift-Ticket flies the Tomahawk, both assault helicopters with rescue capabilities. If the copter’s orders turn from attack to support, Lift-Ticket’s job switches from pilot to pararescue.

Special Reconnaissance (may use the Covert Ops Origin). Air force special recon teams not only function as tactical air control, but they also deploy monitoring devices and sensors, and carry out direction action and unconventional warfare. Other air force personnel that might have a Covert Ops Origin include Survival, Evasion, Resistance, and Escape trainers for downed pilots. For example, when HALO jumper Ripcord parachutes out of an aircraft, it’s because his mission is on the ground below, and dropping from the stratosphere was the only way to sneak in.

Airborne Intelligence, Surveillance, and Reconnaissance Operator (may use the Intelligence Origin). An air force is particularly reliant on intelligence and is particularly adept at gathering intelligence from spy plane flyovers and satellites. Air force intelligence provides top-secret information to their commanders so that they can stay one step ahead of Cobra. Other air force personnel that might have an Intelligence Origin could be a Cyber Warfare Operations Specialist, a Radar, Airfield & Weather Systems Analyst, or a Targeting Analyst. For example, airspace is among the most contentious and confusing branch of territory law. Fortunately, having passed the bar before enlisting, Airborne can advise officers when a flight path risks an international incident.

Airframe Designer (may use the Engineer Origin). All air forces are extremely reliant on their equipment to provide battlefield superiority. An Airframe Designer creates the plans for the next generation of aircraft systems - better stealth coatings, faster engines, more accurate targeting systems. Other air force personnel that might have an Engineer Origin could be Airframe Mechanics or Flight Engineers. For example, as an Experimental Ordnance Specialist, Bombardier needs to know how machines work. And since getting tonnes of metal airborne flies in the face of physics more than most machines he works on, he pays particular attention to airframe engineering.

Scientific Applications Specialist (uses the Scientist Origin). Weapons of mass destruction are a terrifying reality in modern warfare. The Scientific Applications Specialists help sniff out rogue nuclear weapons and identify places where weapons tests have been conducted so that an air force knows when urgent action is needed. Other air force personnel that might have a Scientist Origin could be a Directed Energy Researcher (bomb designer) or a Biomedical Laboratory Officer. For example, before Bombstrike launches a forward air control strike, she must first think like her target to determine the greater ramifications of bombing an area.

NON-BRANCH SPECIFIC SUPPORT ORIGINS

Many jobs in any military unit require specific specialist training beyond what is available to most warfighters. These three Support Origins form the basis of fleshing out any group.

FIRST RESPONDER ORIGIN

You've followed the cause of jumping into danger to help others in civilian or military life, choosing to serve others. Your rigorous training and scenario planning ready you to bring order to chaotic situations and save lives.

DEVELOPMENT

Which path did your character take as a first responder - police (military or otherwise), medical aid, mountain rescue, firefighting, natural disaster relief, or other? What actions did you take to be noticed to join G.I. Joe? What disasters do you plan for and train your squad to be ready for?

Essence Score Increase. Increase your Smarts or Strength by +1.

Origin Skill. Your Origin trained you in one of the following: Science, Survival, Athletics, or Conditioning. This skill training must be in the Essence taken in your Essence Score Increase.

Starting Health. You begin play with two Health.

Movement. Your base Ground Movement is 35 feet.

Languages. You begin play with your native languages, and gain one additional language for every 3 points of Smarts you possess

ORIGIN BENEFIT: SKILLED UNDER PRESSURE

When you roll a 1 on the d20 for an Attack roll or Skill Test, you may reroll the d20 and must use the new roll.

MILITARY EXAMPLES

- **Army** - Army Firefighter, Army Chaplain, Army Working Dog Handler
- **Navy** - Coast Guard Aviation Survival Technician "Rescue Swimmer", Naval Damage Control Crew, Navy Examples - Naval Firefighters, Navy Divers, Navy Minesweepers, and Marine Search and Rescue
- **Air Force** - Pararescue, Fire Control Teams



COVERT OPS ORIGIN

Your training focused on gathering valuable intelligence from allies, assets, and enemies in the field. Intelligence is a key commodity throughout every military - after all, knowing is half the battle!

DEVELOPMENT

Think about how you were recruited - was it from previous military service, direct from education, were you groomed for this life from a young age, are you a reformed criminal, or something else? Which military branch, agency (American CIA, Brazilian ABIN, Egyptian GIS, a military branch), or corporation did you work for? Or were you a freelance covert operative or spy? Each of these options give you a clearer picture of your character's training and experience.

Essence Score Increase. Increase your Speed or Social by +1.

Origin Skill. Your Origin trained you in one of the following: Acrobatics, Deception, Infiltration, Persuasion, or Streetwise. This skill training must be in the Essence taken in your Essence Score Increase.

Starting Health. You begin play with one Health.

Movement. Your base Ground Movement is 35 feet.

Languages. You begin play with one language in addition to your native languages, and gain one additional language for every 2 points of Social you possess.

ORIGIN BENEFIT: ALWAYS IN CONTACT

You have a wide network of friends, assets, informants, and sources. Once per scene, you may spend a Story Point to add a useful ally to the scene or declare that you have a previous favorable relationship with an NPC. You and your GM determine who they are and how you know each other, but keep in mind a favorable NPC may still work for an enemy.

MILITARY EXAMPLES

- **Army** - Special Forces Operators, Green Berets, Rangers, Military Police
- **Navy** - SEALs, Marine Raiders, Naval Special Warfare, Coast Guard Tactical Law Enforcement Teams.
- **Air Force** - Special Reconnaissance, Survival, Evasion, Resistance, and Escape trainers

INTELLIGENCE ORIGIN

You're an expert in seeing the big picture where others only see pieces in the puzzle through taking disparate clues, shreds of information, and knowledge of your enemies to come up with actionable intelligence. You thrive in puzzling situations, solving mysteries, and finding needles in haystacks to aid allies and thwart enemies.

DEVELOPMENT

How were you trained in this lifestyle? Were you a member of military service (such as Signal Corps) or an agency (such as American Central Intelligence, Russian GRU, or Brazil's ABIN) before joining G.I. Joe? Or were you a detective, an investigative journalist, corporate security, or a private eye? What exceptional work did you accomplish that earned you a spot in G.I. Joe?

Essence Score Increase. Increase your Smarts by +1.

Origin Skill. Your Origin trained you in either Alertness, Culture, or Technology. This skill training must be in the Essence taken in your Essence Score Increase.

Starting Health. You begin play with one Health.

Movement. Your base Ground Movement is 30 feet.

Languages. You begin play with two languages in addition to your native languages and gain one additional language for every 2 points of Smarts you possess.

ORIGIN BENEFIT: CLUED IN

Your ability to piece together clues from disparate information is unrivaled. Once per scene, you may spend a Story Point to get a clue pertinent to a character, current scene, or current mission. Alternatively, you may ask the GM a single question with a yes or no answer.

MILITARY EXAMPLES

- **Army** - Intelligence Analyst, Criminal Investigations Division Agent, Cryptologic Linguist
- **Navy** - Cryptologic Technician, Marine Geographic Intelligence Specialist, Naval Master-At-Arms, Marine Surveillance Sensor Officer
- **Air Force** - Airborne Intelligence, Surveillance, and Reconnaissance Operator, Cyber Warfare Operations Specialist, Radar, Airfield & Weather Systems Analyst, Targeting Analyst

NON-MILITARY

These Non-Military Origins apply to a broad swath of heroes who were recruited directly into G.I. Joe without having military involvement. The Arashikage and Civilian Origins are specifically non-military, but the Engineer and Scientist Origins can be civilian or military in nature.

CIVILIAN ORIGIN

Unlike most members of G.I. Joe, you come from a civilian background without military service. This gives you flexible training and valuable outside viewpoints, but being an outsider means you have a lot to learn.

DEVELOPMENT

Consider what skill or event made you stand out enough to join G.I. Joe without military training and recommendations. What connections do you maintain outside of the team, and are you openly known to be a member of the Joes?

Essence Score Increase. Increase one Essence score of your choice by +1.

Origin Skill. You may choose any skill to increase based on your training. This skill training must be in the Essence taken in your Essence Score Increase.

Starting Health. You begin play with one Health.

Movement. Your base Ground Movement is 30 feet.

Languages. You are fluent in your native language and one other of your choice. You gain one additional language for every 3 points of Social you possess.

ORIGIN BENEFIT: WELL ROUNDED

Choose one General Perk, which you must meet all prerequisites for.

ENGINEER ORIGIN

You've spent your life with tools and machines - putting them together, taking them apart, improving, and salvaging. This skillset is in high demand in every military service, where everything from vehicles to weapons and more needs skilled hands to operate every day.

DEVELOPMENT

Think about how you served in the military before joining the G.I. Joes - were you a tank mechanic in the Army, responsible for keeping a nuclear sub running in the Navy, an avionics engineer in the Air Force, or something else? Think about what your specialty is and how you've used those skills in making G.I. Joe a better team.

Essence Score Increase. Increase your Smarts by +1.

Origin Skill. Your Origin trained you in one of the following: Alertness, Science, or Technology. This skill training must be in the Essence taken in your Essence Score Increase.

Starting Health. You begin play with two Health.

Movement. Your base Ground Movement is 30 feet.

Languages. You are fluent in one language in addition to your native languages. You gain one additional language for every 2 points of Smarts you possess.

ORIGIN BENEFIT: MACGYVER

You aren't hampered by not having tools - you've fixed delicate machines with duct tape, chewing gum, paper clips, and even less. In addition, as an action, you can fix or hamper a machine for one scene, after which it will need an in-depth repair. For vehicles and equipment with the capacity for taking damage, you may heal it for 1 Health.

MILITARY EXAMPLES

- **Army** - Combat Engineer/Sapper, Explosive Ordnance Disposal, Motor Pool, Airframe Mechanic, Satellite Operations
- **Navy** - Nuclear Electronics Technician, Avionics Electrical Technician, Navy Ordnance Crew
- **Air Force** - Airframe Designer, Airframe Mechanics, or Flight Engineers

SCIENTIST ORIGIN

You've always been in pursuit of knowledge by testing, innovating, and applying the laws of man and nature. In the world of G.I. Joe, science makes real the achievements we only dream of today, and you're on the cutting edge of discoveries like laser weapons, teleportation technology, weather control devices, and more. As a Joe, you're frequently seeking ways to use these advances for the good of humanity, and opposing the power-hungry and ethics-free creations of Cobra.

DEVELOPMENT

What kind of scientist are you: a medical doctor, an architect keen on designing bases, a materials scientist developing the next generation of armor or stealth coating, a technologist creating laser weapons, or something else? What scientific achievements did you earn that made you a quality choice for a G.I. Joe squad?



Essence Score Increase. Increase your Smarts by +1.

Origin Skill. Your Origin trained you in one of the following: Culture, Science, or Technology. This skill training must be in the Essence taken in your Essence Score Increase.

Starting Health. You begin play with one Health.

Movement. Your base Ground Movement is 30 feet.

Languages. You begin play with two languages in addition to your native languages, and gain one additional language for every 2 points of Smarts you possess.

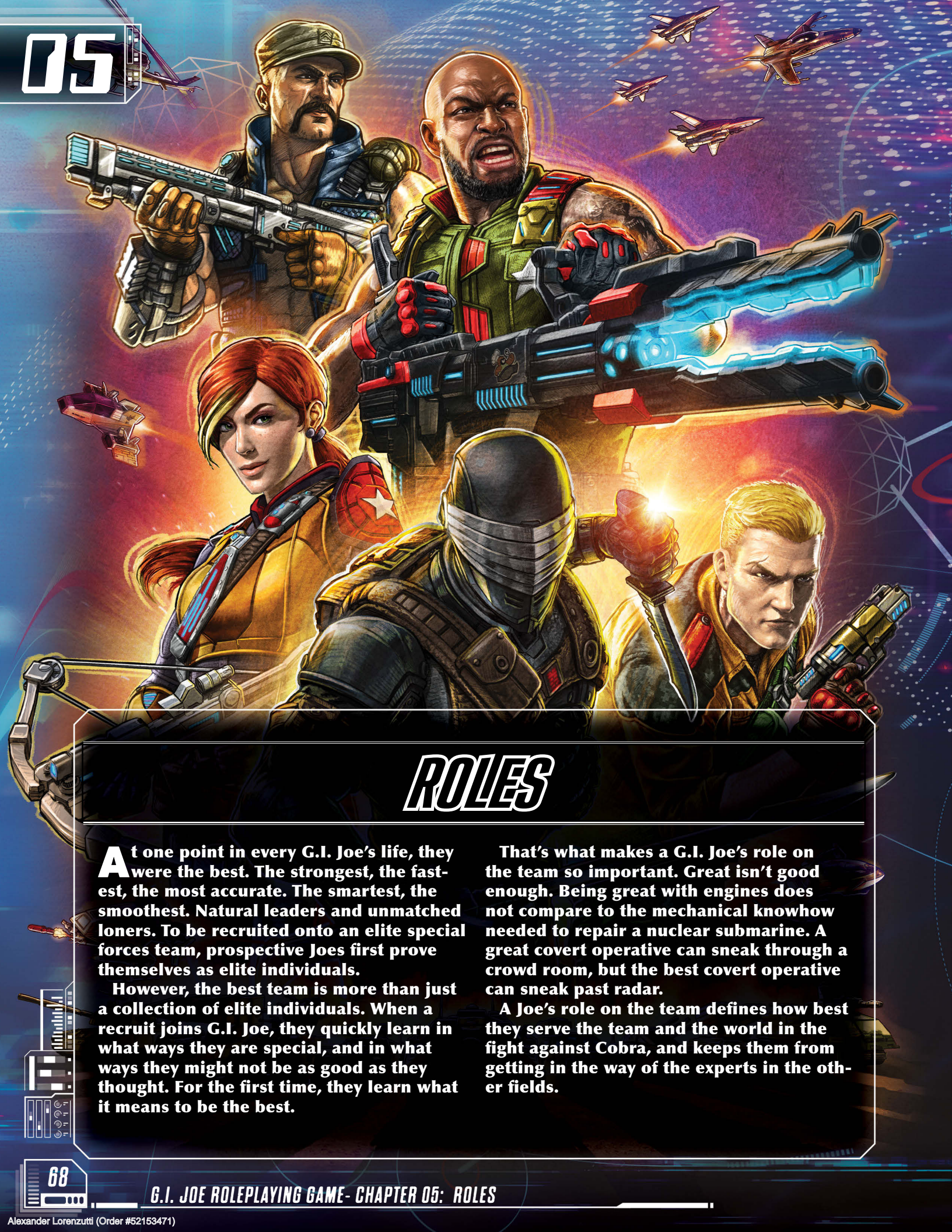
ORIGIN BENEFIT: EXPERT KNOWLEDGE

When you choose this Origin, select an area of study covered by a Smarts skill. When you succeed on a Skill Test in your area of study, you gain an additional benefit (such greater information, additional healing, more potent effects) as if you rolled a critical success. If you critically succeed in your area of study, you gain two additional benefits instead of one.

MILITARY EXAMPLES

- **Army** - Cyber and Electronic Warfare Officer, Signal Corps Nodal Network Systems Installer/Maintainer
- **Navy** - Coast Guard Oceanographer or Meteorologist, Naval Biowarfare Researcher, Naval Forensic Toxicologist, Marine Corps Warfighting Laboratory Researcher
- **Air Force** - Scientific Applications Specialist, Directed Energy Researcher, Biomedical Laboratory Officer





ROLES

At one point in every G.I. Joe's life, they were the best. The strongest, the fastest, the most accurate. The smartest, the smoothest. Natural leaders and unmatched loners. To be recruited onto an elite special forces team, prospective Joes first prove themselves as elite individuals.

However, the best team is more than just a collection of elite individuals. When a recruit joins G.I. Joe, they quickly learn in what ways they are special, and in what ways they might not be as good as they thought. For the first time, they learn what it means to be the best.

That's what makes a G.I. Joe's role on the team so important. Great isn't good enough. Being great with engines does not compare to the mechanical knowhow needed to repair a nuclear submarine. A great covert operative can sneak through a crowd room, but the best covert operative can sneak past radar.

A Joe's role on the team defines how best they serve the team and the world in the fight against Cobra, and keeps them from getting in the way of the experts in the other fields.

ROLE CALL

TABLE 5-1: ROLE CALL

ROLE	DESCRIPTION
Commando	Shadow operatives who specialize in infiltration, deception, and catching targets off guard.
Infantry	The backbone of a military unit, quintessential soldiers who regard the battlefield with gallantry and tenacity.
Officer	Leaders on the battlefield, tacticians off of it, always focused on those in their charge, and the objectives they must fulfill.
Ranger	Dangerous warriors who excel in their environment of expertise, and learn to apply their training outside of their element.
Renegade	Loose units, as tough and dangerous as a runaway train, misfits recruited to G.I. Joe so Cobra doesn't get them first.
Technician	Savvy experts in their fields and equipment specialists, supporting their teammates or turning themselves into warmachines.
Vanguard	Heavily armored fighters absorbing opening volleys, and directing traffic from the frontline.

SQUAD GOALS

There exists a theoretical perfect squad to deploy for every mission. Sadly, what that squad looks like only becomes clear during mission debriefings. Until all is said and done, G.I. Joe's senior officers can only send who they believe to be the best for the job out of those available. Typically, that includes a mix of different roles, each playing to their strengths.

G.I. Joe does not follow traditional chains of command. Because G.I. Joe consists of such extremes on the talent spectrum, the command philosophy is "follow the expert" rather than "follow the leader". If a mission includes negotiating with a local community near a Cobra headquarters, a seaward infiltration, and a demolition run, the Joe in charge could change multiple times during the mission. Even if General Hawk deployed on that mission, he might defer to Stalker based on his experience as an interpreter, then Torpedo for his underwater expertise, and finally Tunnel Rat as the team's saboteur.

ROLES OVERVIEW

The entries below describe the seven roles available to play. Each section includes an overview of the role, some G.I. Joe examples, your starting Role Perks, Focus, and Role Perks beyond first level.

Every role below has several similar parts. Each section gives an overview of the role, some G.I. Joe examples, your starting Role Perks, Focuses, and Role Perks beyond first level.

At first level, each role grants the following benefits:

- One or more Role Perks, some of which use Story Points to activate.
- Training in two Essences and Role Skills in which the skill points granted from these Essence increases must be spent.
- Additional equipment training and qualification.
- A selection of benefits shared by all members of G.I. Joe.
- A choice of one of three Role Focuses that helps refine your character.

COMMANDO

The operative sneaking into a Cobra facility to steal data, the master of disguise foiling enemy movements, the infiltrator armed with only a knife and shadow, and the sniper taking out powerful enemies at extreme range. These are all examples of the Commando role. While Renegades and Vanguarders are the hammer, the Commando is the scalpel, using guile and stealth to hit Cobra where it hurts.

SECURITY EXPERTS

Commandos rely on out of the box thinking to both improve Joe defenses and circumvent enemy systems. No plan is too outlandish for commandos to consider in overcoming enemy security or enhancing the safety of themselves and other Joes.

G.I. JOE EXAMPLES

Any of the following are great examples of Commando characters:

- Snake Eyes (Infiltrator)
- Tunnel Rat (Infiltrator)
- Low Light (Sniper)
- Shooter (Sniper)
- Chuckles (Spy)
- Scarlett (Spy)

TABLE 5-2: COMMANDO

LEVEL	PERKS	SNEAK ATTACK DAMAGE	STRENGTH ESSENCE BOOST	SPEED ESSENCE BOOST	SMARTS ESSENCE BOOST	SOCIAL ESSENCE BOOST
1st	Sneak Attack, Expertise, Friend of Darkness, Focus Choice	1	—	1	—	1
2nd	Think Fast, Mobility	1	—	1	—	—
3rd	Focus Perk	1	—	—	—	1
4th	General Perk	2	—	—	1	—
5th	Takedown, Just a Graze	2	—	1	—	—
6th	Focus Perk	2	1	—	—	—
7th	First Strike, Expertise	2	—	—	—	1
8th	General Perk	3	—	—	1	—
9th	Seconds Between Click & Boom, Ghost	3	—	1	—	—
10th	Focus Perk	3	—	—	—	—
11th	General Perk	3	—	—	—	1
12th	Everything's a Weapon, Every Trick in the Book	3	1	—	—	—
13th	Psychological Warfare	4	—	—	1	—
14th	Safecracker	4	—	1	—	—
15th	General Perk	4	—	—	—	1
16th	Debilitating Strike	4	—	—	1	—
17th	Focus Perk	5	1	—	—	—
18th	Paranoia	5	—	1	—	—
19th	General Perk	5	—	—	—	1
20th	Focus Mastery Perk	6	—	1	—	—

OUTRIDERS

The Commando serves as the team's outrider - frequently scouting ahead, infiltrating terrain and facilities occupied by the enemy, or using social engineering to gain information or power key to their squad's success. While some may consider commandos lone wolves, they're anything but - a good commando improves the squad with their individual strengths but know that together, the squad succeeds.

CHAMELEONS

Commandos blend into their environments whether they're deep in the jungle watching enemy troop movements or implanted into Cobra facilities to disrupt and disorganize from within. The universal truth of commandos is that by the time the enemy has realized what and where they are, it's too late.

STARTING ROLE PERKS

Commandos gain the following Perks:

BE A HERO

All Warfare Is Deception: Once per scene, after making a Deception or Stealth Skill Test, you may reroll all your skill dice and take the new result.

TRAINING

Essence Increase: Increase your Speed Essence by 1 and your Social Essence by 1. You get an additional Essence increase based on your Focus, detailed below.

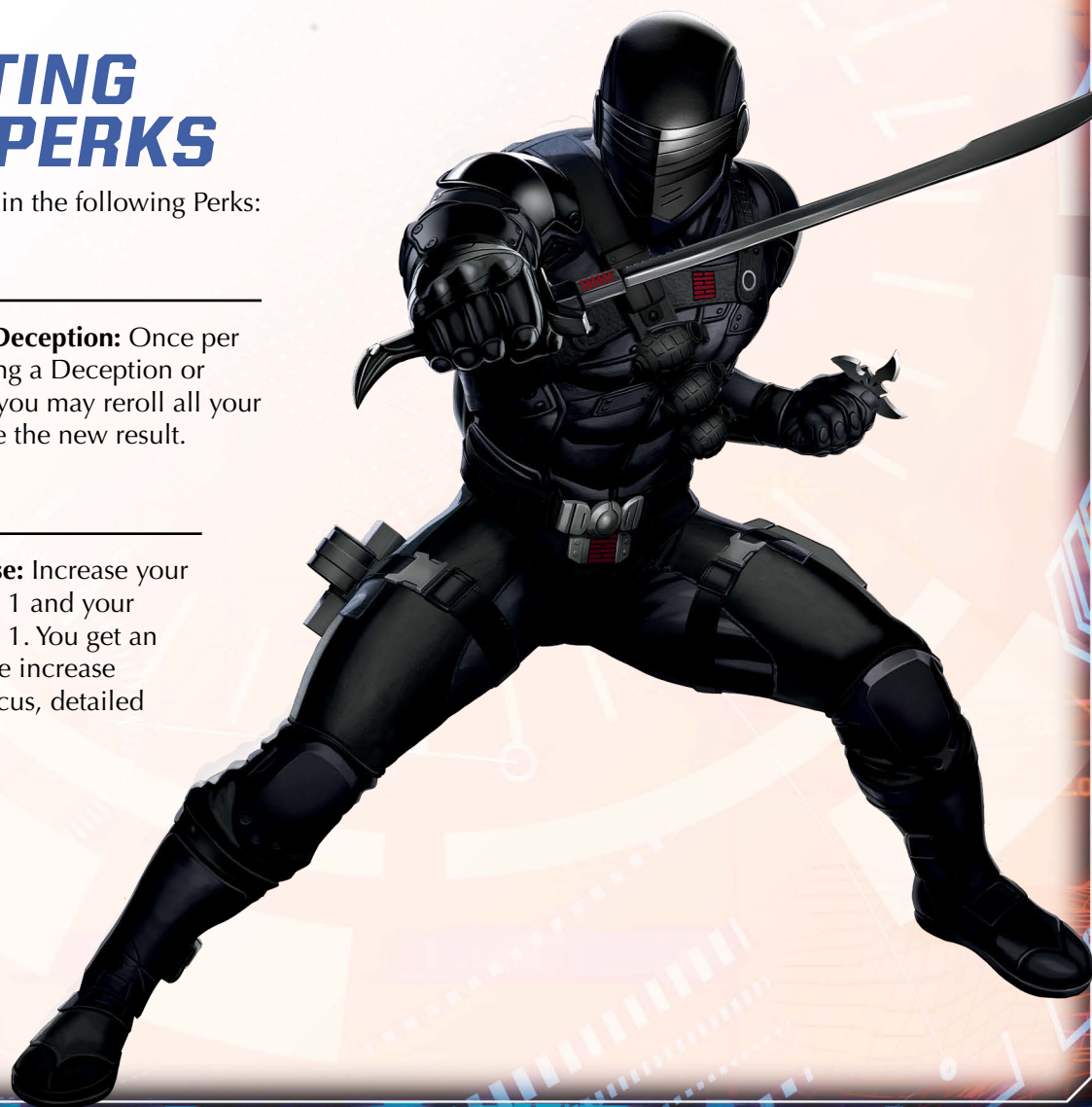
Role Skills: Gain one rank in two skills from the following: Acrobatics, Infiltration, Deception, and Streetwise. These skill ranks must be of the Essences taken in your Essence Increase.

EQUIPMENT TRAINING AND QUALIFICATIONS

In addition to your standard issue equipment, personal gear, and mission critical items, your Role grants you a certain amount of access to equipment. You can requisition any battledress and weapons you are trained in, as well as all kits you meet the prerequisite for. You can access any equipment you are Qualified in without requisitioning it.

Battledress: You are trained in Light Armor, and Qualified in Tactical Armor.

Weapons: You are trained in Grenades, Finesse and Silent weapons, and Qualified in Submachine Guns.



YO JOE!

G.I. Joes are the heroic elite, highly trained and specially talented soldiers from around the world dedicated to the fight for freedom. They are brave, tough, and willing to make sacrifices for the benefit of others and the world at large.

Every member of G.I. Joe gains the following benefits:

- +1 Health;
- Standard issue equipment qualification;
- Qualified with all standard land, sea, and air vehicles;
- **Battle Cry:** As a brave member of G.I. Joe, you fearlessly charge into battle. In the first round of combat, if your first action is a Move action, you may add an additional 10 feet to your Movement.

SNEAK ATTACK

Once per turn, when using a silent weapon to attack a target within 20 feet, and you have an Edge on the attack or an ally also within 20 feet of the target, you deal additional damage once per turn. The amount of extra damage is shown on the Commando Role chart.

EXPERTISE

Choose two skills. You're an expert in each, gaining $\uparrow 2$ when using them. You choose two more skills at 7th level.

FRIEND OF DARKNESS

You may attempt a **DIF 10 Alertness Skill Test** to see in darkness up to 30 feet as if it was dim light.



FOCUS

Choose one of three areas in which your Commando excels: **Infiltrator**, specialized in operating unseen; **Sniper**, focused on removing single-target threats from range; and **Spy**, who excel in social situations to gain intel and disrupt enemy forces.

Your Focus grants additional benefits or improves existing Commando benefits. Your Commando Focus grants you perks at 1st level, and again at 3rd, 6th, 10th, 17th, and 20th levels.

PERKS BEYOND FIRST LEVEL

THINK FAST

At 2nd level, you can use Deception or Infiltration in place of Initiative.

MOBILITY

Once per turn, you may now Sprint or Hide as a Free action.

GENERAL PERK

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you choose one General Perk from Chapter 7 to add to your character's capabilities. You must meet all prerequisites for the new General Perk.

TAKEDOWN

At 5th level, you can make a special attack to incapacitate enemies as a Standard action. Using both hands to make an unarmed Might or Finesse attack against the Toughness of a living target who is surprised or not in combat, and unaware of your presence. If you are successful and the target's threat level is no higher than your level, you deal no damage but inflict the Restrained condition on them and knock them Unconscious for 1d4 minutes (the enemy is awakened if they take damage or if an ally uses an action to wake them). If you miss, or if you succeed but the target's threat level is higher than your level, you instead Grapple your target. If you miss and the target's threat level is higher than your level, your attack has no effect.

JUST A GRAZE

At 5th level, you have a knack for dodging at the last moment, turning a mortal wound into something bearable. Once per turn, you can reduce the damage of an attack against you to 1.

FIRST STRIKE

At 7th level, you gain an Edge on Attacks and Skill Tests against opponents who haven't acted yet in combat.

SECONDS BETWEEN CLICK & BOOM

Beginning at 9th level, attacks against your Evasion Defense suffer a Snag. If your attacker misses, you suffer no effects (even if there would be an effect on a miss).

GHOST

Starting at 9th level, when you are hiding, you are considered invisible to natural senses.

EVERYTHING'S A WEAPON

Starting at 12th level, you may sneak attack with any weapon.

EVERY TRICK IN THE BOOK

At 12th level, your eyes automatically seek out ambush spots, likely places to hide, and quick exits. You can no longer be surprised. Enemies who are hidden or invisible gain no benefits when attacking you. You do not suffer sneak attack damage.

PSYCHOLOGICAL WARFARE

At 13th level, you may use your Evasion defense against attacks that target your Willpower and Cleverness.

SAFE CRACKER

At 14th level, you automatically detect hidden doors, secret compartments, traps, and other concealed devices. When you interact with these things (such as by disarming a trap or opening a safe), you gain a $\uparrow 2$ shift bonus and leave no proof of your presence.

DEBILITATING STRIKE

Upon reaching 16th level, after hitting a target with your sneak attack, they suffer a Snag on their first Skill Test or attack on their next turn.

PARANOIA

At 18th level you're constantly thinking of ways to foil your attackers. Attacks against you suffer a Snag.

COMMANDO FOCUS OPTIONS

The three Commando Focus options are:

- **Infiltrator**, a Commando specialized in operating unseen.
- **Sniper**, a Commando focused on removing single-target threats from range.
- **Spy**, a Commando who excels in social situations to gain intel and disrupt enemy forces.

INFILTRATOR

The Infiltrator works best when unseen, creeping past defenses and striking from the shadows.

TABLE 5-3: INFILTRATOR FOCUS

COMMANDO LEVEL	FOCUS PERK
1st	Shadow
3rd	Night Eyes
6th	Wire Work, Takedown Expert
10th	Never Heard It Coming, Silent Strider, Shadow
17th	Phantom
20th	Quiet as the Grave

SHADOW

Your Speed Essence increases by 1 at 1st level, and again at 10th level. The Skill Point from that Essence Improvement must be invested in Infiltration or a specialty for that Skill. Those who attempt to detect you when you are Infiltrating suffer ↓2 shifts.

NIGHT EYES

At 3rd level, your eyes have attuned to working in the dark. Your Friend of Darkness perk's range extends by 60 feet to a total of 90 feet. In that range, you treat darkness as dim light and dim light as bright light if you succeed on your **DIF 10 Alertness Skill Test**.

WIRE WORK

At 6th level, you gain a Climb Movement equal to your Ground Movement and do not have to roll a Skill Test to climb most surfaces. You may use Acrobatics in place of Athletics. You consider all jumps to be running jumps, even if you haven't moved, and you jump 50% higher and farther.

TAKEDOWN EXPERT

At 6th level, you gain an Edge on Takedown attempts. If you fail against a target of a threat level no higher than your level, in addition to being grappled, you may choose if your target is additionally disarmed, immobilized, or silenced.

NEVER HEARD IT COMING

At 10th level, the range of your sneak attack increases to 60 feet.

SILENT STRIDER

At 10th level, those who attempt to detect you while using Infiltration suffer a Snag on their Alertness Skill Tests.

PHANTOM

At 17th level, when in dim light or darkness, you can spend a Free action to become invisible to natural eyesight until the beginning of your next turn. This effect ends if you make a non-Takedown attack, take damage, or are exposed to bright light.

QUIET AS THE GRAVE

At 20th level, once per turn, you may double your sneak attack damage bonus against a target.

SNIPER

The sniper excels at scouting and defeating single targets from long range.

TABLE 5-4: SNIPER FOCUS

COMMANDO LEVEL	FOCUS PERK
1st	Spotter's Scope
3rd	In My Sights
6th	Piercing Shot
10th	Kentucky Windage, Ghillie Suit Sniping, Spotter's Scope
17th	Ballistic Advantage
20th	Kill Shot

SPOTTER'S SCOPE

Gain +1 Speed Essence at 1st level, and again at 10th level. Alertness is considered a Speed Essence skill for you. Your Skill Point from this Essence increase must be spent on Alertness, Acrobatics, Infiltration, or Targeting or a Specialization for one of those skills. You are Qualified in weapons with the Sniper trait. You gain access to a limited weapon with the Sniper trait and a Limited upgrade for it during the Equipment Assignment and Requisition phase (see Chapter 8).

IN MY SIGHTS

At 3rd level, you gain the benefits of sneak attack with any weapon with the sniper quality up to the weapon's normal effective range (increasing your sneak attack range with that weapon beyond the normal 20 feet). In addition, when you Aim as a Free action, you can spend your Move action as well to gain an Edge on the attack instead of the normal benefits of Aim.

PIERCING SHOT

At 6th level, when making a ranged attack with a weapon with the sniper quality and you have an Edge, you critically hit on the d2.

KENTUCKY WINDAGE

At 10th level, your attacks with sniper weapons ignore cover.

GHILLIE SUIT SNIPING

At 10th level, you may replace the Battle Cry benefit to place yourself prone and hidden in any natural environment within 100 feet of your team regardless of where you started the turn.

When using the ghillie suit equipment, you do not suffer its penalties.

You may choose a weapon with the sniper quality up to Restricted availability and a Restricted upgrade for free during the Equipment Assignment and Requisition phase (see Chapter 8).

BALLISTIC ADVANTAGE

At 17th level, your skill with rifles at long range is without equal. You do not suffer any penalties for attacking from long range with a sniper weapon, and you apply sneak attack at any range when attacking with a sniper weapon.

KILL SHOT

At 20th level, when making a ranged attack with a sniper weapon when you have an Edge, you may roll a third d20 and choose the highest among them. Additionally, you may choose any die in your Targeting skill pool to roll again and choose which die to use for the result.

SPY

The spy thrives at hiding in plain sight to gather information, manipulate forces to their advantage, and disrupt the enemy.

TABLE 5-5: SPY FOCUS

COMMANDO LEVEL	FOCUS PERK
1st	Presence
3rd	Jack of All Trades
6th	Silver Tongue, I'll Take That
10th	Perfect Disguise, Presence, Surface Read
17th	Talk Them Down
20th	Suggestion

PRESENCE

Gain +1 Social Essence at 1st level, and again at 10th level. Intimidation is considered a Social Essence skill for you. The Skill Point you gain from this must be spent on Deception, Persuasion, Intimidation, Streetwise, or a Specialization for one of those skills. You do not suffer a Snag for rolling Skill Tests on Skills you have not spent Skill points on.

JACK OF ALL TRADES

At 3rd level, you know a little of everything - just enough to get by in any guise you find yourself in. You may roll a d4 on Skill Tests if you have at least a d2 in that Skill. You cannot crit on this d4.

SILVER TONGUE

At 6th level, whenever you roll a Social Essence Skill Test, you treat a d20 roll of 9 or less as a 10.

I'LL TAKE THAT

At 6th level, following a successful Takedown, you can use Free actions to change into what the target's wearing, and to bind and hide the enemy's body (provided you have restraints and there is somewhere to hide the body).

PERFECT DISGUISE

At 10th level, once per Mission, you can perfectly imitate the appearance, speech, and mannerisms of any one person, gaining an Edge on all social interactions as that person. You retain an Edge as long as you act more-or-less in character with the person you are imitating. This ability won't work if the person you're imitating is significantly physically different from you (a foot taller or shorter, a hundred pounds heavier or lighter, has a robotic arm, or other significant physical differences) without you taking time and effort to disguise yourself. This ability also stops working if someone witnesses you attacking one of your supposed allies without having a very good justification for it. Your attacks against targets fooled by your imitation gain an Edge and are sneak attacks.

SURFACE READ

At 10th level, when meeting someone new, you may spend a Story Point to roll your Alertness skill die and ask the GM that number of yes or no questions about that person equal to the skill die's result.

TALK THEM DOWN

At 17th level, words are your weapons, and you're an expert at using them to strike your opponents down. If you have an Edge on an attack, you may instead choose to roll an Intimidation or Persuasion Skill Test against the Willpower of a target whose threat level is no higher than your level. You have a Snag if enemy forces outnumber you, but gain an Edge if you outnumber them. On a success, the target drops their weapons, surrenders, and gains the Frightened Condition.

SUGGESTION

When you reach 20th level, your ability to get information out of your enemies and convince them to follow orders while you're in disguise is unparalleled. Once per scene, while you are disguised, you may issue a short, reasonable command or suggestion to an enemy and make an Intimidation or Persuasion roll against their Willpower Defense. If you are successful, they attempt to follow that command or suggestion as long as it doesn't cause them direct harm.

INFANTRY

The most common role on the team, Infantry is flexibility, filling in where needed in addition to being some of the fiercest fighters the Joes have to offer. As Infantry develop, they can provide fire support as an artillerist, battle-field aid as a medic, or vehicular expertise as Mechanized Infantry. Regardless of their path, wherever there's trouble, Infantry lead the way!

G.I. JOE EXAMPLES

Any of the following are great examples of Infantry characters:

- Bazooka (Artillerist)
- Gung Ho (Artillerist)
- Clutch (Mechanized Infantry)
- Wild Bill (Mechanized Infantry)
- Doc (Medic)

BACKBONE OF G.I. JOE

Infantry units and heroes form the backbone of G.I. Joe operations. When force is necessary to stop Cobra from dominating the weather, robbing Fort Knox, or attacking world peace summits, infantry deploy alongside specialists of all kinds.



TABLE 5-6: INFANTRY

LEVEL	PERKS	STRENGTH ESSENCE BOOST	SPEED ESSENCE BOOST	SMARTS ESSENCE BOOST	SOCIAL ESSENCE BOOST
1st	Fighting Style, In My Sights, Yo Joe!, Focus Selection	1	1		
2nd	Gallantry, Custom Gear	1			
3rd	Focus Perk, Rapid Reload		1		
4th	General Perk			1	
5th	Extra Attack (2 attacks), Duck & Cover	1			
6th	General Perk				1
7th	Focus Perk		1		
8th	General Perk			1	
9th	Overwatch	1			
10th	Focus Perk				
11th	Extra Attack (3 attacks), Tenacity		1		
12th	General Perk				1
13th	Adrenaline Surge			1	
14th	General Perk	1			
15th	Focus Perk		1		
16th	General Perk			1	
17th	Warfighter				1
18th	Focus Perk	1			
19th	General Perk		1		
20th	Extra Attack (4 attacks)	1			

ULTIMATE FLEXIBILITY

Infantry have the widest range of flexibility to specialize and develop out of all roles - as the need to fight back evil takes many paths, such as ground, sea, air, cyberspace, and even outer space rise, G.I. Joe infantry meet these challenges head on. While other roles have distinct specialization, the opportunities for training among Infantry are unrivaled and allow them to fill in gaps on any squad or battlefield.

STARTING ROLE PERKS

Infantry gain the following Perks:

BE A HERO

In My Sights: You may spend a Story Point once per combat to reroll all Targeting skill dice on a single attack. You must use the new result. When you use this ability, you may crit on the d2.

TRAINING

Essence Increase: Increase your Strength Essence by 1 and your Speed Essence by 1. You get an additional Essence increase based on your Focus, detailed below.

Role Skills: Gain one rank in two skills from the following: Athletics, Conditioning, Driving, and Targeting. These skill ranks must be of the Essences taken in your Essence Increase.

EQUIPMENT TRAINING AND QUALIFICATIONS

In addition to your standard issue equipment, personal gear, and mission critical items, your role grants you a certain amount of access to equipment. You can requisition any battledress and weapons you are trained in, as well as all gear. You can access any equipment you are Qualified in without requisitioning it.

Battledress: You are trained in Light, Medium, and Heavy armor.

Weapons: You are trained in all weapons.

YO JOE!

G.I. Joes are the heroic elite, highly trained and specially talented soldiers from around the world dedicated to the fight for freedom. They are brave, tough, and willing to make sacrifices for the benefit of others and the world at large.

Every member of G.I. Joe gains the following benefits:

- +1 Health;
- Standard issue equipment qualification;
- Qualified with all standard land, sea, and air vehicles;
- **Battle Cry:** As a brave member of G.I. Joe, you fearlessly charge into battle. In the first round of combat, if your first action is a Move action, you may add an additional 10 feet to your movement.

FOCUS

Choose one of three areas in which your Infantry excels: **Artillery**, focused on explosive weapons; **Mechanized Infantry**, focused on battle machines; **Medic**, focused on aiding allies and helping them recover from defeat.

Your Focus grants additional benefits or improves existing Infantry benefits. Your Infantry Focus grants you perks at 1st level, again at 3rd, and then, unlike most Role Focuses, again at 7th, 10th, 15th, and 18th levels.

FIGHTING STYLE

At 1st level, you have gained enough experience to develop a fighting style. Choose one of the following:

- **Akimbo.** If you have a pistol or a submachine gun in each hand, you receive ↑1 on your off-hand attack.
- **Careful.** When taking cover, you gain a +2 bonus to your Toughness and Evasion.
- **Close Quarters Battle.** You do not suffer penalties to ranged Attack Skill Tests when within an enemy's reach.
- **Defense.** While you are wearing armor, you gain a +1 bonus to your Toughness and Evasion.
- **Long Shot.** You do not suffer a Snag when attacking from long range with a ranged weapon.
- **Trigger Happy.** When you use a Multiple Targets attack, compare your Targeting Skill Test total to your target's Willpower in addition to their Toughness or Evasion. If your roll succeeds against their Willpower, they are frightened of you until the end of their next turn.

As Infantry train and develop, their fighting styles can change. At 4th level and every level when your role perk is General Perk, you may change your Fighting Style. Changing your Fighting Style removes the previous benefit and grants your new benefit. This does not take the place of the General Perk received at this level.

PERKS BEYOND FIRST LEVEL

GALLANTRY

At 2nd level, any effect that would cause the Frightened Condition that targets you suffers a Snag. If they are successful, the effect only lasts half as long. If the duration is until the end of your next turn, the effect ends at the beginning of your turn instead.

CUSTOM GEAR

At 2nd level, you can requisition light or medium armor once without spending one of your requisition attempts. Additionally, you can choose one free Limited Armor Upgrade, and one Free Limited Weapon Upgrade.

RAPID RELOAD

At 3rd level, reloading weapons with the Reload trait is a Free action for you.

GENERAL PERK

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you choose one General Perk from Chapter 7 to add to your character's capabilities. You must meet all prerequisites for the new General Perk.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, when you take the Attack action. The number of attacks increases to three when you reach 11th level and to four when you reach 20th level.

DUCK & COVER

Beginning at 5th level, you've learned to scramble out of the way of harmful effects, and gain resistance to damage from explosives, traps, and other harmful area of effect attacks.

OVERWATCH

Starting at 9th level, you are an expert at taking advantage when foes let their guard down. You gain an additional Standard action each turn which can only be used to take a Contingency action attack. If your Contingency action attack is a critical hit, the enemy's action is disrupted. Their action is lost or their Movement ends.

TENACITY

Starting at 11th level, you've learned to push yourself to overcome weakness. When affected by an effect that lasts until the end of your next turn, you may choose for it to end at the start of your turn instead. If you are affected by an effect that requires you to take a Skill Test, you gain an Edge on that Skill Test and may make it at the beginning of your turn in addition to the end of your turn.

ADRENALINE SURGE

At 13th level, once per combat, you may take an extra turn. You may activate this ability at the end of your turn.

WARFIGHTER

At 17th level, you are specialized in all Targeting weapons. Additionally, your attacks with a Targeting weapon deal +2 damage.

INFANTRY FOCUS OPTIONS

The three Infantry Focus options are:

- **Artillery**, focused on explosive weapons.
- **Mechanized Infantry**, focused on battle machines.
- **Medic**, Infantry focused on aiding allies and helping them recover from defeat.

ARTILLERY

The Artillery Focus specializes in explosives, taking down enemy structures, vehicles, and squads.

TABLE 5-7: ARTILLERY FOCUS

INFANTRY LEVEL	PERK
1st	Trajectory
3rd	Bigger Booms
7th	Dead Man's Switch, Shaped Charges
10th	Shock and Awe, Plate Piercing, Trajectory
15th	Explosive Aftershock
18th	Horseshoes and Handgrenades

TRAJECTORY

Your Smarts Essence Increases by 1 at 1st level, and again at 10th level, and the skill point from this improvement must be placed in Alertness or Science. You may choose which skill you use when throwing explosives between Might, Finesse, Targeting, or Science. When using a targeting explosive launched weapon, your range is increased by 30 feet.

BIGGER BOOMS

At 3rd level, your attacks with explosives increases their Area of Effect by 10 feet. You are Qualified in one Limited or Restricted explosive weapon. You can have eight hands of equipment for your load out, as long as two hands are dedicated to explosives.

DEAD MAN'S SWITCH

At 7th level, you may activate explosives in your equipment as a Free action on your turn, as an addition to a Contingency action, or when you are Defeated.

SHAPED CHARGES

At 7th level, when you attack with an explosive, you may first roll the skill die you use for the attack and exclude that number of targets in the area of effect. Additionally, your explosives deal double damage to objects and structures.

SHOCK AND AWE

At 10th level, targets of your explosive suffer a Snag on their next attack or Skill Test.

PLATE PIERCING

At 10th level, your explosive attacks now deal double damage to vehicles and have the Armor Piercing Quality.

EXPLOSIVE AFTERSHOCK

At 15th level, after comparing your attack test to the Defense (usually Evasion) of your targets, compare your test total to their Toughness Defense for the shockwave of force following the explosion. If you succeed, you may choose two of the following:

- You knock them prone
- You deafen them until the end of your next turn
- You push them 10 feet
- They suffer ↓1 on all actions until the end of their next turn

HORSESHOES AND HANDGRENADES

Beginning at 18th level, when you use an explosive weapon, everyone in the area of effect suffers 1 Damage of your weapon's type before determining if your attack was successful.

MECHANIZED INFANTRY

The Mechanized Infantry Focus pushes vehicles to the limit, whether it's by land, sea, or air.

TABLE 5-8: MECH. INFANTRY FOCUS

INFANTRY LEVEL	PERK
1st	At Home Behind the Wheel
3rd	Swerve!
7th	At Home Behind the Wheel, Thunderous Advance, Roll Cage
10th	Impenetrable Armor
15th	Heavy Ordnance
18th	Baby Hold Together

AT HOME BEHIND THE WHEEL

Increase your Speed Essence by 1 at 1st level, and again at 10th level, and the skill from that increase must go into Driving or a Specialization for that skill. You gain ↑2 to Driving Skill Tests.

SWERVE!

At 3rd level, while piloting a vehicle, you may choose not to set off traps or hit other obstacles (such as civilians, mines, or debris). In a chase scene, you gain an Edge on opposed Driving Skill Tests.

THUNDEROUS ADVANCE

At 7th level, while piloting a vehicle, its Movement increases by 15 feet in combat, and 20% out of combat.

ROLL CAGE

At 7th level, if your vehicle crashes, you and any passengers take no damage. If your vehicle explodes, you and all passengers exit safely and only suffer 1 damage.

IMPENETRABLE ARMOR

At 10th level, increase the Defenses of all vehicles you pilot by +2. While piloting a vehicle, you may redirect attacks targeting you to your vehicle.

HEAVY ORDNANCE

At 15th level, attacks made with the weapons of a vehicle you are piloting gain an Edge when attacking other vehicles or enemies your size or greater.

BABY HOLD TOGETHER

At 18th level, when your vehicle would be Defeated for the first time in an encounter, it is reduced to 2 Health instead.

MEDIC

The Medic Focus excels at keeping the team together and alive, even in the most harrowing conditions.

TABLE 5-8: MECH. INFANTRY FOCUS

INFANTRY LEVEL	PERK
1st	Safety First
3rd	Field Aid
7th	I've Got You, Proper PPE
10th	Safety First, Self-Revive, Up and At 'em
15th	Stim Dart
18th	Nano-Med Mastery

SAFETY FIRST

Increase your Smarts Essence by 1 at 1st level, and again at 10th level, and the skill from that increase must go into Science or the Medicine Specialization for that skill. You are assigned a Limited medicine kit that does not count against your requisition budget during the Equipment Assignment and Requisition phase.

FIELD AID

At 3rd level, your Movement increases by 10 feet while heading in the direction of a Defeated ally. Dragging a Defeated ally of your size doesn't cost you extra Movement, and you don't need to roll Brawn to drag them.

I'VE GOT YOU

At 7th level, when you roll a Science (Medicine) Skill Test on a Defeated ally, they come back from defeat with 1 additional Health.

PROPER PROTECTION

At 7th level, while you have a medicine kit, you are immune to diseases and poisons. When you help an ally recover from disease or poison, a successful Skill Test upgrades to a critical success.

SELF-REVIVE

At 10th level, once per combat, when you are Defeated, you may use your turn to regain 1 Health.

UP AND AT 'EM

At 10th level, after helping an ally recover from Defeat, they gain another additional Health as part of the recovery in addition to the benefit from I've Got You. They also gain an Edge on attacks and Skill Tests during their first turn after being revived.

STIM DART

At 15th level, your medicine kit comes with a stim dart and launcher. The launcher has a range of 20 feet, and firing it requires a Targeting attack roll if used at range, but no roll if used on an adjacent ally or yourself. When applied to a conscious ally or to yourself, the dart grants 2 Temporary Health. When applied to a Defeated ally or yourself (through Self-Revive), the defeated character regains 2 Health in addition to benefits from I've Got You and Up and At 'Em.

You may requisition additional darts as a prototype upgrade to your medicine kit during the Equipment Assignment and Requisition phase.

NANO-MED MASTERY

At 18th level, once per encounter, as a Standard action, you can give your allies within a 60 foot area a boost of healing nanites. All allies heal 2 damage (recovering from Defeat if necessary), and gain an Edge on Attack rolls and Skill Tests until the end of your next turn.

OFFICER

The best officers put the *lead* in leaders. The rest put the *office* in officers. Who the officer is as a person makes that distinction. Do they take personal responsibility for every life in their charge, or are their soldiers just numbers they use to work towards the best result? Would they dive in front of an incoming spear meant for a fellow Joe's heart, or do they not even show up for combat?

While General Hawk sees himself as a leader, and he butts heads with anyone in a uniform who sees boardrooms more than battlefields, he acknowledges that every military unit benefits from all kinds of officers. Even pencil pushers.

G.I. JOE EXAMPLES

Any of the following are great examples of Officer characters:

- Psyche-Out (Battlefield Psychologist)
- General Hawk (Frontline Leader)
- Duke (Frontline Leader)
- Admiral Keel-Haul (Grandmaster)

BETTER TOGETHER

Officers make a unit stronger than the sum of its parts. They highlight the talents of individuals and use teamwork to overcome their shortcomings. Not only do they know who to use and how, they also know when. This knowledge extends beyond a soldier's skills. An officer knows to support a rawhide out of their depths, to let a hot dog show off when the stakes are low, and to get serious when the stakes are high. If troops are the key to victory, an officer is the keychain.



TABLE 5-13: OFFICER

LEVEL	PERKS	STRENGTH ESSENCE BOOST	SPEED ESSENCE BOOST	SMARTS ESSENCE BOOST	SOCIAL ESSENCE BOOST
1st	Battle Commander, Plan of Action 1, Rouse, Focus		1		1
2nd	Got To Get Tough				1
3rd	Focus Perk		1		
4th	General Perk			1	
5th	Mobilize, Plan of Action 2				1
6th	Focus Perk	1			
7th	Lead By Example		1		
8th	Essence Improvement			1	
9th	Plan of Action 3				1
10th	Focus Perk				
11th	Rousing Comeback		1		
12th	General Perk	1			
13th	Plan of Action 4			1	
14th	Motivate				1
15th	Rousing presence		1		
16th	General Perk			1	
17th	Focus Perk	1			
18th	Momentum, Plan of Action 5				1
19th	General Perk		1		
20th	Focus Mastery Perk				1

HOLISTIC

Soldiers and civilians criticize officers for treating battlefields like puzzles to solve or games to win instead of life or death struggles. While there certainly are officers who enjoy gamifying war, it's often because they process information abstractly. They aren't looking at the battlefield like a spectator or a player, they look at it like a coach. They visualize a chalkboard with Xs facing off against Os, and arrows and dotted lines representing the tactics they intend to employ.

MENTAL JUGGLERS

What some might call overthinking, officers call thinking. When they issue an order, they understand what the order means for the soldier, the mission they were assigned, the superior officer who assigned it, the politicians who benefit from that assignment, and the perception of the mission to the public. They think of what their next order needs to be if this order succeeds, fails, or something unexpected occurs. Officers are the stage managers of the global stage.

STARTING ROLE PERKS

Officers gain the following Perks:

BE A HERO

Benefits of Command: You may spend a Story Point during Equipment Assignment And Requisition to give a member of your unit an Edge on a Requisition check.

TRAINING

Essence Increase: Increase your Social Essence by 1 and your Smarts Essence by 1 each. You get an additional Essence increase based on your Focus, detailed below.

Role Skills: Gain one rank in two skills from the following: Persuasion, Alertness, and Culture. These skill ranks must be of the Essences taken in your Essence Increase.

EQUIPMENT TRAINING AND QUALIFICATIONS

In addition to your standard issue equipment, personal gear, and mission critical items, your role grants you a certain amount of access to equipment. You can requisition any battledress and weapons you are trained in, as well as all gear. You can access any equipment you are Qualified in without requisitioning it.

Battledress: You are trained in Light and Medium Armor.

Weapons: You are trained in ballistic weapons and explosives.

YO JOE!

G.I. Joes are the heroic elite, highly trained and specially talented soldiers from around the world dedicated to the fight for freedom. They are brave, tough, and willing to make sacrifices for the benefit of others and the world at large.

Every member of G.I. Joe gains the following benefits:

- +1 Health;
- Standard issue equipment qualification;
- Qualified with all standard land, sea, & air vehicles;
- **Battle Cry:** As a brave member of G.I. Joe, you fearlessly charge into battle. In the first round of combat, if your first action is a Move action, you may add an additional 10 feet to your movement.

FOCUS

Choose one of three areas in which your Officer excels: **Battlefield Psychologist**, whose understanding of the human psyche allows them to rally allies and outwit enemies; **Frontline Leader**, who leads by example, asking of others only that which they would do themselves; **Grandmaster**, who sees the battlefield as a series of moves in a game they refuse to lose.

Your Focus grants additional benefits or improves existing Officer benefits. Your Officer Focus grants you perks at 1st level, and again at 3rd, 6th, 10th, 17th, and 20th levels.

BATTLE COMMANDER

As a natural leader, you give a tactical advantage to your fellow Joes. At 1st level, during the Yo Joe! Battle Cry, you may give Edge to one ally for their first attack.

PLAN OF ACTION

You don't just bring out the best in your allies, you make their best even better. At 1st level, as a Move action, you can grant an ally within line of sight $\uparrow 1$ to a Skill Test on their next turn. At 5th level, you can grant a total of $\uparrow 2$ to allies, either as $\uparrow 1$ each to two allies or $\uparrow 2$ to one ally.

At 9th level, the total increases to $\uparrow 3$. It increases again at 13th level, to $\uparrow 4$, and one last time at 18th level, to a total of $\uparrow 5$.

ROUSE

Your mere presence inspires your allies. At 1st level, as a Standard action during combat, you may attempt a **DIF 15 Persuasion Skill Test** to add a Story Point to the team's Story Point pool.

PERKS BEYOND FIRST LEVEL

GOT TO GET TOUGH

At 2nd level, you fill your allies with confidence that you take their well being to heart. When you roll Initiative, each ally who can see or hear you gains a temporary Health. This temporary Health lasts for the entire scene, until they take damage, or until you are Defeated. This Health can exceed their normal maximum Health.

GENERAL PERK

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you choose one General Perk from Chapter 7 to add to your character's capabilities. You must meet all prerequisites for the new General Perk.

MOBILIZE

Movement in a war zone takes timing, cognition, and instinct, all of which you excel at. At 5th level, as a Move action, you may grant an ally within line of sight an immediate Move action.

ROUSING COMEBACK

When you power through injury, it reminds your allies that this battle means more than any one of their lives. At 11th level, when you take damage, you may attempt a **DIF 20 Brawn Skill Test** to add a Story Point to the team's Story Point pool.

MOTIVATE

You know exactly when and by how much to push the limits of your allies. At 14th level, as a Standard action, you may grant an ally an immediate Standard action.

ROUSING PRESENCE

Even in stoic silence, you inspire. At 15th level, your Rouse ability takes a Move action instead of a Standard action.

MOMENTUM

Under your command, your allies are twice the soldiers they think they are. At 18th level, as a Standard action, you may grant an ally an immediate bonus turn.

OFFICER FOCUS OPTIONS

The three Officer Focus options are:

- **Battlefield Psychologist**, whose understanding of the human psyche allows them to rally allies and outwit enemies.
- **Frontline Leader**, who leads by example, asking of others only that which they would do themselves.
- **Grandmaster**, who sees the battlefield as a series of moves in a game they refuse to lose.

BATTLEFIELD PSYCHOLOGIST

The Battlefield Psychologist understands how the mind works, which helps them get people to do what they want, both friends and foe.

PSY OPS

Your Social Essence increases by 1 at 1st level, and again at 10th level, and the skill point from this improvement must be spent in Deception, Intimidation, or Persuasion. You treat Intimidation as a Social skill.

TABLE 5-14: BATTLEFIELD PSYCH. FOCUS

OFFICER LEVEL	PERK
1st	Psy Ops
3rd	Outwit
6th	Mind Over Matter
10th	Inundation, Psy Ops
17th	Inspiration
20th	Deceptive Warfare

Additionally, as a Standard action, you can remove Conditions from your allies who can see or hear you with a successful **DIF 15 Persuasion Skill Test**.

OUTWIT

At 3rd level, you manipulate enemies with your words. As a Standard action, you can target an enemy who can see or hear you with a Deception Skill Test to stun them for one turn, or an Intimidation Skill Test to make them flee for 1 round. The duration multiplies on a critical success. This is treated as a Condition.

MIND OVER MATTER

At 6th level, you can convince allies to shrug off injuries. You can use Intimidation or Persuasion in place of Science to heal allies. If you have ranks in Science (Medicine), you can re-allocate these ranks to other Smarts skills when you gain this benefit.

INUNDATION

At 10th level, you learn to wear your enemies down with repetition. Whenever you use Outwit on an enemy previously affected by your Outwit Skill Test, you gain an Edge on any new Outwit Skill Test during this combat.

INSPIRATION

At 17th level, when you use Plan of Action, you can affect one additional ally and grant one $\uparrow 1$ above your normal total. This is cumulative with the increase to Plan of Action at 18th level.

DECEPTIVE WARFARE

At 20th level, when you use Outwit, in addition to stunning or scaring enemies, you can choose to use Deception or Intimidation to deal 1 Damage to your target.

FRONTLINE LEADER

Frontline Leaders consider themselves on equal ground with the lives in their charge, protecting them as they would protect themselves.

TABLE 5-15: FRONTLINE LEADER FOCUS

OFFICER LEVEL	PERK
1st	Follow the Leader
3rd	Shoulder to Shoulder
6th	Battle Hardened
10th	Exemplary, Follow the Leader
17th	Heroic Sacrifice
20th	We All Go Home Or Nobody's Going Home

FOLLOW THE LEADER

Your Speed Essence increases by 1 at 1st level, and again at 10th level, and the skill point from this improvement can be spent on any Social skill. Additionally, if one of your teammates is ahead of you on the battlefield at the beginning of your turn, you can Sprint as a Free action.

SHOULDER TO SHOULDER

At 3rd level, when an ally starts their turn adjacent to you, they gain ↑1 to a skill of your choice for the remainder of their turn.

BATTLE HARDENED

At 6th level, you gain +1 Health. Additionally, you gain a Limited or Restricted weapon of your choice as personal gear. You must meet the requirements of the weapon to choose it.

EXEMPLARY

At 10th level, when a teammate who can see you takes an action that requires a Skill Test that you took on your last turn, they gain an Edge on their Skill Test.

HEROIC SACRIFICE

At 17th level, once per turn, when an ally that you could reach with a Sprint takes damage, you may immediately Sprint to a space adjacent to that ally without using a Move action. You suffer the Damage instead of the ally, regardless of whether the roll to hit the ally would have hit you.

WE ALL GO HOME OR NOBODY'S GOING HOME

At 20th level, once per encounter, when you or an ally you can see would be Defeated, you or they instead have 1 Health.

GRANDMASTER

The battlefield is the Grandmaster's chess board, and the soldiers are game pieces. As every chess

master knows, the fewer pieces lost, the stronger the odds of winning.

TABLE 5-16: GRANDMASTER FOCUS

OFFICER LEVEL	PERK
1st	Knight's Jump
3rd	En Passant
6th	Touch Move
10th	Knight's Jump, Castling
17th	Queen's Gambit
20th	Checkmate

KNIGHT'S JUMP

Your Speed Essence increases by 1 at 1st level, and again at 10th level, and the skill point from this improvement must be placed in Initiative. Additionally, once per turn as a Move action, you can choose two allies to swap places in initiative order. This can result in one of your allies gaining an additional turn.

EN PASSANT

At 3rd level, when you are aware of an enemy coming within your reach or range, you may attempt a **DIF 15 Alertness Skill Test**. On a success, you interrupt their turn to make an immediate attack. After you resolve your attack, their turn resumes.

TOUCH MOVE

At 6th level, when you roll Initiative, all of your teammates who aren't surprised can immediately make a Move Action.

CASTLING

At 10th level, designate two allies as a Standard action. They each gain one Temporary Health and may immediately move up to their full Movement Rating.

QUEEN'S GAMBIT

At 17th level, once per combat, when an ally takes damage, an ally you designate moves in the initiative order to right after the effect that caused the damage. This can mean that ally takes two turns this round.

CHECKMATE

At 20th level, as a Standard action, designate both a target and a space that target could reach with a Sprint. Make a Persuasion Skill Test against the target's Willpower. On a success, the target moves to the designated space. If that movement would move them through a hazard, you get ↓3 on the roll.



RANGER

Most military training focuses on surviving combat, while Ranger training focuses on surviving environments. A Ranger can survive off the land for months if need be, even in remote forests and jungles or hostile deserts and permafrost.

Extended deployment away from civilization gives rangers valuable insight into the natural world. So much so, officers like to consult with rangers who have spent time in upcoming missions' surrounding environments. Reports and encyclopedias offer information, but rangers offer experience.

G.I. JOE EXAMPLES

Any of the following are great examples of Ranger characters:

- Shipwreck (Beastmaster)
- Link (Beastmaster)
- Beachhead (Predator)
- Stalker (Predator)
- Dusty (Scout)
- Recondo (Scout)

INVISIBLE IN THEIR ELEMENT

Camouflage takes more than just matching fatigues to the environment. Rangers match the tone of the world around them. They move through a forest at the pace the breeze moves the leaves. They wear the dirt they gather like a mask.

Veteran rangers like to compare the sizes of the webs weaved onto them by spiders mistaking them for tree stumps and rocks.

ONE WITH NATURE

Rangers understand the natural world as keenly as any biologist or zoologist. They easily bond with animals, often finding they have more in common with furry creatures than fellow humans. Many shy away from manufactured luxuries, preferring a backyard to a bedroom mattress and a swim in a lake to a bath. Often, when not deployed, rangers need to be reminded of social norms. They go days without showering, palm food in the mess hall, and forget the importance of deodorant.

TABLE 5-17: RANGER

LEVEL	PERKS	ADAPTATION POINTS	STRENGTH ESSENCE BOOST	SPEED ESSENCE BOOST	SMARTS ESSENCE BOOST	SOCIAL ESSENCE BOOST
1st	Environment Expertise I, Guide, Yo Joe, Focus	0		1	1	
2nd	Adaptation, Exposure	1		1		
3rd	Forage (Standard), Focus Perk	1			1	
4th	General Perk	2	1			
5th	Exposure	2		1		
6th	Focus Perk	2				1
7th	Forage (Limited)	3			1	
8th	General Perk, Exposure	3	1			
9th	Environment Expertise II	3		1		
10th	Focus Perk	4				
11th	Exposure	4			1	
12th	General Perk	4				1
13th	Forage (Restricted)	5	1			
14th	Exposure	5		1		
15th	Forage (Fast)	5			1	
16th	General Perk	6	1			
17th	Focus Perk, exposure	6				1
18th	Environment Expertise III,	6		1		
19th	General Perk	7			1	
20th	Focus Mastery Perk, Exposure	Unlimited		1		

NECESSITY IMPROVISATION

They say rangers learn because they can't afford not to. A ranger who can't start a fire can't cook food or keep warm. However, they can't afford to carry equipment for every circumstance. They learn quickly to find the solutions to their problems around them. Rangers prefer to deploy with minimal kit, but the gear they do carry, they know how to use better than anyone.

STARTING ROLE PERKS

Rangers gain the following Perks:

BE A HERO

Guide: You may spend a Story Point as a Standard action to allow all of your allies to ignore the

penalties of moving through Rough Terrain in your environment of expertise from your Environmental Expertise Perk for 1 minute.

TRAINING

Essence Increase: Increase your Speed and Smarts Essences by 1. You also receive an Essence increase from your Focus which is detailed below and not included in the role chart

Role Skills: Gain one rank in two skills from the following: Alertness, Culture, Driving, Infiltration, Survival, and Targeting. These skill ranks must be of the Essences taken in your Essence Increase.

EQUIPMENT TRAINING AND QUALIFICATIONS

In addition to your standard issue equipment, personal gear, and mission critical items, your role grants you a certain amount of access to equipment. You can requisition any battledress and weapons you are trained in, as well as all gear. You can access any equipment you are Qualified in without requisitioning it.

Battledress: You are trained in Light Armor.

Weapons: You are trained in might melee weapons and thrown weapons, and Qualified in a Close Combat Heavy Blade and Assault Rifle.

YO JOE!

G.I. Joes are the heroic elite, highly trained and specially talented soldiers from around the world dedicated to the fight for freedom. They are brave, tough, and willing to make sacrifices for the benefit of others and the world at large.

Every member of G.I. Joe gains the following benefits:

- +1 Health;
- Standard issue equipment qualification;
- Qualified with all standard land, sea, and air vehicles;
- **Battle Cry:** As a brave member of G.I. Joe, you fearlessly charge into battle. In the first round of combat, if your first action is a Move action, you may add an additional 10 feet to your movement.

FOCUS

Choose one of three areas in which your Ranger excels: **Beastmaster**, friend to animals and owner of a highly trained pet; **Predator**, a human hunter; **Scout**, expert at finding shortcuts and avoiding natural hazards.

Your Focus grants additional benefits or improves existing Ranger benefits. Your Ranger Focus grants you perks at 1st level, and again at 3rd, 6th, 10th, 17th, and 20th levels.

ENVIRONMENTAL EXPERTISE

Rangers believe they can tough out deployment in any environment, no matter how unforgiving. However, every ranger finds a setting that fits their personality best.

At 1st level, you choose the environment in which you excel:

- Arctic
- Desert
- Grasslands
- Mountains
- Sea
- Urban
- Wetlands
- Woodlands

Your chosen environment is considered your environment of expertise. When subject to the conditions of your environment of expertise, you gain several benefits:

- You ignore the penalties for moving through Rough Terrain in your environment of expertise.
- You gain an Edge on non-combat Skill Tests in your environment of expertise, and all of your attacks in your environment of expertise are considered Specialized.
- Finally, you can gain additional benefits in your environment of expertise from Exposure, called Environment Exposure.

As you spend more time in other environments, you learn to apply your skills more generally. At 9th level and again at 18th level, you can choose an additional environment, or an Exposure ability. You gain all of the benefits of your Environmental Expertise and Environment Exposure in all of your environment of expertise.

ADAPTATION

Even outside your element, you relate back to where you are most comfortable. You see ways to apply your environmental training to whatever situation you find yourself in.

At 2nd level, you gain a pool of Adaptation Points. As a Free action, you can spend an Adaptation Point to use one of your Environment Expertise or environment exposure abilities outside of your environments of expertise. Adaptation Points replenish after a night's rest.

ENVIRONMENTAL EXPOSURE

Between field experience, study, and exercises, you improve your prowess as a ranger and a Joe through exposure to the environment. At 2nd level, and every four levels thereafter, you gain an Exposure ability, chosen from the below list.

(Environmental) indicates environmental training, and can only be used in your environments of expertise.

Adapted Vehicles (Environmental): Vehicles you drive in your environments of expertise gain the benefits of Environment Expertise.

Animal Whisperer: You treat Animal Handling as both a Smarts and a Social skill.

Armor Training: You are trained in medium armor.

Armor Upgrade: You can choose a Standard or Limited armor upgrade without needing to requisition it or affecting the availability of your armor. You can take this Exposure ability multiple times, gaining an additional armor upgrade each time.

Beast: You gain a Standard animal pet. This training can be taken twice, gaining a Limited animal as a pet in place of the first pet. If you gain an animal pet from another source, such as the Animal Pet Perk or the Beastmaster Ranger Focus Handler Perk, Beast Exposure changes the availability of your pet to the next step less available (Standard to Limited, Limited to Restricted).

Dirty Trick (Environmental): You take advantage of your familiarity with the environment. As an Attack, make a Survival Skill Test against your target's Willpower. On a success, you can choose to Blind or Stun your target for 1 turn or knock them prone.

Environment Choice: Choose two additional environments in which you excel. These count as environments of expertise for your Environmental Expertise.

Environmental Weapon (environmental): In your environment of expertise, you can forage for a melee weapon, just like you would a kit. You may use Survival to attack with foraged weapons instead of Might or Finesse. You may choose this Exposure ability even if you do not yet have the Forage Ranger Perk.

Hardy: You gain an additional Health. You can take this Exposure ability up to 4 times, gaining an additional Health every time.

Kitbasher: You can forage for and use a kit, even if you do not meet its prerequisite. You must have the Forage Ranger Perk (level 3) in order to choose this Exposure ability.

Lookout: (environmental) When you roll for Initiative in your environment of expertise, you can make a free Move action before the surprise round. You always act in the surprise round when in your environments of expertise.

Natural Medic: You can specialize in Medicine as a Survival Specialization and use that Specialization to treat Damage to regain Health or Essence Points.

Silent Weapon Expertise: You are trained in Silent weapons, and get ↑1 on attacks with weapons with the Silent trait.

Tracker: (environmental) You get ↑2 when using Survival to track a target in your environment of expertise.

Weapon Training: You are Qualified in three new Limited weapon types, or one Restricted weapon type.

Weapon Upgrade: You can choose a Standard or Limited weapon upgrade without needing to requisition it or affecting the availability of your weapon. You can take this Exposure ability multiple times, gaining an additional weapon upgrade each time.

FORAGE

When deployed long term to remote areas, your survival depends on your equipment, both how little equipment you can manage with and how well you use what equipment you have. Too many rations might attract bears, and too much weight in your pack makes outrunning them challenging. Not enough, and you could starve.

- At 3rd level, you can spend 10 minutes and roll a Survival Skill Test to gain the benefits of a Standard kit. The DIF is equal to the kit's Requisition DIF. This kit lasts until you spend it or until you forage for another kit. You must meet the prerequisites of a kit to forage for it.
- At 7th level, you can attempt to gain the benefits of a Limited kit.
- At 13th level, you can attempt to gain the benefits of a Restricted kit.
- And finally, at 15th level, you only need to spend 1 minute to Forage.

GENERAL PERK

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you choose one General Perk from Chapter 7 to add to your character's capabilities. You must meet all prerequisites for the new General Perk.

RANGER FOCUS OPTIONS

The three Ranger Focus options are:

- Beastmaster, friend to animals and owner of a highly trained pet.
- Predator, a human hunter.
- Scout, expert at finding shortcuts and avoiding natural hazards.

BEASTMASTER

The beastmaster developed a mutual respect for an animal, forming a bond as strong as that of a teammate. Pet rules and features are outlined in detail in Chapter 8: Equipment.

TABLE 5-18: BEASTMASTER FOCUS

RANGER LEVEL	PERK
1st	Handler
3rd	Tight Bond
6th	In Their Element
10th	Handler, Tough Together
17th	Mutual Understanding
20th	Pack Attack

HANDLER

Your Social Essence Increases by 1 at 1st level, and again at 10th level, and the skill point from this improvement must be placed in Animal Handling. Additionally, you gain a Limited animal as a pet. This animal must be comfortable in your environment of expertise. If you gain an animal pet from another source, such as the Animal Pet General Perk or the Beast Ranger Exposure Ability, you can choose to either change the availability of your pet to the next step less available, or gain another animal pet. This is an exception to the rule that characters can only have one pet.

TIGHT BOND

At 3rd level, once per turn, you can command your pet as a Free action. At 6th level, and every 3 levels thereafter, you can command your pet as a Free action an additional time per turn.

IN THEIR ELEMENT

At 6th level, your pet gains the benefits of your Environment Expertise and Environment Exposure in all of your environment of expertise.

TOUGH TOGETHER

At 10th level, you and your pet each gain 1 Health. You can choose Medicine as an Animal Handling Specialization and use that Specialization to treat Damage to regain Health or Essence Points for you and your pet.

MUTUAL UNDERSTANDING

At 17th level, you reroll all skill dice results of 1 on Animal Handling Skill Tests.

PACK ATTACK

At 20th level, when you and your pet attack the same target, you both gain an Edge on the attack Skill Test. If you have multiple pets, any combination of you and your pets gain this benefit if at least two of you attack the same target.

PREDATOR

Predators stalk prey with the instinct of apex killers in the wild.

TABLE 5-19: PREDATOR FOCUS

RANGER LEVEL	PERK
1st	Stalk
3rd	Sneak Attack
6th	Natural Movement, Stalk
10th	Environmental Armor, Stalk
17th	Prowl
20th	Fight or Flight

STALK

Your Speed Essence increases by 1 at 1st level, and again at 10th level, and the skill point from this improvement must be placed in Finesse or Infiltration. Additionally, any time you are in your environment of expertise, you can not be surprised, and gain an Edge on Infiltration Skill Tests.

SNEAK ATTACK

At 3rd level, once per turn, when you attack a target with a silent weapon in your environment of expertise, and the target isn't fully aware of you, such as if they are surprised or your Infiltration Skill Test to sneak up on them beats their Alertness Skill Test, you deal additional damage on a successful hit equal to the sneak attack of a Commando of your Ranger level.

NATURAL MOVEMENT

At 6th level, when in your environment of expertise, you use your surroundings as deftly as the animals native to the environment. As a Standard action, you gain a Climb or Swim Movement equal to half your Ground Movement until the end of your next turn.

ENVIRONMENTAL ARMOR

At 10th level, in your environment of expertise, you gain a +1 bonus to all of your Defenses. Whenever you spend an Adaptation point to gain an environmental benefit outside of your environment of expertise, you gain this bonus until the beginning of your next turn.

PROWL

At 17th level, in your environment of expertise, you double your Ground Movement.

FIGHT OR FLIGHT

At 20th level, when you successfully sneak attack a target, you can make another attack or another move as a free action once per round.

SCOUT

Scouts excel at taking in their environment and guiding others through it.

TABLE 5-20: SCOUT FOCUS

RANGER LEVEL	PERK
1st	Lookout
3rd	Adaptable
6th	Lookout, Taking Point
10th	Guidance, Lookout
17th	Survivalist
20th	Long Range Recon

RECON

Your Smarts Essence increases by 1 at 1st level, and again at 10th level, and the skill point from this improvement must be placed in Alertness, Initiative, or Survival. Additionally, any time you are in your environment of expertise and you can not see your allies, you gain an Edge on Alertness, Initiative, and Survival Skill Tests.

ADAPTABLE

At 3rd level, you gain twice the number of Adaptation Points as the Ranger Role chart at this level and as you advance in this Role.

TAKING POINT

At 6th level, you gain ↑1 to Alertness, Initiative, and Survival, or ↑2 if you are in your environment of expertise.

GUIDANCE

At 10th level, as a Free action in your environment of expertise, you can spend an Adaptation Point to grant an ally the benefits of your Environmental Expertise until the beginning of your next turn.

SURVIVALIST

At 17th level, in your environment of expertise, reroll all skill dice results of 1 on your Alertness, Initiative, and Survival Skill Tests

LONG RANGE RECON

At 20th level, you gain an additional Move action on your turn.

RENEGADE

First to fight and last left standing, Renegades are the door kickers, brawlers, and among the toughest of the Joes. They are the personification of rugged toughness and aggression, and often throwing caution to the wind to defeat the enemy. Despite their brash style, they're always going all out for the team and the mission.

G.I. JOE EXAMPLES

Any of the following are great examples of Renegade characters:

- Red Dog (Blitzer)
- Wet-Suit (Blitzer)
- Mercer (Door-Kicker)
- Mutt (Door-Kicker)
- Leatherneck (Tank)
- Taurus (Tank)

FIRST INTO THE FIGHT, LAST OUT

Renegades rely on speed and power to overwhelm their foes, and their battle high and quick reflexes allow them to get through scrapes that would devastate other troops. While Commandos act stealthily and Officers plan, Renegades rush, taking as much of the enemy's attention as they can, heedless of their own personal danger. When a retreating action is necessary, Renegades are some of the last troops out, covering their allies' escape before their own blitzing speed removes them from harm's way.

MISFITS

Part of the purpose of recruiting Renegades is to find individuals at risk of joining Cobra and using them as a tool against Cobra instead. Officers appreciate the perspective Renegades bring to the team, as G.I. Joe risks having tunnel vision from so many like minded members. Unfortunately, this often leaves the Renegades feeling like outsiders. Some Joes flat out don't trust them.



TABLE 5-21: RENEGADE

LEVEL	PERKS	RECKLESS ABANDON USES	RECKLESS ABANDON BONUS HEALTH	STRENGTH ESSENCE BOOST	SPEED ESSENCE BOOST	SMARTS ESSENCE BOOST	SOCIAL ESSENCE BOOST
1st	Reckless Abandon, Aggressive, Yo Joe!, Focus Choice	2	1	1	1		
2nd	Additional Health, Beast of Burden	2	1	1			
3rd	Focus Perk	3	1		1		
4th	General Perk	3	1			1	
5th	Extra Attack, Not Done Yet	3	2	1			
6th	Focus Perk, Roll With the Punches	4	2				1
7th	Duck and Cover, Not Getting Away That Easy	4	2		1		
8th	General Perk	4	2			1	
9th	Ready for Anything	4	3	1			
10th	Focus Perk	4	3				
11th	Unbeatable	5	3		1		
12th	General Perk	5	3				1
13th	Bravado	5	4			1	
14th	Fearsome Presence	5	4	1			
15th	Fortitude	5	4		1		
16th	General Perk	5	4			1	
17th	Focus Perk	6	5				1
18th	Didn't Even Feel It	6	5	1			
19th	General Perk	6	5		1		
20th	Focus Mastery Perk	Unlimited	6	1			

STARTING ROLE PERKS

Renegades gain the following Perks:

BE A HERO

Aggressive: You may spend a Story Point once per turn to move up to your full Movement Rating in addition to your Move action. While using this ability, you ignore Rough Terrain and do not trigger Contingency action attacks.

TRAINING

Essence Increase: Increase your Strength Essence by 1 and your Speed Essence by 1. You get an additional Essence increase based on your Focus, detailed below.

Role Skills: Gain one rank in two skills from the following: Athletics, Brawn, Initiative, and Infiltration. These skill ranks must be of the Essences taken in your Essence Increase.

EQUIPMENT TRAINING AND QUALIFICATIONS

In addition to your standard issue equipment, personal gear, and mission critical items, your role grants you a certain amount of access to equipment. You can requisition any battledress and weapons you are trained in, as well as all gear. You can access any equipment you are Qualified in without requisitioning it.

Battledress: You are trained in Light Armor, and Qualified in Tactical Armor.

Weapons: You are trained in might melee weapons and thrown weapons, and Qualified in Shotguns, and Submachine Guns.

YO JOE!

G.I. Joes are the heroic elite, highly trained and specially talented soldiers from around the world dedicated to the fight for freedom. They are brave, tough, and willing to make sacrifices for the benefit of others and the world at large.

Every member of G.I. Joe gains the following benefits:

- +1 Health;
- Standard issue equipment qualification;
- Qualified with all standard land, sea, and air vehicles;
- **Battle Cry:** As a brave member of G.I. Joe, you fearlessly charge into battle. In the first round of combat, if your first action is a Move action, you may add an additional 10 feet to your movement

FOCUS

Choose one of three areas in which your Renegade excels: **Blitzer**, getting up close and personal with enemies and thrashing them with melee weapons; **Door-Kicker**, focused on ambush tactics and close quarters firearms; **Tank**, increased toughness to defend their squad from harm.

Your Focus grants additional benefits or improves existing Renegade benefits. Your Renegade Focus grants you perks at 1st level, and again at 3rd, 6th, 10th, 17th, and 20th levels.

RECKLESS ABANDON

The signature style of Renegades is an aggressive and brash approach used to catch enemies off guard, and allows you to fight through the pain until the battle's over. You can start fighting with Reckless Abandon as a Free action.

While acting with Reckless Abandon, you gain the following benefits as long as you are wearing light armor or no armor:

- You gain $\uparrow 2$ on all Strength Skill Tests.
- You gain Bonus Health as shown on the Role chart. This Bonus Health goes away when you end your Reckless Abandon.

You cannot use kits while fighting with Reckless Abandon.

Your Reckless Abandon lasts for a minute, until there are no enemies you can see, or until you are defeated. You can also end your Reckless Abandon as a Free action.

You have a number of uses of Reckless Abandon per day as shown on the Renegade Role chart.

PERKS BEYOND FIRST LEVEL

BEAST OF BURDEN

At 2nd level, you gain $\uparrow 2$ on all Might rolls to push, drag, or lift.

ADDITIONAL HEALTH

At 2nd level you've toughened up and gain one additional Health.

GENERAL PERK

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you choose one General Perk from Chapter 7 to add to your character's capabilities. You must meet all prerequisites for the new General Perk.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, when you take the Attack action on your turn.

NOT DONE YET

Starting at 5th level, while in Reckless Abandon, if you would be defeated, you may choose to drop to 1 Health instead. You can use this ability once per Reckless Abandon.

ROLL WITH THE PUNCHES

By 6th level, your sharpened senses allow you to protect yourself at the slightest sign of trouble. Once per combat, you can double your Toughness, Willpower, or Evasion against one attack or effect.

NOT GETTING AWAY THAT EASY

Beginning at 7th level, you can use Contingency action as a Free action one per turn, but can only use it to take the Attack action when an enemy enters or leaves your reach.

DUCK & COVER

Beginning at 7th level, you've learned to scramble out of the way of harmful effects that you can see. Explosives, traps, and other harmful areas of effects suffer a Snag when attacking you.

RAVAGING CRITICAL

Beginning at 8th level, when you have a critical success on a Might melee attack roll or an attack within 30 feet, your critical effects increase one step.

READY FOR ANYTHING

Upon reaching 9th level, you're ready to act with Reckless Abandon at the drop of a hat. While not incapacitated, when you take damage or would be surprised, you may begin to act with Reckless Abandon when you roll Initiative. If you do so, you act normally in the surprise round.

Additionally, you gain an Edge on Initiative rolls and may roll Brawn or Might instead of Initiative to determine combat order.

UNBEATABLE

Beginning at 11th level, at the start of each of your turns, you heal 1 Damage if you have half of your Health (and bonus Health) or fewer remaining. You don't gain this benefit if you are Defeated.

BRAVADO

Upon reaching 13th level, if you begin a combat encounter with no uses of Reckless Abandon remaining, you regain one use of Reckless Abandon.

THE BEAT GOES ON

Upon reaching 13th level, your Reckless Abandon lasts until the end of its duration or until you choose to end it.

FEARSOME PRESENCE

Starting at 14th level, while in Reckless Abandon, you may make a special Intimidation Skill Test as part of an attack. Choose up to three characters within 20 feet and roll your Intimidation against their Willpower. If you are successful, they gain the Frightened Condition towards you until the start of your next turn and must move away from you if it is safe to do so.

FORTITUDE

Upon reaching 15th level, you reduce the amount of damage you suffer from any source by 1.

DIDN'T EVEN FEEL IT

Starting at 18th level, once per encounter while acting with Reckless Abandon, you may reduce the damage you take from a single attack or effect to zero damage for one turn.

RENEGADE FOCUS OPTIONS

The three Renegade Focus options are:

- **Blitzer**, a Renegade who focuses on getting up close and personal with enemies and thrashing them with melee weapons.
- **Door-Kicker**, a Renegade focused on ambush tactics and close quarters firearms battles.
- **Tank**, a Renegade who focuses on increasing their toughness to defend their squad from harm.

BLITZER

Blitzers rush into battle without fear, daring to close the gap with enemies to push them off balance and deliver fierce beatdowns.

TABLE 5-21: BLITZER FOCUS

RENEGADE LEVEL	PERK
1st	Wind Sprints
3rd	The Hits Keep Coming
6th	Coin Toss
10th	Superior Athlete, Wind Sprints
17th	Mighty Strikes
20th	Sudden Death

WIND SPRINTS

Your Strength Essence increases by 1 at 1st level, and again at 10th level, and the skill point from this increase must be placed in Athletics or Might. Your Movement Rating increases by 15 ft.

THE HITS KEEP COMING

At 3rd level, once per turn when you Defeat an enemy, you may use a Free action to move up to your Movement Rating and make a melee Might attack.

COIN TOSS

At 6th level, when attacking with a Might weapon, you can critically hit on a d2.

SUPERIOR ATHLETE

At 10th level, your body is honed to zig and zag through the battlefield. You gain ↑2 on Athletics tests to jump or climb. Your jump distance is doubled. You may Sprint as a free action once per turn.

MIGHTY STRIKES

At 17th level, when you make a Might melee attack, your attack applies to all enemies within your reach.

SUDDEN DEATH

At 20th level, once per combat, when you successfully hit with a Might melee attack against a target whose Threat Level is equal to or less than your level, you can choose to defeat them instead of dealing damage.

DOOR-KICKER

Door-Kickers catch enemies unaware through a mixture of ambush and shock tactics, ending battles before enemies even realize there's a fight.

TABLE 5-22: DOOR-KICKER FOCUS

RENEGADE LEVEL	PERK
1st	Menace
3rd	Alpha Strike
6th	Who Dares Wins, Sky Full of Lead
10th	Ambush Master, Menace
17th	Assault Precision
20th	Penetrating Rounds

MENACE

Your Speed Essence increases by 1 at 1st level, and again at 10th level, and the skill point from this increase must be put into Acrobatics, Infiltration, or Targeting. During Equipment Assignment And Requisition, you gain a free Standard or Limited upgrade for your shotgun or submachine gun. You do not suffer penalties for using a shotgun or submachine gun while in the reach of an enemy.

ALPHA STRIKE

Starting at 3rd level, you can throw your all into being a true menace on the battlefield. On your turn, you can Alpha Strike if you are attacking an enemy within your reach or within 20 feet. When you use Alpha Strike, you gain an Edge on Might attacks and on Targeting attacks with submachine guns and shotguns until the beginning of your next turn, but all attacks against you also have an Edge until the beginning of your next turn.

WHO DARES, WINS

Beginning at 6th level, you gain an Edge on all of your attacks with a shotgun or submachine gun, and Skill Tests, in the first round of combat.

SKY FULL OF LEAD

At 6th level, your submachine gun and shotgun Multiple Target attacks may affect one additional target within range.

AMBUSH MASTER

Beginning at 10th level, when you surprise an enemy, you gain one extra attack with a shotgun or submachine gun. You are also immune to the Blind and Deafened Conditions.

ASSAULT PRECISION

At 17th level, your ability to take out targets at close range is unrivaled. When using a shotgun or submachine gun weapon, you critically hit on a d2.

PENETRATING ROUNDS

At 20th level, your shotgun and submachine tactics are adapted to taking out hard targets. Your attacks with shotguns and submachine guns ignore cover and deflective bonuses to defense from armor.

TANK

A tenacious renegade whose presence on the battlefield instills fear in enemies and bravery in allies, Tanks draw fire, protect allies, and withstand the harshest of blows.

TABLE 5-23: TANK FOCUS

RENEGADE LEVEL	PERK
1st	Hardened
3rd	Enemy Number One, Interpose
6th	Tough Enough
10th	Hardened, Rallying Cry
17th	Bulwark
20th	Aegis

HARDENED

Your Strength Essence increases by 1 at 1st level, and again at 10th level, and the skill point from this improvement must be placed in Brawn, Conditioning, or Might. You are trained in Medium armor, and can fight with Reckless Abandon while in Medium armor.

ENEMY NUMBER ONE

Starting at 3rd level, your presence on the battlefield can't be ignored by your enemies. Attacks made by enemies within 30 feet suffer a Snag unless they include you in one of their attacks on their turn.

INTERPOSE

Starting at 3rd level, if an adjacent ally is hit by an attack, you may intercept the attack and take the hit yourself, regardless of whether the roll to hit the ally would have hit you.

TOUGH ENOUGH

Beginning at 6th level, when you are subjected to a non-attack effect against your Toughness, the effect suffers a Snag. If the effect still meets or exceeds your Toughness defense, you have resistance to the damage.

RALLYING CRY

Upon achieving 10th level, your ability to stand firm against enemies of your squad encourages your allies to fight harder. As a Free action, you can shout out a rallying cry. When you do so, up to ten allies within 60 feet that can see and hear you gain an Edge on attacks until the end of your next turn or until you are Defeated, whichever comes first.

BULWARK

At 17th level, you can plant yourself as a Free action, becoming a one-soldier fortress. Your movement becomes zero and you are immune to forced movement and the Frightened Condition, and provide cover to allies adjacent to you.

AEGIS

At 20th level, you can shrug off fatal blows in the heat of battle. While fighting with Reckless Abandon, having 0 Health doesn't cause you to be Defeated, and you are only defeated if you still have 0 Health at the end of your Reckless Abandon. Effects that would Defeat you outright still function as normal.

TECHNICIAN

Technicians enhance gear, aid allies, and influence battlefields through the application of science and tech. Traditional military roles, like medic, communications, and engineer, evolved with each technological breakthrough. Modern roles, like directed energy expert, came about because of advancements in technology. Whereas the other Joes adapt to the changes of the modern landscape of war, technicians engineer it. G.I. Joe's access to cutting edge gear, roster of futurists and forward thinkers, and need to take greater risks than other units, makes technicians some of the busiest members of the team.

G.I. JOE EXAMPLES

Any of the following are great examples of Technician characters:

- Airtight (Expert)
- Lifeline (Expert)
- Ashiko (Think Tank)
- Sci-Fi (Think Tank)
- Mainframe (Tinkerer)
- Mirage (Tinkerer)

SAFETY FIRST, USUALLY

Most technicians have a reputation for playing it safe. They develop defenses to protect themselves and their fellow Joes, weapons to hit enemies before they get hit first, or techniques to patch injuries quickly or safely extract those whose injuries prevent them from continuing. However, this does not make technicians cowards. They may hold the back line, but that is where they do the most good. When they are needed on the front line, to mend a fallen ally, hack into a computer system, defuse an errant explosive, or just to join a shoot out, technicians face the challenge like any other Joe. On the Joe team, they may be thought of as the meeker members, but in a setting appropriate for their specialty (like a hospital or on an IT Team) they would be the scary ones.



TABLE 5-24: TECHNICIAN

LEVEL	PERKS	STRENGTH ESSENCE BOOST	SPEED ESSENCE BOOST	SMARTS ESSENCE BOOST	SOCIAL ESSENCE BOOST
1st	Primary Tech, Yo Joe!, Focus Choice		1	1	
2nd	Support			1	
3rd	Focus Perk		1		
4th	General Perk	1			
5th	Think On It			1	
6th	Focus Perk				1
7th	Law of the Instrument		1		
8th	General Perk	1			
9th	Tech Support			1	
10th	Focus Perk				
11th	Secondary Tech		1		
12th	General Perk				1
13th	Fieldtest	1			
14th	Extended Support			1	
15th	Genius		1		
16th	General Perk	1			
17th	Focus Perk				1
18th	Of Two Minds			1	
19th	General Perk		1		
20th	Focus Mastery Perk			1	

PUSHING LIMITS

G.I. Joe without technicians would just be a team of talented troops. Technicians turn the team into the battle force of the future. They envision the soldier of tomorrow's needs today, and work towards accommodating them. Sometimes this means incremental changes. The earliest fielded energy weapons were giant laser pointers with 200 pound batteries. They only saw use because a technician figured out that spotting targets aided bombing runs. Once a practical application was discovered, technicians devoured the data acquired from the field test, turning the theoretical direction such weapons could take into the next stage of prototypes. Simultaneously, G.I. Joe's engineers and science staff work on defenses and treatments against their own weapon advancements to prepare for the day Cobra captures and reverse engineers a prototype.

ALSO, EXPLOSIONS

Most technicians see themselves as cogs in the G.I. Joe engine, but some turn themselves into self-sufficient war machines. Armed with energy weapons, wearing mechanised armor, and co-piloting their equipment with advanced AI. It takes a rare combination of intelligence, imagination, bravery, and combat prowess to design and use such technology effectively. Deficiency in any one area has disastrous or hilarious consequences: advanced technology that looks like welded together garbage, for example. Or the most advanced weapon on the team constantly missing its mark because the technician who designed it spent extra time in the labs at the expense of time on the firing range. Those who can accomplish such marvels of technology often lack the humbleness to keep their greatness to themselves. But who needs social skills when you are a walking laser tank?

STARTING ROLE PERKS

Technicians gain the following Perks:

BE A HERO

Quick Study: Once per scene, you may use a Free action to learn the Toughness, Evasion, Willpower, or Cleverness score of a target that you can see.

TRAINING

Essence Increase: Increase your Smarts Essence by 1 and your Speed Essence by 1. You get an additional Essence increase based on your Focus, detailed below.

Roll Skills: Gain one rank in two skills from the following: Science, Technology, Driving, and Initiative. These skill ranks must be of the Essences taken in your Essence Increase.

EQUIPMENT TRAINING AND QUALIFICATIONS

In addition to your standard issue equipment, personal gear, and mission critical items, your role grants you a certain amount of access to equipment. You can requisition any battledress and weapons you are trained in, as well as all gear. You can access any equipment you are Qualified in without requisitioning it.

Battledress: You are trained in Light Armor and in Computerized battledress, and Qualified in Impulse armor.

Weapons: You are trained in Ballistic, Element, and Explosive weapons.

YO JOE!

G.I. Joes are the heroic elite, highly trained and specially talented soldiers from around the world dedicated to the fight for freedom. They are brave, tough, and willing to make sacrifices for the benefit of others and the world at large.

Every member of G.I. Joe gains the following benefits:

- +1 Health;
- Standard issue equipment qualification;
- Qualified with all standard land, sea, and air vehicles;
- **Battle Cry:** As a brave member of G.I. Joe, you fearlessly charge into battle. In the first round of combat, if your first action is a Move action, you may add an additional 10 feet to your movement.

FOCUS

Choose one of three areas in which your Technician excels: **Expert**, using technology to expand their abilities in a single field; **Think Tank**, a combatant wearing advanced gear to enhance their fighting ability; **Tinkerer**, maximizing versatility through technology.

Your Focus grants additional benefits or improves existing Technician benefits. Your Technician Focus grants you perks at 1st level, and again at 3rd, 6th, 10th, 17th, and 20th levels.

PRIMARY TECH

Technology not only makes your job as a Technician possible, it makes the possibilities of your job as a Technician limitless.

At 1st level, choose the type of advanced technology you employ most frequently. You gain benefits for your choice, and can advance your technology as you level up.

- **Armor:** You build tools and technology into encasements in your armor. The metal encasements double as plating for your own protection. You are trained in heavy armor, gain a suit of Standard or Limited light, medium, or heavy armor as personal gear, and can choose a Standard armor upgrade as a free upgrade during Equipment Assignment and Requisition. You also gain one Standard Sidearm weapon as an integrated weapon when wearing your Primary Tech armor.
- **Drone:** You may work from the sidelines, but you directly influence the entire battlefield by way of a robot companion. You gain a Limited drone pet. You can choose a Standard upgrade as a free upgrade during Equipment Assignment and Requisition. See full pet rules in Chapter 8: Equipment.
- **Gear:** You act as a hub for your unit's wireless technology, and a point of contact for units

around the world. You gain an integrated HTB Access Pad as personal gear, as well as a Standard or Limited kit. You can choose a Standard or Limited upgrade of any type as a free upgrade during Equipment Assignment and Requisition.

- **Weapon:** You believe that the best weapon in your unit is your brain, and the second best weapon in your unit is whatever offensive contraption you put together this week. You are Qualified in a limited weapon of your choice, and can choose a Standard weapon upgrade as a free upgrade during Equipment Assignment and Requisition.

In addition to your Primary Tech's Standard functions, you can use your Primary Tech to make Technology Skill Tests.

For example, if your Primary Tech is armor, you can use your armor's integrated weapon to make Technology Skill Tests at a distance equal to your integrated weapon's range. If your Primary Tech is gear, you can make Technology Skill Tests at an almost unlimited range through your HTB Access Pad.

PERKS BEYOND FIRST LEVEL

SUPPORT

At 2nd level, you can grant an adjacent ally the benefits of one of your Upgrades as a Free action. These benefits last until the start of your next turn.

GENERAL PERK

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you choose one General Perk from Chapter 7 to add to your character's capabilities. You must meet all prerequisites for the new General Perk.

THINK ON IT

At 5th level, as a Free action, you can grant yourself an Edge on one Skill Test before the beginning of your next turn.

LAW OF THE INSTRUMENT

At 7th level, when a Skill Test requires specific equipment, such as an Explosives kit to defuse an

elaborate bomb, you treat your Primary Tech as the required equipment.

TECH SUPPORT

At 9th level, you can grant an ally within range of your Primary Tech the benefits of one of your Upgrades as a free action. These benefits last until the start of your next turn.

SECONDARY TECH

At 11th level, choose either a second item from the Primary Tech list, or enhance your Primary Tech.

If you choose a second item from the Primary Tech list, it functions in all ways like if you'd taken it as Primary Tech. Your Secondary Tech can not be the same item you chose as your Primary Tech.

If you choose to enhance your Primary Tech, the additional benefits of your Primary Gear are summarized below:

- **Armor:** You are trained in super heavy armor, and gain a suit of Standard, Limited, or Restricted light, medium, heavy, or super heavy armor as personal gear. You can choose two Standard, Limited, or Restricted armor upgrades as free upgrades during Equipment Assignment and Requisition. You also gain one Standard or Limited Sidearm weapon as an Integrated weapon when wearing your Primary Tech armor.
- **Drone:** You gain a Restricted drone as a pet. You can choose two Standard or Limited upgrades as free upgrades during Equipment Assignment and Requisition.
- **Gear:** You gain a Restricted kit as personal gear. You can choose two Standard, Limited, or Restricted upgrades of any type as free upgrades during Equipment Assignment and Requisition.
- **Weapon:** You are Qualified in a Restricted weapon of your choice, gain that weapon as personal gear, and can choose a Standard, Limited, or Restricted weapon upgrade as a free upgrade during Equipment Assignment and Requisition.

FIELDTEST

At 13th level, you treat the availability of equipment and upgrades as one step more available. This stacks with the benefits of Secondary Tech.

EXTENDED SUPPORT

At 14th level, you can choose to use Support or Tech Support as a Move action instead of a Free action. In that case, the benefits last for the duration of the scene.

GENIUS

At 15th level, treat all Skill Tests related to your Role Skills as Specialized.

OF TWO MINDS

At 18th level, you gain a second Standard action on your turns.

TECHNICIAN FOCUS OPTIONS

The three Technician Focus options are:

- **Expert**, using technology to expand their expertise in a single field.
- **Think Tank**, a combatant wearing advanced gear to enhance their fighting ability
- **Tinkerer**, maximizing their versatility through technology.

EXPERT

Experts apply their deep knowledge of their scientific field to every situation.

TABLE 5-25: EXPERT FOCUS

TECHNICIAN LEVEL	PERK
1st	Field
3rd	Influential
6th	Auxiliary Brain
10th	Basic Intelligence, Field
17th	Eureka
20th	Expert in your Field

FIELD

Your Smarts Essence Increases by 1 at 1st level, and again at 10th level, and the skill point from this improvement must be placed in Culture, Science, or Technology. Additionally, choose a Culture, Science, or Technology Specialization, even if you do not have a rank in that Specialization. This is your Field.

Any time a Technician perk refers to the Technology skill, you instead use your Field for this Skill Test, including applying your Specialization bonus, if any.

INFLUENTIAL

At 3rd level, your tendency to carry on about your Field and use scientific terms in daily language rubs off on those who have to listen to you. Your allies gain $\uparrow 1$ in Skill Tests related to your Field.

AUXILIARY BRAIN

At 6th level, you spend so much time in deep thought, your unconscious mind remembers information your conscious mind forgot. You can Lend Assistance to yourself as a Free action once per turn.

BASIC INTELLIGENCE

At 10th level, your analytical mind means you approach every topic with baseline understanding. You roll untrained Skill Tests without a Snag.

EUREKA

At 17th level, inspiration strikes early and often for you. You can score a critical success on a d2 for Field Skill Tests.

EXPERT IN YOUR FIELD

At 20th level, there is little you don't know about your area of expertise. All Field Skill Tests gain an Edge. If you would gain an Edge on the Skill Test from another source, you instead gain $\uparrow 3$.

THINK TANK

The Think Tank uses advanced, often one-of-a-kind technology to excel in combat.

TABLE 5-26: THINK TANK FOCUS

TECHNICIAN LEVEL	PERK
1st	Brain Power
3rd	Over Brawn
6th	Integrated Offense
10th	Brain Power, Iron Heart
17th	Instant Kill Mode
20th	Warmachine

BRAIN POWER

Your Smarts Essence increases by 1 at 1st level, and again at 10th level, and the skill point from this improvement must be placed in Technology.

Additionally, choose one of the following skills: Athletics, Might, Finesse, or Targeting. When making Skill Tests of the chosen skill, including attacks, you can use Technology instead.

OVER BRAWN

At 3rd level, your tech succeeds where muscles struggle. Ignore the Strength-based skill requirements of equipment you use.

INTEGRATED OFFENSE

At 6th level, you keep many tricks up your sleeve. During the Equipment Assignment and Requisition phase, you gain a combined number of Microtech Weapon and Microtech Battledress upgrades equal to half your Technician level.

IRON HEART

At 10th level, even if it's your equipment doing all the work, your battlefield experience hardened you. You gain +1 Health, and gain +1 to Toughness and Evasion in addition to the bonuses provided by your armor.

INSTANT KILL MODE

At 17th level, when others enter panic mode, you enter instant kill mode. Once per mission, you can attack as a Free action for 1 turn.

WARMACHINE

At 20th level, there is nothing on a battlefield you don't understand. You are Qualified in all battledress and weapons.

TINKERER

The Tinkerer always has the right tool on hand, even if they have to invent it on the spot.

TABLE 5-27: TINKERER FOCUS

TECHNICIAN LEVEL	PERK
1st	Fast Learner
3rd	Kitbash Upgrade
6th	Seeing the Matrix
10th	Fast Learner, Kitbash Equipment
17th	Quickbash
20th	Machinesmith

FAST LEARNER

Your Smarts Essence Increases by 1 at 1st level, and again at 10th level, and the skill point from this improvement must be placed in Technology. As a Standard action, you can lower a Skill's rank by 1 to increase another Skill's rank by 1. You cannot decrease a Skill's rank to untrained. This lasts for the duration of the Mission, or until you use Fast Learner again.

KITBASH UPGRADE

At 3rd level, a piece of equipment within your reach can temporarily gain the benefits of an upgrade. As a Standard action, make a Technology Skill Test against the availability DIF of the upgrade. On a success, the equipment gains the benefits of the upgrade for 1 minute, multiplied on a critical success.

SEEING THE MATRIX

At 6th level, once per Scene, you can use the Technology skill in place of another skill for a Skill Test.

KITBASH EQUIPMENT

At 10th level, you make the right tool for the job out of junk. As a Standard action, make a Technology Skill Test against the availability DIF of a piece of equipment that takes no more than two hands to operate. On a success, you gain the equipment for 1 minute, multiplied on a critical success.

QUICKBASH

At 17th level, you can kitbash equipment and upgrades as a Free action instead of a Standard action. Quickbashed equipment and upgrades last for 1 turn, multiplied on a critical success.

MACHINESMITH

At 20th level, you see living creatures as biological technology. You treat all targets as if they had the AI and Robot perks when it is beneficial for you to do so. For example, you could use Science (Medicine) or Technology to administer first aid to a living creature.

VANGUARD

Clad in the heaviest armor and often with the most destructive weapons, the Vanguard is the quintessential heavy of the G.I. Joe ranks. Relying on their specialized gear to protect themselves and shield their allies as well as the fervor to keep morale high, a Vanguard serves the role of protector, coach, and trusted ally equally.

G.I. JOE EXAMPLES

Any of the following are great examples of Vanguard characters:

- Lady Jaye (Bodyguard)
- Stiletto (Bodyguard)
- Rock and Roll (Heavy Ordnance)
- Roadblock (Heavy Ordnance)
- Backstop (Juggernaut)

HEART OF THE TEAM

Vanguards support the team on the battlefield with encouraging words, covering fire, and their signature personal shields - and they're just as supportive off the battlefield. They're dedicated to squad cohesion, often becoming akin to the team coach or parent with positive reinforcement in words or deeds, such as Roadblock's signature cooking. When the squad lacks an officer or an infantry focused on leadership, the Vanguard often takes up this position of leadership.

STRATEGIC SHIELD & ANCHOR

The Personal Shield equipment that Vanguards carry strategically serves to place them in either the front or the back of the battle. In aggressive scenarios, the Vanguard serves as a shield: one of the first combatants into a conflict to draw fire away from heavy-hitting but delicate allies. When defending, Vanguards serve as the anchor: the last line of defense to protect the objective.

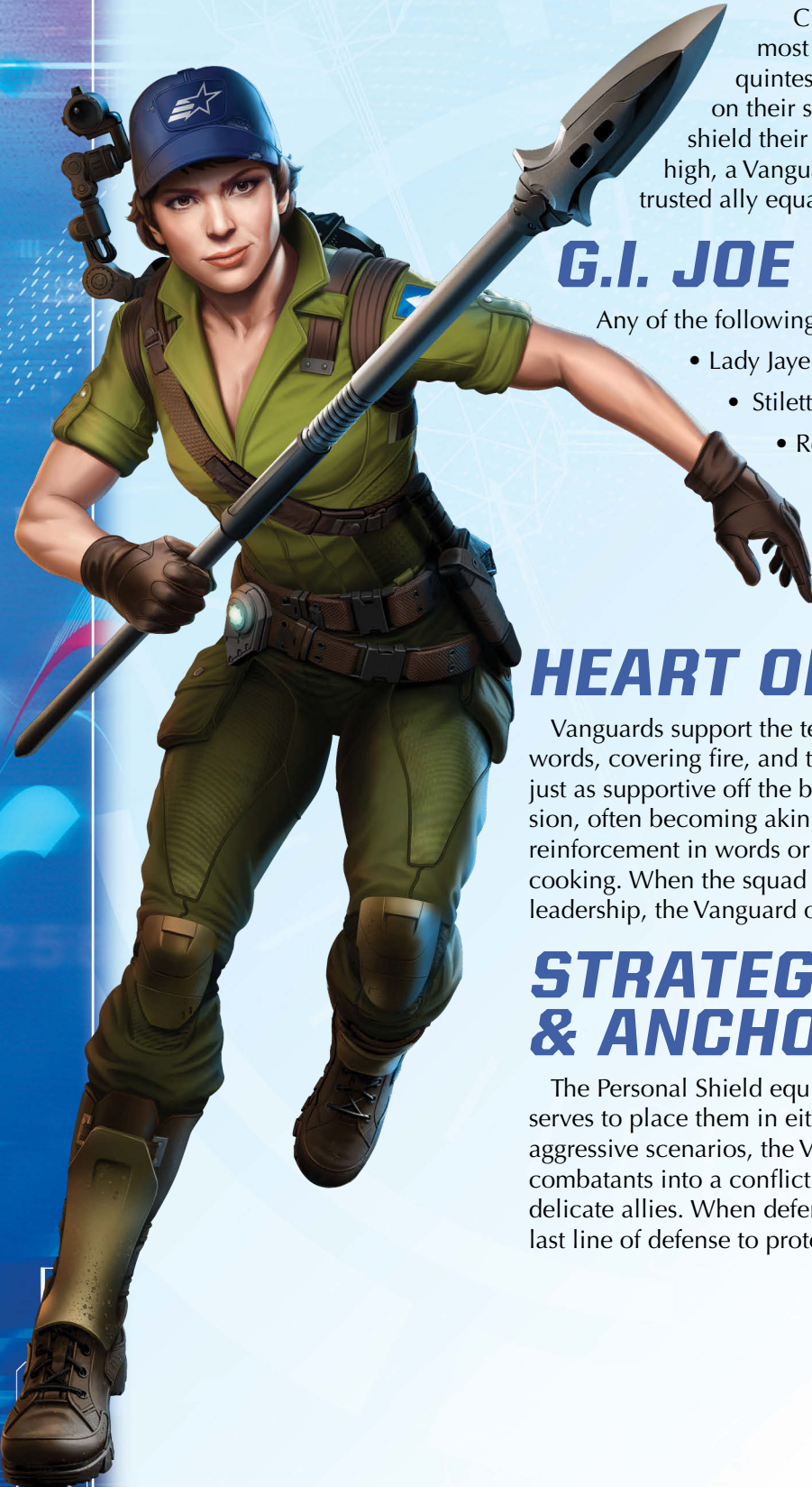


TABLE 5-28: VANGUARD

LEVEL	PERK	PERSONAL SHIELD USES	PERSONAL SHIELD BENEFIT	STRENGTH ESSENCE BOOST	SPEED ESSENCE BOOST	SMARTS ESSENCE BOOST	SOCIAL ESSENCE BOOST
1st	Iron Hide, Personal Shield, Yo Joe!, Focus Choice	2	2	1			1
2nd	Fighting Style, The Heavy, Inspiring Words	2	2	1			
3rd	Focus Perk	3	3				1
4th	General Perk	3	3		1		
5th	Extra Attack	3	4	1			
6th	Focus Perk	4	4			1	
7th	Empty the Mag	4	5				1
8th	General Perk	4	5		1		
9th	Battlefield Titan	4	6	1			
10th	Focus Perk	4	6				
11th	Vigilance	5	7				1
12th	General Perk	5	7			1	
13th	Shield Modulation	5	8		1		
14th	Heart of the Team	5	8	1			
15th	Concentrate Fire	5	9				1
16th	General Perk	5	9		1		
17th	Focus Perk	6	10			1	
18th	Impenetrable Shield	6	10	1			
19th	General Perk	6	10				1
20th	Focus Mastery Perk	Unlimited	15	1			

STARTING ROLE PERKS

Vanguards gain the following Perks:

BE A HERO

Iron Hide: If an attack would make you Defeated, you may spend a Story Point to attempt a **Brawn DIF 15 Skill Test** to ignore the damage.

TRAINING

Essence Increase: Increase your Strength by 1 and your Social by 1. You also receive an Essence increase from your Focus which is detailed below and not included in the role chart.

Role Skills: Gain one rank in two skills from the following: Athletics, Brawn, Conditioning, Might,

Performance, Persuasion, and Streetwise. These skill ranks must be of the Essences taken in your Essence Increase.

EQUIPMENT TRAINING AND QUALIFICATIONS

In addition to your Standard issue equipment, personal gear, and mission critical items, your role grants you a certain amount of access to equipment. You can requisition any battledress and weapons you are trained in, as well as all gear. You can access any equipment you are Qualified in without requisitioning it.

Battledress: You are Qualified in all armor.

Weapons: You are trained in all Ballistic, Blunt, and Explosive weapons.

YO JOE!

G.I. Joes are the heroic elite, highly trained and specially talented soldiers from around the world dedicated to the fight for freedom. They are brave, tough, and willing to make sacrifices for the benefit of others and the world at large.

Every member of G.I. Joe gains the following benefits:

- +1 Health;
- Standard issue equipment qualification;
- Qualified with all Standard land, sea, and air vehicles;
- **Battle Cry:** As a brave member of G.I. Joe, you fearlessly charge into battle. In the first round of combat, if your first action is a Move action, you may add an additional 10 feet to your movement.

FOCUS

Choose one of three areas in which your Vanguard excels: **Bodyguard**, protecting allies with a mix of tactics and pushing their personal shield to the max; **Heavy Ordnance**, focused on squad support weapons, light machine guns, and suppressing fire; **Juggernaut**, customizing their heavy armor and personal shield to be an unstoppable force on the battlefield.

Your Focus grants additional benefits or improves existing Vanguard benefits. Your Vanguard Focus grants you perks at 1st level, and again at 3rd, 6th, 10th, 17th, and 20th levels.

PERSONAL SHIELD

The signature piece of each Vanguard's kit is a personal shield generator, a hockey puck-sized device developed by G.I. Joe technicians. To function, the device must not be concealed, and activating it requires a power source (often included in the shield). When activated, the shield springs into force, encircling the Vanguard with obvious shimmering energy. The shield's battery charge is Limited, though most shields charge with kinetic movement.

The shield can be activated once per encounter, and activating the shield requires a Standard action. Once active, the shield provides a benefit to the Vanguard's Toughness and Evasion defenses equal to the Role chart above. Once activated, the shield

lasts for 1 minute or until it is subjected to EMP damage. A damaged or out of power shield can be repaired or recharged with a one hour Technology Skill Test against a DIF 12 + half your Vanguard level, as the shield becomes more complex as you gain levels in this Role.

As you gain levels in the Vanguard Role, you learn to tweak and boost your shield for additional benefits.

PERKS BEYOND FIRST LEVEL

FIGHTING STYLE

At 2nd level, you have gained enough experience to develop a fighting style. Choose one of the following:

- **Akimbo.** If you have a pistol or a submachine gun in each hand you receive a $\uparrow 1$ on your off-hand attack.
- **Careful.** When taking cover, you gain a +2 bonus to your Toughness and Evasion.
- **Close Quarters Battle.** You do not suffer penalties to ranged attack Skill Tests when within an enemy's reach.
- **Defense.** While you are wearing armor, you gain a +1 bonus to your Toughness and Evasion.
- **Long Shot.** You do not suffer a Snag when attacking from long range with a ranged weapon.
- **Trigger Happy.** When you use a Multiple Targets attack, compare your Targeting Skill Test total to your target's Willpower in addition to their Toughness or Evasion. If your roll succeeds against their Willpower, they gain the Frightened Condition until the end of their next turn.

As Vanguards train and develop, their fighting styles can change. At 4th level and then every level when your role perk is General Perk, you may change your Fighting Style. Changing your Fighting Style removes the previous benefit and grants your new benefit. This does not take the place of the General Perk received at this level.

THE HEAVY

At 2nd level, you gain 2 additional Toughness when wearing heavy or super heavy armor. Your Brawn is considered $\uparrow 2$ for armor and weapon requirements.

INSPIRING WORDS

At 2nd level, you've learned to bolster your team. Twice per combat, but no more than once a turn, you can inspire others with your heroic presence. As a Move action, you may either grant an ally one Temporary Health, remove a Condition on them (other than Defeated), or give them $\uparrow 2$ on their next Skill Test.

GENERAL PERK

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you choose one general perk from Chapter 7: General Perks. You must meet all prerequisites for the Perk.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, when you take the Attack action on your turn.

SHIELD UPGRADE

At 5th level, you've learned to boost your Personal Shield's emitter. When you activate your personal shield, it extends out 10 feet around you to provide its benefits to your allies.

EMPTY THE MAG

By 7th level, when you hit a target with a ranged ballistic weapon attack, you may empty the magazine into them in a flurry of autofire and apply damage a second time. After using this ability, you must reload your weapon before you can use it again.

QUICK SHIELD

By 7th level, you've upgraded your shield to be ready to activate at a moment's notice. You may now activate your personal shield with a Free action on your turn.

BATTLEFIELD TITAN

Beginning at 9th level, your stalwart presence on the battlefield gives your allies hope and determination to win the day. You and allies within 10 feet of you are immune to Mesmerized and Frightened Conditions.

VIGILANCE

Beginning at 11th level, you can take a Contingency action as a Free action, but it can only be used to take the Attack action against an enemy you can see that enters your range or reach.

SHIELD MODULATION

At 13th level, you've developed a way to modulate your shield to protect against certain dangers. When you activate your shield, choose one damage type. You and any allies protected by your shield are resistant to that damage type.

HEART OF THE TEAM

At 14th level, you've learned to use your force of personality as an anchor for the team. Once per encounter as a Standard action, you spend a Story Point to yell out and rally your team. All allies within 30 feet of you may immediately move their full Movement, and may either end one Condition or gain one Temporary Health.

CONCENTRATE FIRE

Upon reaching 15th level, you can direct your allies to concentrate fire once per encounter. On your turn, spend a Story Point and designate a target as a Free action. You and each ally who attacks that target gain $\uparrow 2$ shifts to their attack roll.

IMPENETRABLE SHIELD

At 18th level, you have learned to maximize the power of your shield. Your shield provides immunity to EMP damage and resistance to all other damage.

VANGUARD FOCUS OPTIONS

The three Vanguard Focus options are:

- **Bodyguard**, a Vanguard focused on protecting allies with a mix of tactics and pushing their personal shield to the max.
- **Heavy Ordnance**, a Vanguard focused on squad support weapons, light machine guns, and suppressing fire.
- **Juggernaut**, a Vanguard focused on customizing their heavy armor and personal shield to be an unstoppable force on the battlefield.

BODYGUARD

The bodyguard excels at protecting their chosen VIP and extending their shields to protect other allies.

TABLE 5-29: BODYGUARD FOCUS

VANGUARD LEVEL	PERK
1st	Alert, Protected Target
3rd	Body Shield
6th	Danger Sense
10th	Alert, Protector's Shield
17th	Caution
20th	Defender's Oath

ALERT

Gain +1 Smarts Essence at 1st level, and again at 10th level, the skill point for which must go into Alertness or a Specialization in that skill. When searching for enemies, traps, or ambushes, you gain $\uparrow 2$ on the Skill Test.

PROTECTED TARGET

Once per combat, before rolling Initiative, you may designate one character to be your protected target. The target gains +1 Temporary Health from your protection and other benefits as you level up in this Focus.

BODY SHIELD

At 3rd level, your protective nature in dangerous situations leads you to pull others from danger. Once per turn, when an adjacent character is attacked on their Toughness or Evasion defense, you may swap places with them and take the hit for them, now against your Toughness or Evasion defense instead.

DANGER SENSE

At 6th level, you may use Alertness for Initiative, with a $\uparrow 2$ bonus. Your Protected Target can choose to set their Initiative score equal to yours at the start of an encounter. You can't be Surprised, and your Protected Target is also immune to surprise as long as they are within 10 feet of you.

PROTECTOR'S SHIELD

At 10th level, your shield expands 10 feet in radius. While your shield is up, you gain 1 Temporary Health. When your protected target is within your shield, they are immune to critical hits.

CAUTION

At 17th level, you are immune to the Blinded, Deafened, Frightened, Immobilized, Restrained, and Stunned Conditions.

DEFENDER'S OATH

At 20th level, your protected target can't be Defeated, even if they have 0 Health, as long as they are within 10 feet of you and you aren't Defeated.

HEAVY ORDNANCE

A tenacious vanguard whose automatic and suppressing fire dominates the battlefield.

TABLE 5-30: HEAVY ORDNANCE FOCUS

VANGUARD LEVEL	PERK
1st	Ordnance Expert
3rd	Suppressing Fire
6th	Blanket Fire
10th	Deep Magazines, BRRRRRRRRRRRRRT, Ordnance Expert
17th	Nowhere is Safe
20th	No Need to Aim

ORDNANCE EXPERT

Gain +1 Speed at 1st level, and again at 10th level, which must go into Targeting or the Heavy weapons Specialization for that skill. Your Brawn is $\uparrow 4$ for weapon requirements. You ignore the mounted trait on weapons, and gain a Restricted heavy weapon during Equipment Assignment And Requisition without making a requisition check.

SUPPRESSING FIRE

At 3rd level, you're skilled at using automatic fire to control the battlefield. As a Standard action, you set your suppressive fire area equal to the Multiple Targets area of your heavy weapon. Any enemies who start their turn in that area or move into it have their Toughness and Evasion reduced by 5 until the start of your next turn. In addition, make a Targeting attack against the Willpower of any enemies who start their turn in that area or move into it. If successful, the enemy is frightened of you until the end of your next turn.

BLANKET FIRE

At 6th level, your weapons' Multiple Targets areas double.

DEEP MAGAZINES

At 10th level, ignore the first time you would need to reload per combat.

BBBBBBBBBBBBBBBBBT

At 10th level, your heavy weapon fire emboldens your allies. Once per encounter when you make a Multiple Targets attack, your allies gain $\uparrow 1$ shift for the next turn and may immediately take a Sprint action.

NOWHERE IS SAFE

At 17th level, your Multiple Targets attacks reduce cover one step: Total cover to cover, and cover to none. If you reduce cover to none or attack an enemy with no cover, your attacks deal +1 damage.

NO NEED TO AIM

At 20th level, when you make a Multiple Targets attack, you inflict one damage to all targets before rolling to attack.



JUGGERNAUT

The Juggernaut is an unstoppable force on the battlefield, clad in the heaviest armor.

TABLE 5-31: JUGGERNAUT FOCUS

VANGUARD LEVEL	PERK
1st	Armor Expert
3rd	Second Skin, Extra Plates
6th	Customized Armor
10th	Armor Expert, Unstoppable Force
17th	Wrecking Ball
20th	Immovable Object

ARMOR EXPERT

Gain +1 Strength at 1st level, and again at 10th level, and increase either Brawn, Conditioning, or Might with the earned skill point. Gain additional +2 Toughness defense while wearing armor.

SECOND SKIN

At 3rd level, you gain an Edge in skills related to armor, from analyzing, maintaining, creating, and other information surrounding personal body armor. You may use Technology or Science instead of Athletics or Acrobatics for armor requisitions during the Equipment Assignment and Requisition phase.

EXTRA PLATES

At 3rd level, once per turn, reduce the damage from an attack or effect by 1 while wearing heavy or superheavy armor.

CUSTOMIZED ARMOR

At 6th level, you gain 2 Limited or 1 Restricted armor upgrades. These picks do not count against the mission budget.

UNSTOPPABLE FORCE

At 10th level, when wearing heavy or super heavy armor, if you use your Toughness to resist an attack against your Evasion, you do not suffer any additional penalties from using your Toughness (such as Conditions or additional damage effects).

WRECKING BALL

At 17th level, you've learned to use the mass of your armor offensively. You may spend a Story Point when you Sprint to gain the following effects:

- You ignore Rough Terrain and may move through the squares of enemies up to one size larger than you and through non-reinforced walls.
- Make a Might attack with an Edge against any enemies you move through - if successful, they suffer two damage and are knocked prone.
- Any Rough Terrain and walls you moved through are demolished to Standard Terrain.

IMMOVABLE OBJECT

At 20th level, you are immune to critical hits. You may choose not to move when subjected to forced movement.



ESSENCE SCORES AND SKILLS

Every character, creature, and adversary in the G.I. JOE Roleplaying Game is made up of a number of important statistics and numerical values. These statistics allow characters to interact with the game rules, and vice versa.

This chapter looks at two of the most important statistics in the *Essence20*

Roleplaying Game System which the G.I. JOE Roleplaying Game runs on: the primary Essence Abilities and their associated Skills. This chapter also explains how you'll use them to attempt most actions in the game, with Chapter 9: Combat covering the others.

ESSENCE ABILITIES – THE FOUR 'S'ES

At the heart of the *Essence20 Roleplaying Game System* are the “four S’s” – Strength, Speed, Smarts, and Social. These are the **Essence Abilities**, and they represent the core elements of a character (or creature, vehicle, etc.).

A character’s Essence Abilities are a number ranging from 1 to 10 as a natural, mundane human being (or similar species), where heroic examples – like individuals with ultra-specialized training, special augmentations, or highly effective G.I. Joes – can range all the way to 15. Other creatures, like robotic entities and genetically-engineered monstrosities, may even have higher maximum values in their Essence Abilities.

ESSENCES, SKILLS AND SPECIALIZATIONS

While a character’s Essence Abilities set potential power, their **Skills** and **Specializations** show the character’s ability to use that potential. In the *Essence20 Roleplaying Game System*, skills represent everything a character can do proficiently, as well as a few additional aspects of a character’s life.

GAINING SKILLS AND SPECIALIZATIONS

Characters gain a skill point every time they raise one of their Essence scores which must be spent in the skills of that Essence. For example, when your Strength Essence increases, you can’t devote that point into a Speed Essence skill like Acrobatics. Anytime you could use a skill point to increase a skill, you can select a specialization for a skill in that Essence category.

Unless stated otherwise, every Skill Level gained can do one of three things:

- **Gain a Rank in a New Skill** - You choose a skill in which you do not possess any Ranks yet and gain the d2 Rank. The exception to this is the Conditioning skill, as noted in its description later in this chapter.
- **Increase A Skill’s Rank** – You choose a skill in which you possess at least a d2 Rank and increase the skill die by one step, to a normal maximum of d12. The ascension ladder of dice Rank progression is: **d2 → d4 → d6 → d8 → d10 → d12**. A skill at d12 Rank is the highest level a skill can be without help from Perk or situational benefits.
- **Learn a New Specialization** – You choose a skill in which you possess at least d2 Rank and assign a Specialization to that skill. Skills can have multiple Specializations, and many skills function even more efficiently with multiple overlapping Specializations. Specializations can be anything fitting for the character, but there are several examples listed in the skill descriptions later in this chapter.

Knowing Is Half the Battle

The basic rule is no matter what your G.I. Joe attempts, you’ll be rolling at least two dice:

Skilled: d20 + skill die and ADD them together

Unskilled: Treat this as a "Snag" – roll 2d20 if unskilled and choose the lowest

As your character gains skills and advantages, you’ll get to roll more dice with an Edge and Specializations

HOW SKILLS WORK

In the **G.I. JOE Roleplaying Game**, your skills are noted by die type, ranging from the lowly d2 (commonly known as a coin flip) all the way to a d12. When your character needs to accomplish something, you roll your base die - a 20-sided die or d20 - and add the highest applicable skill die. If you don't have an applicable skill die, you can still attempt the action, but doing so gives you a Snag - requiring you to roll 2d20 and choose the lowest of the two.

SKILL SPECIALIZATIONS

Further defining what a character is especially good at, most skills have Specializations. These show a particular area of expertise with that skill, and allow the character to roll more dice when their specialization comes into play. Specializations are available for most skills and are open ended, though this chapter suggests a few for each skill that may come into play more often. Skill Specializations in vehicle and Threat statblocks are indicated with an asterisk, such as Acrobatics (Gymnastics) +d6*.

See the 'Using Skills' section later in this chapter to see how Specializations modify a character's skills.

USING EACH ESSENCE & SKILL

The following sections describe the Skills characters can gain and learn as their Essence Scores improve, broken down into their four different Essence-based categories. Each skill details its most common uses, and lists specializations that often attach to them. The specializations listed are not the only ones that can be chosen; they are simply examples.

COMBINING SKILLS & SPECIALIZATIONS

If you have multiple specializations that overlap, describe how they do so in your action - using them in conjunction grants synergy bonuses at your GM's discretion, such as positive die shifts or gaining an Edge.





STRENGTH

A character's Strength is their potential for athletic prowess, raw physicality, stamina, ability to withstand damage, and the breadth of skills that make all of the above possible.

Strength Essence is also how a character's base **Toughness Defense** is calculated, which is covered in Chapter 9: Combat.

ATHLETICS

Incorporating strength and stamina to move, such as with climbing, jumping, sprinting, swimming, and most sports.

SAMPLE SPECIALIZATIONS

- **Climbing:** scaling vertical heights by finding foot and handholds, using lengths of rope, and the like.
- **Running:** maintaining long distance run or making the most out of a sprint.
- **Sports Activity:** Choose a sport or activity not covered by another skill (a biathlon or archery would be covered by Targeting, for example) to gain the benefits of specialization on Strength Skill Tests with that sport.
- **Swimming:** traversing aquatic situations, from laps to deep dives.
- **Throwing:** hurling objects with force, such a shotput or a javelin.

BRAWN

This skill is the measure of your prolonged physicality. Unlike Might, which is a burst of strength, Brawn dictates a general and constant level of physical prowess. This skill also determines how much weight a character can carry, drag, and endure.

Many pieces of equipment, such as heavy weapons like Roadblock's M2 machine gun and heavy armor have a Brawn requirement. If you don't meet the equipment's Brawn requirement, you suffer a ↓1 shift when using it for each die size you don't possess.

SAMPLE SPECIALIZATIONS

- **Force:** Utilizing strength to lift, push, or drag heavy objects. Pulling significant levels of weight behind you while moving, most often using rope, ties, a yoke, etc. It is a **DIF 10 Brawn Skill Test** to drag double your Carrying Weight at half Movement rate for one minute, DIF 20 to triple, 30 to quadruple, and so on.
- **Endurance:** Pushing yourself to the limits and beyond them, such as a forced march or going extended periods without food or water.

CARRYING WEIGHT

When dealing with the Brawn of a creature, it is relative to their own size and weight. A Brawn skill level of d6 on a human is not as physically potent as a Brawn skill level d6 on a troop transport, which is not as potent as a Brawn d6 on a titanic monster, etc.

Unless noted in a creature's special rules, the following skill levels in Brawn allow the creature to have the listed Carrying Weight based upon their own body's physical weight:

- **Unskilled:** 10% of Body Weight
- **d2:** 25% of Body Weight
- **d4:** 50% of Body Weight
- **d6:** 75% of Body Weight
- **d8:** Equal to Body Weight
- **d10:** Half-Again (150%) of Body Weight
- **d12:** Double Body Weight

CONDITIONING

Getting tough through physical training, as well as learning how to take a hit, and the safest way to recover. For each skill level taken in this skill, you gain one additional Health.

You may take up to six skill ranks in Conditioning. This skill does not have Specializations.

INTIMIDATION

Wielding physical potential as a psychological weapon, such as threats, shouting, and implying harm.

SAMPLE SPECIALIZATIONS

- **Distract:** Pulling another creature or creatures' focus away from their task through your physical threats.
- **Frighten:** Causing another being to panic, likely fleeing from your presence or freezing in place.
- **Taunt:** Provoking a target to further interact negatively with you.

MIGHT

When a character needs to use raw power in combat, Might is the skill in question. Brawlers, boxers, and wrestlers use this skill in close combat, as do heavy and blunt weapons like clubs, rifle butts, and hammers.

SAMPLE SPECIALIZATIONS

- **Blunt Weaponry:** Utilizing direct force to smash through enemy defenses with raw power and a weapon.
- **Grappling:** Overpowering an opponent through force without blows. Also includes pushing and shoving.
- **Martial Arts:** Utilizing fighting moves that revolve around direct application of strength over speed.

PUSHING AND SHOVING

When a character wishes to Push/Shove another creature or object, they must spend a Standard action to do so when they are adjacent. They must then perform a Might (Grappling) skill test, applying the following dice shift modifiers:

- $\uparrow 1$ for each Size Class larger you are than the target
- $\downarrow 1$ for each Size Class smaller you are than the target
- $\uparrow 1$ for each 20 feet of straight-line movement taken toward the target immediately before the action
- $\downarrow 1$ for each skill level in Brawn the target possesses IF it has the chance to brace, hold on, dig in, etc.
- The skill test suffers a Snag if the target is rooted, anchored, or otherwise attached to its location.

The Difficulty (DIF) of this skill test is **12**, with each successful effect moving the target directly away from you a distance equal to your natural Reach (based on Size Class, see Chapter 9: Combat), or knocking the target Prone. A critical failure on a Push/Shove attempt knocks you Prone at the point of impact.

SPEED

A character's Speed is their agility, hand-eye coordination, manual dexterity, and physical acuity.

Speed Essence is how a character's **Evasion Defense** is calculated, which is covered in Chapter 9: Combat, and how many actions a character gets in combat.

ACROBATICS

Balancing across a high wire, carefully moving around a laser grid trap, and nimbly using manual dexterity to pick a pocket are all uses of Acrobatics. In addition, any time you're maintaining your equilibrium and balance while in motion is when Acrobatics comes into play.

SAMPLE SPECIALIZATIONS

- **Coordination:** Using your hands in concert with your body.
- **Escape Artist:** Working your way out of bonds or restraints by twisting, jerking, and bending.
- **Gymnastics:** Controlling your movements as you move gracefully, such as with flips, cartwheels, or parkour.
- **Maneuverability:** Staying out of harm's way, such as by ducking, dipping, and dodging.

DRIVING

From cars to tanks, speedboats to submarines, and prop planes to Skystrikers, drive is the skill for getting yourself from point A to point B in a vehicle, including maneuvering around hazards, winning dogfights, and escaping chases.

Animal Handling (below) is the skill for riding animals.

SAMPLE SPECIALIZATIONS

- **Air:** Piloting aerial vehicles, this specialization covers everything from the old crop duster that's your only option for escaping MARS troops to sophisticated attack helicopters like the Dragonfly.
- **Land:** Bikes, cars, snowmobiles, MOBATs, and anything in between that run on wheels, treads, or skids.
- **Sea:** Serving as captain or skipper on anything from a sailing ship to an aircraft carrier.



FINESSE

The counterpart to Might, Finesse covers fast or steady applications of bodily dexterity and agility as well as steady action.

SAMPLE SPECIALIZATIONS

- **Martial Arts:** Utilizing fighting moves that revolve around speed and flexibility over raw strength.
- **Sharp Weaponry:** Slicing, dicing, and stabbing with sharp-edged or piercing weapons with skill and precision.
- **Throwing:** Tossing items with precision, like a dart or football, with steady aim and quick motion rather than raw force.

INFILTRATION

Remaining hidden, moving undetected, and evading capture are all the hallmarks of the Infiltration skill. Infiltration also includes overcoming physical security measures and feats of manual dexterity.

SAMPLE SPECIALIZATIONS

- **Burglary:** Picking locks, disabling traps, and leaving no trace behind.
- **Sleight of Hand:** Utilizing misdirection and manual dexterity to pick pockets, palm objects, plant items, and smuggle objects on your person.
- **Shadowing:** Following a target unseen and utilizing social infiltration, such as disappearing into crowds.
- **Stealth:** Moving and acting quietly while avoiding detection.

INITIATIVE

Fine tuned reflexes, a danger sense, and situational awareness are all examples of the initiative skill. Initiative is rolled at the beginning of a conflict to determine turn order. Learn more about it in Chapter 9: Combat.

You may take up to six skill levels in Initiative, progressing from d2 to d12 as with other skills. This skill does not have specializations.

TARGETING

Firing ranged weapons while judging for distance, arcs, wind-drag, and other factors is what Targeting is all about. This is the skill when used with ranged attacks, but can also be used to judge distances, compare lines of fire, etc.

SAMPLE SPECIALIZATIONS

- **Archery:** Nocking, aiming, and loosing arrows from bows and crossbows.
- **Martial Arts:** Many combat forms include ranged weapons such as bows, rifles, and thrown weapons.
- **Throwing:** Hurling physical, aerodynamic weapons by hand such as throwing knives, shuriken, and similar items.
- **Weapon Type:** Developing mastery with a particular weapon family, such as pistols, submachine guns, shotguns, assault rifles, sniper rifles, and other weapon types found in Chapter 8: Equipment. This can be taken multiple times, once for each weapon family.
- **Vehicle:** Operating as a gunner on a vehicle's weapons.



SMARTS

A character's Smarts is their capacity of learning, memory, understanding, logic, and problem solving.

Smarts Essence is how a character's **Willpower Defense** is calculated, which is covered in Chapter 9: Combat. Smarts may also affect the number of Languages a character knows at character creation, depending on the Origin that is chosen.

ALERTNESS

Perceiving the world around you, including threats, clues, and opportunities and deciphering them into useful information are all uses of Alertness.

SAMPLE SPECIALIZATIONS

- **Insight:** Judging another's intentions, detecting patterns in speech or behavior, and otherwise suss out motivations and truth.
- **Investigation:** Searching an area for specific details, hidden images or items, and other secrets in the scene. Investigation generally takes time - anywhere from minutes to hours to comb a location for information.
- **Perception:** Taking in a scene around you quickly through natural senses. This is not a deep search for specifics, but rather the collective make up of information about the present scene.
- **Situational Awareness:** Utilizing trained senses to read a situation for danger, including knowing where nearest exits are, evaluating the possibility for an ambush (and if so, from where), and other tactical information.

CULTURE

Recalling and understanding information on people and groups, including their history, customs, art styles, cuisines, and other aspects of society. Cultures can also be used to learn about languages, including how to communicate when there is no shared language or quickly picking up enough of a language to get by.

SAMPLE SPECIALIZATIONS

- **Classified Intel:** Representing a focus on military culture, specifically on secret operations, special forces, enemy dossiers, and other need-to-know intel.
- **History:** Knowing specific notes or moments in the known history of one's own history, or the history of a different Specific Culture you have skill levels in.
- **Linguistics:** Studying languages, allowing characters to learn useful phrases, understand meaning even if there is no shared language, and decipher archaic and dead languages.
- **Psychology:** Grasping the mentality or behaviors of one's own culture, or the mentality/behavior of a different Specific Culture you have skill levels in.

SCIENCE

Understanding and application of the scientific method, including how hypotheses work and how to calculate the logical path to a definitive answer. Each rank of this skill reflects your character's overall knowledge of sciences, while a specialization represents in depth knowledge of a particular science to the point of being able to research or teach it.

SAMPLE SPECIALIZATIONS

- **Medicine:** Knowledge of anatomy, diagnosis, care, and treatment. Science (Medicine) is used by doctors, paramedics, and others to save lives. With this Specialization, you do not need a Standard medical kit to make Science Skill Tests to Restore Health.
- **Specific Subject:** Expertise in a specific discipline of Science, such as Biology, Chemistry, Zoology, etc.

SURVIVAL

Is that plant poisonous? Are there predators in this area? Did the Dreadnoks go this way in the swamp toward their secret lair? All of these questions and more are answered with the Survival skill, which characters utilize in wild and dangerous environments.

SAMPLE SPECIALIZATIONS

- **Foraging:** Scavenging food, water, and other supplies from the environment.
- **Hunting:** Stalking, trapping, and overcoming animal life.
- **Specific Environment:** Focusing prowess on a specific environment, such as Deserts, Forests, or the Arctic.
- **Tracking:** Tracing and following a creature based on signs left behind, from broken twigs to disturbed earth and more.

TECHNOLOGY

This skill is the understanding and application of innovation, engineering, applied mathematics, and technology. It allows for the research, experimentation, design, and use of the various technological advances you might come across. Using this skill can also allow a character to recognize what manner of science or culture a piece of technology hails from, possibly allowing further research using other skills.

SAMPLE SPECIALIZATIONS

- **Advanced Technology:** Knowing what to do when faced with unusual and advanced technology, such as the high tech equipment of G.I. Joe and Cobra.
- **Communications:** Experienced with equipment for broadcasting, jamming and unjamming, encryption and decryption.
- **Computers:** Using computer software or hardware for intentional purposes or otherwise, including modding, hacking, and more.
- **Engineering:** Working out complex physical problems to create, modify, and destroy machines and objects.
- **Explosives:** Knowing how to create, arm, and disarm explosive devices.
- **Specific Technology:** Expertise on a specific type of technology, such as artificial intelligence, drones, mechanics, robotics, etc.

SOCIAL

A character's Social is their instincts toward natural charm and charisma, the potential power of their personality, and their overall wit.

Social Essence is how a character's **Cleverness Defense** is calculated, which is covered in Chapter 6: Essence Scores and Skills, as well as how a character can wield their own reputation as a tool or even a weapon.

ANIMAL HANDLING

Caring for, training, riding, and otherwise manipulating animal life are what this skill, prized among cowboys, K9 units, veterinarians, and more, is used for.

SAMPLE SPECIALIZATIONS

- **Pet:** Working with an animal companion, such as Snake Eyes and Timber or Mutt and Junkyard, to accomplish tasks in concert and communicate.
- **Riding:** Mounting, dismounting, training, and controlling large animals.
- **Training:** Teaching animals behaviors, tricks, or talents through repeated reinforcement.

DECEPTION

Lying through direct falsehood, misdirection, body language, and other methods to conceal the truth are what the Deception skill is all about.

SAMPLE SPECIALIZATIONS

- **Bluffing:** Telling outright lies without giving away tells.
- **Disguise:** Altering your physical appearance, mannerisms, and voice to pass as someone else.
- **Distraction:** Keeping others' attention on you rather than the world around them through misdirection.

PERFORMANCE

Applying any form of artistry, talent, or other creative outlet. This skill applies to things like dance, singing, comedy, painting, poetry, cooking, and other artistic pursuits.

SAMPLE SPECIALIZATIONS

- **Specific Art:** Expertise on a specific type of artistic expression, such as dancing, singing, painting, and the like.

PERSUASION

Convincing others to do or see things from your point of view through conversation and body language. This skill is prized by leaders, mediators, salesmen, and more.

SAMPLE SPECIALIZATIONS

- **Diplomacy:** Interacting socially with others while following etiquette, protocol, and other formal processes.
- **Flattery:** Using flowery language to convince someone to help you.
- **Truth:** Making the most of facts to sway others to your cause or belief.

STREETWISE

Walking the walk and talking the talk of urban environments, Streetwise is all about knowing where to go, who to talk to, or more importantly – who not to.

SAMPLE SPECIALIZATIONS

- **Black Market:** Connecting with and acquiring goods and services outside of regular means.
- **Crime:** Using knowledge and lingo to know about crime and criminal organizations.
- **Transportation:** Getting from one place to another, including everything from ways to avoid traffic to the best smuggling routes or how to get out of an area or city without being noticed.

USING SKILLS

No matter the reason, anytime you wish to use a skill, you perform a **Skill Test**:

STEP ONE: CHOOSE SKILL

Based on the narrative situation, determine the best skill to accomplish your goal either by proposing a skill or the GM telling you which skill and specialization are most applicable. In some cases, searching a room over for a hidden wall safe could be accomplished by Alertness to search, Technology's knowledge of security systems, or Infiltration's burglary aspect.

When deciding on the skill being used in the test, it is important for the GM to allow the player freedom of choice if possible. The *Essence20 Roleplaying System* is based around collaborative storytelling as much as rolling high numbers on dice; if a player can narrate how another skill would function better or more entertainingly in a scene, then GMs are encouraged to let them use it.

STEP TWO: SHIFT SKILL MODIFIERS

Check to see if your character has any Perks or effects that grant them shifts, and ask the GM if there are any positive or negative shifts for your effort. Role Perks, special abilities, equipment, and other effects can apply dice shifts up or down to your skill test. Whenever you have shifts, you start at your current die size and move up or down the Dice Shift Ladder. Once all applicable dice shifts are calculated, the final Skill Test dice are determined.

Unlike skill ranks, dice shifts can actually raise or lower a skill die beyond normal limitations, having specific effects. These are detailed on the Dice Shift Ladder Table 6-1.

A character may not take Ranks in a skill above a d12 and may not roll above d12 or below a d2 without shifts.

There are a number of effects on the above table that are not just a simple skill dice type. These are detailed as follows:

Critical Success: This is treated as an Auto Success result, but with an additional positive effect.

Auto Success: The player MAY choose not to roll the dice and take the most basic form of success on the test being rolled for. If they roll the dice, they do so with 3D6 as their bonus dice – but must accept the result of the roll.

(3d6): The normal dice for the test are rolled, but with the skill die replaced by 3d6 as if they were a single dice to be rolled in the normal skill die progression.

(2d8): The normal dice for the test are rolled, but with the skill die replaced by 2d8 as if they were a single dice to be rolled in the normal skill die progression.

Single d20: Losing any skill dice, the test is attempted with a single d20.

Auto Fail: The test being rolled for is a failure, no dice are rolled.

Fumble: The test being rolled for is a failure, and the GM determines some kind of detrimental effect takes place. The Squad gains a Story Point.

■: These are steps on the Dice Shift Ladder that are not attainable as 'normal' positions by Player Characters. They are only used on account of Shifts from Size, skills, equipment, or special circumstances.

TABLE 6-1: THE DICE SHIFT LADDER

[Auto Critical Success]
[Auto Success]
[3d6]
[2d8]
d12
d10
d8
d6
d4
d2
[Single d20]
[Auto Fail]
[Auto Fumble]

STEP THREE: EDGE, SNAG, OR BOTH?

After determining your final skill level, determine if you have any effects that modify your d20 roll: do you benefit from an Edge, suffer a Snag, or both?

When you have an **Edge**, you roll a second d20 and choose the higher of the two d20s for your result.

Suffering a **Snag** works similarly: you roll a second d20 but choose the lower of the two d20s for your result.

Multiple applications of either aren't counted. If you have two sources of an Edge or a Snag, you still only roll one additional d20. Any time when you would have any number of both an Edge and a Snag on a roll, you have neither and you roll one d20 like a normal Skill Test.

When you have an ability that lets you reroll a d20 die, such as spending a Story Point or the Lucky General Perk, you can reroll or replace one d20 during the Skill Test.

Skill Tests Are Meaningful

In the G.I. JOE Roleplaying Game, GMs are encouraged only to call for Skill Tests when they will have a meaningful effect on the story - rolling is fun, it can also bog down and interrupt good storytelling. While high rolls do allow characters who have invested many skill points in a certain area to shine, it also gives them the opportunity to roll 1s. In situations where there isn't significance to failure, consider recognizing that an accomplished or expert character is good enough to succeed without a roll.

Lend Assistance

G.I. Joe squads earn success or face failure as a team; this means that they frequently work together on tasks. When working together, one character leads the effort, and another helps. This aid can grant the leader either an Edge or 1 shift on their roll depending on the circumstances and help provided.

A character can only help if the challenge is one they could attempt alone with points in the skill and appropriate equipment when needed. For example, a character untrained in Science can't help a doctor stabilize a critical patient.

Finally, a character can only benefit from help when two or more characters working together would be productive - no amount of backseat driving helps when there's only room or capability for a single character to attempt the action.

GROUP TESTS

When the whole team works together - such as trying to sneak by a patrol of Cobra Eels - the more skilled teammates help those who aren't. When in such a situation, everyone in the group attempts the Skill Test (either rolling the same skill or another appropriate one for the situation - in the previous finding a safe example, three characters could roll different Skill Tests for the various approaches) against the same DIF. If half or more PCs succeed, the group succeeds.

STEP FOUR: DETERMINE DIFFICULTY

For every Skill Test, the GM determines the difficulty of the task, represented by DIF. The more difficult a task, the higher its DIF. The Typical Skill Difficulty table shows the most common DIFs.

TABLE 6-2:
TYPICAL SKILL DIFS

TASK TYPE	DIF
Extremely Simple	5
Routine	10
Challenging	15
Difficult	20
Formidable	25
Nearly Impossible	30

Sometimes the difficulty is set by something else. When a Skill Test affects another character, the DIF can be set by their Defenses (Toughness, Evasion, Willpower, or Cleverness) or through a contested roll.

CONTESTS

When two characters' efforts are directly opposed (such as when Snake Eyes and Storm Shadow both reach for the same key that will stop a missile launch, or Roadblock tries to stop Major Bludd from breaking down a door), a contested roll occurs.

In a contest, both characters roll Skill Tests appropriate to their efforts, applying all bonuses and penalties as normal. These can be the same Skill if all involved are attempting the same action (such as Brawn for two characters arm wrestling), or different Skills if success depends on individual talent (such as Infiltration vs Alertness when one character is sneaking up on another). Then, instead of a static DIF, compare totals. The character with the higher total wins the contest.

If the contest results in a tie, there is no change to the situation. In some cases, this may mean neither character gets the missile launch key, but in others, it may mean the door stays shut despite Major Bludd's efforts.



STEP FIVE: ROLL SKILL TEST

Rolling the actual dice for the Skill Test is an easy equation.

d20 + Skill Die = Skill Test Result

For example, Duke tries to shoulder open a locked door. His player rolls one d20 plus a d6 for his Might skill. He gets a 13 and 4, for a skill test result of 17.

When it's time to roll, there are a couple of final ways the roll can be modified before tossing the dice:

ROLLING WITH A SPECIALIZATION

d20 + Highest Result of all Skill Dice from your modified level down the dice ladder = Skill Test Result

If the Skill Test applies to a character's Specialization, you roll not only your modified (after dice shifts) skill die, but all of the dice types descending the dice ladder (described under Gaining Skills and Specializations, earlier in this chapter) as well – choosing the highest numerical result on any of these dice.

For example, Scarlett is in disguise at a gala event where she suspects Cobra agents are going to try to blackmail politicians. Scarlett has a Deception (Disguise) of d10, with Disguise as her Specialization in the skill. She rolls a d20 and receives a 15. She also rolls a d10, d8, d6, d4, and a d2 (the descending ladder from her skill level, due to her Specialization), receiving a 3, 7, 6, 2, and 2. She chooses the d8's roll of 7 instead of the d10's roll of 3 to add to her 15 on the d20 for a total of 22.

ROLLING WITHOUT SKILL LEVELS

Lowest Value of 2d20 = Skill Result

If a character is unskilled but still attempts to accomplish a task, they roll the Skill Test normally – but with a **Snag** (see above). This means two d20s are rolled, and the lower result is the skill result.

For example, Low-Light snuck into a warehouse only to find rows of HISS tanks being made for a major surprise offensive. He tries to get one of the nearly-complete tanks operational so he can ram it into the others to ruin Cobra's plans. He has no levels in the Technology Skill, so he rolls 2d20 and

gets a 19 and a 4. Sadly, the 4 must be chosen and Low-Light needs to figure out another way to sabotage the tanks.

DETERMINE RESULTS

Once the Skill Test results have been determined, it is compared to the Difficulty of the test to see if the character is successful.

Success/Failure - If the Skill Test result meets or exceeds the Difficulty, the test is successful. If it does not, it fails.

Fumble – If the result of the d20 part of the roll is a natural '1' AND the Skill Test fails, this is considered a **Fumble**, and should have some kind of narrative description of a major mistake. In addition to the narrative drawback, the team should learn from these mistakes and also gain a Story Point.

Critical Success – If the result of the Skill Dice (not including the d2 result) of the roll shows the highest number value on one or more Skill Dice AND the Skill Test is successful, this is considered a Critical Success. A Critical Success on a Skill Test should mean the effects of a regular success take place, plus some additional narrative form of excellence.

STORY POINTS – THE GREAT EQUALIZER

In the *Essence20 Roleplaying System*, the GM and the players are trying to not only play a game, but they are also collectively telling the narrative story of their characters, the setting they are playing in, and the overall arc the Game Master wishes to create.

During game play there will be moments of high tension, comedy, massive success, and tragic failure. Moments like these can be called upon to create or use what is known as Story Points.

The team of player characters keeps track of a pool of these Story Points for themselves, starting each session with 1 Story Point per Character.

The Game Master also has a pool of Story Points to use for their NPCs, villains, and their additional cast of thousands, starting each session with a number of Story Points equal to the number of Player Characters.

GAINING AND USING STORY POINTS

The players' team Story Point pool grows based upon a number of factors:

- Skill Test Fumbles
- Particularly action-packed or exciting scenes
- Ingenious ideas that result in moving the plot forward
- Particularly good roleplaying scenes or playing up a PC's flaws

The GM's Story Point pool grows in fewer ways, but at a more steady pace:

- At the beginning of each major Scene, add 1d2+1 Story Points to the pool
- If an NPC Critically Succeeds on a Skill Test
- If a PC makes an ethical decision "they might regret later"

SPENDING STORY POINTS

Both the players and the GM may always choose to spend their Story Points during a game session to have special effects on game play:

- Re-roll any dice result of a '1'
- Roll a Skill Test as if Specialized
- Add +5 to a Defense before dice are rolled, or +1 to a Defense after dice are rolled
- Gain temporary access to a minor piece of equipment or tool useful in the scene
- Get a clue when stumped
- Some Perks, Game Effects or special rules may require the expenditure of a Story Point

Story Points are a way to make sure the rules help move the overall narrative along, keeping things like abnormally poor luck or mediocre dice rolls from turning an otherwise exciting game into an example of tedium or monotony.

Players should always remember however, the Game Master is allowed to use Story Points, too!





GENERAL PERKS

As characters level up, in addition to Perks specific to their Roles, they gain more broadly applicable General Perks. General Perks represent training, interests, alliances, or abilities gained with experience in addition to the specific training a Role provides.

General Perks can only be taken once unless the description says otherwise.

In order to use a General Perk, you must meet all prerequisites, and you lose access to the General Perk if at any point you no longer meet the prerequisites. You regain access and benefits as soon as you meet them again. For example, Dodgy requires Speed Essence 3 or higher. If your Speed is 3, and then you take 1 point of Speed Essence damage, you lose the benefits of Dodgy until you heal that Essence damage.

ACUTE SENSE

Prerequisite: Choose one of the five Senses (Sight, Hearing, Taste, Touch, or Smell)

Whether it is a natural occurrence or something that has developed in you, one of your five senses is much stronger than those of an average person, and you gain the following benefits:

- You gain an Edge when rolling a Skill Test for Alertness if your chosen sense can be applied to what is potentially being perceived.
- You may gain a $\uparrow 1$ dice shift on a non-Alertness Skill Test where you can apply some use of your chosen Sense.
- You can choose this Perk up to five times; once for each Sense.

ALL OUT ATTACK

Prerequisite: Might, Finesse, or Targeting d6

During your turn, you can voluntarily take downshifts on your attacks with Might, Finesse, or Targeting. For each downshift you take, you deal 1 additional damage to a single target hit by the Attack, but enemies gain an equal number of upshifts to Attack you until the start of your next turn.

ALWAYS ALERT

Always aware of your surroundings, you gain the following benefits:

- You gain an Edge when rolling for Initiative.
- You can't be surprised while you are conscious.

ANIMAL PET

Prerequisite: Animal Handling d4

Wherever you go, a loyal animal follows you. You gain a Standard animal as a pet that counts as Personal Gear.

You can choose this Perk up to three times, improving or replacing your pet with a pet of the next Availability each time. See Chapter 8: Equipment for full Pet rules.





BATTLE-HARDENED

Prerequisite: Level 12

When you spend a Story Point, roll a d4. On a 4, regain the spent Story Point.

CROSS-TRAINING

Prerequisite: Level 4

You've spent time with other Joes in another unit and picked up a tactic, technique, or strategy that you've adapted to your abilities.

Choose a Role other than your own. You may select one of that Role's Perks with a level requirement no higher than half your current level. You cannot choose a Role Perk with the same name as one in your own Role (for example, you cannot choose Extra Attack if your Role already offers it), a Focus Perk, or a level 1 Role Perk.

You may select this Perk multiple times, each time selecting a different Role to gain a Perk from.

DIG DEEP

You have a deep reserve of fighting willpower, gaining the following benefits:

- Once per scene, you can ignore 1 damage by taking a Snag on all Skill Tests until the end of your next turn.
- Once per scene, you can heal 1d2 damage by forfeiting your entire turn.

DODGY

Prerequisite: Speed Essence 3

Fast and nimble on your feet, you gain the following benefits:

- You gain a +2 bonus to your Evasion.
- On any turn where you do not move more than 5 feet you may Defend as a Free action.

EDUCATED

Prerequisite: Smarts Essence 3

You have learned a lot from being in school, gaining the following benefits:

- Gain fluency in 1 Language of your choice.
- Add an additional Story Point to your team's pool each game session.
- May act as though Specialized in any single Smarts skill once per day.

EMT CRASH COURSE

You're no doctor but you've been in enough scrapes to know the basics of trauma care and the value of having a stocked medkit on hand. You gain the following benefits:

- Once per scene, as long as you have a medicine kit on you, you can spend a Standard action to heal one damage on yourself or an ally with no Skill Test.
- As long as you have a medicine kit, you may restore one Essence to an ally with a Standard action.
- You gain an Edge on Science (Medicine) Skill Tests to learn clues from injuries or deceased persons.

EVASIVE FIGHTING

Prerequisite: Might, Finesse, or Targeting d6

During your turn, you can voluntarily take downshifts on your Attacks with Might, Finesse, or Targeting to force enemies to suffer the same number of downshifts when attacking you. You cannot downshift lower than a d2.

FAST

You are incredibly quick, gaining the following benefits:

- You gain a $\uparrow 2$ bonus to Initiative.
- Increase all of your Movement types by 10 feet.



GREEN

Prerequisite: Level 4 or lower

You're new to G.I. Joe and your creative methods push the boundaries and teach old dogs new tricks. This Perk can be replaced with any General Perk at Level 5. You gain the following benefit:

- Three times per mission, when you make an unskilled Skill Test, you do not suffer a Snag.

HEAVY ARMOR TRAINING

Prerequisite: Trained in Medium Armor

You are now trained in Heavy Armor, and can requisition it during the Requisition Phase of your Mission.

KUNG FU GRIP

Prerequisite: Strength Essence 3

You are trained in locking an opponent down. The signature grip strength used in close-quarters combat grants you an Edge on Grappling Skill Tests or at any point when you hang from something that would benefit from grip strength (such as mountain climbing, clinging to helicopter landing skid, or holding on to someone's hand as they are falling).

LINGUISTICS

You have been busy learning new languages, gaining the following:

- Gain fluency in any 3 Languages of your choice.

MEDIUM ARMOR TRAINING

Prerequisite: Trained in Light Armor

You are now trained in Medium Armor and can requisition it during the Requisition Phase of your Mission.

MENTOR

You have a mentor in life, either another Joe or someone outside of military life who helped you

learn new approaches to one of your skills. You gain the following benefits:

- Choose a Skill. You may associate that Skill with an additional Essence. Example: You choose the Intimidation skill and Social Essence. Now whenever you gain an Essence Point in Strength or Social, you may improve Intimidation with the new skill point.

NOSE FOR TROUBLE

Prerequisite: Streetwise d6

You have a sense of when things are wrong. You gain the following benefits:

- You may use Streetwise in place of Alertness to search for clues or look for traps.
- You gain an Edge when setting or disarming traps.
- In situations where you are sneaking or trespassing, you may use Streetwise instead of Initiative to set your turn order.
- You may spend a Story Point to modify your location in a minor way, such as adding an escape (such as hidden door or vent wide enough to crawl through). Note that this modification may take work to utilize (such as the door being locked or the vent secured by bolts). Escape may get you out of one jam, but it may lead into a worse situation (such as the door leading directly into the guards' break room).

PACK MULE

Prerequisite: Brawn d2

- Your Brawn is considered two points higher for carrying capacity and satisfying equipment requirements.
- You may carry 3 additional hands of weapons.

PEERLESS PILOT

Prerequisite: Driving d6, with at least one Driving Specialization

Your skill at the controls of a vehicle is without competition, giving you the following benefits:

- You have an Edge on Initiative rolls while piloting a vehicle you are Specialized in.



- You gain $\uparrow 2$ on Driving Skill Tests while piloting a vehicle you are Specialized in.
- You may always automatically pass the Skill Test to emergency disembark from a vehicle you are piloting.

PEOPLE PERSON

Prerequisite: Deception or Persuasion d6

You may use Deception or Persuasion instead of Alertness to determine if someone is lying, hiding intentions, or hiding something. With a success on your Skill Test, you learn an important detail about the character. The GM may choose to either give you the information, or allow you to pose one question.

PHOTOGRAPHIC MEMORY

Prerequisite: Smarts Essence 4

Your photographic memory allows you to recall the smallest details with ease from anything you've seen in the last six months.

RAZOR TONGUE

Prerequisite: Social Essence 4+

- You deal 1 additional damage when making attacks against an enemy's Cleverness Defense.
- Gain +2 Cleverness.

ROBOT PET

Prerequisite: Technology d6

A drone joins you on missions and on leave. You gain a Standard drone as a pet.

You can choose this Perk up to three times, improving or replacing your pet with a pet of the next Availability each time. See Chapter 8: Equipment for full Pet rules.

SHARPSHOOTER'S GRACE

Prerequisite: Targeting d6

Your aim is near perfect with ranged weaponry, granting you the following benefits:

- You no longer suffer a Snag when making a ranged Attack outside a weapon's normal range.
- You gain $\uparrow 2$ on ranged Attacks made at targets farther than 30 feet away.



SPLIT FOCUS

Prerequisite: Level 4

You've spent time with other Joes in your same role to pick up a tactic, technique, or strategy that you've adapted to your abilities.

Choose one of your Role's available Focus options that is not your own. You may select one of that Focus's Perks with a level requirement no higher than half your current level.

You may select this Perk multiple times, each time selecting a different Focus Perk.

SNAP SHOTS

Prerequisite: Targeting d6

When you Attack with a pistol or thrown Finesse weapon, you may spend 2 of your Free actions to make an additional Attack with the same type of weapon once per turn.

SUPER HEAVY ARMOR TRAINING

Prerequisite: Trained in Heavy Armor

You are now trained in Super Heavy Armor, and can requisition it during the Requisition Phase of your Mission.

TEAM PLAYER

When you spend a Standard action to Lend Assistance in a combat, the action generates one Story Point if successful.

TERRIFYING PRESENCE

Prerequisite: Intimidation d6

Intimidation is a Social Essence skill for you in addition to a Strength Essence skill. When you use Intimidation as an Attack against a Target's Willpower Defense, you may either:

- Inflict 1 additional damage
- Inflict the Frightened Condition to cause the target to flee for one round
- Stun the target for one round

TONGUES

Prerequisite: Linguistics Perk or know 4+ Languages

Your known Languages shift as needed. At the start of a mission, you choose half of your known Languages; the rest you can declare you know during the course of the mission. This includes Languages that you would have little chance of learning (the sacred tongue of Cobra-La, for instance). You have an Edge on tests involving language, such as cracking codes, solving cyphers, and witty repartee. In encounters where rolls do not help, you may instead get a free clue from the GM.

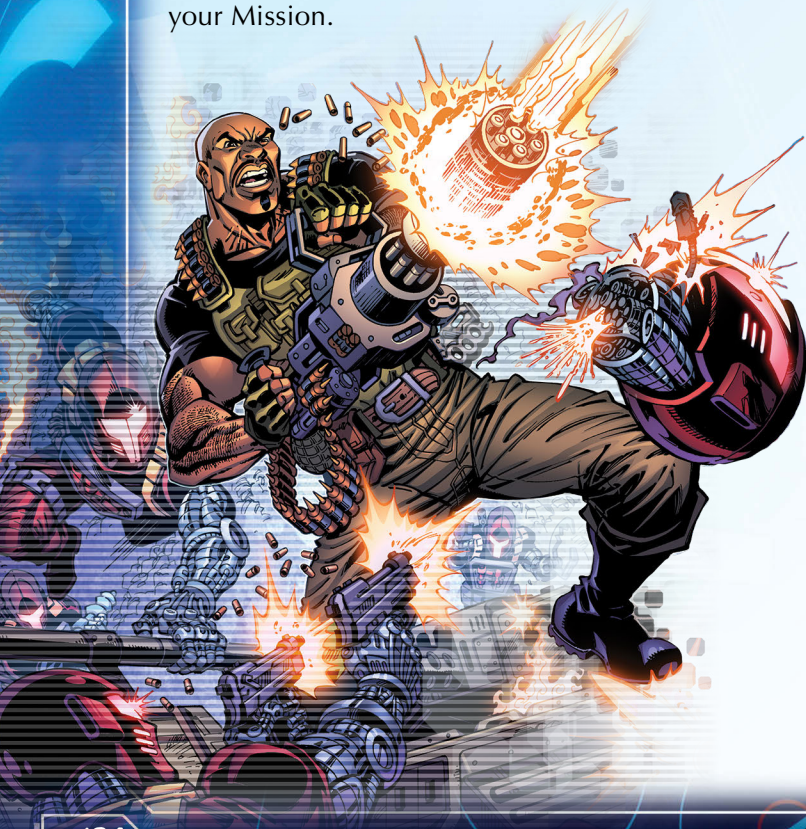
VETERAN

Prerequisite: Level 8

You're an established veteran of G.I. Joe and call upon deep reserves of courage, confidence, and experience. Three times per mission, you may reroll a d20 on a Skill Test as long as you aren't suffering a Snag.

WEAPON TRAINING

You are qualified in three new Limited weapon types or one Restricted weapon type.





EQUIPMENT

They say soldiers never change, it's war that changes. And what changes war? Equipment. Transoceanic boats turned strangers into enemies. Fighter planes took war to the air. Technology has improved at an exponential rate ever since, and G.I. Joe stays on the cutting edge of advances for defense, and offense when needed.

Soldiers train for war, whatever its shape. You enter into combat with no option other than to win. Lives depend on it, including yours. But what you can achieve on a mission depends on the equipment you bring with you, and how well you know how to use it.



EQUIPMENT

The right equipment can be as important to a mission's success as the right soldier. G.I. Joe can send its 100 best, but if the mission calls for the destruction of an armored target, they won't get far without explosives.

The equipment catalogued in this chapter includes:

- Weapons
- Battledress
- Kits
- Gear
- Pets
- Vehicles

Each section details the acquisition and use of such equipment, including rules for customizing and personalizing equipment.

EQUIPMENT ASSIGNMENT AND REQUISITION

Unlike in some roleplaying games, the **G.I. JOE Roleplaying Game** characters do not purchase their equipment with a resource like money, credits, or gold pieces. Characters are assigned equipment for missions, and given the opportunity to request access to other items. Ideally every soldier could access every item they feel they need for every mission, but that is unrealistic for several reasons. For one, the governments sponsoring G.I. Joe would prefer to see their \$80 million fighter jets and irreplaceable prototype technology returned in working order.

When assigned to a mission, you receive a combination of standard issue equipment, a selection of qualified equipment, mission critical items, and your personal gear. Additionally, you are issued a requisition budget. The more successful missions you return from, the greater equipment allowance you are assigned.

Standard Issue: You and every Joe you deploy with receives the same basic equipment:

- Fatigues appropriate for the expected environs;
- A close combat weapon (blade or bludgeon);
- A sidearm firearm;
- A rifle;
- Two grenades.

As well as a tactical backpack, a purse of local currency, and rations for the expected duration of the mission. When you successfully requisition equipment, it replaces the closest equivalent standard issue item. For example, if you successfully requisition ballistic armor, it replaces your uniform.

Additionally, Joe's receive a HTB Access Pad upon recruitment, and for the duration of their time with the team.

HTB Access Pad: A hands free networked communication and research device. HTB Access Pads allow you to communicate instantly with the rest of your squad on a mission, as well as your assigning senior officer at The Pit. Quaver microphones and hiss filters keyed to the wearer pick up even a whisper, allowing Joes in separate vehicles a mile apart to discreetly exchange information. Similarly, a projection keyboard allows instant text and text to talk messaging.

You can communicate with Joes on other assignments, but only after a communications officer at The Pit, like Breaker or Sparks, clears the recipient and relays the message. A poorly timed call to a deep cover operative could lead to dire consequences, after all.

HTB Access Pads can retrieve files in The Pit information network, based on the security level of the assigned Joe. You can use HTB Access Pads to identify if someone is an individual of interest, the properties of a chemical based on a sample or label, or research topics for the mission. The amount of

time it takes to access the information, and the DIF of Skill Tests required to sift for pertinent information, depends on the complexity of the query.

HTB Access Pads come in a variety of forms. Most commonly, a bracelet projector that turns your forearm and the space above it into a virtual touch screen, a HUD eyepiece or visor, or integrated into other equipment, like armor, a prosthetic, or a drone. Whatever shape, it is designed to be convenient to access but otherwise unobstructive.

Qualified Equipment: Different equipment requires different qualifications. You are assigned gear you are qualified in, such as from your Role and General Perks. Depending on the equipment, you might need to make a choice, have limited access to a selection, or need a specific item. For example, if you have grenade qualification, you have access to a wide variety of grenades, but can only bring a limited number of total grenades on a mission.

You can only wear one battledress, so even if you are qualified to use multiple types of armor, you have to choose which one to wear.

Personal Gear: You can bring approved personal items along on missions. As you level up, you gain opportunities to customize and create equipment between missions. This includes customized weapons, armor, and gadgetry that you have purchased or engineered between missions, as well as approved pets. G.I. Joe is not responsible for any lost or damaged personal gear taken on a mission.

Mission Critical Items: Your squad receives a limited supply of specialized equipment without which the mission would be impossible. This can include anything as simple as a specific brand of spray paint for combating local graffiti propaganda, to a tread mounted broadcast energy transmitter. When possible, extra mission critical items are provided. However, because these items tend to be rarer and more expensive, that is not always possible. The mission critical items listed in a mission loadout are assigned to your squad, not each Joe in that squad.

Requisition Budget: In addition to the above, you can request access to the armory. This can include uncommon items and superior grade equipment. You can requisition battledress and weapons you are trained in. Training usually indicates an element of the battledress or weapon's Classification (like Might or Projectile) or one of its traits (like Silent or Sniper). For example, Commandos are trained in Silent weapons.

You can requisition any kit you meet the prerequisite for.

Each mission lists how many requisition attempts your squad can make, and how many total requisitioned kits and upgrades the unit is allowed for the mission.

If your GM is making a unique mission, it's safe to assume that each character adds 3 requisition attempts to the squad pool.

Choose the equipment you are requisitioning, including any upgrades, then make a Skill Test related to the use of the equipment. For example, requisitioning a restricted firearm requires a Targeting Skill Test.

Requisitioning battledress requires Athletics or Might if it provides a bonus to Toughness, and Acrobatics or Finesse if it provides a bonus to Evasion.

Compare your result to the equipment's Availability DIF. Failure means your request was denied, and one of your squad's requisition attempts was wasted. Success means the request was approved and you can use the requisitioned item on this mission. This does mean you can requisition prototypical and even theoretical equipment, and if skill or luck is on your side you have access to a rare and powerful item for your mission. It is your responsibility as a Joe to know when it is worth potentially wasting a requisition attempt in the name of equipment that will contribute to the success of your mission, and when you are just wasting your CO's time.

You can requisition upgrades for your Standard Issue battledress and weapons, Qualified Equipment, and Personal gear. If you fail your requisition check, you do not gain the upgraded version you requested, but you can still take a non-upgraded version on the mission.

Pets and vehicles can not be requisitioned. Pets require a Role or General Perk to access. Vehicles are only assigned as mission critical items.

LOAD OUT LIMITS

As a Joe, you may be tougher than most, but even you have your limits. Instead of tracking mass and volume, the **G.I. JOE Roleplaying Game** handles carrying capacity broadly. Assume your character has enough packs, pockets, and pouches to carry the majority of your gear, except your weapons.

You can carry *six hands* of weapons in your load out. Weapons list the number of hands required to use it effectively. You can have any combination of equipment on you as long as the total number of hands required to yield them all does not exceed six. The most common load out is a rifle (two hands), pistol (one hand), knife (one hand), and two grenades (one hand each). Some Roles and Perks allow access to more hands of equipment.

Sometimes missions allow you to bring more than one battledress. For example, if a mission includes underwater infiltration, you are not expected to spend the entire mission in a wetsuit. However, you can only wear one battledress at a time, which you must be qualified for.

EQUIPMENT PROPERTIES

The following terms define and describe how different categories of equipment operate, and how to access them. When a term is not listed, it does not apply to that category of equipment.

Category: What the equipment is in the broadest terms. The categories of equipment are:

- Weapon
- Battledress
- Kit
- Gear
- Pet
- Vehicle

Availability: The difficulty in requisitioning such equipment. Generally the higher the Availability DIF, the more powerful or versatile the equipment.

TABLE 8-1: EQUIPMENT AVAILABILITY

AVAILABILITY	DIFFICULTY
Automatic	0
Standard	0
Limited	10
Restricted	15
Prototype	20
Unique	25
Theoretical	30

Automatic: There are two types of automatic items:

- Non-equipment that operates like equipment, like Duke's fists and Timber's bite
- Accessibility and assistive items, like Lifeline's prescription glasses

Standard: Equipment available to every Joe on every mission.

Limited: Complex or expensive items that require additional training or trust, like Gung-Ho's grenade launcher and Skymate's boomerang.

Restricted: Dangerous gear in the wrong hands, or items with limited tactical application without highly specialized training, like Bazooka's rocket launcher or Wild Bill's lasso.

Prototype: Not-yet-approved items looking for a field test, like Snake Eyes' flickwrist dart launcher or Snow Storm's environmental armor.

Unique: One-of-a-kind items, like Roadblock's Breacher or Ashiko's Cycle Armor. Before a Unique item can be requisitioned, it must be established, such as discovered on a mission or created as a theoretical item that is successfully requisitioned, and returned after a mission.

Theoretical: Equipment that does not exist yet but the right combination of existing equipment and upgrades could make it exist.

You can only requisition equipment you are trained to use and can only requisition a certain number of items per mission. You can requisition any type and availability of equipment you are trained in. For example, as Infantry, Footloose is trained in Light, Medium, and Heavy Armor. He could requisition Tactical Armor, Ballistic Armor, or Hard Body Armor, all Standard availability battledress. He could also requisition Limited Light, Medium, and Heavy Armor, like Reactor Suit Sigma or Hexmesh. He could not requisition Super Heavy Armor of any availability as he is not trained in Super Heavy Armor.

Upgrading equipment impacts its Availability. When requisitioning equipment, first apply all desired upgrades to the base equipment one at a time, starting with the lowest Difficulty and working up.

For example: Your requisition budget includes 3 upgrades per Joe. You decide to try to spend them all on one weapon. You requisition a shotgun (Standard), adding a scope (Standard), armor piercing rounds (Limited), and a galvanizing barrel (Prototypical).

TABLE 8-2: UPGRADING EQUIPMENT

EQUIPMENT	UPGRADE					
		Standard	Limited	Restricted	Prototypical	Unique
	Standard	Standard	Limited	Restricted	Prototypical	Theoretical
	Limited	Limited	Restricted	Prototypical	Theoretical	
	Restricted	Restricted	Prototypical	Theoretical		
	Prototypical	Prototypical	Theoretical			
	Unique	Theoretical				

Standard + Standard = Standard. Standard + Limited = Limited. Limited + Prototypical = Theoretical.

You've managed to requisition a weapon that doesn't exist: A shotgun that fires electrically charged rounds that ignores armor at up to 2 targets up to 60 feet away. If you can beat a **DIF 30 Targeting Skill Test**, Mirage will get his team of weapon engineers to work on building one in time for your deployment.

Type: The broad term commonly used to describe the equipment.

Classification: A technical description of the equipment.

Requirements: Additional qualifications that must be met in order to use the equipment as intended, such as a minimum Essence score or Skill rank. More complex equipment has more or higher requirements.

Range: The normal range and long range at which the equipment can affect a target, and sometimes the minimum range at which the weapon is effective. For equipment with a range of Reach, the reach of the user determines its effective range, as summarized in Chapter 9: Combat.

Hands: How many hands it takes to use the equipment as intended.

Effects: The intended consequence of using the equipment. Typically a weapon's effect is an amount of damage, but can also include being stunned, incapacitated, or other debilitating effects.

Alternate Effects: Some weapons are intended to be used in more than one way, or can easily be used in unintended ways. Typically, alternate effects have a consequence of using them in this way, such as a downshift in the Skill Test. Some weapons have more than one alternate effect. Each option is separated with a comma.

When attacking with a weapon with alternate effects, declare which effect you are using before making your attack. For example, Sci-Fi's laser can deal damage, or it can Spot, giving your allies an Edge when attacking that target.

Traits: Pertinent information about the operation of the equipment. For example, Silent denotes equipment that makes no noise when used, ideal for stealth missions.

WEAPONS

The name G.I. Joe comes from World War I. Soldiers called each other G.I.s, which stood for Government Issue. The joke being that just like the equipment assigned to them, a soldier was just another tool for fighting on loan from the government. It's a bleak joke, and an artifact of its time. However, it is important to learn from it. Combat is as much a fight between weapons as it is a fight between people.

Rather than individual entries with subtle differences for all weapons the world over, the **G.I. Joe Roleplaying Game** handles weapons broadly, based on their traits. Functionally, Scarlett's crossbow and Storm Shadow's bow work the same way, and therefore both use the same rules (in this case, both are long projectiles). It is the soldier's training, and how they modify their weapons, that set them apart.

TABLE 8-3.1: WEAPONS

AVAILABILITY	TYPE	CLASSIFICATION	COMMON EXAMPLES	DESCRIPTION
AUTOMATIC				
	Unarmed Combat	Finesse or Might integrated melee	Punches, kicks, headbutts, knifehand chops, brass knuckles	Natural weapons or simple wearable weapons that hit with blunt, basic impact.
STANDARD				
	Close combat blade	Finesse or Might side melee	Boot knife, hand axe, cleaver	A sharpened edge that turns a simple punch into a dangerous attack.
	Close combat bludgeon	Finesse or Might side melee	Bat, baton, stick, wrench	History's oldest weapon: A bludgeon that hits harder than a punch.
	Pistol	Targeting side projectile	Hand gun, revolver	A standard one handed firearm.
	Rifle	Targeting medium projectile	Bolt-Action rifle, lever-action rifle	The modern standard of two handed firearms.
	Shotgun	Targeting medium projectile	Pump-action shotgun, combat shotgun	A short range firearm that discharges shells in bursts
	Frag Grenade	Targeting side explosive	Golfball grenade, stick grenade	A hand held thrown explosive about the size and aerodynamics of a baseball.
	Concussion Grenade	Targeting side explosive	Pineapple grenade, stun grenade	A grenade designed to confuse or disable targets.
LIMITED				
	Close combat heavy blade	Finesse or Might medium melee	Fire axe, machete	A sharpened edge that can deal strong blows
	Close combat heavy bludgeon	Finesse or Might medium melee	Cudgel, sledgehammer	History's oldest weapon: A bludgeon that hits harder than a punch.
	Short blade	Finesse or Might sidearm melee	Cuma Tak-Ri, balisong, knives	Small well-made blades.
	Medium blade	Finesse or Might medium melee	Katana, khopesh, rapier	Sword or axe large enough to serve as a primary weapon.
	Long blade	Finesse or Might long melee	Claymore, nodachi, scythe	A sharpened blade with a longer reach.

	REQUIREMENTS	RANGE	HANDS	EFFECTS	ALTERNATE EFFECTS	TRAITS
	--	Reach	0	1 Stun	1 Blunt Damage (↓1), maneuver (↓1)	Blunt, Martial Arts, Silent
	--	Reach	1	1 Sharp Damage	---	Martial Arts, Sharp, Silent
	--	Reach	1	1 Blunt Damage	1 Stun (↓1)	Blunt, Martial Arts, Silent
	--	25ft/80ft	1	1 Sharp Damage	--	Ballistic
	--	100ft/400ft	2	1 Sharp Damage	--	Ballistic, Martial Arts, Sniper
	--	20ft/60ft	2	1 Sharp Damage - Multiple Targets (2, 15ft cone)	--	Ballistic, Reload
	--	20ft/50ft	1	1 Sharp Damage Blast (10ft radius)	--	Consumable, Wrecker
	--	20ft/50ft	1	1 Stun Blast (10ft radius)	--	Consumable
	--	Reach	1 or 2	1 Sharp Damage	2 Sharp Damage (two hands)	Martial Arts, Sharp, Silent
	--	Reach	1 or 2	1 Blunt Damage, and 1 Stun	2 Blunt (two hands)	Blunt, Martial Arts, Silent
	--	Reach	1	1 Sharp Damage	--	Martial Arts, Sharp, Silent
	--	Reach	1	1 Sharp Damage	1 Sharp Damage - Multiple Targets (2, Reach, ↓1)	Martial Arts, Sharp, Silent
	Finesse or Might d4	Reach x2	2	1 Sharp Damage	1 Sharp Damage - Multiple Targets (3, Reach, ↓1)	Martial Arts, Sharp, Silent

TABLE 8-3.2: WEAPONS

AVAILABILITY	TYPE	CLASSIFICATION	COMMON EXAMPLES	DESCRIPTION
LIMITED				
	Short bludgeon	Finesse or Might sidearm melee	Nunchaku, escrima sticks	Blunt weapons designed to swing with the attacker's strikes
	Long bludgeon	Finesse or Might medium melee	Chain whip, kanabo, monkspade, taiaha, staff	Reach weapons with versatile applications.
	Thrown blade	Targeting sidearm projectile	Throwing knives, throwing stars	Tiny projectiles, usually sharp, that require an expert hand to handle and throw.
	Thrown bludgeon	Targeting sidearm projectile	Boomerang, discus, shotput	Small, heavy projectiles that require a trained hand to throw.
	Projectile launcher	Targeting medium projectile	Crossbow, bow	Projectile weapons that require precise handling to hit the mark.
	Small thrown weapon	Athletics sidearm projectile	Rock, throwing knife	A simple object that can be lethal when violently thrown.
	Large thrown weapon	Athletics medium projectile	Kpinga, spear, throwing axe	A large or heavy object that lands with an impact.
	Assault rifle	Targeting medium projectile	M4, AK-47, FN FAL	Rapid fire firearm of manageable weight and kickback.
	Long range rifle	Targeting long projectile	Marksman rifle, sniper rifle	A scoped precision long rifle made famous by snipers
	Machine gun	Targeting long projectile	SAW, FN Minimi, M60	Powerful automatic weapon that fires rifle rounds.
	Element jet	Targeting medium element	Flamethrower, frost cannon	Point and discharge weapon that blankets an area with one specific element.
	Directed element rifle	Targeting long element	Laser rifle, incendiary blaster	Concentrated energy beam firearm.
	Artillery lobber	Targeting long explosive	Grenade launcher, mortar	A portable, indirect fire explosive, used for blasting behind cover.

	REQUIREMENTS	RANGE	HANDS	EFFECTS	ALTERNATE EFFECTS	TRAITS
	-	Reach	1	1 Stun	1 Blunt Damage (↓1)	Blunt, Martial Arts, Silent
	Finesse or Might d4	Reach x2	2	1 Blunt Damage	1 Stun (↓1)	Blunt, Martial Arts, Silent
	Targeting d4	20ft/30ft	1	1 Sharp Damage	-	Martial Arts, Sharp, Silent
	Targeting d4	20ft/30ft	1	1 Stun	1 Blunt Damage (↓1)	Blunt, Martial Arts, Silent
	-	50ft/100ft	2	1 Sharp Damage	-	Martial Arts, Sharp, Silent, Sniper
	Brawn d4	10ft/20ft	1	1 Blunt or Sharp Damage	-	Blunt or Sharp, Silent
	-	20ft/40ft	1	1 Blunt or Sharp Damage	-	Blunt or Sharp, Martial Arts, Silent
	-	60ft/100ft	2	1 Sharp Damage	2 Sharp Damage (↓2)	Ballistic, Reload
	Alertness d6	150ft/600ft (min 30)	2	1 Sharp Damage	2 Sharp Damage (↓1), 3 Sharp Damage (↓3)	Ballistic, Mounted, Reload, Sniper
	Brawn d2	40ft/160ft (min 10ft)	2	1 Sharp Damage	2 Sharp Damage (↓1), 1 Sharp Damage - Multiple Targets (2, 30ft cone, ↓1)	Ballistic, Reload
	-	15ft	2	1 Element Damage Blast (15ft cone)	Intimidating	Element, Reload
	Technology d2	75ft	2	1 Laser Element Damage	-	Computerized, Element
	Science d2	100ft/200ft (min 30ft)	2	1 Sharp Damage Blast (10ft radius) and Trip	-	Anti-Tank, Indirect, Reload, Sharp, Wrecker

TABLE 8-3.3: WEAPONS

AVAILABILITY	TYPE	CLASSIFICATION	COMMON EXAMPLES	DESCRIPTION	
LIMITED					
	Element Grenade	Targeting sidearm element	EMP bomb, nitrogen grenade, thermite grenade	A grenade that explodes in a burst of one specific element.	
RESTRICTED					
	Power tool	Finesse or Might medium melee	Chainsaw, power cutter	Trade tools turned deadly weapons.	
	Energized close combat weapon	Finesse or Might side element	Taser, flame stick	Melee weapons that generate or are encased in one specific element.	
	Heavy machine gun	Targeting heavy projectile	"Ma Deuce" 50 cal, steady-cam machine gun	Destructive, belt-fed machine gun with incredible kickback.	
	Submachine Gun	Targeting side projectile	Uzi, machine pistol	Hand held automatic firearm capable of discharging a clip with a single squeeze.	
	Long range automatic rifle	Targeting long projectile	CSASS rifle, FN SCAR	A scoped long rifle with rapid reloading that simulates automatic fire with noticeable kickback.	
	Rocket launcher	Targeting heavy explosive	Bazooka, RPG	A ground-to-ground shoulder-fired missile weapon.	
	Grappler	Finesse long melee	Whip, lasso	An extended weapon that binds a target.	
	Smart grenade	Targeting side explosive	Remote grenade	A technologically advanced grenade designed to lock onto a target.	
	Artillery cannon	Targeting long projectile	Howitzer, light attack cannon	A modern cannon, ideal for punching through armor or blasting a group on foot.	
	Missile	Targeting long explosive	Ballistic missile, guided rocket	A self-propelled explosive with built in targeting system.	

	REQUIREMENTS	RANGE	HANDS	EFFECTS	ALTERNATE EFFECTS	TRAITS
	-	20ft/50ft	1	1 Element Damage Blast (10ft radius)	-	Consumable, Computerized, Element
	-	Reach x2	2	2 Blunt or Sharp Damage (↓2)	Intimidating	Anti-Tank, Blunt/Sharp, Reload, Wrecker
	-	Reach	1	1 Element Damage	Intimidating	Computerized, Element, Reload
	Brawn d4	100ft/400ft (min 10ft)	2	2 Sharp Damage	3 Sharp Damage (↓3), 1 Sharp Damage - Multiple Targets (5, 30 ft cone, ↓3)	Anti-Tank, Ballistic, Mounted, Reload
	Brawn d2	20ft/80ft	1	1 Sharp Damage	2 Sharp Damage (↓1), 1 Sharp Damage - Multiple Targets (3, 15ft cone, ↓1)	Ballistic, Reload
	Brawn d2, Alertness d2	150ft/600ft (min 30ft)	2	2 Sharp Damage	-	Ballistic, Mounted, Sniper
	Brawn d2	100ft/200ft (min 30ft)	2	2 Sharp Damage Blast (20ft radius)	-	Anti-Tank, Mounted, Reload, Sharp, Wrecker
	Fitness d2	Reach x3	2	Maneuver	Intimidating	Martial Arts, Silent
	-	20ft/50ft	1	1 Element Damage (↑3)	-	Consumable, Computerized, Element
	Brawn d6	300ft/600ft (min 30ft)	2	2 Sharp Damage	2 Sharp Damage Blast (20ft radius) (↓1)	Anti-Tank, Ballistic, Mounted, Reload, Vehicular, Wrecker
	Brawn d6	500ft/1000ft	2	1 Element Damage Blast (50ft radius)	2 Element Damage, 2 Element Damage Blast (20ft radius)	Anti-Tank, Computerized, Consumable, Mounted, Element, Vehicular, Wrecker

ABOUT WEAPONS

Weapons are classified based on a combination of the Skill required to use them, the size of the weapon, and the style of weapon.

SKILL

A weapon's Skill describes the Skill used to attack with it.

Athletics: Attacking with this weapon takes a strong, steady hand, akin to how an athlete throws a ball. Example: A javelin or empty pistol.

Might: The effectiveness of this weapon depends on the physical power behind the attack. Example: An axe or club.

Finesse: This weapon requires a swift hand and agile attacks. Example: A whip or a lasso.

Targeting: Your steadiness and accuracy close the gap against far targets. Example: A rifle or harpoon.

Technology: You are not wielding a weapon, you are operating the weapon's computer system. Example: A drone or laser cannon.

SIZE

A weapon's Size describes how easy it is to carry, draw, and wield. Weapons sizes, from smallest to largest, are Integrated, Sidearm, Medium, Long, and Heavy. This is relative to the user. For example, a BAT is a Common sized robot, but automated SNAKE Armor is a Large sized robot. A directed element rifle wielded by either is a Medium weapon, even though the BAT's directed element rifle is smaller than the SNAKE's directed element rifle.

Integrated: A weapon built into the attacker's body (like a human's fist or a skunk's spray) or worn with minimal encumbrance (like brass knuckles, or a wrist rocket). A vehicle's ramming damage is also considered an integrated weapon.

Integrated weapons can not be disarmed, and do not need to be drawn to be wielded. They take 0 hands to wield.

Sidearm: A weapon small enough to be stowed for convenient access, or easily concealed, such as a pistol or boot knife.

Sidearm can be drawn and stowed as a Free action.

Medium: A manageable size and weight for the average soldier. Medium weapons have no special rules; they are the standard against which to judge other sized weapons.

Drawing and stowing a medium weapon is a Move action.

Long: A particularly large but relatively light weapon. Drawing and stowing a long weapon is a Standard action.

Heavy: A weapon so cumbersome, training to use the weapon includes muscle exercise to carry it.

Drawing a heavy weapon is at least a Standard action. Heavy weapons that require additional setup have the Mounted trait. Stowing a heavy weapon is a Standard action.

STYLE

A weapon's Style describes its broad use in combat.

Melee: A hand held weapon used in close combat, such as blades and bludgeons.

Element: Fires short bursts of a focused element, such as fire, a laser, or an electromagnetic pulse.

Explosive: Self-destructive ammunition or weapons that blanket an area on detonation, affecting friend and foe.

Projectile: Shoots ammunition at dangerous velocity.

WEAPON EFFECTS AND TRAITS

Weapons have the following effects and traits that define what they can do and how. Additionally, weapon upgrades can add, remove, and modify a weapon's traits.

Anti-Tank: Attacks ignore plating bonuses to Toughness.

Armor Piercing: Attacks ignore deflective bonuses to Toughness.

Amphibious: Can be used on land and underwater without penalty.

Aquatic: Can be used underwater without penalty, and on land with ↓3

Area: Affects everything in the effect area, in the way listed.

Ballistic: A small projectile fired at irresistible speeds. Ballistic weapons automatically affect Toughness against targets at long range, unless the target is behind cover or has a Perk that dictates its Defense.

Blunt: A dense, flat object that pulverizes on impact.

Consumable: Using this weapon destroys it, even if it misses its target.

Computerized: Contains a processing unit that needs to be rebooted as a Move action if successfully hit with an Electromagnetic effect.

Cover: A nonlethal blast that fills an area with a smoke or other effect that blocks the senses, granting creatures behind the blast area for the listed number of turns.

Element: Element weapons, like flamethrowers and tasers, deal specialized types of damage. When receiving an Element weapon for a mission, you must first choose the type of element the weapon uses.

- **Acid:** Acid weapons deal 1 extra damage when they hit a target who defended with Toughness.
- **Cold:** Cold weapons add Stun 1 as an alternate effect of the weapon. If the weapon already has a Stun effect, increase the Stun effect by 1.
- **Electric:** High voltage surge that homes in on targets. Electric weapons gain ↑1 on attacks.
- **Electromagnetic:** Machinery disruptor. Electromagnetic effects ignore computerized bonuses to Evasion, and are ↑3 against computers, computerized vehicles, characters with computerized equipment, and robots, but ↓3 against all other targets.
- **Fire:** Fire weapons deal 1 extra damage when they hit a target who defended with Evasion.
- **Laser:** Laser weapons gain Stun 1 as an alternate effect, and can be used to Spot targets as an alternate effect.
- **Sonic:** A reverberating element that can be subtle or blatant. Sonic weapons gain an alternative effect identical to the weapon's primary effect, but it targets Willpower with a ↓2

Indirect: Does not need line of sight to Acquire a target and ignores cover as long as the target does not have total cover directly above them.

Intimidating: Can be used to make Intimidation Skill Tests against creatures at up to the weapon's range. The weapon's skill can be used in place of the Intimidation skill for the purposes of this Skill Test.

Maneuver: Physically manipulate a target. This weapon can be used equally well to grapple, shove, or trip a target.

Martial Arts: Weapons and techniques used by trained martial artists

Mounted: Requires a mount, such as a tripod or shooting rest, that takes a Standard action to set up, and a Free action to pick up.

Multiple Targets: As a single Standard action, you can acquire up to the listed number of targets as a single attack. You can only acquire targets within the effects listed range.

Reload: Reloading this weapon is complicated. After firing this weapon, you must spend a Move action to reload it before you can use it again.

Poison: A long term effect that causes the Poisoned Condition as it deals damage.

Seeking: Attacks ignore bonuses to Evasion Defense from armor.

Sharp: A honed edge for slashing and stabbing.

Shove: Can force a target back.

Silent: Use makes no noise.

Sniper: Long range projectile weapons that utilize a combatants patience and camouflage to take covert shots.

Spot: Lend Assistance to allies at range.

Stun: Successfully hitting with a Stun weapon means the target is denied a Move action for the listed number of turns. Stun effects stack. Creatures heal 1 Stun at the end of their turn. If a creature suffers an amount of total Stun equal to the amount of Health the creature has left, they fall unconscious, Defeated.

For example: Mercer, Red Dog, and Taurus attack a Motor Viper with bare handed brawling and a close combat bludgeon, all of which deal Stun 1. Everyone hits, dealing a total of Stun 3. The Motor Viper loses his Move action for the next 3 turns. Had one of the Joes scored a critical hit and brought the total up to Stun 4, the Motor Viper would be defeated because his Stun total equals his total Health of 4. Likewise, if on the next turn the Joes deal 2 damage to him, the Motor Viper, who is now at Stun 2 and Health 2, would be Defeated.

Trip: Knock a target Prone.

Vehicular: This weapon is too unwieldy for a soldier and can only be mounted on a vehicle.

Wrecker: On a miss, the area targeted becomes rough terrain.

WEAPON UPGRADES

Weapons can be upgraded during equipment requisition. These upgrades can be minor modifications, like a flashlight attachment or scary paint job, or completely change the weapon's function, like by adding an electromagnetic pulse generator, or building the weapon out of rare material that allows it to be used with twice the efficiency.

TABLE 8-4.1: WEAPON UPGRADES

TYPE	DESCRIPTION	AVAILABILITY	PREREQUISITE	BENEFIT
Ammo Belt	A row of bullets or other ammunition, wearable for easier access.	Standard	Weapon with the Reload trait	Once per scene, reload this weapon as a Free action instead of a Move action.
Aerodynamic	Thrown weapon shaped for improved distance.	Standard	Grenade or thrown weapon	Double the range of the weapon
Extended	A particularly long version of a melee weapon.	Standard	Weapon with a range measured in Reach	Add 1 to the weapon's Reach modifier (Reach becomes Reach x2, Reach x2 becomes Reach x3)
Flashlight	A modular flashlight attachment.	Standard	Medium or larger weapon	Weapon includes a built-in flashlight.
Laser Sight	A targeting tool attachment.	Standard	Ballistic weapon trait	Aiming with this weapon provides an additional ↑1 shift.
Lead Lined	Protective coating to shield Computerized Equipment from electromagnetic effects.	Standard	Weapon with the Computerized trait	Weapon cannot be targeted as if it is Computerized.
Modular Standard Weapon	A second weapon attachment built into the primary weapon.	Standard	Medium or larger weapon	Choose a standard weapon. When wielding a weapon with a modular standard weapon upgrade, the weapon counts as both the upgraded weapon and the chosen weapon. For example, a rifle upgraded with a modular close combat blade can be used as either a rifle or a close combat blade without needing to switch weapons.
Nonlethal	Ammunition designed to slow and injure rather than permanently harm.	Standard	Weapon has a Blunt or Sharp damage effect	The weapon's Blunt or Sharp damage effect can deal an equivalent amount of Stun damage as an alternate effect.
Scary	Deco or modification designed to trigger flight instincts.	Standard	Weapon without the Intimidating trait	The weapon gains the Intimidating trait.
Scope	A telescope attachment.	Standard	Projectile weapon with range measured in feet	Double the ranges of the weapon
Silencer	A muzzle to minimize the sound of using the weapon.	Standard	Ballistic sidearm without the Silent trait.	The weapon gains the Silent trait
Sling	A leather strap to ease carrying larger weapons	Standard	Medium or long weapon	Draw a long weapon as a Move action, or a medium weapon as a Free action.
Time Bomb	This explosive is planted instead of thrown, detonating when time runs out.	Standard	Grenade	The grenade's range becomes Reach. Setting a bomb is a Standard action. When a time bomb is set, designate a number of turns and an Initiative count for the device. On that Initiative count in that many turns, the time bomb detonates. When a bomb detonates, whoever planted it makes a Technology (Explosives) Skill Test against anyone in the bomb's blast radius. This does mean that if the person who set the bomb gets caught in the bomb's blast radius, they attack themselves.
Waterproof	Modification to make a weapon function underwater.	Standard	Weapon without the Aquatic trait	The weapon gains the Aquatic trait.

TABLE 8-4.2: WEAPON UPGRADES (CONTINUED)

TYPE	DESCRIPTION	AVAILABILITY	PREREQUISITE	BENEFIT
Weatherproof	Modification to make a weapon function in hostile conditions.	Standard		The weapon ignores the penalties for use in a chosen environment.
Amphibious	Modification to make a weapon useable equally on land and underwater.	Limited	Weapon without the Amphibious trait	The weapon gains the Amphibious trait.
Balanced Grip	Grip modified to line up with specific physical training.	Limited	Might or Finesse weapon	Use Athletics instead of the weapon's normal skill.
Blazing	Engulfs the weapon in fire.	Limited	Melee weapon without an Element trait	The weapon gains the Fire trait.
Corrosive Tip	Coats the weapon with acid.	Limited	Melee weapon without an Element trait	The weapon gains the Acid trait.
Eruptive	An especially large explosion.	Limited	Explosive	The blast radius of the explosive's effect doubles.
Deadly	Modified to increase the weapon's lethality.	Limited	Weapon has a Sharp effect	The weapon's Sharp effects deal an additional Damage on a successful hit.
Explosive Rounds	Ammunition that explodes on impact.	Limited	Weapon with the Ballistic trait	The weapon gains a 1 Damage Blast (10ft radius) alternate effect.
Frigid	Chemically freezes the weapon's edge.	Limited	Melee weapon without an Element trait	The weapon gains the Cold trait.
Galvanized	Redesigned to disrupt Computerized Equipment.	Limited	Melee weapon without an Element trait	The weapon gains the Electromagnetic trait.
Lingering	This weapon's effect leaves a longer lasting impression.	Limited	Weapon effect measured in turns, like Stun 1 and Cover 1	Increase the duration of the effect by 1 turn.
Locked	A password, fingerprint, or other key is required to activate this weapon.	Limited		A requirement of your choice is added to the weapon. It can be anything, such as a Skill minimum, retinal scan, using a G.I. Joe dog tag as a key, etc.
Manipulative	Modified to reposition the target rather than harm them outright.	Limited	Weapon without a Maneuver alternate effect and without a Ballistic Trait	The weapon gains Maneuver as an alternate effect.
Microtech Weapon	Advanced technology allows for a familiar design in a smaller package.	Limited	Weapon sized Side or larger	Reduce the size of the weapon by one step: Heavy to Long, to Medium, to Side, to Integrated. You can apply this upgrade to the same weapon multiple times. Each time reduces the weapon's size by another step, but counts as an additional Limited upgrade against your upgrade budget and for determining the weapon's availability.

TABLE 8-4.3: WEAPON UPGRADES (CONTINUED)

TYPE	DESCRIPTION	AVAILABILITY	PREREQUISITE	BENEFIT
Modular Limited Weapon	An uncommon second weapon attachment built into the primary weapon.	Limited	Medium or larger weapon	Choose a limited weapon. When wielding a weapon with a modular limited weapon upgrade, the weapon counts as both the upgraded weapon and the chosen weapon. For example, a rifle upgraded with a modular flamethrower can be used as either a rifle or a flamethrower without needing to switch weapons.
Piercing	Ammunition that ignores armor.	Limited	Weapon with the Ballistic trait	The weapon gains the Armor Piercing trait.
Plate Piercing	Ammunition that ignores plating.	Limited	Weapon with the Ballistic trait	The weapon gains the Anti-Tank trait.
Proximity Bomb	This explosive is planted instead of thrown, detonating when someone comes close.	Limited	Grenade	The grenade's range becomes Reach. Setting a bomb is a Standard action. Starting after the end of the turn the proximity bomb is set, if any time a character enters the bomb's area of effect, the proximity bomb detonates. When a bomb detonates, whoever planted it makes a Technology (Explosives) Skill Test against anyone in the bomb's blast radius. This does mean that if the person who set the bomb gets caught in the bomb's blast radius, they attack themselves.
Radiant	The latest in close combat laser technology.	Limited	Melee weapon without an Element trait	The weapon gains the Laser trait.
Refined Grip	Grip modified for more delicate handling.	Limited	Might or Athletics weapon	Use Finesse instead of the weapon's normal skill.
Reinforced Grip	Grip modified to hold up to more brutal swings.	Limited	Athletics or Finesse melee weapon	Use Might instead of the weapon's normal skill.
Tasing	Sparking with shocking energy.	Limited	Melee weapon without an Element trait	The weapon gains the Electric trait.
Rumbling	Reverberates on impact.	Limited	Melee weapon without an Element trait	The weapon gains the Sonic trait.
Smasher	Even when this weapon misses, it hits something.	Limited	Weapon with blast or area effect	The weapon gains the Wrecker trait.
Ammo Feeder	The same principle as a revolver's barrel, but on a much larger scale.	Restricted	Weapon with the Reload trait	The weapon loses the Reload trait.
Automated	An operating system computerizes this weapon.	Restricted	Weapon that uses a skill other than Technology	Use Technology instead of the weapon's normal skill. Weapon gains the Computerized condition.
Automount	Folding legs allow for quick deployment of a bipod or tripod.	Restricted	Weapon with the Mounted trait	The weapon loses the Mounted trait.

TABLE 8-4.4: WEAPON UPGRADES (CONTINUED)

TYPE	DESCRIPTION	AVAILABILITY	PREREQUISITE	BENEFIT
Bewildering	A weapon with concussive force designed to derail a target's thoughts.	Restricted	Weapon with the Blunt trait	On a Critical Success, the weapon deals 1 damage to the target's Social. If this weapon has both the Bewildering and the Traumatic upgrade, the attacker chooses which takes effect on a critical hit.
Cryo Tank	This Element weapon is retrofit to also spew liquid nitrogen.	Restricted	Weapon with range measured in feet, with an Element trait other than Cold	The weapon gains the Cold trait. This is in addition to any other Element trait.
Detonator Bomb	This explosive is planted instead of thrown, detonating when a detonator is triggered.	Restricted	Grenade	The grenade's range becomes Reach. Setting a bomb is a Standard action. The bomb triggers when someone (usually the person who planted the bomb) presses a detonator button. Designate the detonator when setting the bomb. Multiple bombs can be set to be triggered by the same detonator. Using a detonator is a Free action. The detonator must be in hand in order to use it. When a bomb detonates, whoever planted it makes a Technology (Explosives) Skill Test against anyone in the bomb's blast radius. This does mean that if the person who set the bomb gets caught in the bomb's blast radius, they attack themselves.
Electromagnetic Pulse Generator	An element weapon modified to deal with living and automated targets.	Restricted	Weapon with range measured in feet, with an Element trait other than Electromagnetic	The weapon gains the Electromagnetic trait. This is in addition to any other Element trait.
Ignition Tank	A flame throwing mechanism is added to this element weapon.	Restricted	Weapon with range measured in feet, with an Element trait other than Fire	The weapon gains the Fire trait. This is in addition to any other Element trait.
Maiming	A blade that debilitates a target's mobility.	Restricted	Weapon with the Sharp trait	On a Critical Success, the weapon deals 1 damage to the target's Speed. If this weapon has both the Maiming and the Surgical upgrade, the attacker chooses which takes effect on a critical hit.
Modular Restricted Weapon	A second, rare weapon attachment built into the primary weapon.	Restricted	Medium or larger weapon	Choose a restricted weapon. When wielding a weapon with a modular restricted weapon upgrade, the weapon counts as both the upgraded weapon and the chosen weapon. For example, a rifle upgraded with a modular chainsaw can be used as either a rifle or a chainsaw without needing to switch weapons.
Quake Maker	This element weapon is equipped with a concentrated vibration generator.	Restricted	Weapon with range measured in feet, with an Element trait other than Sonic	The weapon gains the Sonic trait. This is in addition to any other Element trait.

TABLE 8-4.5: WEAPON UPGRADES (CONTINUED)

TYPE	DESCRIPTION	AVAILABILITY	PREREQUISITE	BENEFIT
Ray Generator	A laser scope that can be dialed up to a second weapon option.	Restricted	Weapon with range measured in feet, with an Element trait other than Laser	The weapon gains the Laser trait. This is in addition to any other Element trait.
Seeking	Through either magnets or radar, this ammo finds its mark.	Restricted	Weapon with range measured in feet	The weapon gains the Indirect trait.
Surgical	A delicate blade sharp enough to perform surgery with.	Restricted	Weapon with the Sharp trait	On a Critical Success, the weapon deals 1 damage to the target's Strength. If this weapon has both the Maiming and the Surgical upgrade, the attacker chooses which takes effect on a critical hit.
Swift	Rare, light but durable material makes using this weapon twice as fast without sacrificing accuracy.	Restricted	Weapon with range measured in feet	One of the Weapon's non-blast Effects gains Multiple Targets (2, 10ft radius), or one of the weapon's Multiple Targets effects increases by 1 Target.
Traumatic	A blunt weapon designed to cause head trauma.	Restricted	Weapon with the Blunt trait	On a Critical Success, the weapon deals 1 damage to the target's Smarts. If this weapon has both the Bewildering and the Traumatic upgrade, the attacker chooses which takes effect on a critical hit.
Vitriolage Tank	A caustic spray valve added to this weapon's primary weapon.	Restricted	Weapon with range measured in feet, with an Element trait other than Acid	The weapon gains the Acid trait. This is in addition to any other Element trait.
Voltage tank	A secondary barrel emits electric bolts.	Restricted	Weapon with range measured in feet, with an Element trait other than Electric	The weapon gains the Electric trait. This is in addition to any other Element trait.
Thermal Scope	Sights have been adjusted to scan for thermal signatures.	Restricted	Targeting Weapon	Weapon ignores concealment and other penalties for firing through smoke or darkness.
Banshee	This experimental technology turns a standard firearm into a sonic weapon.	Prototypical	Weapon with range measured in feet, without an Element trait	The weapon gains the Sonic trait.
Breacher	This experimental technology turns a standard firearm into an electric weapon.	Prototypical	Weapon with range measured in feet, without an Element trait	The weapon gains the Electric trait.
Broiler	This experimental technology turns a standard firearm into a fire weapon.	Prototypical	Weapon with range measured in feet, without an Element trait	The weapon gains the Fire trait.
Caustic Clip	This experimental technology turns a standard firearm into an acid weapon.	Prototypical	Weapon with range measured in feet, without an Element trait	The weapon gains the Acid trait.

TABLE 8-4.6: WEAPON UPGRADES (CONTINUED)

TYPE	DESCRIPTION	AVAILABILITY	PREREQUISITE	BENEFIT
Disruptor	This experimental technology turns a standard firearm into an electromagnetic weapon.	Prototypical	Weapon with range measured in feet, without an Element trait	The weapon gains the Electromagnetic trait.
Ice Rounds	This experimental technology turns a standard firearm into a cold weapon.	Prototypical	Weapon with range measured in feet, without an Element trait	The weapon gains the Cold trait.
Reactor	This experimental technology turns a standard firearm into a laser weapon.	Prototypical	Weapon with range measured in feet, without an Element trait	The weapon gains the Laser trait.
Smart Scope	A computerized scope which accounts for range, wind, weapon drift, drop, digital magnification, night vision, and other benefits.	Prototypical	Targeting Weapon	The weapon gains the Computerized trait if it does not already have it. Increase effective range by 1.5 and long range by 2. The weapon suffers no penalties for firing in darkness.

DEFINING YOUR WEAPONS

Once you determine the weapons you are taking on your mission, feel free to give them personality. Beyond its classification, what is this weapon? Is it a real world weapon, like an AK-47? A futuristic weapon based on existing or developing weapon technology, like Fast Draw's Mobile Missile System? A normal weapon with a thematic reimagining, like Shipwreck's flintlock pistol? Defining your weapons helps visualize your equipment and adds character to your character. Tonfas and nightsticks are nearly identical weapons, but one may imply some level of martial arts training and the other a law enforcement background.

From a mechanical standpoint, Snake Eyes goes into battle with an SMG, a short blade, and a long blade. To reflect his training and background, the weapons are described as an uzi in one hand, a cuma tak-ri in the other, and a katana sheathed in his backpack.

AMMUNITION

Generally, weapons require ammunition. However, the **G.I. JOE Roleplaying Game** characters have better things to do than count every bullet. Unless your Game Master says otherwise, only weapons with the Reload trait take an action to reload. Otherwise, you can assume you reload between combats, and you have enough ammunition for your entire mission.

BATTLEDRESS

Although weapons long since won the offenses/defenses arms race, few soldiers feel comfortable waging into battle without some kind of protective gear.

When you choose your battledress, which includes everything from clothing like fatigues or a gi to armor that makes the wearer a human tank, you designate your character's overall protection. Though certain items imply localized protection, like a helmet or armored vest, the rules generalize battledress' benefit across your whole body.

TABLE 8-5.1: BATTLEDRESS

AVAILABILITY	TYPE	EXAMPLES	CLASSIFICATION	DESCRIPTION	REQUIRED	EFFECT	TRAITS
AUTOMATIC							
	Clothes	Fatigues, gi, formal wear	Non Armor	A simple layer of clothing. Not armor, but clothes qualify for certain armor upgrades.	-	+0	Silent
STANDARD							
	Tactical Armor	Bulletproof vest, stab protection mesh, leather jacket	Light Armor	Layered soft armor known for its versatility through modularity.	-	Toughness +1	Deflective
	Ballistic Armor	Bodyshield, Osprey Mk 4 body armour	Medium Armor	Soft goods reinforced with bullet resistant plating.	-	Toughness +2	Deflective
	Hard Body Armor	Boron carbide jacket, chainmail	Heavy Armor	Stiff, thick armor designed for specific tasks that require more protection than mobility, but can be retrofit for more general purposes.	-	Toughness +3	Deflective
LIMITED							
	Impulse armor	Reactor Suit Delta	Light Armor	Lined with vibrating proximity sensors, giving wearers advanced warning to jump for cover.	-	Evasion +1	Computerized
	Momentum armor	Reactor Suit Theta	Medium Armor	Advanced Reactor Suit design with gyroscopic joint braces that propel the wearer out of harm's way.	-	Evasion +2	Computerized
	Equilibrium armor	Reactor Suit Sigma	Heavy Armor	Pulse powered technoweave with all of the kick of Reactor Suit Theta but none of the bulk.	-	Evasion +3	Computerized
	Stronghold Armor	Gyrotonic armor, fullplate	Super Heavy Armor	A mix of miniaturized mech suit technology and medieval mail.	-	Toughness +5	Deflective
	Tanker Armor	Platinum plate, Barricade armor	Super Heavy Armor	Hard body armor with plates built from tank armor.	Brawn d2	Toughness +3	Plating

TABLE 8-5.2: BATTLEDRESS (CONTINUED)

AVAILABILITY	TYPE	EXAMPLES	CLASSIFICATION	DESCRIPTION	REQUIRED	EFFECT	TRAITS
RESTRICTED							
	Hexmesh	Electrokinetic field generator, repulsar armor	Medium Armor	Tactical armor with built-in kinetic shield generating hardware.		Evasion +1, Toughness +1	Computerized, Deflective
	Mechanized Armor	Accelerator Suit	Heavy Armor	This armor's bulk is comprised of equal parts plating and computer hardware that increases the wearer's physical capabilities.		Evasion +2, Toughness +2	Computerized, Deflective
	Exoskeleton	Reactor Suit Upsilon	Super Heavy Armor	By inverting the Reactor Suit sensors, the Reactor Suit Upsilon reacts to and enhances the wearer's movement.		Evasion +5	Computerized
	Marauder Armor	Nanomech suit, magnetorheological liquid armor	Super Heavy Armor	Fully mechanized tactical suit of armor, bringing vehicular technology to its smallest wearable scale.	Brawn d4	Toughness +4	Plating

BATTLEDRESS TRAITS

Battledress has the following traits that define what they can do and how. Additionally, battledress upgrades can add, remove, and modify a battledress' traits.

Computerized: An operating system, being it electronic, AI, or automated, provides some or all of this battledress' protective benefits. Electromagnetic weapons ignore this battledress' bonus to Evasion.

Deflective: Metal sheets provide some or all of this battledress' protective benefits. Armor Piercing weapons ignore this battledress' bonus to Toughness.

Plating: Dense metal more common to tanks than infantry, practically welded to the wearer. Armor Piercing weapons do not ignore this battledress' bonus to Toughness, but Anti-Tank weapons ignore it.

Silent: Extremely light or built in a way to minimize sound, wearers of Silent battledress can make Infiltration Skill Tests without penalty. Anyone making an Infiltration Skill Test while wearing battledress without the Silent trait does so with a ↓ penalty equal to its total bonus.

For example, wearing an Accelerator Suit confers a ↓4 (Evasion +2, Toughness +2) on Infiltration Skill Tests.

BATTLEDRESS UPGRADES

Battledress can be upgraded during Equipment Assignment and Requisition. These upgrades can be minor modifications, like increased distance between protective elements to minimize noise, or completely change the armor's function, like by turning the armor into a drone.

TABLE 8-6.1: BATTLEDRESS UPGRADES

TYPE	DESCRIPTION	AVAILABILITY	PREREQUISITE	BENEFIT
Handling	Wire mesh padding protects against animal bites and other natural weapons.	Standard		Natural attacks suffer a Snag on attacks that target you.
Sentry System	A compact operating system to power and control upgrades.	Standard	Not Computerized	The battledress gains the Computerized trait.
Silent	Noisy elements spaced out or muffled to minimize noise.	Standard	Not Silent	The battledress gains the Silent trait.
Weather Gear	Environmental protections to increase comfort and protect from harsh climates.	Standard		Choose an environment. Ignore the penalties for wearing inappropriate attire in the chosen environment.
Acclimating	Temperature regulation software.	Limited	Computerized	Ignore the penalties for wearing inappropriate attire in your current environment.
Dome Generator	A personal shield generator for added protection in an emergency.	Limited	Computerized	As a Free action once per scene, double the battledress's effect until the beginning of your next turn. This upgrade can be taken multiple times, increasing the number of times it can be used.
Energy Resistant	Protective layer geared towards a specific energy.	Limited		Choose an Element. You are Resistant to Damage of that Element.
Radar Tempered Camo	A silver sheen printed onto battledress that confuses radar.	Limited		While wearing this armor, you appear invisible on radar location devices.
Reflexive	Additional rig to increase the effects of reactor battledress technology.	Limited	Evasion bonus	Increase the Evasion bonus granted by this battledress by 1.
Softshell	More metal means more protection.	Limited	Toughness bonus	Increase the Toughness bonus granted by this battledress by 1.
Terrifying	The armor design sends a threatening message.	Limited		As a Free action, the wearer gives themselves a ↑1 on Intimidation Skill Tests until the end of their turn.
Spiked	Sharp metal studs strategically installed into the battledress.	Limited		When an enemy targets you with an attack with range measured in Reach (not Reach x2), they must make the attack ↓1 or let you make an immediate Attack with your battledress spikes. Battledress spike Attack can be made with Might or Finesse, and deal 1 Sharp Damage on a successful hit.

TABLE 8-6.2: BATTLEDRESS UPGRADES (CONTINUED)

TYPE	DESCRIPTION	AVAILABILITY	PREREQUISITE	BENEFIT
Energized	An offensive defense.	Restricted	Computerized	Choose an Element type. Your battledress generates an aura of that element. When an enemy targets you with an Attack with range measured in Reach (not Reach x2), they must make the Attack $\downarrow 2$ or let you make an immediate Attack with your element aura. Element aura attacks can be made with Might or Finesse, and deal 1 Element damage, on a successful hit.
Grasshopper Braces	Localized reactor battledress technology to add a spring to your step away from danger.	Restricted		Gain Evasion +1, in addition to the battledress's normal effect. Your jump distance is doubled while wearing this armor.
Microtech battledress	Advanced technology allows for a familiar design in a smaller package.	Restricted	Medium or heavier battledress	Reduce the classification of the battledress by one step. From Super Heavy to Heavy, to Medium, to Light. The battledress counts as both its old classification and its new classification, whichever is more beneficial to the wearer. For example, if you apply the Microtech battledress to Ballistic battledress, you are trained to wear it even if you are only trained to wear Light battledress, but you can still apply upgrades that can be applied to Medium battledress but not Light battledress.
Reinforced	Modular armor pieces that can be worn over standard battledress.	Restricted		The armor gains +1 to Toughness, in addition to the battledress's normal effect. This upgrade also adds the Deflective trait to the battledress.
Stealth	Techniques made to silence regular battledress, applied to battledress that is already silent.	Restricted	Silent	The wearer gains $\uparrow 1$ when making Infiltration Skill Tests.
Autonomous	Your armor can be commanded to operate with some independence.	Prototypical	Computerized, Perk that grants a drone pet	Your armor becomes a Standard drone pet with the Wearable drone upgrade. In addition to armor upgrades, it can gain drone upgrades.
Digital Camo	Stealth technology usually reserved for fighter jets.	Prototypical	Computerized, Silent	The wearer can make Infiltration Skill Tests to hide and sneak even when they don't have cover to hide behind.
Plating	Plating generally reserved for vehicles that can be worn over standard battledress.	Prototypical		This armor gains +1 to Toughness, in addition to the battledress's normal effect. This upgrade also adds the Plating trait to the battledress.
Weapon System	Mecha tech on a soldier scale.	Prototypical	Computerized	Choose up to four hands of standard weapons, three hands of limited or less weapons, or two hands of restricted or less weapons you have access to on this mission. Those weapons are treated as Integrated weapons as long as you are wearing this battledress on this mission. You can requisition this upgrade more than once.



KITS

Where upgrades modify what your equipment can do, kits modify what you can do.

Kits provide Joes with a variety of tools packed together for a single purpose. Each kit ties to a Skill Specialization, either providing you with consumable tools to mimic the Specialization, enabling you to attempt a Skill Test under restrictive circumstances, or enhancing your aptitude in an area in which you specialize.

In desperate times, you can even consume your kit, temporarily gaining a bigger bonus but losing access to the kit for the remainder of the Mission.

KIT REQUIREMENTS

Occasionally, Joes are called on missions that call on skills outside of their proficiency. In those cases, G.I. Joe provides for their members through kits that allow them to attempt the necessary Skill Tests. Without the appropriate kit, since you're not trained in the skill, you can still attempt the Skill Test, but with a Snag.

For example, climbing Cobra's replica of the Mount Rushmore National Memorial (featuring Cobra Commander, Baroness, Destro, and Cobra Commander again but in a different mask) requires a Limited climbing kit, which includes mountaineering gear like rope, pitons, and crampons. If you feel brave, you can attempt to climb up the folds in Cobra Commander's rocky hood with your bare hands, but it's a lot harder.

Unless you were provided a kit as a mission critical item, Skill Tests that require a kit will be optional. In published missions, they cover alternate routes, side missions, and secret objectives. GMs might use them to set up future plotlines, entice you to return to locations, or in response to valid tactics you suggest that they might not have considered (like climbing their cool Mount Snakemore set piece that would get you right to the boss fight).

SAMPLE KITS

There is no exhaustive list of kits, just as there is no exhaustive list of Skill specializations. Kits come in Standard, Limited, and Restricted varieties. Below are examples of a kit of each Availability.

STANDARD MEDICINE KIT (CONSUMABLE)

Prerequisites: d4 in Science

Benefit: You can attempt Skill Tests that call for a Standard medicine kit without a Snag. You can attempt Skill Tests that call for a Limited medicine kit with ↓1 instead of a Snag, and Skill Tests that call for a Restricted medicine kit with ↓3 instead of a Snag. You can take 10 minutes and consume this kit to gain temporary Specialization in Medicine for 1 minute, or gain ↑1 for 1 minute on Skill Tests if you are already Specialized in Medicine.

LIMITED BURGLARY KIT (CONSUMABLE)

Prerequisites: d6 in Infiltration

Benefit: You can attempt Skill Tests that call for a burglary kit without a Snag. You can attempt Skill Tests that call for a Restricted burglary kit with ↓2 instead of a Snag. You can take 10 minutes and consume this kit to gain temporary Specialization in Burglary for 1 hour, or gain an Edge for 1 hour on Burglary Skill Tests if you are already specialized in Burglary.

RESTRICTED CLIMBING KIT

Prerequisites: d8 in Athletics

Benefit: You can attempt Skill Tests that call for a Restricted climbing kit without a Snag. You gain temporary Specialization in Climbing for the duration of this Mission, or an Edge on Climbing Skill Tests if you are already specialized in Climbing.

ACQUIRING KITS

During Equipment Assignment and Requisition, you can use requisition attempts to gain kits. Declare the specialization and benefits to determine the kit's availability, then roll the Specialization's parent Skill as the requisition Skill Test.

The different availability of kits and their benefits are listed below.

STANDARD KIT (CONSUMABLE)

Prerequisites: d4 in the Specialization's parent Skill

You can attempt Skill Tests that call for this specialization's Standard kit without a Snag. You can attempt Skill Tests that call for this Specialization's Limited kit with ↓1 instead of a Snag, and Skill Tests

that call for this Specialization's Restricted kit with ↓3 instead of a Snag. You can take 10 minutes and consume this kit to gain temporary Specialization in this kit's Specialization for 1 minute, or gain ↑1 for 1 minute on Skill Tests if you are already specialized in this kit's Specialization.

LIMITED KIT (CONSUMABLE)

Prerequisites: d6 in the Specialization's parent Skill

You can attempt Skill Tests that call for this specialization's Limited kit without a Snag. You can attempt Skill Tests that call for this Specialization's Restricted kit with ↓2 instead of a Snag. You can take 10 minutes and consume this kit to gain temporary Specialization in this kit's Specialization for 1 hour, or gain an Edge for 1 hour on this kit's Specialization Skill Tests if you are already specialized in this kit's Specialization.

RESTRICTED KIT

Prerequisites: d8 in the Specialization's parent Skill

You can attempt Skill Tests that call for this Specialization's Restricted kit without a Snag. You gain temporary Specialization in this kit's Specialization for the duration of this Mission, or an Edge on this kit's Specialization Skill Tests if you are already specialized in this kit's Specialization.

DEFINING KITS

Kits can be physical tools, software installed on your HTB access pad, or a combination. For example, a fighter jet piloting kit could be a helmet with voice activated HUD that identifies the purpose of controls you inquire about. Or it can be a piece of paper with a mnemonic device written on it that you tape to the dash.

Your GM might determine that kits for some specializations are not available, particularly with combat skills and kits that overlap with existing equipment. For example, they might determine that a sniper rifle kit is just a sniper rifle. You could try to make the case that the kit includes an enhanced scope and advanced angle cosine indicator, and is in addition to your sniper rifle. If the GM determines that you've requisitioned an illegal kit, that doesn't use up your requisition attempt.

GEAR

Where kits represent a collection of items needed for specialized tasks, gear represents specific items needed for specific tasks. Generally, gear isn't requisitioned, it is assigned when it is critical to a Mission. Additionally, players and GMs can discuss

if a character concept warrants certain gear be considered personal items or qualified equipment. For example, as an Military Police officer, Law's job requires a set of handcuffs.

TABLE 8-71: GEAR & BENEFITS

GEAR	BENEFITS
CLOTHES	
Business Clothes	Grants +2 Cleverness Defense when worn in an appropriate setting.
Formal Clothes	Grants +3 Cleverness Defense when worn in an appropriate setting.
Ghillie Suit	Grants an Edge on Infiltration Skill Tests in the environment it is designed for (chosen at Requisition), but suffer ↓2 on Speed Skill Tests and -10 movement.
Arctic Expedition Clothes	Grants +2 Toughness against cold environmental effects and exposure.
Desert Expedition Clothes	Grants +2 Toughness against desert environmental effects and exposure.
COMPUTERS & ELECTRONICS	
Camera	Used by spies and photographers, a camera allows capture of still images and/or video, whether on film or digital capture.
Cell Phone	Portable phone and computing device. G.I. Joe cell phones have all the bells and whistles of the top phone on the market, plus military-grade encryption. Also available as a smart watch or tablet.
Satellite Phone	A phone that uses direct satellite connection to make calls in areas without cell service or land lines.
Tactical Radio	A two way radio uses ultra-high frequency wavebands to provide communication across 3 miles. Radio requisition provides radios for the entire team, along with earpieces and small microphones, such as a throat microphone.
Radio Scanner	Scans for radio signals, allowing you to listen in to private radio communications.
HAZARD GEAR	
Nuclear Biological Chemical Protection Suit	This thick polymer suit fully encapsulates the wearer in multiple levels of protection from chemical and biological dangers, but is heavy, obvious, and exhausting to work in. It grants +10 Toughness against Acid effects and immunity to Poison and Disease. While wearing it, you suffer ↓2 on all Strength and Speed tests. This suit also comes with a gas mask.
Gas Mask	This tight-fitting face mask covers the eyes, nose, and mouth in an airtight seal, providing the user oxygen filtration and immunity to gas effects for 8 hours. Putting on a gas mask takes a Move action. Changing out the filter is a Move action. A gas mask comes with 2 filters in a standard loadout.
Geiger Counter	This device measures an area for hazardous radiation.
Bomb Sniffer	Detects chemical signatures and residue of explosives at a range of 15 feet. It gains ↑2 on Skill Tests to find explosives within range.
Chemical Analyzer	Detects toxins and harmful gases at a range of 20 feet. It gains ↑2 on Skill Tests to detect such dangers within range.
Metal Detector	This hand-held device has a range of 20 feet and detects metal and alloys. It gains ↑2 on Skill Tests to detect such materials within range.

TABLE 8-7.2: GEAR & BENEFITS (CONTINUED)

GEAR	BENEFITS
SECURITY GEAR	
Auto-Lock Gun	This single use pistol-like device overcomes simple and average mechanical locks.
Ball Bearings	As an action, you can drop this package of 500 small metal balls over a flat, level 10 foot square area. Creatures that move over the bearings must succeed on a DIF 10 Acrobatics Skill Test or fall Prone.
Audio Bug	This dime-sized bug transmits audio to a source within one mile. Placing it requires an Infiltration Skill Test, which becomes the DIF to find with Alertness or Technology.
Video Bug	This nickel-sized bug is a fully functional camera that can easily hide on a person's clothes or in accessories. It requires line of sight, and generally has more narrow fields of view than traditional cameras.
Bug Sweeper	This device locates wireless devices through tracking signals within a 60 foot range, and grants ↑2 on Skill Tests to detect bugs and wireless devices.
Data Tap	This hacking tool attaches to a cable and allows direct connection with devices on either end of the cable. It has a range of 60 feet, and allows Technology Skill Tests to be made on closed systems.
Jammer	A Jammer floods airwaves with static and noise, making wireless and radio signals suffer a Snag on any operation within a 30 foot radius.
White Noise Generator	A white noise generator produces random noise to foil audio recording and surveillance equipment within a 30 foot radius, causing a Snag to any audio-based Skill Tests in the area.
Bolt Cutter	This oversized, heavy wire cutter allows characters to bypass chain link fences and padlocks.
Cell Interceptor	This briefcase-sized device can detect and monitor cell communications within a 3 mile area. Signaling in on a particular call is a DIF 20 Technology Skill Test unless you know the number.
Bluejack	A cell-phone sized device which can copy the contents of a bluetooth (or similarly functional technology) device within 5 feet.
Keycard Copier	A small device used to program and copy keycards.
Sequencer	A sequencer cracker electronic alpha-numeric code locks through brute force trial and error. It deciphers one character every 5 minutes for codes up to 12 characters.
Mini-Welder	This engineering device can be used to melt metals to break them or weld them together. It deals 3 damage to metal objects but is too small and awkward to use as a weapon.
Portable 3D Printer	A portable 3D printer with enough material (such as plastic, metal, rubber, or even foodstuff) to print simple items, like masks or keys. A 3D printer generally takes 30 minutes to print an item.
Ground Penetrating Radar	This push-lawnmower sized device provides imagery of underground materials up to 50 feet deep.
Battering Ram	Requires two hands and a Brawn of d6 or more. Grants an Edge on breaking through doors or other barriers, or deals 3 damage to objects. If two characters hold it, the ram loses the Brawn requirement.
Crowbar	Grants ↑2 when forcing items and doors open.
Handcuffs	These restraints can securely bind someone's wrists together. Escaping the cuffs requires a successful DIF 25 Acrobatics Skill Test . Breaking them requires a successful DIF 25 Brawn Skill Test . Each set of handcuffs comes with one key. Without the key, a Joe can pick the lock with a successful DIF 15 Infiltration Skill Test . Handcuffs have 3 Health.
Plastic Restraints	These disposable, zip-tie versions of handcuffs serve the same purpose, but escaping them is a DIF 20 Acrobatics Skill Test and breaking them is a DIF 20 Brawn Skill Test . They can be cut off and destroyed with 1 point of Sharp damage. A requisition includes 10.

TABLE 8-7.3: GEAR & BENEFITS (CONTINUED)

GEAR	BENEFITS
MILITARY GEAR	
Laser Designator	Acts as a pair of binoculars, and also grants $\uparrow 2$ to Targeting Skill Tests for the squad to use artillery against a target.
Thermite Breacher	Thermite burns at extremely high temperatures and is used to breach hardened iron and steel surfaces. Applying it requires a DIF 15 Engineering Skill Test , and it burns a 3 foot by 5 foot hole over 3 rounds. It is not subtle and cannot be used as a weapon.
Breach Charge	This small, shaped explosive is designed to specifically overcome secured doors or walls. Setting it requires a DIF 10 Engineering Skill Test , and it deals 5 damage to the surface it is attached to. It is not subtle and cannot be used as a weapon.
Bomb Blanket	A heavy blanket made of Kevlar with fire resistant coating, this tents over an explosive to contain the blast. It absorbs 4 damage from a Blast and the range of any excess damage is reduced by half. It is destroyed upon use.
MEDICAL GEAR	
Antidote Shot	This shot grants resistance to damage from a poison or disease and delays the need for treatment.
Defibrillator	A single use resuscitation device, this item can be used by an untrained character to grant 1 Health to a Defeated character. Doing so requires 30 seconds (6 combat rounds) of operation.
EXPLORATION GEAR	
Tent	A fabric tent that can sleep a squad that can be put up or taken down in 15 minutes and fits in a large backpack.
Rations	Rations, provided with a prepared meal and a packet which provides chemical heat to warm the meal. One requisition is 5 days of rations.
GPS	Device utilizing global positioning system satellites to determine location. Functions nearly anywhere, including away from cellular or radio signals.
Sleeping Bag	A wrapping of down and synthetic fibers to keep warm and secure while resting in the wilds.
Entrenching Tool	A collapsible combination shovel and axe. It can be used to dig, cut down trees, and as a one-handed brawn melee weapon.
Scuba gear	SCUBA gear consists of a wetsuit or dry suit, face mask, mouthpiece, tank, regulator, and fins. The tank and regulator allow a character to remain underwater for an hour without needing to breathe. The wet/dry suit grants +2 Toughness Defense against cold water, and fins grant Swim Movement equal to Ground Movement.
Parachute	When opened above 200 feet, reduces falling damage to zero as you descend. Maneuvering a parachute (such as to avoid hazards or land exactly where intended) is an Acrobatics Skill Test.
Skiis / snow shoes	Allows 30 ft Ground Movement on snow, ignoring terrain penalties.
Wingsuit	A wingsuit grants a 40 ft fly speed, but the character descends 30 feet at the end of every turn. Maneuvering in a wingsuit is an Acrobatics Skill Test.
Night Vision Goggles	Allows the wearer to see up to 60 feet in the dark. Limited field of view imposes $\downarrow 2$ on Awareness Skill Tests, and $\downarrow 2$ on Initiative Skill Tests.
Binoculars	Grants $\uparrow 2$ to Awareness Skill Tests to examine the environment from a distance.
Glowstick	Pack of 10. Provides 20 feet of light, lasts for an hour. Comes in your choice of color. Once activated, it cannot be turned off.
Emergency Flare	This chemical flare works on ground or underwater, burning for 5 minutes and providing bright red light in a 60 foot radius.

TABLE 8-7.4: GEAR & BENEFITS (CONTINUED)

GEAR	BENEFITS
EXPLORATION GEAR (CONTINUED)	
Flare Gun	This pistol-shaped launcher fires larger flares 500 feet in the air and provides enough illumination to light up a city block for five minutes.
Thermal Goggles	While wearing these, you have thermal vision to a range of 60 feet. You see people, animals, and objects in a spectrum of deep blue (cold) to bright white (incredibly hot).
SUPPORT	
Weapons Cache	This support arranges for a set of six hands of weapons to be securely and covertly stored at a location, and provides the squad keys to open the cache. It is most often used in areas where weapons are restricted.
Artillery Support	<p>Artillery support is directed by either coordinates by GPS or map, or by a laser designator. Calling in an air strike requires a full turn, and the strike lands at the beginning of your next turn. Artillery takes many forms:</p> <ul style="list-style-type: none"> • Flare - provides bright light over the area of a city block for 5 minutes. • High Explosive - Deals 2 Fire Element and 2 Blunt damage to a 40 foot radius against Evasion Defense. Those who Defend suffer 1 Fire Element and 1 Blunt damage. • High Explosive Anti-Tank - This shell is directed at a single vehicle or armored location (such as a bunker) target, dealing 4 Blunt and 4 Fire Element damage to the target, based on a Targeting (Artillery) Attack against the target's Toughness Defense. A secondary attack deals 2 Fire Element damage to creatures within 10 feet against their Evasion Defense. • Shrapnel - Deals 4 Sharp damage to targets in a 30 foot radius area as part of a Targeting (Artillery) attack against Evasion Defense. • Smoke - Smoke bombs heavily obscure an area with a 60 foot radius and lasts for a minute (12 rounds) with good ventilation. With poor ventilation, the effect stays for 10 minutes.
Air Extraction	<p>Air extraction comes in two forms:</p> <ul style="list-style-type: none"> • Helicopter Extraction - a fast-moving helicopter arrives within a minute (12 rounds) to provide extraction based on a signal. Once the helicopter arrives, characters and any gear must move to the helicopter, which is vulnerable to enemy fire. • Fulton Extraction - Uses a balloon to lift up to two people or a large object into the air, where it rises to 200 feet on a 500 foot cable. Within 3 minutes, an aircraft hooks the balloon and pulls the extracted people or item into the aircraft.

PETS

G.I. Joes are only human. The humans are, at least. Four legged, winged, and amphibious pets can be found around The Pit as well, and not just animals. Certain Joes require the aid of an animal or drone with abilities beyond human capabilities, such as Military Police officer Law and his K-9 Order. Other Joes trained with an animal as extensively as they trained with exotic weaponry, like Snake-Eyes and his pet wolf, Timber.

Pets aren't requisitioned and, except under exceptional circumstances, aren't provided as mission critical items. They are personal gear, earned through Perks, such as the Animal Pet General Perk, or the Technician's drone Primary Tech option. A character can only have one pet, regardless of type, unless an option allows for multiple pets, like the Beastmaster Ranger Focus Handler Perk.

COMMANDING A PET

You can Command your pet to act as you direct. Unless you have a Perk that says otherwise, Commanding an animal pet requires a Handle Animal Skill Test as a Standard action against a DIF set by the availability of the animal (0 for a Standard animal pet, 10 for a Limited animal pet, and 15 for a Restricted animal pet). Commanding a drone pet requires a Technology Skill Test against a DIF set by the availability of the drone.

When you successfully Command a pet, designate a Skill you want it to use, and a target for the skill, if applicable. The pet performs the Command to the best of its ability until: it believes it completed the Command, you issue it another Command, or you call it off as a Free action. Your pet moves as it needs to in order to complete your Command.

For example, Shipwreck successfully Commands his parrot, Polly, to distract a guard. Polly moves into

the guard's line of sight and makes a Deception Skill Test against the guard's Willpower. Once Shipwreck sneaks past the distracted guard, Polly returns to his owner.

If you do not Command your animal pet, it stays at your side awaiting a Command.

Only you can Command your pet.

DEFINING YOUR PET

When you first gain a pet, you get to define it. You pick its form, function, and training. The specifics of these details depend on the type of pet you gain.

ANIMAL PETS

Animal pets are wild or domesticated animals trained for a military purpose. Although you, the player, customize your character's pet, a custom animal is not being created. Very few characters in the G.I. Joe universe have the kind of geneticist skills required to do that, and most of them are Cobras. The animal creation rules allow you to design the animal you want for your character to come across in a more traditional way.

1. Pick a form (land, sea, air) to determine the animal's starting Movement:
 - a. A Standard animal pet's starting Movement is:
 - i. Land: 30 ft Ground
 - ii. Sea: 15 ft Ground, 15 ft Aquatic
 - iii. Air: 15 ft Aerial
 - b. A Limited animal pet's starting Movement is:
 - i. Land: 45 ft Ground
 - ii. Sea: 30 ft Ground, 30 ft Aquatic
 - iii. Air: 30 ft Aerial
 - c. A Restricted animal pet's starting Movement is:
 - i. Land: 60 ft Ground
 - ii. Sea: 45 ft Ground, 45 ft Aquatic
 - iii. Air: 45 ft Aerial
2. Pick a size to determine the animal's Defense:
 - a. Small
 - i. A small Standard animal pet gains a +1 bonus to Evasion
 - ii. A small Limited animal pet gains a +2 bonus to Evasion
 - iii. A small Restricted animal pet gains a +3 bonus to Evasion

b. Common

- i. A common Standard animal pet gains a +1 bonus to Toughness
- ii. A common Limited animal pet gains a +2 bonus to Toughness
- iii. A common Restricted animal pet gains a +3 bonus to Toughness

c. Large

- i. A large Restricted animal pet gains a +1 bonus to Toughness

3. Pick a function to determine the animal's starting Essence abilities and Health

- a. A Standard Attack animal pet starts with 2 Strength and Speed, 1 Smarts and Social, 3 Health, and can be Commanded to Attack as a Move action rather than a Standard action.
- b. A Standard Utility animal pet starts with 1 Strength and Speed, and 2 Smarts and Social, 2 Health, and gains the Favorite Command Animal Perk, as long as their Favorite Command is not an Attack.

Regardless of function, a Limited animal pet gains 2 additional Essence and 1 additional Health. A Restricted animal pet gains 4 additional Essence and 3 additional Health.

4. Pick Acute Senses Perk.

- a. A Standard animal pet gains Acute Senses as a General Perk once.
- b. A Limited animal pet gains Acute Senses as a General Perk twice.
- c. A Restricted animal pet gains Acute Senses as a General Perk three times.

5. Pick an Attack

- a. A Standard animal pet's Attack is treated as Brawling or a Strike.
- b. A Limited animal pet's Attack is treated as a close combat blade or a close combat bludgeon.
- c. A Restricted animal's Attack is treated as a close combat heavy blade or a close combat heavy bludgeon.

6. Advance your animal pet

ADVANCING ANIMAL PETS

Your animal pet increases their Essence abilities an amount equal to the number of ranks you invest in Animal Handling. Your pet also gains an equal number of Animal Perks.

For example, Dusty the desert Ranger gains an animal companion, a coyote named Sandstorm. Dusty's Animal Handling (coyote) d4* means he has 3 ranks in Animal Handling (2 level increases, and a specialization). Sandstorm increases any combination of his four Essence abilities a total of 3 times, including the option to increase the same Essence ability multiple times. Sandstorm also gains an equal number of skill points, as usual for Essence ability increases. Finally, Sandstorm gains 3 Animal Perks.

Any time you have the option to advance an animal pet, you have the choice to upgrade your existing animal, as though experience and training have improved its abilities like any other character, or replace it with a new pet.

ANIMAL PERKS

All animal pets gain the Animal perk automatically.

ANIMAL

You are an animal.

Persuasion and Deception Skill Tests targeting you suffer a Snag. You can be affected by Animal Handling Skill Tests. You can only use equipment specifically designed for animals of your size and species.

When animal pets gain an Animal Perk, they may choose from the list of Animal Perks, below, as well as the following General Perks: Acute Sense, All Out Attack, Always Alert, Evasive Fighting, Fast, Kung Fu Grip, Pack Mule, Veteran. They must still meet all prerequisites to qualify for a General Perk. For General Perks with level prerequisites, your animal pet qualifies if you meet the level requirement of the Perk.

ADVANCED ARMOR TRAINING

Prerequisite: Basic Armor Training

Your animal pet is trained with Medium Armor, and can be assigned Medium Armor during Equipment Assignment And Requisition. Armor for an animal is considered one step less Available than usual.

Knowing Is Half The Battle: Animals and Skills

The Essence20 Roleplaying Game Skills presented in Chapter 6: Essences and Skills assume a human character. Animals pick skills from a slightly modified list. Some skills, particularly Smarts and Social skills, work slightly differently. The differences to how skills work for animals is noted below:

Driving: Animal pets can only operate vehicles specifically designed for animals of their size and form. Such vehicles are extremely rare. Humans with pets drive the car. They tried it the other way, but it didn't work.

Culture, Science, and Technology: Animal pets can be trained for tasks related to these skills, even if they don't understand the context of their training. For example, Tunnel Rat could train a pet rat to press buttons and send it into a Cobra base control room. The higher the rat's rank in Technology, the more capable it is of recognizing specific technology. This does not mean the rat could build advanced tech on her own, only that the more ranks she has in Technology, the more complex tasks Tunnel Rat can get her to do.

AGREEABLE

Prerequisite: Limited or Restricted animal pet

The availability of your animal pet is treated as one step more available for the purposes of the Animal Handling DIF for commanding it.

ASSISTANT

Prerequisite: Favorite Command

As a Free action, you can Command your animal pet to use their Favorite Command to Lend Assistance.

BACKUP MASTER

Designate a specific character, such as another PC. That character can issue your animal pet Commands. If you and the designated character issue contradictory Commands, your animal pet listens to your Command.

BASIC ARMOR TRAINING

Your animal pet is trained with Light Armor, and can be assigned Light Armor during Equipment Assignment And Requisition. Armor for an animal is considered one step less Available than usual.

BIG

Prerequisite: Common size

Your animal pet grows to Large. It gains the benefits of a large Restricted animal pet, regardless of your pet's availability. Your animal pet loses the benefits of its previous size.

CLEVER

Your animal pet gains a +1 bonus to Cleverness.

You may select this Perk multiple times. Benefits from this Perk stack.

EQUIPMENT TRAINING

Your animal pet gains training to use kits of a specific Skill and can be assigned a kit during Equipment Assignment And Requisition. Kits for an animal are considered one step less Available than usual.

EVASIVE

Your animal pet gains a +1 bonus to Evasion.

You may select this Perk multiple times. Benefits from this Perk stack.

FAVORITE COMMAND

Choose a Skill. You can Command your animal pet to perform this Skill as a Move action instead of a Standard action.

TOUGH

Your animal pet gains a +1 bonus to Toughness.

You may select this Perk multiple times. Benefits from this Perk stack.

WILLFUL

Your animal pet gains a +1 bonus to Willpower.

You may select this Perk multiple times. Benefits from this Perk stack.

DRONE PETS

Although they aren't part of the team like an animal pet, drones are treated like more than just a piece of equipment. Between the sophistication of their design, technological quirks that come off as personalities, and their owner's tendency to give them clever names, drones endear themselves to people.

When you gain a drone pet, follow the below steps to customize it to your specifications:

1. Pick a mobility (land, sea, air) to determine the drone's starting Movement:
 - a. A Standard drone pet's starting Movement is:
 - i. Land: 30 ft Ground
 - ii. Sea: 15 ft Ground, 15 ft Aquatic
 - iii. Air: 15 ft Aerial
 - b. A Limited drone pet's starting Movement is:
 - i. Land: 45 ft Ground
 - ii. Sea: 30 ft Ground, 30 ft Aquatic
 - iii. Air: 30 ft Aerial
 - c. A Restricted drone pet's starting Movement is:
 - i. Land: 60 ft Ground
 - ii. Sea: 45 ft Ground, 45 ft Aquatic
 - iii. Air: 45 ft Aerial

2. Pick a size to determine the drone's starting Defenses:

- a. Small
 - i. A small Standard drone pet gains a +1 bonus to Evasion
 - ii. A small Limited drone pet gains a +2 bonus to Evasion
 - iii. A small Restricted drone pet gains a +3 bonus to Evasion
- b. Common
 - i. A common Standard drone pet gains a +1 bonus to Toughness
 - ii. A common Limited drone pet gains a +2 bonus to Toughness
 - iii. A common Restricted drone pet gains a +3 bonus to Toughness
- c. Large
 - i. A large Restricted drone pet gains a +1 bonus to Toughness

3. Pick a function to determine the drone's chassis and equipment.

- a. Attack: 1 weapon of an availability equal to the drone's availability. Regardless of the weapon's normal size, this weapon is integrated for the drone. The drone can be Commanded to Attack as a Move action rather than a Standard action.
- b. Utility: 1 integrated kit of an availability equal to the drone's availability. The drone can be Commanded to perform a specific non-attack action as a Move action rather than a Standard action.

Regardless of function, drone chassis gain an automatic weapon (Finesse or Might) by default.

4. Determine Essence abilities and Health:

- a. A Standard drone pet starts with 2 Health and 1s in all Essence abilities.
- b. A Limited drone pet starts with 3 Health, 1s in all Essence abilities, and 2 Essence increases.
- c. A Restricted drone pet starts with 4 Health, 2s in all Essence abilities, and 2 Essence increases.

5. Advance your drone pet

ADVANCING DRONE PETS

Your drone pet increases their Essence abilities an amount equal to the number of ranks you invest in Technology. For example, a Technician with d6 and Specialization in both Technology (drone) and Technology (computers), has 5 points invested in Technology (3 level increase, and 2 Specializations, even if one of the Specializations isn't in drones). That Technician's drone pet can increase any combination of its four Essence abilities a total of 5 times. The drone pet gains an equal number of skill points, as usual for Essence ability increases.

Drone pets gain a number of permanent upgrades based on the number of skill points you have invested in Technology. The number of upgrades depends on the Availability of the upgrades. 1 skill point invested in Technology can purchase 1 permanent Standard upgrade for your drone. 2 skill points invested in Technology can purchase 1 permanent Limited upgrade for your drone. 5 skill points invested in Technology can purchase 1 permanent Restricted upgrade for your drone.

For example, a Technician with a Specialization in Technology (drones) at a d10 has 6 skill points invested in Technology (5 level increases and a Specialization). That Technician's drone can have: 6 permanent Standard upgrades; 3 permanent Limited upgrades; 1 permanent Restricted upgrade and 1 permanent Standard upgrade; some combination or Standard and Limited upgrades that totals 6.

Any time you have the option to advance a drone pet, you have the choice to upgrade your existing drone or create a new drone. Additionally, you can replace your drone with a new drone between missions.

DRONE PERKS AND UPGRADES

As a robot, drone pets automatically gain the Robot perk.

ROBOT

You are a robot.

As a robot, you are immune to Conditions and effects that exclusively affect the living, like poison. You are susceptible to effects that affect machines, such as the Electromagnetic element. Robot damage can be fixed with a Limited technology kit of an appropriate Specialization and a Technology Skill Test.

Additionally, your drone pet gains a number of permanent upgrades based on the number of ranks you have invested in your Technology skill, as outlined above. Permanent upgrades apply before Equipment Assignment And Requisition, do not

require a requisition Test, and do not count against your Mission's upgrade budget.

Additional drone upgrades can be requisitioned during Equipment Assignment And Requisition, following the normal rules for equipment requisition.

TABLE 8-8.1: DRONE UPPGRADES

TYPE	DESCRIPTION	AVAILABILITY	PREREQUISITE	BENEFIT
Basic Defenses	Simple armor or shields protect this drone's hull.	Standard		The drone gains a bonus to +1 Toughness or Evasion as though it was wearing battledress.
Basic Remote Skill System	Projectile tools and amplifiers allow this drone to be effective at a greater ranger.	Standard		Designate a Smarts or Social skill. The drone can use the designated skill at a range of up to 50 ft. You can take this upgrade multiple times, designating a different skill each time.
Docking Tool	This drone integrates with technology to use it more efficiently.	Standard		The drone can connect to adjacent technology and make Technology Skill Tests that would normally be Standard actions as Move actions.
Empathetic	This drone understands social cues better than most robots, and some people.	Standard	Social 2	The drone is not immune to Conditions that affect Social Essence and Skills.
Enhanced Sensors	Acute sensors give this drone additional information.	Standard	Awareness d2	The drone gains the benefit of the Acute Senses General Perk. This upgrade can be taken multiple times, applying the benefit each time to an additional sense.
H.T.B. Drone	An H.T.B. access pad is built into this drone.	Standard		Your H.T.B. Access Pad is integrated into this drone.
Improved Weapon	This drone wields a more advanced weapon.	Standard	Attack function or Integrated Specialized Weapon upgrade	The drone replaces its weapon. It gains a weapon with an Availability one step less Available than the drone's Availability.
Independence Protocol	This drone is programmed to follow predetermined commands in combat.	Standard	Initiative d2	Rather than operating on your turn, the drone rolls its own Initiative and operates on its own Initiative count. If its turn comes up earlier than yours in Initiative order, it follows a Command predetermined at the start of the Mission.
Integrated Basic Kit	Hardware that matches the function of a Standard kit.	Standard		The drone gets assigned a Standard kit during Equipment Assignment and Requisition.
Integrated Basic Weapon	A common weapon is built into this drone's chassis.	Standard		The drone gains a Standard weapon.
Secondary User	This drone recognizes the authority of an additional user.	Standard		Designate a specific character, such as another PC. That character can issue your drone Commands. If you and the designated character issue contradictory Commands, your drone pet listens to your Command. You can take this upgrade multiple times, designating a new character every time.

TABLE 8-8.2: DRONE UPGRADES (CONTINUED)

TYPE	DESCRIPTION	AVAILABILITY	PREREQUISITE	BENEFIT
Advanced Defenses	Enhanced armor or shields protect this drone's hull.	Limited	Basic Defenses	The drone gains a +2 bonus to Toughness or Evasion as though it was wearing battledress.
Advanced Remote Skill System	Enhanced projectile tools and amplifiers allow this drone to be effective at even greater range.	Limited	Basic Remote Skill System	Designate a Smarts or Social skill. The drone can use the designated skill at a range of up to 100 ft. You can take this upgrade multiple times, designating a different skill each time.
Artificial Intelligence	Complex software approximates natural intelligence	Limited	Smarts d6	Any turn the drone is not issued a Command, it issues itself a Command it has been issued previously as a Free action. Work with your GM to determine if you should keep track of the Commands you've given your drone in character, or if you can approximate whether you are likely to have given your drone a Command previously.
Integrated Advanced Kit	Hardware that matches the function of a Limited kit.	Limited	Integrated Basic kit	The drone gets assigned a Limited kit during Equip. Assignment and Req.
Integrated Advanced Weapon	A rarer weapon is built into this drone's chassis.	Limited	Integrated Basic Weapon	The drone gains a Limited weapon.
Personality	Subtle and seemingly unnecessary ticks were programmed into this drone's behavior, affecting how others receive it.	Limited	Social d6	The drone can make Social Skill Tests without being Commanded to do so, including lending you aid for your Social Skill Tests.
Shield Drone	This drone keeps close to its user's vital organs.	Limited	Basic Defenses	The drone provides you with a +1 bonus to Toughness and Evasion when you are adjacent to each other.
Wearable	This drone transforms or comes apart into wearable components.	Limited	Basic Defenses	You or someone you designate can wear the drone. It provides the wearer a bonus to Defenses equal to the drone's bonus from Defenses upgrades.
Integrated Specialized Kit	Hardware that matches the function of a Restricted kit.	Restricted	Integrated Advanced kit	The drone gets assigned a Restricted kit during Equipment Assignment and Requisition.
Integrated Specialized Weapon	A rare weapon is built into this drone's chassis.	Restricted	Integrated Advanced Weapon	The drone gains a Restricted weapon.
Specialized Defenses	State of the art armor or shields protect this drone's hull.	Restricted	Advanced Defenses	The drone gains a +3 bonus to Toughness or Evasion as though it was wearing battledress.
Vehicular	This drone is made to ride.	Restricted	Large	You can ride your drone as though it were a vehicle of its size.
Virtual Intelligence	This drone's operating system nearly perfectly replicates human intelligence.	Restricted	Smarts d8	The drone acts autonomously, unless issued a Command. It can gain General Perks in place of Standard drone upgrades as long as it meets the prerequisites.

VEHICLES

The advanced technology in G.I. Joe's arsenal is the envy of every military in the world, nothing more so than G.I. Joe's vehicles. From the wearable personal rocket, the JUMP jet pack, all the way up to the USS Flagg aircraft carrier, G.I. Joe's vehicles come in every size and for every environment, from land, sea, air, and beyond. For additional considerations for vehicle combat, see Chapter 9: Combat.

ABOUT VEHICLES

Because of everything a vehicle can do, how vehicle rules are presented has more in common with characters than other equipment. Like a character, vehicles have a Size, Defenses based on Essence Scores, Health, Skills, Perks, and Attacks. The reason vehicles are equipment is that they have no Smarts or Social scores by default, and they do nothing without a character operating them.

Vehicles can not be requisitioned and are almost exclusively given out as Mission Critical Items, or captured during a mission.

Statistics unique to vehicles are Crew, Hardpoint Weapons, and Firepoints, summarized below:

CREW

A Vehicle's crew represents a combination of its operators and capacity for passengers. Crew falls under two categories:

Drivers: The vehicle's main and most important crew. Without a driver, a vehicle cannot move and is treated as an object. If a vehicle lists multiple drivers, it can move as long as it has one driver but only at half its Movement speed. It can only move at full speed with its full complement of drivers.

Only one driver makes Driving Skill Tests. Additional drivers can Lend Assistance on Skill Tests.

Passengers: Gunners, navigators, and anyone just along for the ride all count as passengers. Passengers can Lend Assistance to the driver's Driving Skill Tests, operate hardpoint weapons, fire out of firepoints, or use their own abilities.

Additional information might be provided to clarify what the passengers can do in parentheses. These are optional secondary crew positions. When embarking the vehicle as a passenger, indicate whether you will be filling one of the secondary crew positions immediately. Otherwise it takes a Move action for a passenger to fill a secondary crew position. Similarly, it takes a Move action to move from a secondary crew position to another secondary crew position, or to the passenger area.



HARDPOINT WEAPONS

Weapons built into the vehicle are called Hardpoints. If the weapon has the Targeting System trait, a driver can use this weapon as a Standard action, using the vehicle's Targeting for the Skill Test. Otherwise, a passenger in a gunner secondary crew position operates this weapon as a Standard action, using their own Targeting skill.

FIREPOINTS

Firepoints indicate the amount of crew that can target enemies outside the vehicle from inside the vehicle. Firepoints do not limit the number of crew that can target enemies who board the vehicle.

VEHICLE SKILLS

Vehicles have a list of Skills, drawn from the same Skills characters have access to. These represent what the vehicle is capable of when crewed by at least one driver. When the GM calls upon a vehicle to make Skill Tests, determine whether the situation calls for the Skills of the vehicle, a driver, or a passenger filling a secondary crew position. Note, a Skill followed by an asterisk (*) indicates that the Skill is Specialized.

For example, Wild Bill flies a Sky Hawk. The Sky Hawk has Alertness d4, based on its radar and

sensors. Wild Bill has Alertness d6, mostly based on his eyes. The Sky Hawk flies over a camouflaged Cobra turret. The GM determines whether Wild Bill could have spotted the turret out of the Sky Hawk's window, or if the only way he could have noticed the turret was if it came up on the Sky Hawk's radar. Given the speed and altitude of the Sky Hawk, and all of the monitors a pilot needs to focus on, the GM rules it's unlikely Wild Bill saw the turret for himself. Fortunately, he has the Sky Hawk's radar to fall back on.

VEHICLE ATTACKS

Skill Tests for attacking with a vehicle favor the crew. Use the operating crew member's listed skill, unless two Skills are listed (usually a vehicle Skill and an operator Skill). In that case, use the better of the two Skills.

For example, Clutch rams Dr. Mindbender with a VAMP MK I. The VAMP's ram attack lists the Skill Test as Might d2 or driver's Driving. As an expert driver with Specialization, Clutch's Driving (Land Vehicles) d12 laps the VAMP's measly Might d2. It's his ability to track down and connect with Cobra's geneticist that determines whether or not the attack succeeds and how likely it is to critically succeed.

Knowing Is Half The Battle: Off The Charts

Vehicles come in sizes and move at speeds that make them hard to contain on a typical battle mat. That's not always a problem. If four PCs on foot face off against a jet, the aircraft's ability to leave them in its dust is the point. Similarly, when a vehicle attacks an enemy on foot, regardless of their relative speed, the fight will stay in tight quarters for weapon targeting.

However, the average battlemat might not be big enough to contain all of the action of combats dominated by vehicles. Vehicles can take up more than 30 ft, and travel at speeds two or three

times that of your PCs' Movement. If you find battles between vehicles outpace their map spaces, you can change the scale. Typically, 1 square = 5 ft x 5 ft. For vehicular combat, you can zoom out, making 1 square = 15 ft x 15 ft, or 30 ft x 30 ft. Why 15 or 30? The average Ground Movement speed of a Common sized character is 30 ft. By switching to 15 ft or 30 ft squares, characters outside of vehicles can still move about the battlefield, but vehicles dominate. This effectively makes your maps 3 to 6 times bigger, plenty of room for larger combatants.

VEHICLE PERKS, POWERS, AND TRAITS

Vehicles have exclusive Perks, summarized in their stat blocks.

All vehicles gain the Vehicle trait, as well as a selection of other traits, summarized below:

A.I.: This vehicle has Smarts and Social Essence scores, as well as Willpower and Cleverness Defenses. It can be targeted with Conditions, although it is still immune to Frightened. Its driver's Willpower and Cleverness can still be targeted. On the vehicle's turn, it gains a number of Free actions equal to its Smarts minus 2. It can use these Free actions to Lend Assistance to its crew, and any Free actions available to the crew from other vehicle Perks and Traits.

Air: This is a flying vehicle with Aerial Movement, such as an aircraft, rotarycraft, or jet pack.

Amphibious: This counts as both a land and sea vehicle, with both Ground and Swim Movement.

Armored Cabin: Armor extends to cover the driving cabin. Attacks can't target the vehicle's Crew.

Autopilot: As long as this vehicle has 1 driver, it operates at full capacity. If this vehicle has a full complement of drivers, a driver can use a Free action to have the autopilot Lend Assistance on a Driving Skill Test.

Autopilot, Advanced: If this vehicle has no drivers, it operates like a normal vehicle with at least 1 driver but less than its full complement of drivers. .

Computerized: Crew can use a Free action to have the computers Lend Assistance on Skill Tests related to the computer system. The vehicle is susceptible to effects that affect computers, such as the Electromagnetic element.

Drive-By: In order to use this attack, the vehicle must move at least 15 feet first.

Fly By: A flying vehicle's natural attack, in which it flies a controlled path close enough to a target that the rattling caused by their velocity deals damage.

Land: This is a ground vehicle, such as a motorcycle, jeep, or tank.

Linked: Two weapons operated together. Linked weapons gain an Edge on attacks.

Ram: A land vehicle's natural attack, sideswiping or colliding head on in a way that deals damage to target but not the attacker.

Sea: This is an aquatic vehicle, such as a boat, submarine, or personal watercraft.

Sensors: This vehicle can invest ranks into the Alertness skill, even without a Smarts Essence score.

Targeting System: The driver can attack with this weapon as a Free action, using their own Driving skill or the vehicle's Targeting skill, if it has one, for the Skill Test.

Take Off: This vehicle needs to move this far in a straight line on the ground in order to use its Aerial Movement.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damages can be fixed with a Standard engineering kit and a Technology Skill Test.

VTOL: This vehicle takes off and lands vertically with no need for a runway.

Wearable: The crew of this personal vehicle wears it rather than rides it. Attacks can target the crew or the vehicle equally, rolling against the defenses of the target.

G.I. JOE VEHICLES

Below is a sampling of the most common vehicles in G.I. Joe's motorpools, hangars, and harbors.

A.P.C. (AMPHIBIOUS PERSONNEL CARRIER)

THREAT LEVEL: 2

SIZE: Extended | **HEALTH:** 5

MOVEMENT: 45 ft Ground

STRENGTH: 4 | **SPEED:** 1 | **SMARTS:** -- | **SOCIAL:** --

TOUGHNESS: 15 | **EVASION:** 11

WILLPOWER: -- | **CLEVERNESS:** --

With sturdy construction for rugged terrain, G.I. Joe's Amphibious Personnel Carrier transports dozens of Joes across dry and wet land.

SKILLS

- **Might:** +d4
- **Brawn:** +d4
- **Infiltration:** +d2

PERKS

Crew: 1 driver, 25 passengers (1 gunner: 105mm Recoilless Cannon)

Hardpoint Weapons: 105mm Recoilless Cannon

Firepoints: 4 - Up to four passengers can fire their weapons out of the back door.

Defenses: Light plating (+1 plating to Toughness), Armored Cabin

Traits: Amphibious, Vehicle

Amphibious: This counts as both a land and sea vehicle. The APC can drive in up to 2 ft of marsh without being slowed. It still uses its Ground Movement when driving in water.

Armored Cabin: The APC's armor extends to cover the driving cabin. Attacks can't target the vehicle's Crew.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one Driver to

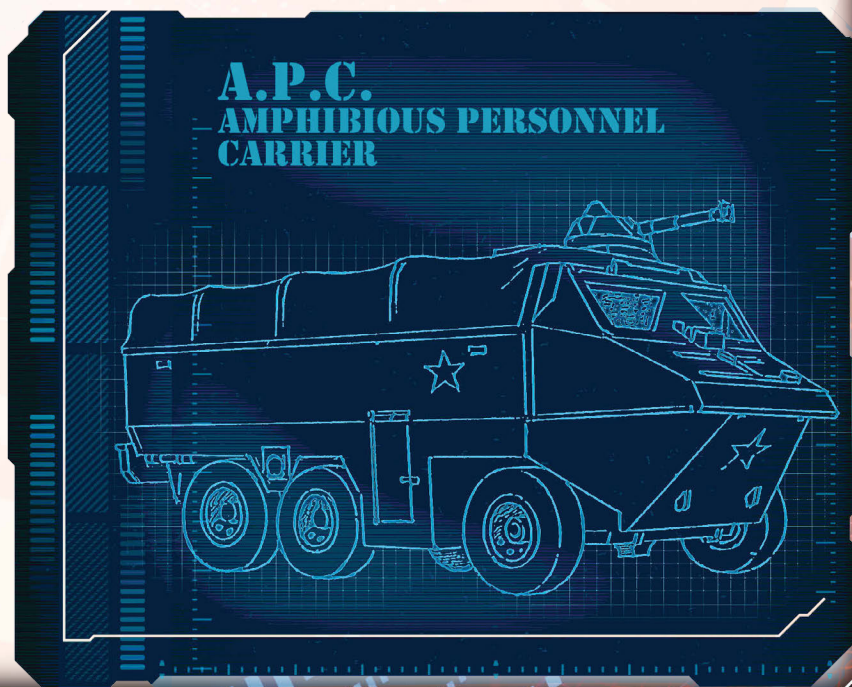
operate. Without a driver, the APC is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS

- **105mm Recoilless Cannon (Targeting):** Gunner's Targeting Skill, Range 100ft/200ft; min 30ft (1 Sharp Damage, Blast: 20ft radius)
 - **Traits:** Anti-Tank, Reload
- **Ram (Might):** +d4 or driver's Driving Skill, Reach (Toughness, 2 Blunt Damage)
 - **Alternate Effects:** Trip
 - **Traits:** Blunt, Drive-By

POWERS

Rapid Deployment: As a Move action, a crew member can lower the canopy, allowing all passengers to disembark the vehicle, taking up 5 feet of Movement rather than half of their Movement.



A.W.E. STRIKER (ALL-WEATHER AND ENVIRONMENT)

THREAT LEVEL: 5

SIZE: Large | **HEALTH:** 6

MOVEMENT: 60 ft Ground

STRENGTH: 2 | **SPEED:** 8 | **SMARTS:** -- | **SOCIAL:** --

TOUGHNESS: 12 | **EVASION:** 18

WILLPOWER: -- | **CLEVERNESS:** --

An agile, fast attack vehicle that makes up for its lack of armor with its maneuverability, the A.W.E. Striker brings a heavy weapon, and a handful of passengers where they're needed on a battlefield.

SKILLS

- **Might:** +d2
- **Brawn:** +d2
- **Acrobatics:** +d6
- **Infiltration (Stealth):** +d10*

PERKS

Crew: 1 driver, 3 passengers (1 gunner: 70mm Automatic Launcher)

Hardpoint Weapons: 70mm Automatic Launcher

Firepoints: 4 - The driver and the passengers can all attack. The driver and any passengers standing on the fender flares may only use 1-handed weapons, but the passenger in the passenger seat can use any weapon.

Traits: Land, vehicle

Elusive: As long as the A.W.E. Striker moves 30 ft in a round, it uses Evasion for defense.

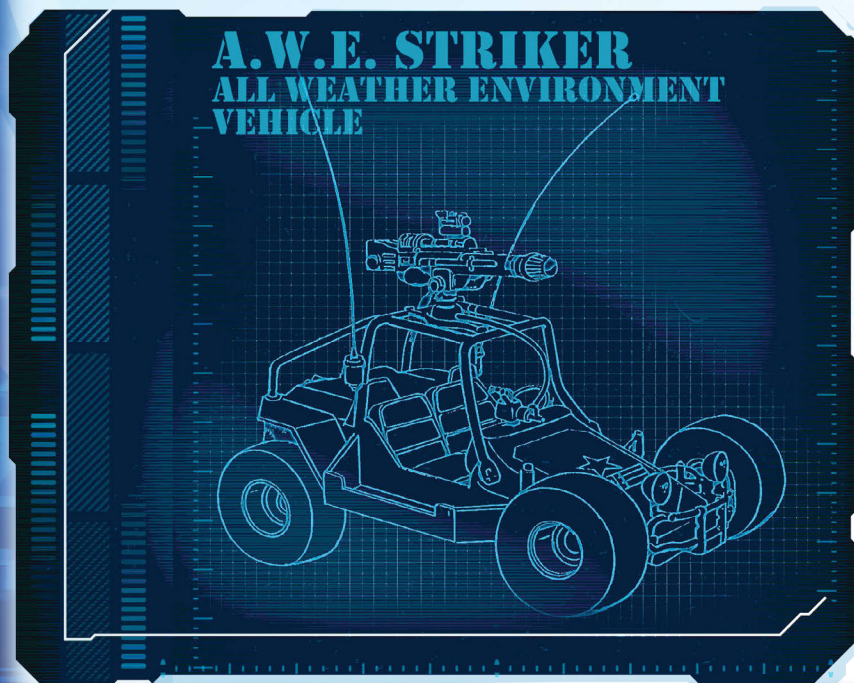
Four Wheel Suspension: The A.W.E. Striker's suspension allows the driver to drive more daringly. It uses Acrobatics for Initiative.

Land: The A.W.E. Striker is a land vehicle.

Vehicle: As a vehicle, the A.W.E. Striker is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damages can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS

- **Rocket Launcher (Targeting):** Gunner's Targeting Skill, Range 200ft; min 30ft (1 Sharp Damage, Blast: 20ft radius)
 - **Traits:** Anti-Tank, Linked, Reload
 - **Upgrades:** Ammo Belt, Weather-proof
- **Ram (Might):** +d2 or driver's Driving Skill, Reach (Toughness, 2 Blunt Damage)
 - **Alternate Effects:** Trip
 - **Traits:** Blunt, Drive-By



DRAGONFLY XH-1

THREAT LEVEL: 8

SIZE: Extended **HEALTH:** 8

MOVEMENT: 45 ft Aerial

STRENGTH: 9 | **SPEED:** 8 | **SMARTS:** -- | **SOCIAL:** --

TOUGHNESS: 21 | **EVASION:** 18

WILLPOWER: -- | **CLEVERNESS:** --

Best known as an assault copter because of the number and variety of armaments it carries, the Dragonfly also acts as a utility and rescue vehicle in a pinch.

SKILLS

- **Might:** +d6
- **Brawn:** +d6
- **Intimidation:** +d6
- **Driving:** +d4
- **Initiative:** +d6
- **Targeting:** +d6
- **Alertness:** +d8

PERKS

Crew: 1 driver, 3 passengers (1 gunner: Laser-Guided 160MM Cannon Pod)

Weapon Systems: 25MM Vulcan Gatling Cannon, M-34 Grenade Launcher, Sidewinder Air-to-Ground Missiles x4, Sidewinder H.E. Missiles x2

Hardpoint Weapons: Laser-Guided 160MM Cannon Pod

Firepoints: 2 - Passengers can fire one handed weapons from the landing skids of the Dragonfly

Defenses: Medium Plating (+2 plating to Toughness)

Traits: Air, Autopilot, Sensors, Vehicle, VTOL

Air: The Dragonfly is an air vehicle.

Autopilot: As long as the Dragonfly vehicle has 1 driver, the driver can use a free action to have the autopilot lend assistance on a Driving Skill Test.

Sensors: The Dragonfly can invest ranks into the Alertness skill, even without a Smarts Essence score.

Vehicle: As a vehicle, the Dragonfly is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it's Threat level is 0, and all attacks target its Toughness. It has no Willpower or Cleverness. Effects that affect a target's Willpower or Cleverness only affect it if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

VTOL: The Dragonfly takes off and lands vertically.

ATTACKS

- **25MM Vulcan Gatling Cannon, Heavy machine gun (Targeting):** +d6 or driver's Driving Skill, Range 100ft/400ft; min 10ft (Toughness, 2 Sharp Damage)
 - **Alternate Effects:** 3 Sharp Damage (↓3), or 1 Sharp Damage to Multiple (3) Targets (30 ft cone, ↓3)
 - **Traits:** Anti-Tank, Ballistic, Mounted, Reload, Targeting System
 - **Upgrades:** Ammo Feeder
- **M-34 Grenade Launcher, Artillery lobber (Targeting):** +d6 or driver's Driving Skill, Range 200ft; min 30ft (1 Sharp Damage, Blast: 10ft radius)
 - **Traits:** Anti-Tank, Ballistic, Indirect, Reload, Targeting System
 - **Upgrades:** Ammo Feeder
- **Laser-Guided 160MM Cannon Pod, Machine gun (Targeting):** Gunner's Targeting Skill, Range 60ft/320ft; min 10ft (1 Sharp Damage, ↑1)
 - **Alternate Effects:** 2 Sharp Damage ↓1 or 1 Sharp Damage to Multiple (2) Targets (20 ft cone, ↓1)
 - **Traits:** Ballistic, Computerized, Linked, Reload
 - **Upgrades:** Ammo Feeder, Smart Scope
- **Sidewinder H.E. Missiles (Targeting):** +d6 or driver's Driving Skill, Range 1000ft (1 Sharp Damage, Blast: 50ft radius)

- **Alternate Effects:** 2 Ballistic Damage, Blast: 20ft radius (↓1)
- **Traits:** Anti-Tank, Computerized, Consumable, Mounted, Targeting System
- **Upgrades:** Swift
- **Sidewinder Air-to-Ground Missiles (Targeting):** +d6 or driver's Driving, Range: 1000ft (1 Sharp Damage, Blast: 50ft radius)
- **Alternate Effects:** 2 Sharp Damage, Blast: 20ft radius ↓1
- **Traits:** Anti-Tank, Computerized, Consumable, Mounted, Targeting System
- **Flyby (Might):** +d6 or driver's Driving Skill, Reach (2 Blunt Damage)
 - **Alternate Effects:** Trip
 - **Traits:** Blunt, Drive-By

POWERS

Rescue Hook: The Dragonfly can deploy a rescue hook as a Move action. The rescue hook is a 50 ft long steel cable with Brawn d12. It can be used to carry a passenger, a cargo container, and even a smaller vehicle.

JUMP JET PACK (JET MOBILE PROPULSION UNIT)

THREAT LEVEL: 1

SIZE: Common | **HEALTH:** 2

MOVEMENT: 30 ft Aerial

STRENGTH: 1 | **SPEED:** 2 | **SMARTS:** -- | **SOCIAL:** --

TOUGHNESS: 12 | **EVASION:** 12

WILLPOWER: -- | **CLEVERNESS:** --

G.I. Joe's premiere jet pack gives troops a taste of air superiority.

SKILLS

- **Might:** +d2
- **Acrobatics:** +d4

PERKS

Crew: 1 driver

Weapon Systems: Rapid Fire Laser Blaster

Firepoints: 1 - the driver can attack with 2-handed weapons.



**DRAGONFLY XH-1
ASSAULT COPTER**

Defenses: Light Plating (+1 plating to Toughness)

Traits: Air, Vehicle, VTOL, Wearable

Air: The J.U.M.P. is an air vehicle.

Long Jump: A J.U.M.P. driver can use their Acrobatics or the J.U.M.P.'s Acrobatics skill in place of Driving for Skill Tests to operate the J.U.M.P.

Vehicle: As a vehicle, the J.U.M.P. is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it's Threat level is 0, and all attacks target its Toughness. It has no Willpower or Cleverness. Effects that affect a target's Willpower or Cleverness only affect it if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

VTOL: The J.U.M.P. takes off and lands vertically.

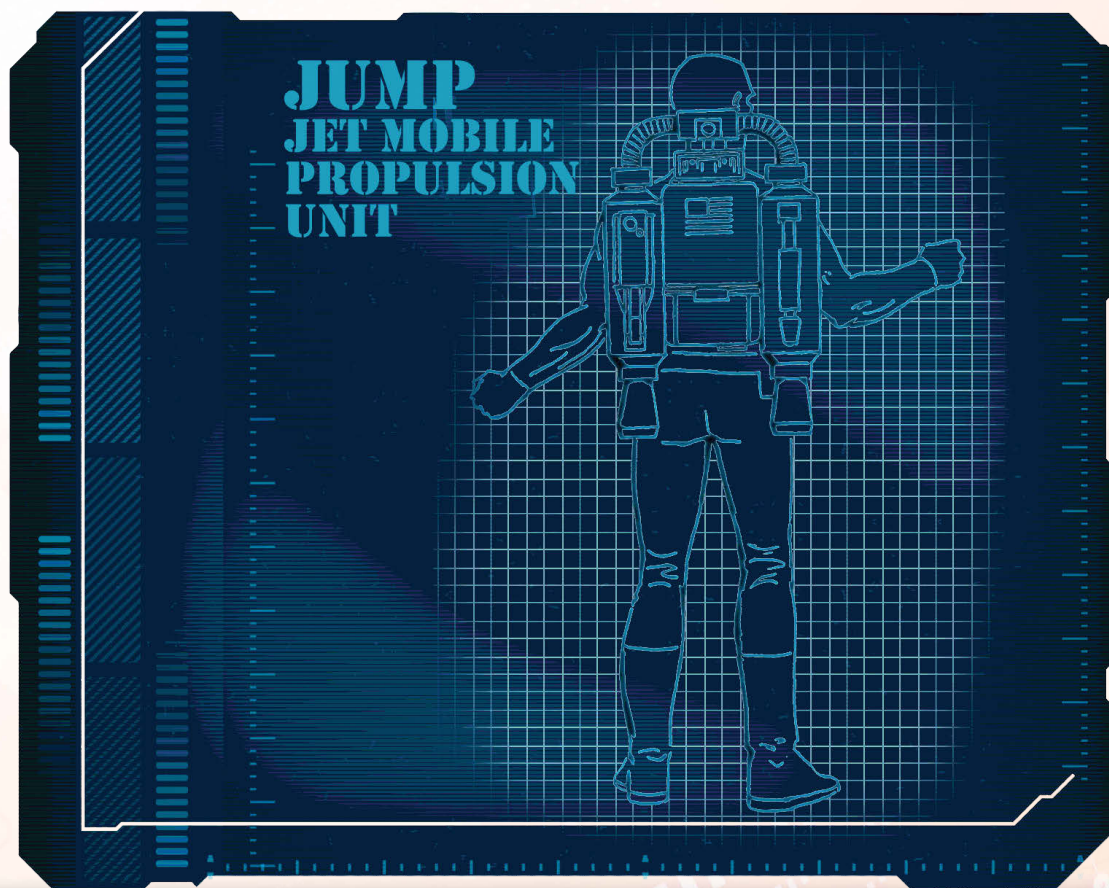
Wearable: The crew of the J.U.M.P. wears it rather than rides it. Attacks can target the crew or the J.U.M.P. equally, rolling against the defenses of the target.

ATTACKS

- **Rapid Fire Laser Blaster (Targeting):** Driver's Targeting Skill, Range 75ft (1 Energy Damage)
 - **Alternate Effects:** Stun 1 or Spot
 - **Traits:** Computerized, Element (laser)
- **Flyby (Might):** +d4 or driver's Driving Skill, Reach (1 Blunt Damage)
 - **Alternate Effects:** Trip
 - **Traits:** Blunt, Drive-By

POWERS

Jet Jump: Living up to its name, the JUMP can be used to leap rather than fly. As a move action, the driver can jump 30ft, ignoring difficult terrain, without making a Driving, Athletics, or Acrobatics Still Test, as long as they land before the end of their turn.



KILLER W.H.A.L.E. (WARRIOR HOVERING ASSAULT LAUNCHING ENVOY)

THREAT LEVEL: 9

SIZE: Extended | **HEALTH:** 9

MOVEMENT: 30 ft Ground, 30 ft Water

STRENGTH: 11 | **SPEED:** 8 | **SMARTS:** -- | **SOCIAL:** --

TOUGHNESS: 23 | **EVASION:** 18

WILLPOWER: -- | **CLEVERNESS:** --

The pinnacle of amphibious assault vehicles, the Killer W.H.A.L.E. is one part tank, one part battleship

SKILLS

- **Might (Ram):** +d8*
- **Brawn:** +d8
- **Intimidation:** +d6
- **Driving:** +d6
- **Initiative:** +d4
- **Targeting:** +d6
- **Alertness:** +d6

PERKS

Crew: 2 drivers, 8 passengers (2 gunners: 1.75" Twin "Thrasher" Anti-aircraft Guns, 1 driver: Surveillance Cycle, 1 driver: Reconnaissance sled)

Weapon Systems: 105mm "Pounder" Port and Starboard Cannons x2, Surface-to-Air Missiles x8, SD-30 Depth Charges x6

Hardpoint Weapons: 1.75" Twin "Thrasher" Anti-aircraft Guns x2

Firepoints: 4 - The drivers and gunners can attack with any handheld weapon.

Defenses: Medium Plating (+2 Plating to Toughness)

Traits: Amphibious, Autopilot, Sensors, Vehicle

Amphibious: The Killer W.H.A.L.E. counts as both a land and sea vehicle.

Autopilot: As long as the Killer W.H.A.L.E. has 1 driver, it operates at full capacity. If this vehicle has a full complement of drivers, a driver can use a free action to have the autopilot lend assistance on a Driving skill test.

Sensors: The Killer W.H.A.L.E. can invest ranks into the Alertness skill, even without a Smarts Essence score.

Vehicle: As a vehicle, the Killer W.H.A.L.E. is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it's Threat level is 0, and all attacks target its Toughness. It has no Willpower or Cleverness. Effects that affect a target's Willpower or Cleverness only affect it if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS

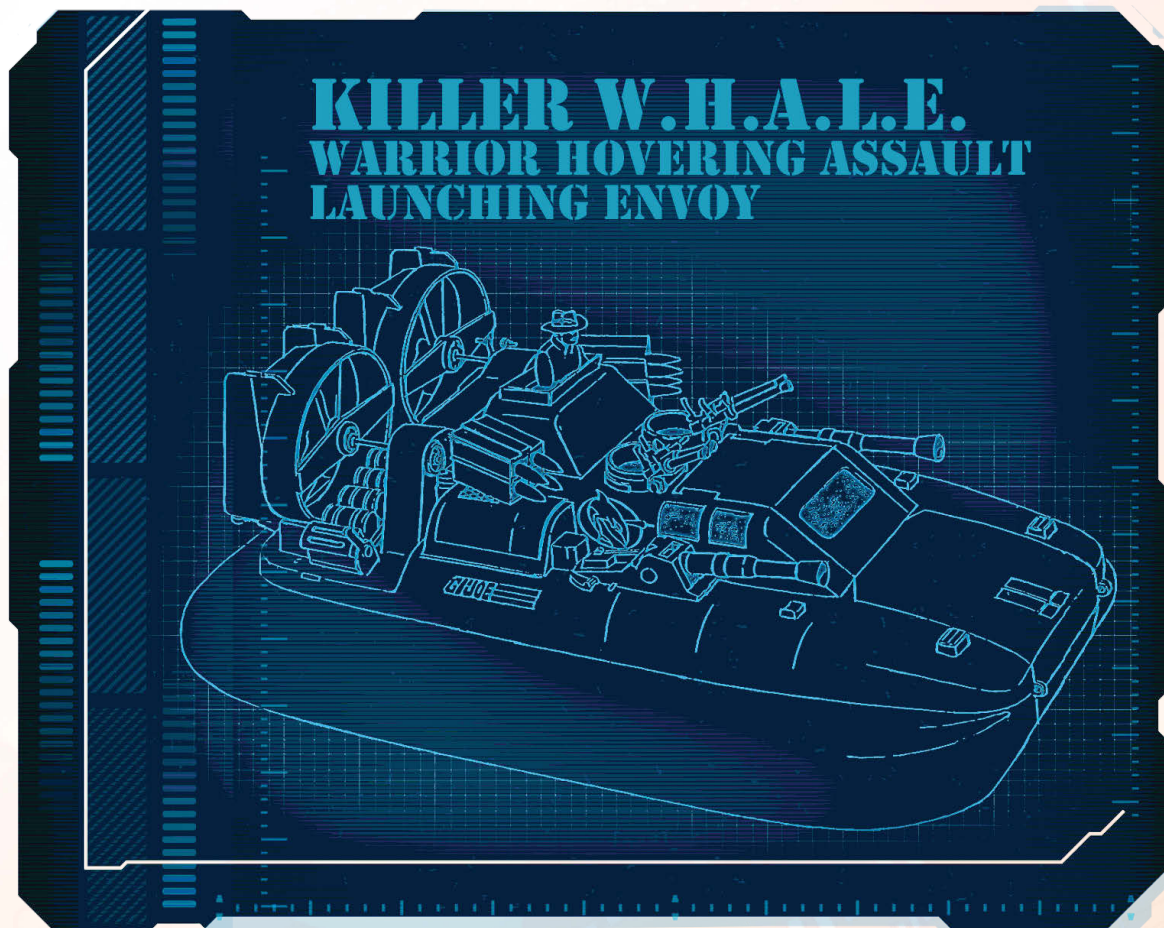
- **105mm "Pounder" Port and Starboard Cannon, Rocket Launcher (Targeting):** +d6 or driver's Driving Skill, Range: 200ft; min 30ft (1 Sharp Damage, Blast: 20ft radius)
 - **Traits:** Anti-Tank, Linked, Reload, Targeting System
- **1.75" Twin "Thrasher" Antiaircraft Gun, Heavy machine gun (Targeting):** gunner's Targeting Skill, Range 100ft/400ft; min 10ft (2 Sharp Damage)
 - **Alternate Effects:** 3 Sharp Damage ↓3 or 1 Sharp Damage to Multiple (3) Targets (30 ft cone, ↓3)
 - **Traits:** Anti-Tank, Ballistic, Linked, Mounted, Reload
- **Surface-to-Air Missile (Targeting):** +d6, driver's Driving Skill, Range 1500ft (1 Sharp Damage, Blast: 50ft radius)

- **Alternate Effects:** 2 Sharp Damage, Blast: 20ft radius (↓1)
- **Traits:** Anti-Tank, Computerized, Consumable, Mounted, Targeting System
- **Upgrades:** Smart Scope
- **SD-30 Depth Charge, Missile (Targeting):** +d6, driver's Driving Skill, Range 1000ft (1 Sharp Damage, Blast: 50ft radius)
 - **Alternate Effects:** 2 Sharp Damage Blast: 20ft radius (↓1)
 - **Traits:** Anti-Tank, Computerized, Consumable, Mounted, Targeting System
 - **Upgrades:** Waterproof
- **Ram (Might):** +d8* or driver's Driving Skill, Reach (Toughness, 2 Blunt Damage)

- **Alternate Effects:** Trip
- **Traits:** Blunt, Drive-By

POWERS

Deployable Land and Sea Crafts: To make up for its sluggish speed, the Killer W.H.A.L.E. stores a surveillance cycle and reconnaissance sled in its holds.



SURVEILLANCE CYCLE

THREAT LEVEL: 1

SIZE: Common | **HEALTH:** 2

MOVEMENT: 45 ft Ground

STRENGTH: 1 | **SPEED:** 3 | **SMARTS:** -- | **SOCIAL:** --

TOUGHNESS: 11 | **EVASION:** 13

WILLPOWER: -- | **CLEVERNESS:** --

A compact motorcycle stored in the Killer W.H.A.L.E, usually deployed to scout ahead when the amphibious assault vehicle hits land.

SKILLS

- **Might:** +d2
- **Initiative:** +d6

PERKS

Crew: 1 driver

Firepoints: 1 - The driver can attack with one-handed weapons.

Traits: Land, vehicle

Land: The Surveillance Cycle is a land vehicle.

Deployable: The Surveillance Cycle docks in the Killer W.H.A.L.E. until deployed. It is only considered Threat Level 1 if encountered independent of a Killer W.H.A.L.E..

Vehicle: As a vehicle, the Surveillance Cycle is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS

- **Ram (Might):** +d2 or driver's Driving Skill, Reach (1 Blunt Damage)
 - **Alternate Effects:** Trip
 - **Traits:** Blunt, Drive-By

POWERS

Responsive: Between the light frame, sensitive control system and the exposed driver, the Surveillance Cycle reacts well to the driver's survival instinct. The Surveillance Cycle can use the driver's Evasion against attacks instead of its own.

RECONNAISSANCE SLED

THREAT LEVEL: 1

SIZE: Common | **HEALTH:** 2

MOVEMENT: 45 ft Water

STRENGTH: 1 | **SPEED:** 3 | **SMARTS:** -- | **SOCIAL:** --

TOUGHNESS: 11 | **EVASION:** 13

WILLPOWER: -- | **CLEVERNESS:** --

A compact jet sled stored in the Killer W.H.A.L.E, usually deployed to scout ahead when the amphibious assault vehicle hits water.

SKILLS

- **Might:** +d2
- **Initiative:** +d6

PERKS

Crew: 1 driver

Firepoints: 1 - The driver can attack with one-handed weapons.

Traits: Sea, vehicle

Sea: The Reconnaissance Sled is a sea vehicle.

Deployable: The Reconnaissance Sled docks in the Killer W.H.A.L.E. until deployed. It is only considered Threat Level 1 if encountered independent of a Killer W.H.A.L.E..

Vehicle: As a vehicle, the Reconnaissance Sled is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS

- **Ram (Might):** +d2 or driver's Driving Skill, Reach (1 Blunt Damage)
 - **Alternate Effects:** Trip
 - **Traits:** Blunt, Drive-By

POWERS

Responsive: Between the light frame, sensitive control system and the exposed driver, the Reconnaissance Sled reacts well to the driver's survival instinct. The Reconnaissance Sled can use the driver's Evasion against attacks instead of its own.

Land Lubber: When on land, the Killer W.H.A.L.E. cannot launch its reconnaissance sled or use its SD-30 Depth Charges

Loading Ramp: As a move action, a passenger other than a gunner can deploy the Killer W.H.A.L.E.'s loading ramp, allowing a passenger to become a driver for the surveillance cycle and reconnaissance sled and exit the from of the Killer W.H.A.L.E.

Sea Legs: When on water, the Killer W.H.A.L.E. cannot launch its surveillance cycle.

R.A.M. (RAPID ATTACK MOTORCYCLE)

THREAT LEVEL: 3

SIZE: Long | **HEALTH:** 4

MOVEMENT: 45 ft gGround

STRENGTH: 3 | **SPEED:** 3 | **SMARTS:** -- | **SOCIAL:** --

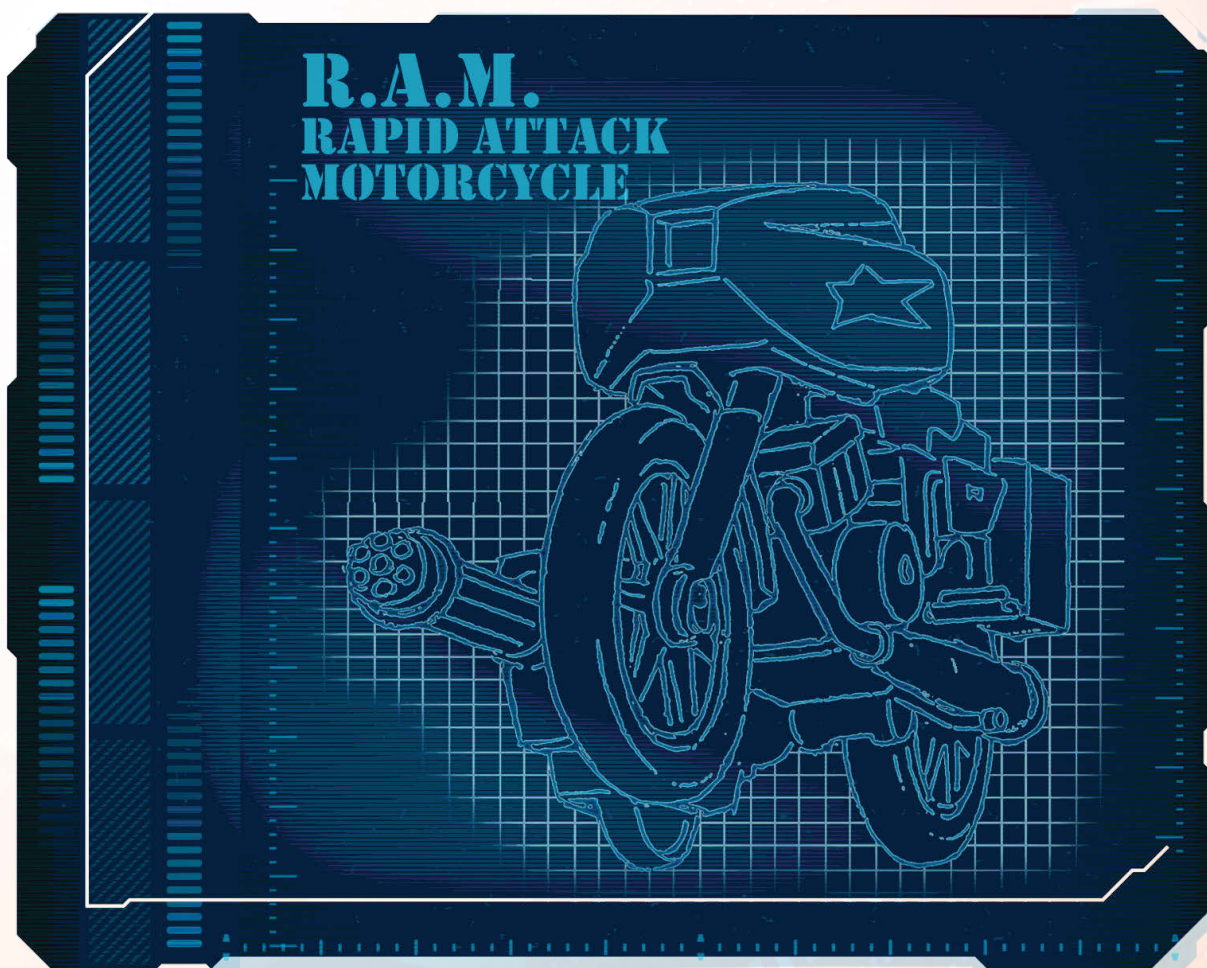
TOUGHNESS: 14 | **EVASION:** 13

WILLPOWER: -- | **CLEVERNESS:** --

A motorcycle with the toughness of a Jeep, the R.A.M. is a favorite vehicle for breaking through enemy lines.

SKILLS

- **Might:** +d4
- **Brawn:** +d2
- **Initiative:** +d6



PERKS

Crew: 1 driver, 1 passenger

Weapon Systems: Vulcan 20mm Gatling Cannon

Firepoints: 1 - The passenger can attack with any handheld weapon.

Defenses: Light Plating (+1 plating to Toughness)

Traits: Land, vehicle

Land: The R.A.M. is a land vehicle.

Vehicle: As a vehicle, the R.A.M. is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS

- **Vulcan 20mm Gatling Cannon, Heavy machine gun (Targeting):** driver's Driving Skill, Range 40ft/160ft, min 10ft (1 Sharp Damage, ↑1)
 - **Alternate Effects:** 2 Sharp Damage ↓1 or 1 Sharp Damage to Multiple (2) Targets (30ft cone, ↓1)
 - **Traits:** Ballistic, Linked, Reload, Targeting System
 - **Upgrades:** Ammo Feeder
- **Ram (Might):** +d4 or driver's Driving Skill, Reach (Toughness, 1 Blunt Damage)
 - **Alternate Effects:** Trip
 - **Traits:** Blunt, Drive-By

POWERS

Responsive: Between the light frame, sensitive control system and the exposed driver, the R.A.M. reacts well to the driver's survival instinct. The R.A.M. can use the driver's Evasion against attacks instead of its own.

S.H.A.R.C. (SUBMERSIBLE HIGH-SPEED ATTACK AND RECONNAISSANCE CRAFT)

THREAT LEVEL: 7

SIZE: Long | **HEALTH:** 6

MOVEMENT: 60 ft Aerial, 60 ft Water

STRENGTH: 8 | **SPEED:** 18 | **SMARTS:** -- | **SOCIAL:** --

TOUGHNESS: 19 | **EVASION:** 28

WILLPOWER: -- | **CLEVERNESS:** --

A breakthrough in submersible technology, the S.H.A.R.C. (Submersible High-speed Attack and Reconnaissance Craft)'s ability to operate in the air and underwater sets it apart as one of G.I. Joe's most versatile vehicles.

SKILLS

- **Might:** +d8
- **Brawn:** +d8
- **Acrobatics:** +d6
- **Driving (autopilot):** +d6*
- **Infiltration (underwater):** +d8*
- **Initiative:** +d8
- **Targeting:** +d4

PERKS

Crew: 2 drivers, 2 passengers (Rocket Riders)

Weapon Systems: Twin 30mm "Tidalwave" Cannons, Acoustic Torpedo x2 (or Rocket Riders)

Firepoints: 2 - The Rocket Riders can fire any weapon.

Armor: Light Plating (+1 plating to Toughness)

Amphibious: The S.H.A.R.C. counts as both a land and sea vehicle.

Autopilot: As long as this vehicle has 1 driver, it operates at full capacity. If this vehicle has a full complement of drivers, a driver can use a free action to have the autopilot lend assistance on a Driving skill test.

Hover: Although it does not have a Ground Movement, the S.H.A.R.C. hovers 1 ft off the ground or the surface of water until it takes off or submerges.

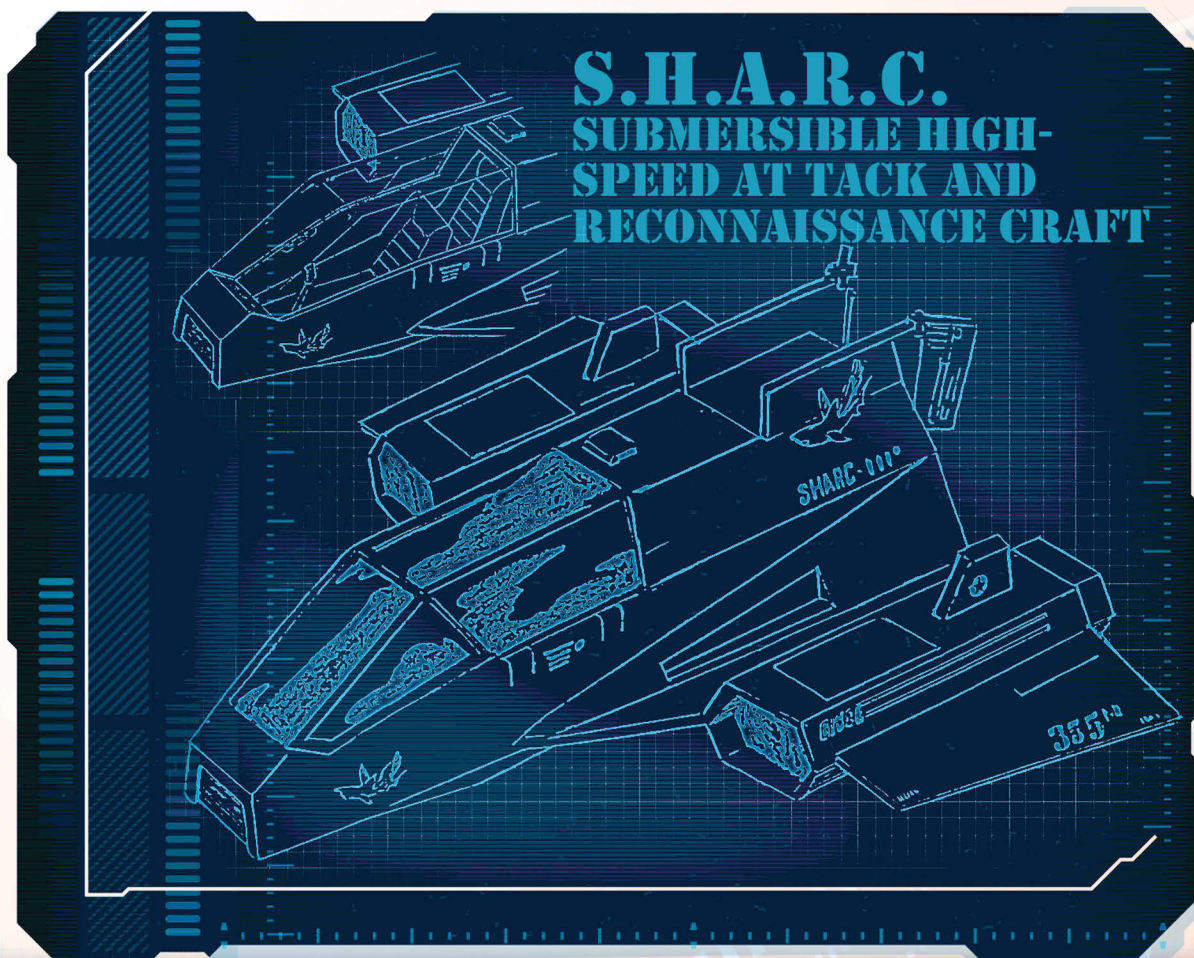
Rocket Riders: The underbelly of a S.H.A.R.C. can be fitted with two Acoustic Torpedos, or two passengers in SCUBA gear, but not both or one of each.

Take Off (60 ft): The S.H.A.R.C. needs to move 60ft in a straight line on the ground or underwater in order to use its Aerial Movement.

Vehicle: As a vehicle, the S.H.A.R.C. has no Willpower or Cleverness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS

- **Twin 30mm "Tidalwave" Cannons, Machine gun (Targeting):** +d4 or driver's Driving Skill, Range
 - **Alternate Effects:** 2 Sharp Damage ↓1 or 1 Sharp Damage to Multiple (2) Targets (30ft cone, ↓1)
 - **Traits:** Ballistic, Linked, Reload
 - **Upgrades:** Ammo Feeder, Amphibious
- **Acoustic Torpedo, Missile (Targeting):** +d4, driver's Driving, or gunner's Targeting Skill, Range 1000ft (1 Sonic Damage, Blast: 50ft radius)
 - **Alternate Effects:** 2 Damage, Blast: 20ft radius (↓1)
 - **Traits:** Anti-Tank, Computerized, Consumable, Mounted, Sonic
 - **Upgrades:** Amphibious, Banshee
- **Ram (Might):** +d8 or driver's Driving Skill, Reach (Toughness, 1 Blunt Damage)
 - **Alternate Effects:** Trip
 - **Traits:** Blunt, Drive-By





SKY HAWK

THREAT LEVEL: 5

SIZE: Long | **HEALTH:** 6

MOVEMENT: 90 ft Aerial

STRENGTH: 3 | **SPEED:** 8 | **SMARTS:** -- | **SOCIAL:** --

TOUGHNESS: 13 | **EVASION:** 18

WILLPOWER: -- | **CLEVERNESS:** --

This high speed, VTOL personal aircraft is so popular and practical, Joes in a hurry have been known to use it to shuttle around the base.

SKILLS

- **Might:** +d2
- **Brawn:** +d4
- **Acrobatics (Flyby):** +d6*
- **Infiltration:** +d4
- **Initiative:** +d4
- **Alertness:** +d4

PERKS

Crew: 1 driver, 2 passengers

Weapon Systems: Twin 20mm Thunderclaps (heavy machine gun), air-to-surface missiles (x2)

Firepoints: 2 - Passengers can fire one handed weapons while riding on the Skyhawk's landing skids.

Traits: Air, Sensors, Vehicle, VTOL

Air: The Sky Hawk is an air vehicle.

Sensors: This vehicle can invest ranks into the Alertness skill, even without a Smarts Essence score.

Vehicle: As a vehicle, the Sky Hawk is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard

engineering kit and a Technology Skill Test.

VTOL: The Sky Hawk is a VTOL (Vertical Take-Off and Landing). It does not need a runway or airstrip to take off or land.

ATTACKS

- **Twin 20mm Thunderclaps, Heavy Machine Gun (Driving):** driver's Driving Skill, Range 40ft/160ft; min 10ft (1 Sharp Damage)
 - **Alternate Effects:** 2 Damage (↓1) or 1 Damage Multiple (2) Targets (30ft line, ↓1)
 - **Traits:** Ballistic, Linked, Reload
 - **Upgrades:** Ammo Feeder
- **Air-to-Surface Missile, Missile (Driving):** driver's Driving Skill, Range 1000ft (1 Sharp Damage, Blast: 50ft radius)
 - **Alternate Effects:** 2 Sharp Damage, Blast: 20ft radius (↓1)
 - **Traits:** Anti-Tank, Computerized, Consumable, Mounted
- **Flyby (Might):** +d2 or driver's Driving Skill, Reach (2 Blunt Damage)
- **Alternate Effects:** Trip
- **Traits:** Blunt, Drive-By

POWERS

Evasive Maneuvers (free): The Sky Hawk was built for maneuverability. The driver can half the speed of the Sky Hawk to force attacks to target its Evasion defense until the beginning of its next turn.

SKYSTRIKER XP-14F

THREAT LEVEL: 10

SIZE: Extended II | **HEALTH:** 11

MOVEMENT: 105 ft Aerial

STRENGTH: 6 | **SPEED:** 14 |

SMARTS: -- | **SOCIAL:** --

TOUGHNESS: 16 | **EVASION:** 27

WILLPOWER: -- | **CLEVERNESS:** --

The Skystriker combat jet excels at airborne offenses, knocking enemy aircrafts out of the sky with its suite of missiles.

SKILLS

- **Might:** +d6
- **Brawn:** +d6
- **Acrobatics:** +d6
- **Driving (Autopilot):** +d8*
- **Initiative:** +d8
- **Targeting:** +d8
- **Alertness:** +d6

PERKS

Crew: 2 drivers

Weapon Systems: E-81 Aero Vulcan Gatling Gun, Site-5 Sidewinder Missiles x2, Site-3 Sparrow Missiles x2, Side-32 Phoenix Missiles x2

Firepoints: 0

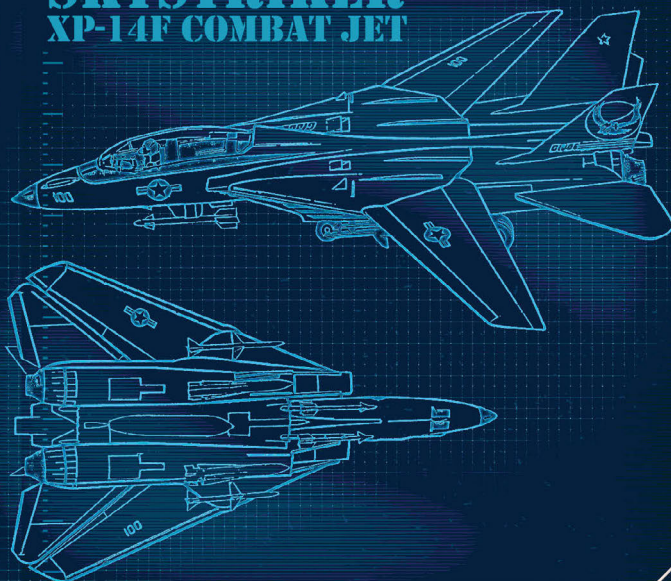
Defenses: Ricochet Shields (+3 Computerized to Evasion)

Traits: Air, Autopilot, Computerized (navigation), Sensors, Take Off (105 ft)

Autopilot: As long as the Skystriker has 1 driver, it operates at full capacity. If this vehicle has a full complement of drivers, a driver can use a free action to have the autopilot lend assistance on a Driving skill test.

Computerized (Navigation): The Skystriker's crew can use a free action to have the computers lend assistance on travel, geography, and mapping related skill tests. The Skystriker's computers are susceptible to effects that affect computers, such as the Electromagnetic element.

SKYSTRIKER XP-14F COMBAT JET



Hard Target: The Skystriker is all about speed. As long as the Skystriker is in flight, ranged attacks target its Evasion defense.

Sensors: The Skystriker can invest ranks into the Alertness skill, even without a Smarts Essence score.

Take Off: The Skystriker needs to move 90 ft in a straight line on the ground in order to use its Aerial Movement. Its Ground Movement is 30 ft.

Vehicle: As a vehicle, the Skystriker is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it's Threat Level is 0, and all attacks target its Toughness. It has no Willpower or Cleverness. Effects that affect a target's Willpower or Cleverness only affect it if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS

- **E-81 Aero Vulcan Gatling Gun, Heavy Machine Gun (Targeting):** +d8 or driver's Driving Skill, Range 100ft/400ft; min 10ft (2 Sharp Damage)
 - **Alternate Effects:** 3 Sharp Damage, Blast: 20ft radius (↓1)
 - **Traits:** Anti-Tank, Ballistic, Fire, Linked, Mounted, Reload, Targeting System
 - **Upgrades:** Ammo Feeder, Broiler

- **Site-5 Sidewinder Missile, Missile (Targeting):** +d8 or driver's Driving Skill, Range 1000ft (2 Sharp Damage, Blast: 50ft radius)
 - **Alternate Effects:** 3 Sharp Damage, Blast: 20ft radius (↓1)
 - **Traits:** Anti-Tank, Computerized, Consumable, Mounted, Targeting System
 - **Upgrades:** Deadly
- **Site-3 Sparrow Missile, Missile (Targeting):** +d8 or driver's Driving Skill, Range 1500ft (1 Sharp Damage, Blast: 50ft radius)
 - **Alternate Effects:** 2 Sharp Damage, Blast: 20ft radius (↓1)
 - **Traits:** Anti-Tank, Computerized, Consumable, Mounted, Targeting System
 - **Upgrades:** Smart Scope
- **Side-3 Phoenix Missile, Missile (Targeting):** +d8 or driver's Driving Skill, Range 1000ft (1 Sharp Damage, Blast: 50ft radius)
 - **Alternate Effects:** 1 Sharp Damage, Blast: 20ft radius (↓1)
 - **Traits:** Anti-Tank, Fire, Computerized, Consumable, Mounted, Targeting System
 - **Upgrades:** Broiler
- **Flyby (Might):** +d6 or driver's Driving Skill, Reach (2 Blunt Damage)
 - **Alternate Effects:** Trip
 - **Traits:** Blunt, Drive-By

POWERS

Sweeping Wingspan: As a free action, a driver can expand the Skystriker's wings, doubling its Aerial Movement. Doing so negates the Skystriker's Hard Target perk. Collapsing the wings is a free action.

VAMP (MULTI-PURPOSE ATTACK VEHICLE)

THREAT LEVEL: 4

SIZE: Large | **HEALTH:** 5

MOVEMENT: 60 ft Ground

STRENGTH: 4 | **SPEED:** 9 | **SMARTS:** -- | **SOCIAL:** --

TOUGHNESS: 15 | **EVASION:** 19

WILLPOWER: -- | **CLEVERNESS:** --

A staple of the G.I. Joe motorpool, the VAMP is the next generation of Multi-Purpose Attack Vehicle and can be equipped with one of two payloads.

SKILLS

- **Might:** +d4
- **Brawn:** +d4
- **Acrobatics (defensive driving):** +d6*
- **Initiative:** +d4
- **Targeting (machine gun or missile rack):** +d4*

PERKS

Crew: 1 driver, 1 passenger (1 gunner: Synched and Linked Machine Gun or Missile rack with Stinger XK2 missiles x4)

Hardpoint Weapons: Synched and Linked Machine Gun or Missile rack with Stinger XK2 missiles x4.

Firepoints: 2 - Both the driver and the passenger can attack from their seats. The driver can only use 1 handed weapons, but the passenger can use any weapon.

Defenses: Light Plating (+1 plating to Toughness)

Traits: Land, vehicle

Defensive Driving: The Vamp was built for maneuverability. The driver can half the speed of the VAMP to force attacks to target its Evasion defense until the beginning of its next turn.

Land: The VAMP is a land vehicle.

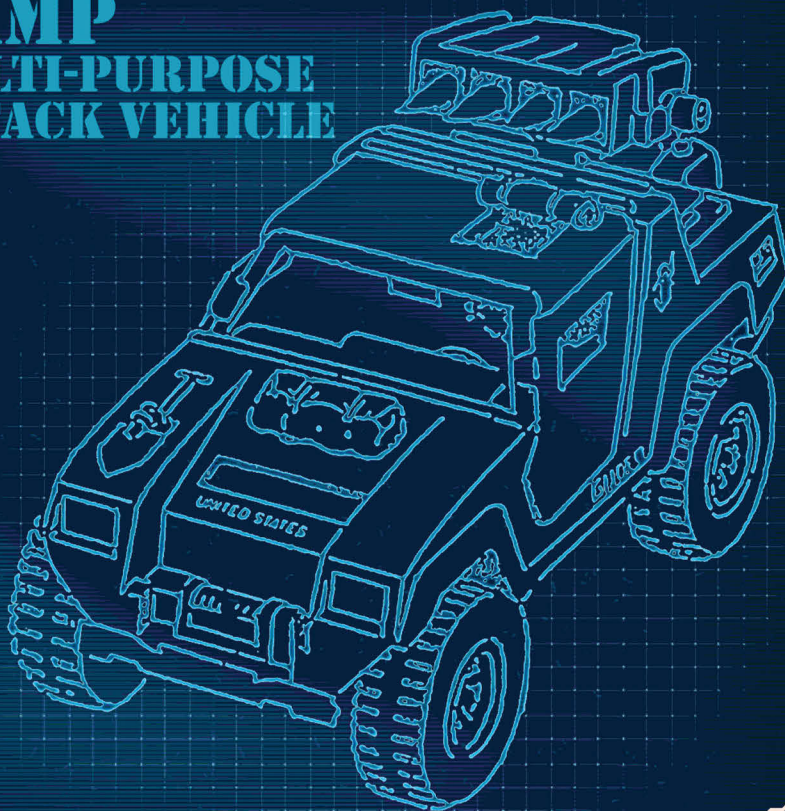
Multi-Purpose: When assigned a VAMP, you can determine whether it is mk 1 (with a Synched and Linked Machine Gun) or mk2 (with a missile rack)

Vehicle: As a vehicle, the VAMP is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS

- **Synched and Linked Machine Gun, Machine Gun (Targeting):** +d4* or gunner's Targeting Skill, Range 40ft/1600ft; min 10ft (1 Sharp Damage)
 - **Alternate Effects:** 1 Sharp Damage Multiple (3) Targets (30ft cone, ↓2)
- **Traits:** Ballistic, Linked, Reload, Targeting System
- **Upgrades:** Ammo Feeder
- **Stinger XK2, Missile (Targeting):** +d4* or gunner's Targeting Skill, Range 1000ft (1 Sharp Damage, Blast: 50ft radius)
- **Alternate Effects:** 2 Sharp Damage, Blast: 20ft radius (↓1)
- **Traits:** Anti-Tank, Consumable, Mounted
- **Upgrades:** Lead Lined
- **Ram (Might):** +d4 or driver's Driving Skill, Reach (Toughness, 2 Blunt Damage)
 - **Alternate Effects:** Trip
 - **Traits:** Blunt, Drive-By

VAMP MULTI-PURPOSE ATTACK VEHICLE



EQUIPMENT IN ACTION

Below is an example of three Joes using a variety of equipment in a Combat.

Frostbite, Iceberg, and Snow Storm embark an arctic APC. The APC crew lists 1 driver, 25 passengers (1 gunner: 105mm Recoilless Cannon). Frostbite takes the driver's seat. Iceberg takes the gunner secondary crew position, leaving Snow Storm as a passenger. Because the APC has at least 1 firepoint, Snow Storm can fire his Glacier machine gun as a passenger.

Swarmed by Trubble Bubbles, the Joes defend themselves. Iceberg fires the APC's 105mm Recoilless Cannon at a Trubble Bubble 50 ft away. The APC is larger than the Trubble Bubble (Extended vs Common), so Iceberg's attack is like a human trying to swat a fly. He suffers $\downarrow 2$ on the attack. On the upside, Iceberg is a Ranger in his environment of expertise, meaning his attack is Specialized. He rolls his attack: d2/d4/d6 (his d10 Targeting $\downarrow 2$, also rolling down the Dice Shift Ladder from Specialization) + 1d20, for a total of 17 (3 of his d4 + 14 on his d20, discarding the 1s he rolled on his d2 and d6), not enough to hit the Trubble Bubble's 18 Evasion.

Snow Storm takes a shot. He fires his Glacier machine gun at the same Trubble Bubble. They're both Common size, so the size difference doesn't affect the shot, but the range does. The Trubble Bubble is long range to Snow Storm. Despite the machine gun's Ballistic trait, which would mean the Trubble Bubble must defend with Toughness, its Elusive perk dictates that the Trubble Bubble uses its Evasion defense because it moved more than 30 ft on its last turn. The long range does mean Snow Storm's attack suffers a Snag. He would also suffer a Snag for shooting out of a moving vehicle, but additional Snags don't have additional effects.

Snow Storm rolls his attack: d8 (his Targeting) + 2d20, taking the lowest, for a result of 21 (8 + 13, ignoring the natural 20 on the other d20). Not only does 21 beat the Trubble Bubble's Evasion of 18, rolling an 8 on his d8 Skill die means Snow Storm attack is a critical success! He deals the weapon's normal effect (1 cold Sharp Damage, thanks to the Ice Rounds upgrade) and opts to add the 2 cold Sharp Damage alternate effect (disregarding the $\downarrow 1$ normally attached to choosing that effect) as

its critical effect, dealing a total of 3 cold Sharp Damage to the Trubble Bubble, defeating it. The GM has the Viper piloting the Trubble Bubble roll a **DIF 14 Athletics Skill Test**, but with Athletics d2, his average roll (2 + 10) isn't enough. The Viper takes 2d2 damage from the explosion, Defeating him before he hits the ground.

Iceberg sees the mission objective downhill. He reloads the 105mm Recoilless Cannon as a Move action (because of the 105mm Recoilless Cannon's Reload trait), then uses his Standard action to Sprint, giving him an extra Move action this turn to vacate the gunner position. He lets Frostbite know he's about bail from the moving vehicle, if the driver could do him a favor and slow down.

On Frostbite's next turn, he uses his Move action to move the APC only 15 feet. He uses his Standard action to set a Contingency action to disembark from the vehicle if it gets destroyed. The APC moves 15 ft on its turn.

Even though he took out a Trubble Bubble last turn and Iceberg didn't, Snow Storm knows he got lucky. He uses his Move action to fill the gunner role. Thanks to Iceberg reloading the 105mm Recoilless Cannon, Snow Storm can even take a shot this turn.

Iceberg disembarks the APC. It only moved 15 ft its last turn, so Iceberg needs to beat a DIF 8 (5 + 15/5) to disembark safely. He has a Restricted Skiing kit, giving him Athletics (Skiing) Specialization. Because he's an arctic ranger in his environment of expertise, he gains an Edge on non-attack Skill Tests, meaning he rolls d2/d4/d6/d8/d10 + 2d20 on his Athletics (Skiing) Skill Test to leap from the back of the APC onto the hill to ski down to the objective, as long as he can beat DIF 8.



COMBAT

While some missions are carried out with stealth and cunning, often Cobra's answer to any trouble is violence, and G.I. Joe has to be ready to answer it. Combat is a frequent and driving force in the world of G.I. Joe, and it's a matter of when bullets and lasers will fly, not if.

This chapter explains the rules for your characters, squads, and adversaries to engage in combat, whether it is on a personal or vehicular scale. The Game Master controls all the creatures and nonplayer characters involved in battle, and each player controls their G.I. Joe.

THE FLOW OF COMBAT

A combat encounter is a battle between two or more sides of a conflict, whether it's bare handed strikes, trading automatic gunfire, or the roar of tanks or planes exchanging earth-shattering ordnance. A combat is a scene different from others as it is divided into rounds, during which each character and adversary has a turn. Each **round** collectively represents **6 seconds** of simultaneous actions. During a round, each participant in the conflict takes their **turn**. The order of turns is determined at the beginning of a combat scene when all participants roll Initiative, which defaults to the Initiative Skill Test. Once everyone has taken their turn, the conflict continues to the next round and ends when one side is victorious.

A COMBAT SCENE IN STEPS

- 1. Set the Scene.** The players and GM decide where all the characters and creatures are physically located at the beginning of the scene. Depending on the narrative situation leading up to this moment, the places where all participants are, how far they are from each other, and their current status is decided by the GM. If any characters have perks that allow them to change their position at the beginning of a combat, they must declare the use of those Perks in this stage.
- 2. Determine Any Surprised Combatants.** The GM determines whether any combatants in the combat scene are *surprised* (see Surprise below).
- 3. Initiative Skill Tests.** Everyone involved in the combat rolls an Initiative Skill Test, setting the initial order of the combatants' turns. If a character has a Perk that allows them to swap a skill with Initiative to determine order, they must declare and use it in this stage.
- 4. Combatants Take Turns.** Each combatant in the scene, in initiative order from highest to lowest, takes a turn.
- 5. Next Round.** Once all of the combatants involved in the scene take their turn, the round ends. Repeat step 4 and then 5 until the GM determines the combat is over.

SURPRISE

A unit of Joes stalking through a swamp find themselves ambushed on all sides by Dreadnoks. A squad rappels into the boardroom of a Cobra-owned shell company to catch Crimson Guards unaware. A secure door explodes, a breaching charge making a sudden entrance for a strike team. These situations are examples of how one side surprises the other in a given scene. In stealth situations, the sneaking party rolls their Infiltration against the other party's Alertness in a contested test.

The GM has the ultimate say who might be surprised. If no side of the conflict is being stealthy or attempting to get the jump on the other, everyone is automatically considered to be aware of one another. Any creature that doesn't or cannot notice a possible threat is considered *surprised* at the start of the combat scene. These creatures still roll their initiative as usual, but on the surprise round (the first round of the conflict), they:

- Cannot take any actions (including Standard, Move, or Free actions)
- Cannot roll Skill Tests, except contested Skill Tests (such as fighting off a Grapple attempt)

Some Perks allow characters to act even when surprised, or be immune to being surprised, which must be declared when initiative is rolled as part of the surprise round.

If the GM thinks the situation calls for it, some members of a group can be surprised even if other members are not. In stealth situations, members of the surprised squad who beat the lowest of the surprising squad characters' Infiltration Skill Test can act in the surprise round.

SETTING THE INITIATIVE ORDER

Rolling the combatants' Initiative Skill Tests determines the initial order of combatant turns during the scene.

When the combat scene starts, every combatant makes an Initiative Skill Test to determine their place in the Initiative order. If a combatant does not have any ranks in the Initiative skill, they instead roll a baseline d20 roll with a Snag, just as with any other untrained Skill Test.

Knowing Is Half the Battle: Group Initiative

By default, each character rolls their own Initiative Skill Test, but for some enemies, such as groups of identical minions, the GM may find it more convenient to roll one Initiative for the group. This can streamline combat scenes, but may lead to a tidal wave of actions taking place on one side with no way for the characters to adapt or properly defend against them.

The GM ranks all of the combatants' Initiative Skill Test results in order from highest to lowest to create the Initiative Order to determine when combatants take their turns. Unless altered by a game effect or action, the Initiative Order remains the same.

If there is a tied score between combatants on the players' side, the players roll their Initiative as a tiebreaker and the winner goes first. If the tied scores are on opposing sides, the GM chooses what order the combatants take their turns.

RESETTING YOUR INITIATIVE

During a combat scene, after the first round of combat has taken place, combatants can choose to try and reset their place in the Initiative Order as a Standard action. Instead of taking their turn, they roll a new Initiative Skill Test. If the result is higher than their current place in the Initiative Order, it becomes the combatant's new place in the Initiative Order on the following turn.

TAKING YOUR TURN - ACTIONS

On your turn, you take a number of actions as your part of the round. These actions all take place at the same time, narratively speaking, but take place individually on your turn. During your turn, you may take any available actions in any order.

During your turn, your Speed Essence determines the number and type of actions you can take as follows:



TYPES OF ACTIONS

(SPEED 1) MOVE OR STANDARD ACTION

The character moves up to their Movement with a Move action or performs one of their Standard actions, then ends their turn.

(SPEED 2) MOVE AND STANDARD ACTION

The character takes a Move action and one Standard action. The character decides how much of their movement distance to use before and/or after taking their Standard action. Character Movement is noted on their character sheet based on the character's Origin and modified by some Perks or within the statistics of the vehicle they are piloting or co-piloting.

The most common Standard actions a character can take are described in the "Combat Actions" section later in this chapter. Many Perks and situational game effects may add other action options.

Alternatively, a character may trade in a Standard action for two Free actions.

(SPEED 3+) MOVE AND STANDARD AND FREE ACTIONS

The character takes a Move action, one Standard action, and a number of Free actions equal to their Speed Essence minus 2. The character decides how much of their movement distance to use before and/or after taking their Standard action. Free actions take place at any time during the character's turn and represent a number of split-second or momentary involvements with their surroundings.

Various Perks and other sources allow the character to perform specific effects as Free actions in addition to basic Free actions detailed below.

FREE ACTIONS

Six seconds seem like a long time in the heat of combat, and there will be turns in which a character wishes to perform minor activities and interactions with the world around them, requiring neither a Standard or Move action. Instead, these interactions take up Free actions.

Examples of Free actions include:

- Opening or closing a door
- Using a simple item (Note: some item descriptions state which kind of action is required to use them)
- Aiming (see below)
- Pushing yourself (see Movement below)
- Safely putting a weapon or item away
- Inputting a passcode
- Cutting or untying a prisoner's bonds
- Eating or drinking a single item
- Finding a specific item in a backpack or container
- Playing a short tune on a musical instrument
- Joining two combinable technological components
- Pick up a 5' square worth of small objects

While using most items is a Free action, unusual items (such as operating warehouse machinery or understanding which buttons to press on the Weather Dominator to shut it down) may take one or more Standard actions to operate and Skill Tests to understand. The GM will let you know when you come across such items.

AIMING

A Ranged weapon-specific Free action is Aiming, which grants a $\uparrow 1$ shift on a single ranged attack test as long as you don't use Movement between your Aim and your attack.

MOVEMENT IN COMBAT

In a combat scene, characters and creatures are in constant motion, using leaping, gymnastic, and tactical movements to take useful positions, get cover, and outmaneuver opponents.

On your turn, you can move a distance up to your current Movement. You can use any amount of your Movement on your turn, so long as you follow the Movement rules detailed here.

Your Movement can include any form of locomotion you are capable of; jumping, climbing, crawling, running, swimming, etc. These can be combined with your normal Ground Movement, or they can be your entire turn's move. When you move, you subtract the number of feet from your current Movement until you decide to stay where you are or you are out of Movement. Keep in mind that some of the Movement types listed above, such

as Swimming, Climbing, and Crawling cost additional Movement for each foot traveled and some are limited, such as Jumping.

See the “Special Movement Types” section in Chapter 10: Exploration for the rules for alternate locomotion like Jumping, Climbing, Swimming, and Aerial Movement.

During your move, you can choose to perform Standard and Free actions at any time while moving. This means you can use any amount of your Movement before and after your other actions. For example, if you have a Ground Movement of 30 feet, you could leap 20 feet, take a Standard action, move 5 more feet, take a Free action, then continue moving another 5 feet.

If you take a Standard action as an Attack action that includes more than one attack, you can choose to break up your Movement between the individual attacks. For example, a 6th level Renegade Joe with a 30 feet Movement can make two attacks with one Standard action due to their Extra Attack Role Perk. They could move 10 feet, begin their Standard action by attacking once, then move 5 more feet before using the Extra Attack, then moving their last 15 feet to end their turn.

Whenever you change Movement types during your move, you subtract the distance you have already moved from the Movement of the new Movement type. If the result is 0 or less, you can no longer use that type of Movement during the current move.

For example, Leatherneck has a Ground Movement of 40 and a Swim Movement of 30. Escaping from a burning ship, he runs 15 feet off the deck to fall into the water. Since those 15 feet were Ground Movement and he is now changing Movement Types, he now only has 15 feet of his 30 feet Swim Movement remaining to swim away from the wreckage.

PUSHING YOURSELF: BUYING ADDITIONAL MOVEMENT

During a creature or object’s Move action, they can choose to spend Free actions in conjunction with their Move action to push themselves to take additional Movement. While not as expedient as a Sprint action (see Chapter 10), each Free action spent along with a creature or object’s Move action adds 5 feet to whatever type of Movement they are using during the action. This additional Movement is treated exactly as the rest of a normal Move action.

A character cannot spend Free actions on buying additional Movement that would double one of their Movement Types.

PRONE

In firearms combat, many characters choose to go prone to provide a smaller target, and in melee combat, characters can get knocked prone by a leg sweep or throw. Whatever the reason, a creature that is lying down is considered to be prone.

You can choose to drop prone without subtracting any of your speed – gravity does all the work! Standing up from being prone however, isn’t as effortless; doing so requires 15 feet of your Movement. If your Movement is reduced to less than 15 feet while prone, you are unable to stand up that turn.

You may also choose to move while prone, requiring you to crawl. While crawling, Movement cost is doubled, cumulative with other Movement penalties.

If another creature occupies your space when you rise from prone, you may rise from prone in any square adjacent to the creature occupying your square.

While prone, ranged attacks against you suffer a Snag, and you are considered braced (see Bracing below), giving a $\uparrow 1$ shift on firearm attack rolls, but melee attacks have an Edge against you. When you fight using a melee weapon while prone, you suffer $\downarrow 1$ shift on your Attack Skill Tests.

ROUGH TERRAIN

Fighting knee deep in swamps, rushing through debris-strewn streets, and working your way through smoke so thick you can’t see your hand in front of your face are all examples of rough terrain.

Moving through rough terrain doubles Movement cost, cumulative with other Movement penalties. Rough terrain penalties do not stack no matter how many types of rough terrain are present in a given area being moved through.

MOVING NEAR OTHER CREATURES

Unless you are two Size Classes larger or smaller than a creature (see Size Classes, below), moving through a space adjacent to a non-allied creature (not just hostile creatures) is considered to be moving through rough terrain.

You may never end your move in the same occupied space as another creature, even if the creature is allied with you. Some creatures or vehicles may have exceptions to this rule – like hanging onto the side of a Sky Hawk or boarding a moving vehicle. Note that Defeated creatures are no longer considered creatures, which allows medic characters to treat Defeated characters in the same square.

FLYING AND AERIAL MOVEMENT

Flying, such as with a G.I. Joe JUMP Jetpack, in a Cobra Trubble Bubble, or similar effect with Aerial Movement type, is common in the **G.I. JOE Roleplaying Game**. Aerial creatures gain many benefits of added mobility and ignoring ground-based terrain, but risk the possibility of falling.

If an Aerial creature is knocked prone, has its Aerial Movement reduced to 0, or somehow has its ability to move nullified (unless it is able to hover or be held aloft in some way) it falls. See falling damage in Chapter 10: Exploration.

RELOADING

When you fire a weapon with the Reload trait (see Chapter 8: Equipment), you must spend a Move action to reload it before it can fire again. Special circumstances, like a Fumble or the Vanguard's Empty the Mag Role Perk, can also cause you to need to reload.

BRACING

You can brace yourself for an automatic weapon's kickback as a Move action. Bracing grants a $\uparrow 1$ shift when attacking multiple targets with a ranged weapon.

TABLE 9-1: SIZE CLASSES

SIZE CLASS	PHYSICAL SIZE	MAP FOOTPRINT	REACH	EXAMPLES
Small	Less than 4' tall	1 Square ¹	2 feet	Dogs, Drones, Children
Common	4' – 8' tall	1 Square	5 feet	Humans
Large	8' – 15' tall	2x2 Square	5 feet	SNAKE Armor
Long	8' – 10' in length, up to 10' in height	1x2 Rectangle	5 feet	Automobiles, Horses, RAM cycle
Huge	15' – 30' tall	3x3 Square	10 feet	FLAK Artillery Cannon
Extended	10' – 20' in length, up to 15' in height	2x4 Rectangle	10 feet	Semi-Trailers, Elephants, Killer W.H.A.L.E.
Gigantic	30' – 50' tall	4x4 Square	15 feet	Broadcast Energy Transmitter
Extended ^{II}	30' – 50' in length, up to 20' in height	3x6 Rectangle	15 feet	Train cars, Skystriker XP-14F
Towering	50' – 80' tall	5x5 Square	20 feet	The Terrordrome

¹ - There are no penalties applied for two creatures of this Size Class sharing one Square

CREATURE SIZE AND SCALE

In the **G.I. JOE Roleplaying Game**, creatures and vehicles come in a variety of sizes that take up different amounts of space. The Size Classes table shows how much space a creature of a particular size occupies in a combat scene. Objects use the same categories.

MAP FOOTPRINT

While a creature or object's Size Class is determined by its physical size, its Map Footprint is the defined area in 5 foot squares that it effectively inhabits during a combat scene. This is not necessarily the creature's actual physical dimensions, but merely a graphic representation of it within the confines of combatting others. A typical human (Common size class) is not actually 5 feet in width, but instead moves around within a 5 foot by 5 foot area – 1 Square – while performing dangerous combat maneuvers. In addition, they can Reach an additional amount of space with their attacks, talents, and equipment.

All 5 foot squares on the map that are touching the Map Footprint of an object/creature are considered to be adjacent to it.

NON-PERSONAL MAP FOOTPRINTS

In the **G.I. JOE Roleplaying Game**, it's common to have battles among vehicles much larger than a

5 foot square. When this is the case, condense or adjust your map square size so that larger vehicles still take one square on a gridded map. For instance, a Skystriker Fighter Jet and a Cobra Rattler are normally Extended II in size, taking up 18 squares (3x6) on a 5 foot map.

In order to fit a squad in Skystrikers battling Cobra Rattlers, you may wish to treat each map square as either 15 feet or 30 feet instead of 5 feet square, allowing the vehicles to take up a 1x2 or a 1x1 space respectively. This allows easier movement and maneuvering, while still keeping the map a manageable size. When adjusting map sizes, remember to adjust all other ranges and distances.

REACH

Just as a creature takes up a general area on the combat scene map, they also have an area around them in which they are capable of interacting with: their Reach. This value is the distance that extends from the creature's Map Footprint for the purposes of being able to physically perform actions such as melee attacks. If another creature or object is within something's Reach, it can be directly touched, grappled, punched, bitten, etc.

For humans and other Common-sized creatures, reach defaults to 5 feet from a character's square.

Many melee attacks, notably those with weapons, can extend a creature's Reach, but only for the purposes of that attack. A Joe with a staff has additional reach, granting them the ability to strike at targets within 5 feet (normal reach), and 10 feet (the extra reach of the weapon). This means they can affect enemies 2 squares away on a standard battle map.

MOMENTARILY ACTING SMALLER

Creatures can squeeze themselves through an area or space that is up to two Size Classes smaller than they are at the cost of Movement. Squeezing is considered moving through Rough Terrain, doubling the cost of Movement.

While making this kind of movement, the moving creature has a Snag on all physical actions, as it is difficult to move around and act normally. Additionally, anyone targeting the creature moving in this hindered way automatically has an Edge on their attacks.

COMBAT ACTIONS

When you take your Standard action in Combat, you can take one of the following actions, one given by your role, a perk you possess, or an action you improvise.

For GMs, many creatures and other adversaries have special Combat action options which are explained in their Threat entries.

- Attack Action
- Contingency Action
- Defend
- Hide
- Lend Assistance
- Search the Area
- Use a Skill
- Sprint

Based on the narrative situation and scene, the GM decides whether an action is possible and what you will need to do, in game terms, to determine its success or failure.

ATTACK ACTION

The most common Combat action is the Attack action. Whether you are punching a foe, firing a shot from a weapon, or swinging a sword, you are taking the Attack action.

With this action, you normally make one melee or ranged attack. The "Making an Attack" section below details how the dice mechanics work to determine hits, damage, and other effects.

Certain features, such as the Extra Attack Perk of several G.I. Joe Roles allows you to make more than one attack with this action. When this occurs, the individual attacks can take place at any time during your turn, even split up by other actions or Movement.

CONTINGENCY ACTION

As Cobra B.A.T.s pound at the door, Snake Eyes waits to fire on them as soon as they break through. Flint and Lady Jaye ready smoke grenades to cover Roadblock as soon as he gets to the VIP they need to escort out of a firefight. Mainframe is set to grab his data stick and run as soon as he's done downloading Cobra intel.

All of these are examples of Contingency actions: making your character ready to do something when something else occurs. This lets you perform a pre-determined action after your place in the Initiative order, but before the start of your next turn.

When you declare you're spending your Standard action to set a Contingency action, you decide the following:

1. **What kind of action you are taking as your Contingency action?** You need to have access to the Standard, Move, or Free action. Note: You only get that specific action on your Contingency action and do not benefit from any Perks that note "on your turn" (such as Extra Attack) as it is not your turn.
2. **What has to happen before the Contingency action?** What outside factors (such as from the environment, an ally, or an adversary's action) trigger the Contingency action? This can be a narrative action or a mechanical action, such as when something specific happens in the story or when a player character finishes their turn.

When the trigger occurs, you can either take your Contingency action right after the trigger finishes or forfeit your Contingency altogether. You must take your Contingency action before the beginning of your next turn or it is automatically forfeited.

DEFEND

Taking the Defend action allows you to increase your Defenses against any incoming attacks you are aware of. After announcing a Defend action, all attacks against you from adversaries and effects you can see suffer a Snag on their Attack Skill Test. This benefit lasts until the beginning of your next turn.

HIDE

Taking the Hide action uses your stealth training to attempt to escape adversaries' notice. To Hide, you must have cover, concealment, darkness, or another effect that limits the vision of your enemies. As your Standard action, you make a Infiltration Skill Test. Your numerical result on this Skill Test sets the Difficulty for other creatures' Alertness Skill Tests to notice you. Your Hide benefit ends if you attack, make sufficient noise, move out of cover, concealment, or darkness, or move more than half of your Movement on a turn.

You gain certain benefits when attacking from being hidden, as described in the "Hidden Attackers and Targets" section, later in this chapter.



LEND ASSISTANCE

There will be times when you might not have exactly what it takes to hit a target or complete a specific task; at least not on their own. A character may take the Lend Assistance Standard action to help another character in a specific Skill Test, including hitting an enemy target in combat.

In a Combat scene, you can Lend Assistance to an ally for a specific target within 50 ft. Until the beginning of your next turn, the first attack against the specific target gains an Edge.

Alternatively, if a character has at least as many levels in a given skill as their ally, they may Lend Assistance to that ally to give them an automatic $\uparrow 1$ shift to their use of that given skill.

SEARCH THE AREA

Taking the Search the Area action allows you to spend your Standard action looking for secret doors, clues, noticeable advantages, hidden foes, and anything else the GM deems worthy of finding in six seconds' worth of dedicated looking.

Make an Alertness Skill Test. The GM compares the result of this Skill Test to the Infiltration scores of any hidden foes, or the Difficulty the GM sets for clues, secrets, and so on. It is ultimately up to the GM to decide what can be discovered from the search.

USE A SKILL

When you want to use one of your skills in Combat to do anything other than Attack or Hide, it falls under this Action, such as when an Infiltrator is disabling a trap as the fight continues around them or a Technician analyzes an enemy robot for weaknesses in the middle of the fight.

Using a non-combat skill in the middle of combat can be hectic and frustrating unless your allies keep enemies away from you while you do whatever it is you need to do. Taking this Standard action allows you to use the chosen skill normally, but for every enemy adjacent to you, your Skill Test suffers an automatic $\downarrow 1$ dice shift for the distraction.

SPRINT

The Sprint action is nothing more than a way to cross more ground quickly during your turn. By taking a Standard action to Sprint, you may move up to double your full Movement.

MAKING AN ATTACK

No matter how you are attacking a target or targets, you must overcome one of their defenses for an attack to have any effect. Whether you're striking with a melee weapon, firing a weapon at range, or making an Attack Skill Test as part of a Perk, Attack actions have a simple structure.

1. *Acquire Target(s):* Pick a target within an attack's reach for melee attacks or range for ranged attacks: a creature, an object, or a location.
2. *Shift Skill Modifiers:* The GM determines if there are any circumstances that would apply die shifts from the Dice Shift Ladder, an Edge, or a Snag on the Skill Test. In addition, Perks and other effects can apply dice shifts or other modifiers to your Attack Skill Test. Once all applicable dice shifts are calculated, the final Skill Test dice are noted.
3. *Determine Applicable Defense:* In order to decide how a Skill Test or Attack affects the target, the GM (and sometimes the acting player) decides which of the target's four Defense scores is the effective Difficulty (Toughness, Willpower, Evasion, or Cleverness).
4. *Roll Attack Skill Test:* With all modifiers accounted for, roll your dice and compare the total to the target's Defense. If you meet or beat the target, your Attack is successful!
5. *Apply Effects:* Determine effects from the roll, such as damage, alternative effects, secondary attacks, and penalties.

STEP ONE — ACQUIRE TARGET(S)

For you to make any Attack, you must choose one or more valid targets based upon the attack in question. Most attacks are simple: one attacker is trying to injure or harm one target.

To be a valid target, it must be within the reach of the attack and not completely blocked by cover or other obstacles.

In the case of a ranged attack, the target must also not be protected by complete cover, but it must be within the range of the weapon used.

Aside from specific modifiers or traits of an attack, these factors are universal when choosing targets.

AREA OF EFFECT ATTACKS

Some attacks, such as grenades and other explosives, are noted as having Area of Effect or Blast qualities. These attacks not only have range, but also note a geometric area point of impact in feet which can potentially hit multiple targets at once.

Knowing is Half the Battle: Area of Effect Attacks Example

Gung-Ho raises his grenade launcher, firing an explosive grenade into a Cobra bunker that four Cobra troopers and one Cobra officer are firing out of. Gung-Ho's Targeting skill is an impressive d10. This attack has a Blast radius of 10 feet, allowing Gung-Ho to hit three of the troopers and the officer. Gung-Ho rolls his d20, getting an 11, and his skill die, getting a 4, for a total of 15. Comparing the total against the defenses of the three enemies, he hits the three Troopers' Evasion Defense of 11, but the Officer's 16 Evasion Defense means they ducked and rolled out of the way just in time to avoid the damage from the attack!

When using an Area of Effect attack, you roll your attack as normal, using a single test result against the Defense of all targets fully or partially in the target area. As you are attacking an area, any benefits or Perks for attacking a single creature do not apply. Each target applies their individual benefits (such as Perks and cover), and then the attacker compares their result to each target in their area. Individual targets within the area might not be affected while others are, based on their Defense scores.

MULTIPLE TARGETS

Unlike an Area of Effect blast, attacks that target multiple foes individually with the same attack are more susceptible to individual penalties and bonuses applied per target. Instead of making a single Attack Skill Test versus everything in a given area, multiple Skill Tests are made as part of the same Attack.

An Attack that can have multiple direct targets is stated in the Perk or Equipment, along with how many targets it can possibly affect as Multiple Targets (X), where the (X) is the maximum number of targets potentially being attacked and the range at which they can be apart or the area in which they can be chosen.

The attacker calculates their own personal modifiers for the attack Skill Test and then rolls once against each target, applying any individual modifiers for each target and applying the results individually as well.

In G.I. Joe, many weapons have Multiple Target options, including melee weapons for wide swings and cleaving, and many automatic weapons. For automatic weapons, the Multiple Targets include:

- Damage
- Number of Possible Targets
- Range in a cone that those targets must be in. This range is usually less than the weapon's single shot range to account for weapon recoil
- A shift penalty to account for the difficulty in aiming accurately at more than one target

MELEE ATTACKS

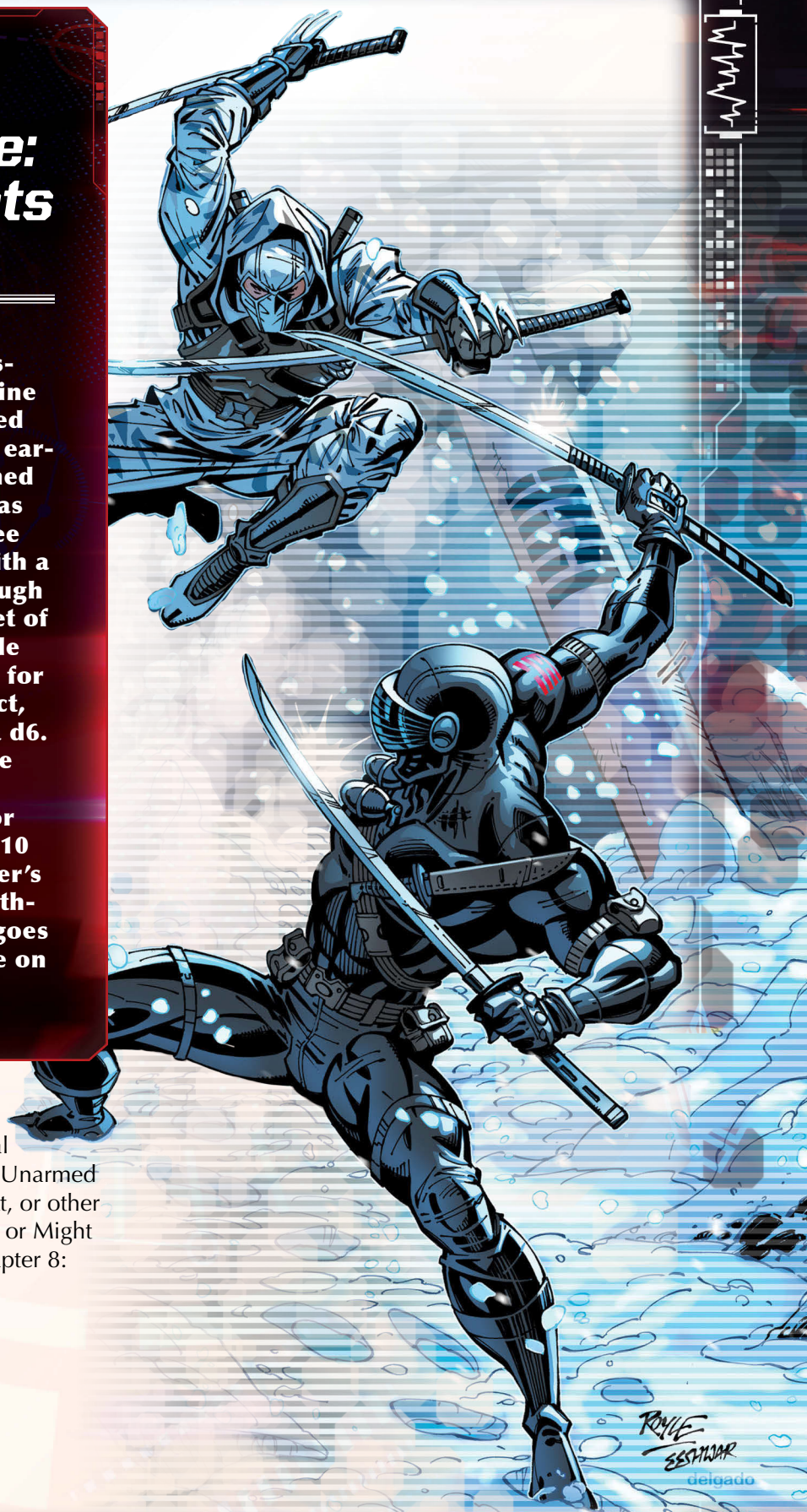
Melee attacks allow you to attack a foe within your or your weapon's reach, whether unarmed or with a Might or Finesse melee weapon.

Knowing is Half the Battle: Multiple Targets Example

Lady Jaye rushes toward the edge of the roof of the collapsing building to make her zip line escape, only to find two injured Cobra Vipers who escaped an earlier battle cutting her off. Armed with a submachine gun, she has the option to attack up to three targets within a 10 ft range with a burst of autofire. She has enough Movement to get within 10 feet of them to use her SMG's Multiple Attacks. She suffers a $\downarrow 1$ shift for using the Multiple Target effect, bringing her d8 Targeting to a d6. She and her GM determine she has no other benefits or penalties. She rolls twice (once for each Viper), getting a total of 10 and 16, enough to hit one Viper's Evasion Defense but not the other. One of the injured Vipers goes down, but her burst goes wide on the other.

UNARMED ATTACKS

Even unarmed, Joes and Cobras can deal lethal damage. All creatures can make an Unarmed attack: an unskilled punch, kick, head-butt, or other natural weapon. These attacks use Finesse or Might and are listed as Unarmed Combat in Chapter 8: Equipment.



MULTI-WEAPON ATTACKS

Some attacks are defined as Multi-Weapon (X) attacks. This means the attack actually comes from two or more separate weapons or implements at the same time, the (X) being the number of implements involved. Multi-Weapon attacks can take two forms: striking (X) targets with an attack or striking one target multiple times.

If targeting multiple targets at once, up to (X), each target receives its own Attack Skill Test, with its own modifiers, the same way a Multiple Target Attack works.

If targeting a single target with (X) implements of the attack, a single Attack Skill Test is made against the target with a number of $\uparrow 1$ dice shifts for the attack equal to (X) minus one. A focused attack with multiple hits packs a lot of power!

Knowing is Half the Battle: Multi-Weapon Attacks Example

A four-armed Cobra B.A.T. has an attack called **Body Blows**, with the **Multi-Weapon (3)** trait. When going toe-to-toe with Stalker and Scarlett, it chooses to focus all of these attacks on Stalker. The B.A.T. Might skill is already a d8, meaning that focusing all of these blows on a single target grants a $\uparrow 2$ (3 minus 1) dice shift on the attack. This allows the mechanical monster to roll a d20 and a hefty d12 to land blows on Stalker!

GRAPPLING

When you want to grab a creature or wrestle with it, you can use a special Melee attack: the Grapple action.

The target of your grapple must be no more than two Size Classes larger than you and must be within your reach. This is a special Unarmed attack that specifically applies against the Evasion defense of the target.

Additionally, there is a $\downarrow 1$ die shift for each Size class larger the target is (up to two). If successful, the target is Grappled.

A Grappled target:

- As a Standard action, may try to escape with an Athletics, Might, or Finesse Skill Test versus the Grappler's Toughness.
- Suffers a Snag on all other Skill Tests.
- Grants an Edge to all Melee attacks that target their Evasion Defense.
- Has a Movement of 0 for all Movement Types.



RANGED ATTACKS

When you make a ranged attack, you fire a gun, unleash an energy blaster, or hurl a grenade at a distant foe.

RANGE FOR RANGED ATTACKS

The primary difference between any melee attack and a ranged attack is utilizing Range instead of Reach.

Ranged attacks have two numerical values listed for Range, for example, "Range 20 ft/80 ft". The first number is the effective normal Range of the attack or weapon. Any target at that Range or closer can be attacked with no Range penalty. The second number is the maximum Reach the attack can target. If the distance is greater than the first number but still within the second, the attack can still be made – but with a Snag.

Some ranged weapons have a minimum range, such as a Rocket Launcher. Attacks with these weapons can't be made closer than their minimum range.

RANGED ATTACKS IN CLOSE COMBAT

If using a ranged attack within the reach of an enemy, the attack suffers an automatic ↓1 dice shift on the attack.

STEP TWO – SHIFT SKILL MODIFIERS

Once an attacker chooses their target(s), the player and GM determine if there are any modifiers to the attack.

Skill modifiers come in four varieties – Shift Up, Shift Down, Edge, and Snag – just like with any other Skill Test (See Chapter 6: Essence Scores and Skills). These modifiers come from a variety of sources, and are all applied to the Skill Test.

Using the Dice Shift Ladder (see below), shifts move up and down from your starting value, eventually landing on the final Skill Die that will be rolled alongside a d20 (plus all lower skill dice, if a Specialization applies).

While the GM has final say on what should be modifiers, this section explains where the primary skill modifiers come from.

THE DICE SHIFT LADDER

In the **G.I. JOE Roleplaying Game**, bonuses and penalties are frequently marked by shifts, which move your Skill Die up or down the ladder before you attempt your Skill Test. Whenever you have shifts, you start at your current die size and move up or down the ladder:

TABLE 9-1: THE
DICE SHIFT LADDER

[Auto Critical Success]
[Auto Success]
[3d6]
[2d8]
d12
d10
d8
d6
d4
d2
[Single d20]
[Auto Fail]
[Auto Fumble]

Remember, a character's Skill cannot go above a d12 or below a d2 without shifts.

There are a number of effects on the above table that are not just a simple skill dice type. These are detailed as follows:

Critical Success: This is treated as an Auto Success result, but with an additional positive effect.

Auto Success: The player may choose not to roll the dice and take the most basic form of

success on the Skill Test. If they choose to roll the Skill Test, they do so with 3d6 as their bonus dice, but they must accept the result of the roll, even if it is a failure.

(3d6): The normal dice for the Skill Test are rolled, but with the skill die replaced by 3d6 as if they were a single dice to be rolled in the normal skill die progression.

(2d8): The normal dice for the Skill Test are rolled, but with the skill die replaced by 2d8 as if they were a single dice to be rolled in the normal skill die progression.

Single d20: Losing any skill dice, the test is attempted with a single d20.

Auto Fail: The Skill Test is a failure, no dice are rolled.

Fumble: The Skill Test is a failure, and the GM determines some kind of detrimental effect takes place. The Squad gains a Story Point.

■ : These are steps on the Dice Shift Ladder that are not attainable as 'normal' positions by Player Characters. They are only used due to dice shifts from Size, skills, equipment, Perks, or special circumstances.

More detail on Critical Successes and Fumbles can be found in *Step Four - Roll Attack Skill Test* and Chapter 10: Exploration.

POSSIBLE DICE SHIFTS BEYOND SKILL LEVELS

The Dice Shift Ladder can bring a Skill Test past its natural limits, either positively or negatively. This does not reflect what player characters can have normally, but rather shows the adjustable nature of certain effects from abilities, NPCs, Size Class differences, and other modifiers.

ATTACK CLASSIFICATION

Some attacks, or equipment that provide attacks, have inherent shifts worked into their description. This can be from powerful strikes, specialized munitions, recoil, or other qualities of the weapon.

Some attacks might actually have multiple shift skill modifiers, each one based upon a certain circumstance.

COVER

Walls, trees, creatures, and other obstacles can provide Cover during combat, making a target more difficult to hit with ranged attacks. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover. There are two levels of cover. If a target is behind multiple kinds of cover, only the highest level of cover applies.

Cover imposes a $\downarrow 2$ dice shift on ranged attacks against the character taking cover. In order to have

cover, at least half or more of their body mass must be concealed by a barrier, such as a:

- Low wall
- Large piece of furniture
- Car or other vehicle
- Tree trunk

A target completely concealed by an obstacle or much larger creature is considered as having Total Cover. A target with Total Cover can't be targeted directly, although some special attacks may mitigate or eliminate this protection.

SIZE CLASS VARIATIONS

There will be situations in the **G.I. JOE Roleplaying Game** where combatants of different Size Classes, such as Joes doing battle against Cobra H.I.S.S. tanks, fight against one another. Just as it is easy for a mosquito to land on and bite a human, or a human to hit the side of a building with a baseball, it is easier for smaller targets to land attacks upon larger targets. Conversely, it takes special tools or focus for a human to swat said mosquito as it buzzes around!

In the case of Area of Effect attacks, the attacker compares his own Size Class to the Size Class of the Area being affected, NOT the Size Classes of the targets within.

Knowing is Half the Battle: Shifting Past Natural Limits Example

Scarlett, perched unseen in a tree, aims her crossbow armed with a tranquilizer dart arrow at a Cobra agent. Her Targeting skill is an impressive d12, but because she aimed she gains $\uparrow 1$ shift, turning her d12 into 2d8. Her GM also tells her that the higher ground will give her an additional $\uparrow 1$ shift in this case, turning her skill die to 3d6 for the Attack Skill Test. She waits for the perfect moment to strike and rolls a 12 and a 4 on her 2d20, due to her Edge from attacking

unseen, and 11 on her 3d6 from rolling a 2, 4, and 5. This brings her total for the crossbow attack to 23. If she rolled a 6 on any of her d6, the roll would be a critical success, as well.

If Scarlett is Specialized with crossbows, she would roll the 3d6 *and* every skill die down the ladder to the d2: 3d6, 2d8, d12, d10, d8, d6, d4, and d2, giving her an exceptionally large chance to crit in addition to choosing the highest skill dice result to add to her roll.

Knowing is Half the Battle: Attacks With Multiple Shift Skill Modifiers Example

Duke battles Zarana in the tight confines of a power plant, exchanging gunfire as he tries to stop her from escaping with the detonator. Duke raises his rifle and prepares to attack with a d20 and his d10 Targeting skill. The GM informs Duke's player that he's suffering a ↓1 shift for the confined space, and Zarana is behind

three-quarters cover for another ↓2 downshifts. Duke has a laser sight on his rifle that grants ↑1 shift, and spends a Free action to Aim for another ↑1 shift. On the ladder, he starts at a d10 and goes down 3 rungs to a d4, then up 2 rungs to a d8. His shifts accounted for, Duke's player picks up a d20 and a d8 to roll their attack.

TABLE 9-2: SIZE CLASS COMBAT ADJUSTMENTS MATRIX

	Attacker									
		Small	Common	Large	Long	Huge	Extended	Gigantic	Extended ^{II}	Towering
	Small			↓1	↓1	↓2	↓2	↓3	↓3	↓4
	Common			—	↓1	↓1	↓2	↓2	↓3	↓3
	Large	↑1				↓1	↓1	↓2	↓2	↓3
	Long	↑1	↑1				↓1	↓1	↓2	↓2
	Huge	↑2	↑1	↑1				↓1	↓1	↓2
	Extended	↑2	↑2	↑1	↑1				↓1	↓1
	Gigantic	↑3	↑2	↑2	↑1	↑1				↓1
	Extended ^{III}	↑3	↑3	↑2	↑2	↑1	↑1			
	Towering	↑4	↑3	↑3	↑2	↑2	↑1	↑1		

HIDDEN ATTACKERS AND TARGETS

Stealth can be key in a Combat Scene, and combatants often try to get the better of their enemies by hiding.

Attacking a target that you can't fully see, like shooting at shadows, imposes a Snag on the attack Skill Test. This happens when you're guessing the target's location or you're targeting a creature you can hear but not see. You automatically miss if the GM determines the target isn't in the location you targeted.

Conversely, when a combatant can't see you, you gain an Edge on any attack Skill Tests that target that combatant. When you make an attack, whether the attack succeeds or fails, you automatically give away your location. If you have a stealth-based attack you may use while hidden to avoid detection (such as a weapon with the Silent trait, or a Commando's Takedown Perk), you must still take care to not be seen or heard in order to stay hidden.



SITUATIONAL MODIFIERS

There will be moments where the GM decides an attack should be easier or more difficult that do not fall under an existing rule. These are collectively called Situational Modifiers, and are under the jurisdiction of the GM as to whether or not they should be applied.

Some good examples of Situational Modifiers are:

SKILL SHIFT UP (↑1)

- Attacking on higher ground in Melee
- Attacking a target that is mired in mud or quicksand
- Attacker has surprised the target
- Defending target is inebriated or otherwise under the influence
- Attacker has weapon poised and touching target

SKILL SHIFT DOWN (↓1)

- Terrible weather (See Chapter 10: Exploration for more environmental considerations)
- Fighting with a weapon too large or too small for attacker's Size
- Fighting in confined spaces that limit weapon maneuverability
- Attacker fighting while prone in melee
- Attacker partially bound or tied up
- Defending target is moving incredibly fast on a zipline or in a vehicle

STEP THREE — DETERMINE APPLICABLE DEFENSE

As described in Chapter 6, there are four Defenses that all creatures possess. These four Defenses are calculated based upon a creature's primary Essence Abilities: Strength, Speed, Smarts, and Social.

Each primary Essence Ability has a Defense associated with it, calculated by adding 10 to the Essence Ability's numerical value.

Toughness Defense = 10 + Strength

Evasion Defense = 10 + Speed

Willpower Defense = 10 + Smarts

Cleverness Defense = 10 + Social

Every attack or effect applies to one of a character's defenses. Some attacks determine the Defense used against it, but in most cases the defender chooses the Defense for how they react to the attack. For instance, a character with a higher Toughness may prefer to take a punch to the face, while a character with a higher Evasion will want to dodge out of the way.

Toughness is used whenever the target attempts to physically shrug off or ignore the effects of the attack. This Defense is also used when a target cannot possibly evade an attack, such as if the target is grappled or held in place. When using Toughness to defend, keep in mind that some attack effects are based on the attack making contact with the target, so shrugging off the damage may expose you to other dangers and conditions.

Evasion is used when the target is getting out of the way of an attack. Deftly dodging, outpacing, or agile contortions all describe ways the target is not touched by the attack. Unless specifically noted by a special ability or situation, the target must be aware of the attack in order to use its Evasion Defense. If the target is not aware of the attack, the attacks usually default to Toughness with all the benefits of an unseen attacker.

Willpower is used when the target must mentally weather an attack. Attacks that target Willpower rarely inflict traditional damage, but instead impose other forms of penalties or effects upon the target. Psychological warfare, mentalism, or even extremely confusing mathematics are examples of attacks that can all target Willpower.

Cleverness is used when an attack harms the reputation, posturing, or popularity of a target. Cleverness is used in social scenes where instead of damage to Health, the effects are penalties to other skills, loss of clout with contacts, gaining information, and other narrative effects. Cleverness is rarely used as the target of a combat attack due to its social nature.

Equipment like armor and Perks can boost your defenses, or may even allow you to substitute one defense for another.

STEP FOUR – ROLL ATTACK SKILL TEST

Once the GM agrees on the applicable Defense for the attack, the attacker grabs their appropriate dice and makes the roll!

Just like with any other kind of Skill Test, if the attacker has an applicable Specialization in the skill being used for the attack, they are allowed to roll all Skill Dice equal to AND lower (d2, d4, etc.) than their current adjusted Skill Dice level, keeping the highest individual result.

Success/Failure: If the Attack Skill Test result meets or exceeds the target's Defense, the attack is successful. If it does not, the attack fails to negatively affect the target in any substantial way. The GM may still describe some narrative effects of near misses and the like.

Fumble: If the result of the d20 part of the roll is a natural '1' AND the Skill Test fails, this is considered a Fumble and should have a narrative description of a major mistake. Lost footing, a jammed fire-arm, or a dropped weapon are all good examples. Characters learn from their mistakes, so a Fumble also grants the squad a Story Point for their shared pool to reflect this.

Critical Success: If the result of the Skill Dice shows the highest number value on one or more Skill Dice (except for the d2) AND the Skill Test is successful, this is considered a Critical Success. In addition to whatever base effects the attack has, the attacker chooses to stack on an additional attack effect. Often this means applying the damaging effect a second time, but it may instead have the option of applying an alternate effect from the attack's listed options.

STEP FIVE – APPLY EFFECTS

After the Attack Skill Test is made, you apply effects. For most attacks, you only apply effects if successful. Some attacks place effects on the terrain or battlefield even if they miss the intended target.

The degree of success impacts the effects of the attack.

Most attacks inflict one or more points of damage. Others might have different effects, as detailed in the attacks themselves. Some examples of non-damage based effects are as follows:

- A Toughness-based toxin that knocks the target unconscious, causing the Unconscious Condition
- A Toughness-based stunning Condition that reduces Initiative
- A Willpower-based confusion Condition that forces a target to waste a number of actions
- An Evasion-based physical webbing that reduces Move speed to 0
- An Evasion-based technological tracker that allows the target to be tracked remotely
- A Cleverness-based stink liquid attack that makes others want to avoid the target and not speak with them

DEGREES OF SUCCESS

Any attack's effects that can be given a numerical value can also be applied multiple times if an attack Skill Test result is particularly high, the target's Defense is low, or a mixture of both. If the Attack Skill Test doubles the target's Defense, apply the numerical effect (damage, lost actions, etc.) twice. If the Attack Skill Test triples the Defense, apply the numerical value of the effects three times, and so on. This allows better skill levels to be rewarded for particularly good aim, larger doses administered, etc.

DAMAGE AND HEALING

Injury and the risk of death are constant companions of those who take on the forces of evil on behalf of goodness and light. The thrust of a Red Ninja's sword, a well-placed laser blast from a B.A.T., or a volley of energy blasts from Destro all have the potential to damage, or even kill, the hardiest of creatures.

Knowing is Half the Battle: Degrees of Success

Low-Light fires off a shot with his long range rifle at a Cobra Viper, rolling a d20 and a d10 for his Targeting skill. He decides to suffer ↓1 shift to increase his damage by 1 based on the weapon's qualities. He gets a 19 on his d20 and a 7 on his d8, for a total of 26. The Viper's Evasion Defense is only 11, so Low-Light deals 2 damage for hitting the 11, then another 2 damage for hitting the 22, for a total of 4 damage in a single, well-struck shot!

HEALTH

Health represents a combination of physical and mental durability, the will to live, and luck. Creatures with more Health are more difficult to defeat. Those with less Health are more fragile and easier to force into submission.

A creature's Health can be any number from the creature's maximum Health to a numerical value of 0. This represents how bruised, battered, or otherwise injured they are. Whenever a creature takes damage, that damage is subtracted from its current Health. When someone or something reaches zero Health, it is Defeated.

DAMAGE TYPES

Different attacks and damaging abilities deal different types of damage. Different types of damage have different effects on their affected targets. The damage types follow, with examples to help a GM assign a damage type to a new effect.

- **Acid:** Acid weapons deal an extra point of damage when they hit a target that defended with Toughness.
- **Blunt:** Bludgeoning force attacks such as hammers, falling, and constriction deal Blunt damage.
- **Cold:** Cold weapons add Stun 1 as an alternate effect of the weapon. If the weapon already has a Stun effect, increase the Stun effect by 1.
- **Electric:** High voltage energy that homes in on targets. Electric weapons gain $\uparrow 1$ on attacks.
- **Electromagnetic:** Energy that disrupts machinery. Electromagnetic weapons ignore Computerized bonuses to Evasion. They also gain $\uparrow 3$ against computers, Computerized vehicles, and robots, but take $\downarrow 3$ against all other targets.
- **Fire:** Fire weapons deal an extra point of damage when they hit a target that defended with Evasion.
- **Laser:** Laser weapons gain Stun 1 as an alternate effect, and can be used to Spot (See Chapter 8: Equipment) targets as an alternate effect.
- **Poison:** A long term effect that debilitates as it deals damage through a Posioned Condition.
- **Psychic:** Mental manipulation, either through force of personality, physical manipulation of the brain, or even psychic powers.
- **Sharp:** Puncturing, slicing, and impaling attacks deal Sharp damage. Weapons include beast bites, swords, axes, and the like.
- **Sonic:** A reverberating element that can be subtle or blatant. Sonic weapons gain an alternative effect identical to the weapon's primary effect, but it targets Willpower Defense with a $\downarrow 2$.
- **Stun:** Success with a Stun weapon means the target is denied a Move action for the listed number of turns. Stun effects stack. Creatures heal 1 Stun per turn. If a creature suffers an amount of total Stun equal to the amount of Health the creature has left, they are Defeated as they fall unconscious.

RESISTANCE TO DAMAGE TYPES

If something is **Resistant** or has **Resistance** to a specific type of damage, any form of that damage always has a Snag when rolling tests to apply to the creature or object. If there is not a Skill Test (such as automatically

being hit by an element explosion) the damage is automatically halved (round up).

IMMUNITY TO DAMAGE TYPES

If something is **Immune** or has **Immunity** to a specific type of damage, they do not suffer damage of that type and any additional effects that damage would cause.

ESSENCE DAMAGE

Some attacks and effects don't deal damage to Health, but instead reduce a character's Essence Points. This damage does not affect your character (unless otherwise stated) until an Essence Score is reduced to zero, there are unique effects.



ESSENCE SCORES OF 0

Effects during play may reduce a creature's Essence Score lower than 1. When this happens, the creature is severely penalized based on which Essence has been zeroed out:

- **Strength 0** is comatose. It cannot take actions of any kind and is unaware of its surroundings.
- **Speed 0** is paralyzed. It cannot move in any way and suffers a ↓2 dice shift on all Skill Tests.
- **Smarts 0** is caught in a stupor. It can only take Move actions and suffers a Snag on all Skill Tests.
- **Social 0** is mired in ennui and malaise. Any Move or Standard actions it takes cost an additional Free action and suffer a ↓1 dice shift.

DAMAGING OBJECTS AND ITEMS

Although most targets of Attack actions will be creatures, vehicles, and other characters, there can be many situations where an object or item is attacked directly to damage or destroy it.

TABLE 9-3: TYPICAL OBJECT TOUGHNESS

OBJECT CONSTRUCTION	TOUGHNESS	EXAMPLES
Ceramics, Cloth, Glass	2	Mug, T-Shirt, Residential Window
Flimsy Wood, Drywall	5	Thin Board, Internal Apartment Wall
Standard Wood, Thin Plastics, Reinforced Glass	10	Household Interior Door, Plastic Toy, Shatterproof Windshield
Thick Wood, Standard Plastics, Weak Stone, Thin Metal	15	Exterior Door, Picnic Table, Fiberglass, Roadsign
Reinforced Plastics and Wood, Standard Stone and Weak Metal	20	Riot Shield, Heavy Banded Door, Semi-Trailer Wall, Brick Wall
Formidable Plastics, Thick Stone, Standard Metal, Advanced Composites	25	Bulletproof "Glass", Detroit Steel Car Body, Kevlar Plating
Reinforced Metal and Composites, Superdense Materials	30	Titanium, Bulkhead Door,

Knowing is Half the Battle: Damaging Objects in Melee

Quick Kick needs to bash through locked wooden double doors in an office building to save Flint from an interrogation by Dr. Mindbender. The GM explains that the doors have a Toughness of 10 for standard wood. Quick Kick rolls his Might (Tae Kwon Do) Skill Test and gets a 21 - a Critical

Hit! His Unarmed attacks normally inflict 1 damage, and Quick Kick's player decides to make the critical hit effect an additional point of damage that he can spread across his reach. He chooses both double doors, which splinter and buckle open from the power of his kick!

Damaging Objects at Range

A Cobra B.A.T. outfitted with advanced armor fires a rocket launcher at a brick garden shed where Wild Bill and Dusty are working on an improvised EMP to take it down. The B.A.T. rolls a 18 on its d20 and a 6 on its d8 for Targeting for a total of 26. That's more than enough to damage the brick wall of the shed.

Normally, this should blow a big chunk out of the wall but because the Rocket Launcher has a 20' blast radius, it destroys the shed completely. Since the Joes are caught in the blast along with the shed, their improvised EMP is ruined, and they are both damaged by the explosion.

Knowing is Half the Battle: Discuss Defeat with your Table

As part of your Session 0 (see Chapter 14: Running the Game), your group will discuss the tone of your game. Part of setting the tone is defining what Defeat means. For instance, if you're playing a more 80's nostalgia game, defeat rarely (if ever!) means death for characters on either side of battle. On the other hand,

if you're planning on playing a serious and gritty game, death may be a constant threat for player characters and enemies alike. Keep in mind that some Roles and Focuses, such as the Infantry Medic, have Perks that heal and revive Defeated characters that may need modification based on how your game handles defeat.

If the object being targeted is being held by a creature or character, the attacker should use the Evasion defense of the creature holding the item. The Skill Test to hit the object should be adjusted to the Size Class of the object (usually an object is Small). If the attack is successful, the object takes the effect(s) of the attack.

In the case of a character or creature targeting an object that is not held by another individual, the object may only defend against the attack with its inherent Toughness. In some cases, GMs could apply dice shifts to the attack based on particularly big or small objects being targeted. For example, hitting a key pad button with a sniper rifle to disable it should be harder to achieve than hitting the broad side of a barn.

The base Toughness defenses of objects are based on what they are predominantly made of, based on the examples on Table 9-3.

The amount of damage an object can suffer before it is utterly destroyed is determined both by its Size and the Size of the source of the damage.

If the source of the damage is a ranged attack, each point of damage inflicted ruins up to a 5' cube volume of that object or the listed Area of Effect of the attack worth of the object (whichever is larger). This doesn't disintegrate the object, but it does break or shatter it.

If the source of the damage is a Melee attack, each point of damage inflicted ruins one square or 5' cube of material within the attacker's Reach.

Attacking objects and structures can lead to the mass destruction of property, especially once vehicle weapons are involved. Keep in mind that such wanton disregard for public property could cause problems for your squad in the future if they get a reputation as messy operatives!

DEFEAT AND HEALING DAMAGE

Damage isn't permanent. When a creature is reduced to zero Health, it is **Defeated**. When a creature is Defeated, it can no longer take actions normally, but a player may spend a Story Point to momentarily act as though it has not been Defeated.



All kinds of defeat, even death, are theoretically reversible through powerful technology or mysterious techniques. When Defeated, you and your GM determine how to describe the defeat. When Defeated, no matter how much additional damage affects the character, they are reduced to zero Health (for example, a hit that deals 4 damage when you have 1 Health remaining reduces you to 0 Health, not -3).

Most adversaries and other NPCs that the GM controls become Defeated when they drop to 0 Health. This signals the end of their contribution to the combat and their narrative defeat, not necessarily that they have been physically incapacitated or killed. Important NPC's and villains may flee,

grab a passing ladder attached to a helicopter, or drop a smoke grenade that hides their retreat. Minor characters and soldiers often do fall unconscious when defeated and follow the same rules as player characters to see if they are truly defeated.

If the GM determines a Defeated creature is dead or destroyed, they cannot regain Health through any means until something truly powerful has been applied to restore it to life or fix it.

HEALING

Rest restores a creature's Health: every six hours of sleep within a 24 hour period, a character heals all damage and recovers one Essence Point, if applicable.

Additionally, as a Standard action, Science Skill Tests can restore Health to living creatures, and Technology Skill Tests can restore Health to machines (including robots) if they are a target within your reach.

The DIF of a Skill Test to restore Health is equal to $5 + (5 \text{ per Health you want to restore})$. So if you want to restore 1 Health, the DIF of the Skill Test is 10. If you want to restore 4 Health as a single Standard action, it requires a DIF 25 Skill Test.

Restoring Health requires a Standard kit of the appropriate Specialization. For example, Restoring Health to a living creature requires a medicine kit.

When a creature receives healing of any kind, the Health regained are added to their current Health. A creature's Health can't exceed their potential maximum.

For example, Doc tries to patch up a wounded Jinx. She has lost 3 Health from damage, half of her total of 6 Health. This combat is going badly and Doc needs to heal other Joes, so he wants to patch her up ASAP. He specializes in Science (Medicine) and has a Limited medicine kit, so he's confident he can succeed at a **DIF 20 Skill Test**.

BONUS HEALTH AND TEMPORARY HEALTH

Some effects grant one of two forms of additional Health, bolstering through added protection, surge of adrenaline, or even luck:



BONUS HEALTH

Effects like the Renegade's signature Reckless Abandon style grant Bonus Health with a limited duration. These Bonus Health act just like regular Health while they're in effect: they can be healed and suffer damage.

TEMPORARY HEALTH

Effects like the Officer's Got to Get Tough grant Temporary Health. These additional Health last for a scene or until they are removed by damage. When you receive Temporary Health from multiple sources, you choose the source you keep. Temporary Health doesn't stack and can't be healed.

TEMPORARY DAMAGE

Similar to Temporary Health, some effects, like poison or disease, deal Temporary Damage. These points of damage last until they are treated, or if the effect dictates when they go away. For example, the sickening poison of the Anelosimus eximius swarms lasts until the poison is treated or the poison fails to hit the target's Toughness. Multiple sources of Temporary Damage stack.

OTHER FORMS OF COMBAT

UNDERWATER COMBAT

When Joes explore ancient shipwrecks, dive to reach a hidden entrance to a Cobra base, or work to dismantle undersea mines while Cobra tries to stop them, they must fight in a challenging environment: Underwater. The following rules apply:

- When making a melee Attack action, someone without an Aquatic Movement type suffers a Snag on the attack Skill Test unless the weapon is specifically crafted for underwater use, such as weapons with the Amphibious or Aquatic qualities.
- Making a ranged Attack action beyond the weapon's normal reach suffers a ↓3 dice shift. Even against a target within normal reach, the Attack Skill Test has a Snag unless the weapon is has either the Amphibious or Aquatic qualities.
- Fire Element attacks against creatures and objects that are fully immersed in water suffer an automatic ↓2 dice shift.

MOUNTED COMBAT

A squad of Joes finds itself lost in the American Southwest with horses as their only mode of transport. Shipwreck leads his squad to ride the fins of ally dolphins. Opportunities may arise where riding a beast grants Movement and mobility above what a character can do on their own. A willing creature that is at least one Size class larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

MOUNTING AND DISMOUNTING

Once during a Move action, you can Mount or Dismount a non-hostile creature that is within your reach. This expends 15 feet of Ground Movement. If you don't have 15 feet of Ground Movement left, you cannot mount the creature.

If something moves your mount against its will while you're mounted upon it, a **DIF 12 Athletics, Acrobatics, or Animal Handling Skill Test** is necessary to avoid falling off the mount, landing prone in a space within 5 feet of it. If you're Defeated or forced prone while similarly mounted, the Skill Test remains the same.

CONTROLLING A MOUNT

When you mount an animal, decide whether you are controlling the mount or allowing it to act independently. Some especially strong willed or intelligent mounts may resist your control or require an Animal Handling Skill Test to control.

If you control the mount, the mount's place in the Initiative order changes to match yours when you mount it in a combat scene. The mount acts as you direct it. Directing a mount is a Free action and usually requires an Animal Handling Skill Test, with the Difficulty based on the Mount's training and the situations at hand. For instance, controlling a donkey in a firefight is more difficult than a trained warhorse.

An independently acting mount rolls and keeps its own place in the Initiative order. It moves and acts as it wishes, and you either hope it takes you where you need to go or enjoy the ride.

VEHICLE COMBAT

While many battles G.I. Joe engages in are on foot, Cobra employs all manner of tanks, attack aircraft, and aquatic assault vehicles in their quest for world domination. During their missions, G.I. Joes employ vehicles of their own, and they have to be ready for vehicular combat!

Vehicle combat is treated much the same way as combat between normal creatures and characters, except for a few specific rules differences. Vehicles are treated like special creatures with their own Threat stat block (see Chapter 8: Equipment for example Joe vehicles, and Chapter 12: Threats for Cobra vehicles). This vehicle stat block explains the basic functions of the vehicle, like Movement, Defenses, Health, and other key statistics. They also show vehicle-specific information including how many crew it can hold, how many hardpoint (attached and integral) weapon attacks passengers and gunners can call upon, and any special rules for the vehicle.

Skill Tests for attacking with a vehicle, specifically, favor the crew. Use the operating crew member's listed skill for Skill Tests. Some vehicles may have two Skills listed, a vehicle Skill and an operator Skill. In that case, use the better of the two Skills for the Skill Test.

EMBARKING AND DISEMBARKING

Getting in and out of a vehicle requires a little attention, fast feet, and a vehicle to not be moving too fast. Embarking and disembarking a vehicle functions the exact same way as mounting and dismounting a creature (requiring half your total Movement), except the vehicle in question must have room enough for the character to do so and it must not have moved in the same turn. A character wishing to embark a moving vehicle (such as commandeering a Cobra H.I.S.S.) must make a number of difficult Skill Tests designed by the GM depending on the situation.

CREW

Each vehicle has a listed Crew statistic in a numerical format. Some vehicles cite how many drivers and passengers can fit the vehicle. Drivers must have a d2 or more in the Driving skill and the vehicle needs the full number of drivers in order to move at full Movement; if understaffed or untrained, the vehicle can only use half of its listed Movement per turn.

RAMMING

Ramming is a natural attack that every vehicle can use if it has moved at least 10 feet in the same round, based on the vehicle's Might or Acrobatics skill. In addition, compare the size of the vehicle to the size of the defender to provide any necessary dice shifts for the Skill Test. It is harder to hit a character than a building! A base ramming attack inflicts 1 Blunt Damage on a success.

ATTACKING FROM A LAND VEHICLE

Land vehicles are commonly engaged in combat encounters and all crew have their place in a combat scene with a variety of actions they can take from inside the safety of the chassis.

Drivers with at least a d4 level in the Driving skill can use their own Initiative modifiers to determine the vehicle's Initiative. The driver must use the listed Initiative of the vehicle if they do not have enough training as they focus on controlling the vehicle.

On a crew member's individual Initiative, they take their turn as normal, with a few modifications to attack:

- They can use their personal weapons if possible, but suffer a Snag due to the rocking, rolling, and overall motion of the vehicle. They use their own Size Class for any shifts dependent on the Size Class of their target as normal.
- If the weapon has built in or Hardpoint weapons, they can use those instead.

Hardpoint weapons, or weapons that are built into the vehicle itself, can be used to make an Attack action and are designed to compensate for the locomotion of the vehicle. To use a hardpoint weapon, the gunner makes an attack normally, using the character's Targeting Skill modified by the vehicle's Size class.

Each hardpoint weapon may only be selected to make one Attack action per turn, no matter how many crew are available to use them. Hardpoint weapons also have their own properties that can affect how the weapon is used, such as special elements or alternate effects, but the general method of attack does not otherwise change.

SEACRAFT COMBAT

Whether on a patrol boat, on board Destro's giant private yacht, or rowing across the lake to sneak into a Cobra training facility disguised as a summer camp, there could always be a chance that a conflict could erupt while floating or skimming along the surface of the water.

Combat while on board seacraft is treated exactly like common land vehicle combat, with two important exceptions.

DISSEMBARKING FROM SEACRAFT

If a crew member on a seacraft wishes to disembark in a turn where the vehicle has moved, or wishes to make an emergency disembark (see Defeat of a Vehicle, below), the crew member must pass a **DIF 10 Athletics or Acrobatics Skill Test** to dive out safely and swim starting from any adjacent space to the seacraft. Creatures with a natural Swim Movement ability pass this Skill Test automatically. Those who fail this Skill Test suffer falling damage as they hit the water or the seacraft in their botched disembarking attempt.

SINK OR SWIM

When a seacraft is reduced to 0 Health, whether or not it explodes, it begins to sink. An unexploded seacraft sinks at a rate of 5 feet per round. An exploded wreck sinks much faster, at a rate of 10 feet per round. Any crew remaining on board or within a sinking seacraft will potentially begin to drown. See Chapter 10: Exploration for rules on drowning.

AEROSPACE COMBAT

Zooming around in fighter jets, riding in helicopters, or blasting off with a personal jetpack, there are many instances where combat takes place far above the ground and in the clouds. While automatically more dangerous than simply rolling down the highway on four wheels, the concept of aerospace combat is rudimentarily the same, merely with higher consequences.

In reality, most aerospace combat is extremely fast and offers milliseconds to act as they blast by their targets, or perhaps hover nearby to unleash payloads upon ground targets. In the **G.I. JOE Roleplaying Game**, we use a simplified version of aerial combat in order to grasp a more action-packed and narrative feel to these kinds of combat elements.

For game purposes, treat all aerospace combatants simply as vehicles using Aerial Movement instead of Ground Movement to move. Like creatures with an Aerial Movement, they must always move forward unless they possess a way to specifically hover (such as VTOLs or helicopters).

DISSEMBARKING FROM AEROSPACE VEHICLES

It makes a certain amount of sense that crew that wish to disembark (emergency or otherwise) from a flying aerospace vehicle had better possess some way to either fly on their own or have safety gear that will allow them to float somehow harmlessly to the ground. Make a **DIF 10 Athletics or Acrobatics Skill Test** to safely exit the vehicle. If this test does not succeed, take 1 Blunt Damage as you stumble or bash yourself on the way out. If a character does not have a way to safely make it to the ground, it is safe to assume they are Defeated once they leave the vehicle.

WHEOEEOEO... AND BOOM!

Aerospace vehicles are infinitely more dangerous because of their speed, altitude, and the combustible power of fuel. Aerospace vehicles that crash for any reason automatically explode (see Defeat of a Vehicle, below). Vehicles that currently are hovering ignore this, but still take the appropriate amount of falling damage based on their hover height. Note: hovering does not mean the vehicle cannot explode normally, merely that it does not do so automatically!

ZERO-G COMBAT

While the real life physics and science behind vehicular combat in space are extremely important and required to survive such maneuvers, like regular Aerospace combat, such things are handled in a more simplified form.

Combat between spacecraft, Joes in zero-G situations, and or a combination thereof, is treated basically like common aerospace combat in all ways, save that a vehicle that can travel in zero-G has a second, lower fly speed in parenthesis after the first. This number is the mandatory amount of Movement the vehicle must take in a zero-G combat per turn, unless it is able to hover through a complex series of thrusters.

Additionally, unless the GM determines the environment to account for it, it is not possible for a vehicle in zero-G to be made prone or crash.

DEFEAT OF A VEHICLE

Being inside a heavily armed and armored vehicle can be a great source of protection for the crew... until something breaks through that protection. That is when a racing vehicle can suddenly become a fiery death trap.

If a vehicle in combat is somehow made prone or moves into an impassable area for that vehicle (a building, for example), it crashes.

A vehicle that crashes has the following effects applied:

- The vehicle is considered to have all Movement types reduced to 0 until repaired
- Each hardpoint weapon must pass a **DIF 14 Brawn Skill Test** (using the vehicle's Brawn) per attack or become useless until repaired
- The vehicle suffers 1 Blunt damage per 10 feet of Movement it had taken on its last move before crashing (this could be from earlier in the round or on the previous round).
- Each crew member must pass a **DIF 13 Athletics or Acrobatics Skill Test** to **emergency disembark** and leap free of the crashing vehicle. Success places them in an adjacent space to the vehicle, prone, and inflicts 1d2 Blunt Damage to each crew member.
- Crew members that remain in or fail to disembark the vehicle when it crashes suffer half the damage the vehicle suffers from the impact.

When a vehicle reaches 0 Health for any reason, it must immediately make a **DIF 14 Brawn Skill Test**. If it succeeds, the vehicle merely crashes (if it has not crashed not already). Unless it has protection noted against it, a vehicle failing that test instead **explodes**.

When a vehicle explodes, it inflicts a randomly rolled amount of fire damage to everything in a given area of effect, both of which are based on the Size Class of the vehicle in question (see the chart below). Everyone and everything in that area of effect may make a **DIF 14 Athletics or Acrobatics Skill Test** for half damage. This table shows how large and damaging the explosion is.

TABLE 9-4: VEHICLE EXPLOSIONS

SIZE-CLASS	AREA OF EFFECT	DAMAGE	EXAMPLE
Common – Long	15' from edge of vehicle's Footprint	2d2 damage	Jet Pack, Motorcycle, Skimobile, Automobiles
Huge – Gigantic	30' from edge of vehicle's Footprint	2d4 damage	Construction Rigs, Small Speedboat, Lift Crane
Extended^{II} – Towering	45' from edge of vehicle's Footprint	2d6 damage	Jet Plane, Semi Truck, Tanker, Aircraft Carrier, Train





EXPLORATION

G.I. Joes travel the world on assignments to thwart Cobra, maintain global peace, and provide their expertise to solving problems. This means being ready to explore and operate in all manner of

environments by land, sea, and air. This chapter covers time, movement, environmental dangers, healing, conditions, and ways to spend downtime between missions.

TIME

In the **G.I. JOE Roleplaying Game**, characters are frequently under time pressure to complete their mission. With the threat of world-ending schemes by Cobra looming, there's little time for lollygagging. When on a mission, the GM determines how much time the characters have, and as the characters take actions, the GM determines how much time a task requires and what scale of time will be used. For example, when exploring a laboratory or cave, the characters' movement may happen on a scale of minutes but it may take hours to fly from one location to another, or days to journey on foot through an inhospitable jungle. Characters usually have an idea of how long things will take to accomplish so they can play and plan accordingly.

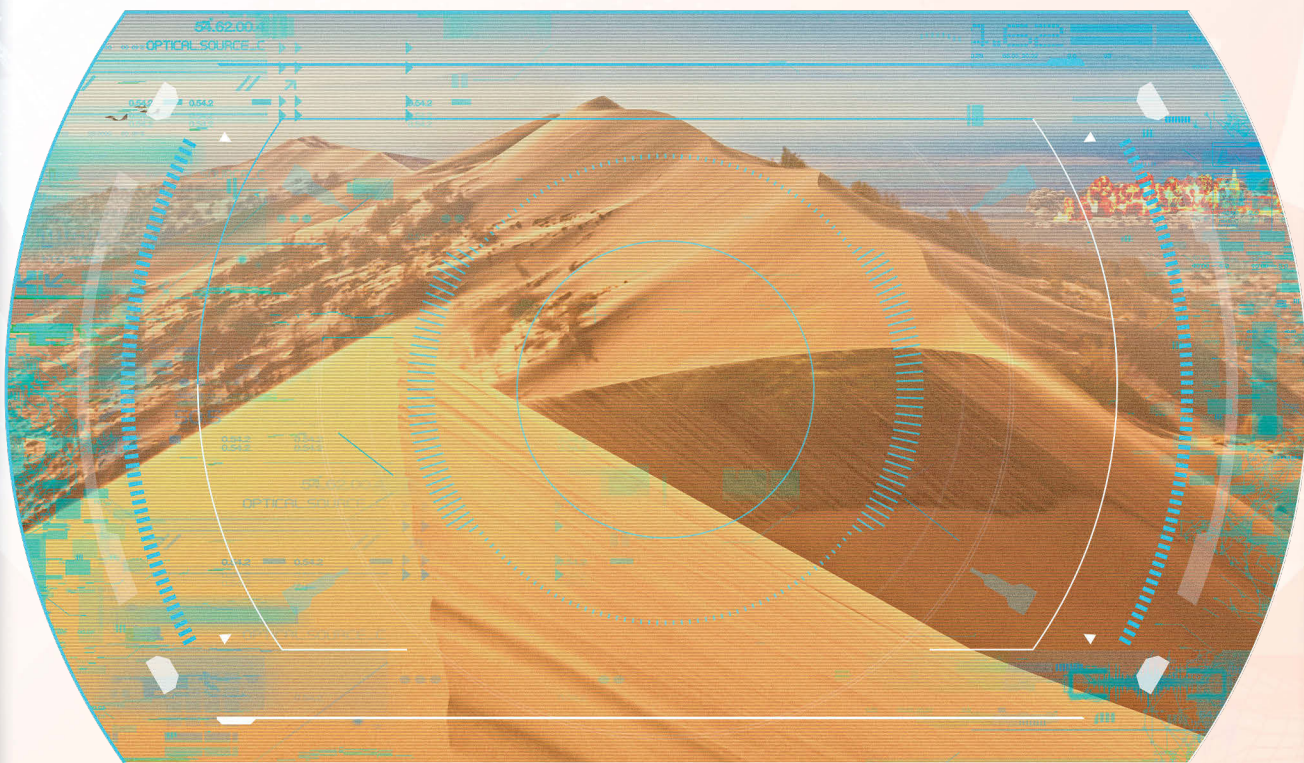
In combat and other fast-paced situations, the game relies on rounds. Each round is a 6-second span of time, with 10 rounds equaling one minute. Certain Perks and Powers last a number of minutes, so it is handy to remember that if you are in combat and a Perk lasts for 1 minute, you have 10 turns before it goes away. See **Chapter 9: Combat** to learn more about rounds and turns.

On the whole, for basic investigation of an area, the scale of time used is in minutes. It takes about a minute to creep down a long hallway, another minute to check for locks or traps on the door at the end of the hall, and a good ten minutes to search the room beyond for anything interesting or valuable to a mission.

When traveling by foot in a large city or out in the wilderness, a scale of hours is often more appropriate. Joes eager to reach the secret hideout in the middle of a sandy desert hurry across those fifteen miles in just under four hours.

For long journeys, a scale of days works best when not employing air travel. A long road trip by car across the country would take four uneventful days, including resting and eating, but without any other stops. It could easily be a few days into the travel time before Cobra spies interrupt their journey with an ambush. When using air travel to transport troops, vehicles, and munitions, travel time can be cut down to hours and is almost always granted.

If there's a question of what happens first when two characters attempt the same action or an action at the same time, such as who gets to pick a lock first, use an Initiative Skill Test contest if the involved parties can't come to a mutual decision.



MOVEMENT

Movement is an integral part of everyday life, let alone thrilling adventures as a member of G.I. Joe. Whether you need to swim out to a boat offshore, sneak down a darkened hallway, scale the walls of a hidden lair, or climb up the side of a volcano, all sorts of movement comes into play on missions.

While Movement in combat is covered in **Chapter 9**, between all of the action characters still need to move from one place to another. Because the exact amount of time isn't as important out of combat, the GM can summarize the Joes' movement without calculating exact distances or travel times. For example, the GM may say, "You board a C-17 and arrive at your destination in twelve hours, then board a helicopter for an hour and a half flight to the area where the meteor crashed." Movement and time are similar between encounters, with the GM summarizing movement based on the travel options that the characters have available.

When it's critical to determine how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes, the travel time depends on three factors: the Movement Rating, travel pace, and the terrain characters are moving over.

MOVEMENT RATING

Every character and threat has a Movement Rating, expressed as (Type) Movement, the most common of which is Ground Movement. This rating is the distance in feet that they can move in six seconds of time, described as a turn in **Chapter 9: Combat**. This number assumes short bursts of energetic movement in the middle of a life threatening situation. This movement also is the base for how far someone can move in a minute, an hour, or a day. See the Travel Pace table below for more details.

TRAVEL PACE

While traveling, a group of Joes can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more effectively.

The Travel Pace table assumes that characters travel for 8 hours in a day. Pushing beyond this limit becomes taxing. For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, but each character must make a **DIF 12 (+ 1 for each hour past 8 hours) Brawn (Endurance) Skill Test** at the end of each hour. On a failed Skill Test, a character takes 1 damage to their Strength Essence until they have slept for at least six hours.

MOUNTS AND VEHICLES

For short spans of time, generally up to a few hours, most animals move much faster than people. A character riding a horse can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare in most urban areas, as most people do not own horses or other mounts.

Characters in ground vehicles, such as cars or motorcycles, can travel at much faster speeds. When a vehicle is requisitioned, it comes with a full tank of gas. For some vehicles, such as common cars, trucks, and motorcycles, refuelling is easy. When it comes to armored vehicles, aircraft, and other special vehicles, refueling may require a refueling service or stop at a depot, airfield, or port.

Characters in a waterborne vessel or aircraft are limited to the speed of the vessel, but they don't

TABLE 10-1: TRAVEL PACE

METHOD	PER MINUTE	PER HOUR	PER DAY	PER ROUND	EFFECT
Slow (foot)	200 ft.	2 mi.	18 mi.	20 ft.	Able to use Infiltration
Normal (foot)	300 ft.	3 mi.	24 mi.	30 ft.	-
Fast (foot)	400 ft.	4 mi.	36 mi.	40 ft.	↓ dice shift to Alertness Skill Tests
Ground Vehicle	1 mi.	60 mi.	1440 mi.	528 ft.	Driver receives Snag on Alertness Skill Tests

suffer penalties for a fast pace or gain benefits from a slow pace since they are not exerting effort on their own and can sleep while traveling. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day, rotating captains to pilot the way while others rest.

ROUGH TERRAIN

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear hallways. But Joes often face dense forests, sandy beaches, destroyed buildings, steep mountains, and ice-covered ground—all considered Rough Terrain. You move at half Movement in Rough Terrain, so moving 1 foot in Rough Terrain costs 2 feet of Movement and can apply to any form of Movement. This means you can only travel half the normal distance in a minute, an hour, or a day.

SPECIAL TYPES OF MOVEMENT

In addition to Ground Movement, there are Climbing, Swimming/Aquatic, and Aerial Movement

types. These Movement types show special skill, aptitude, or equipment to be able to move up to either a character's Ground Movement (such as a Perk that grants a character a Climb Movement), or a specific limit (such as gear that gives a character a Swim Movement of 60). Perhaps your Joe needs to crawl behind cover to avoid being seen or jump up onto a tall structure to gain some advantage. When a character has a special Movement type they can apply to a situation, they usually are unaffected by penalties, and only need to make a Skill Test to accomplish movement if the terrain is especially dangerous, such as climbing sheer glass or swimming in rough waters.

Climb Movement includes being able to stick to vertical surfaces or upside down across a ceiling or similar situation without penalty.

Swim Movement is used in aquatic environments without penalty. Characters with swim movement also suffer fewer penalties when fighting underwater, but may still need to worry about breathing.

Aerial Movement involves moving in a three dimensional space, and allows for avoiding most challenges on the ground. Characters or items that fly do not need to move a specific amount on their turn unless noted, either hovering or circling to maintain altitude when they don't move forward.

In addition to these types, the following rules cover additional ways for characters to move so your character can accomplish whatever you need them to do.

CLIMBING, SWIMMING, AND CRAWLING

While climbing, swimming, or crawling, your character's Movement is halved. At the GM's discretion, climbing certain surfaces, such as the side of a glass building or a wall without sufficient handholds requires a successful Athletics Skill Test. The GM may assign other applicable Skill Tests for specific circumstances, such as sidling across narrow ledges or swimming against a strong current.

CONVERTING MOVEMENT TYPES

Characters with multiple Movement types can combine their Movement types in order to move farther than a particular Movement may allow.



For example, a character with a Ground Movement of 50 and Swim Movement of 30 may use their entire 30ft of Movement to swim. Once they have exhausted their Swim Movement, they can subtract that distance from their Ground Movement, and use their remaining Ground Movement (20 ft) to swim half of the additional distance (10 ft).

JUMPING

Jumping requires an Athletics Skill Test whenever your character attempts a jump of longer than 5 feet. Your roll, less the DIF listed, equals the distance you can jump, according to the Jumping Table. If you take a running start before your jump, that movement is deducted from your Ground Movement.

TABLE 10-2: JUMPING

METHOD	DIFFICULTY
Standing Long Jump	DIF 10
Running (10 ft) Long Jump	DIF 5
High Jump	DIF 18
Running (10 ft) High Jump	DIF 13

Each foot you clear on a long jump costs a foot of Movement.

For example, Quick-Kick attempts a Running Long Jump to clear a 15 ft gap between two buildings in an urban area. He runs 10 feet across the building roof and makes an Athletics Skill Test. His Skill Test result must be higher than 20 (DIF 5 + 15 feet of gap) to reach the other building safely. Luckily he's got a high score and Specializations!

Knowing is Half the Battle: Assisted Jumping

Jumping while on a mount, vehicle, or mobility device uses these same rules, but the skills applied are Animal Handling, Driving, and Athletics, respectively.

FORCED MOVEMENT

Sometimes a perk or effect forces your character to move. The three most common types are:

- **Push.** When you push someone or something, they must immediately move away from you with each foot of movement they are pushed.
- **Pull.** When you pull someone or something, they must immediately move closer to you with each foot of movement they are pulled.
- **Flee.** When a character is forced to flee, on their turn they must use all of their available Movement Rating to get away from the source that caused them to Flee.

THE ENVIRONMENT

While on a mission, G.I. Joes often have to search darkened caves, make their way through strange forests, and explore dangerous places with many unknowns. The rules in this section cover some of the most important ways in which you may interact with the environment while on a mission.

VISION AND LIGHT

Darkness or other sensory effects hinder a character's ability to see well, and characters in areas obscured by dim light, dense fog, and other conditions suffer a Snag when they can't perceive the task at hand.

In bright light, most sighted people can perceive the area around them at close-range and longer distances. Daylight, well-lit rooms, campfires, torches, and flashlights all provide sources of bright light at varying degrees and distances.

Dim light can be defined as shadowy areas, the middle ground between where bright light ends and pitch-darkness begins, such as just outside the beam of a flashlight or in a room with low, flickering candlelight, or as the sun is nearly set or just rising while outdoors.

Darkness is described as any area in which a person cannot see beyond a foot in front of themselves. This occurs outside at night, in underground caves

with no light source, inside buildings with no windows or no power, and other places with no natural or manufactured light.

The following chart gives examples of **DIF Alertness (Perception) Skill Tests** to see in various conditions, although the GM may adjust these DIF levels based on the situation at their discretion.

TABLE 10-3: VISION

CONDITION	DIFFICULTY
Complete Darkness	DIF 20
Dim Light	DIF 15
Dense Fog	DIF 10
Heavy Foilage	DIF 10

INTERACTING WITH THE WORLD AROUND YOU

Throughout play, your character will need to interact with all sorts of objects you come across, whether a simple doorknob that must be turned to open a door or hacking a computer with vital information on its hard drive. When you want to manipulate an object or perform a task, you simply need to tell the GM what you intend to do and what skill you would like to use to assist you, if any. The GM then tells you if you need to roll the particular Skill Test or not and tells you what happens.

For example, you might encounter a switchboard in an enemy lair and determine that you must push a particular button to open the security doors. If the button is stuck, and you need to force it, the GM may ask you for a Brawn Skill Test to see if you are strong enough to push it down. In prewritten adventures, certain obstacles will have a set DIF for your Skill Test, but sometimes there will be items you may want to interact with that have no preset difficulty. In these cases, the GM will set varying DIF levels, depending on the difficulty of the challenge they have set for you.

In addition to manipulating objects, there are items, structures, vehicles, and more that can be damaged when a character hits them with weapons, accidentally drops them, or breaks them with their own Might. Certain area effect weapons can wreck the entire area, including the ground, causing

Rough Terrain. All objects have their own Toughness, determined by the GM, and can be broken with one damage or completely destroyed with multiple points of damage. Objects can't be affected by things like poison, but they also may have inherent resistances to certain types of damage, which will be ruled by the GM. For example, you likely cannot cut through or destroy cloth or rope with a blunt object like a baton or hammer. Rules for damaging objects are found in **Chapter 9: Combat**.

FALLING

Falling is a common hazard when fighting Cobra, be it from tall serpentine towers or dangerous mountain ledges. At the end of a fall, a creature takes 1 damage for every 10 feet it fell, to a maximum of 20 damage.

The creature lands prone, unless it avoids taking damage from the fall.

BREATHING

All creatures can hold their breath for a number of minutes equal to 1 + their Brawn die type.

If you run out of breath and begin to suffocate, you begin to lose Smarts, Social, Speed, and Strength Essences, in that order, every turn until you are fully incapacitated.

For example, if you have a d4 Brawn, you can hold your breath for 5 minutes. Once that 5 minutes is up, you will begin to lose Smarts Essence at a rate of 1 per 6 seconds, followed by the rest of your Essence Scores.

EXTREME CONDITIONS

G.I. Joes are often sent on missions to the most inhospitable places like deserts, the arctic, and to other hazardous areas. When operating in extreme areas or conditions, the following rules apply.

EXTREME COLD

Whenever the temperature is at or below 0 degrees Fahrenheit or -17 degrees Celsius, a creature exposed to the cold must succeed on a **DIF 10 Brawn Skill Test** at the end of each hour or take 3 damage to their Strength Essence. Creatures with resistance or immunity to cold damage automatically succeed on the Skill Test.

EXTREME HEAT

When the temperature is at or above 100 degrees Fahrenheit or 37 degrees Celsius, a creature exposed to the heat and without access to drinkable water must succeed on a Brawn Skill Test at the end of each hour or lose 3 points of Speed Essence. The DIF is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, suffer a Snag on this Skill Test. Creatures with resistance or immunity to Fire Element damage automatically succeed on the Skill Test, as do creatures naturally adapted to hot climates.



POWERFUL WINDS

Creatures in powerful winds suffer a Snag on ranged attack tests and Alertness tests that rely on hearing. Winds may also extinguish open flames, disperse fog or smoke, and make flying nearly impossible. In those cases, an aerial creature may be subjected to forced movement. In a very strong

wind, the creature must land at the end of its turn or begin to fall.

Powerful winds in certain environments where the air can be filled with debris (such as a sandstorm in a desert or a snowstorm in arctic conditions), may also cause creatures to suffer a Snag on Alertness tests that rely on vision or make vision impossible in the same way darkness does (see Vision and Light), but gear and Perks that allow characters to ignore penalties for darkness don't apply.

HOSTILE WEATHER

Thick precipitation such as heavy rains, hail, and snowfall impose a ↓2 dice shift on attack tests and a Snag on Alertness tests based on sight and vision.



EATING AND DRINKING

All characters need to eat and drink to stay alive. On base and in civilized areas, barring any extenuating circumstances in the adventure or your own personal backstory, play assumes you have eaten for the day.

If your G.I. Joe team is out on a long mission or traveling, you need to pack rations or find a way to obtain food and water. Rations are included without cost as part of a mission gear in the Equipment Assignment and Requisition phase. Purchasing food can be done easily in civilized areas, and hunting and/or gathering can be accomplished with a Survival Skill Test in the wild.

A character needs to consume a pound of food and a gallon of water per day to maintain a healthy level of Strength. Once a character has gone three days without either the full amount of food or water, they will begin to lose one Strength Essence per day until they are able to eat or drink again. If a character is missing both food and water for three consecutive days, they will lose Strength Essence at

a rate of two per day. Strength Essence lost in this way will be restored immediately after consumption of both food and water.

DISEASES

Sickness is treated with Science (Medicine) Skill Tests, but sometimes something more sinister is afoot - especially when dealing with biological weapons and other unconventional forms of warfare. These occurrences can kickstart a new adventure or add to an existing one as characters search for a cure, stop the spread of the disease, destroy the source, and deal with any consequences.

SAMPLE DISEASE

The diseases listed here are examples to help illustrate the variety of ways disease and other sickness can work in the game. Depending on the cause or severity, the Brawn (or other skill) DIF may change drastically from one to another at the GM's discretion.

ALLERGIES

Allergies target living creatures through pollens and other irritants. A scenario in which a character is allergic to the environment, whether due to non-indigenous plants appearing in the area, a reaction to a never seen before creature, or a piece of alien tech, can have ripple effects that affect the character's ability to perceive smells and taste, move stealthily (if they are sneezing or coughing, for example), and more. For a basic allergen, characters must succeed on a DIF 10 Brawn Skill Test or be affected by the allergy.

Symptoms of allergies manifest immediately. The allergic creature loses 1 Social Essence every 8 hours until the allergy is cured. The lost Essence point remains lost until it is recovered through healing or sleep.

Additionally, for every 30 feet of Movement or once per round of combat, the character must succeed on an additional DIF 15 Brawn Skill Test or sneeze. The sneeze will negate any Stealth Skill Tests for the character and allies within 20 feet and will cause a Snag on their next roll.



TETANUS

This illness targets living creatures through bacteria found in soil, dust, and manure. Once afflicted, usually after being cut by or stepping on dirty metal, victims frequently succumb to stiffened joints and jaw muscles, high fever, trouble swallowing, and a severe headache.

Symptoms manifest 1d4 hours after infection and include involuntary stiffening of muscles throughout the body. The infected creature loses 1 Speed Essence every 8 hours until the disease is cured.

Any event that causes the infected creature to move more than half its normal Ground Movement forces the creature to make a **DIF 15 Brawn Skill Test**. On a failed roll, the creature loses one Strength Essence and gains the Immobilized Condition for 1 minute. The creature can repeat the Skill Test at the end of each of its turns, regaining the ability to move its muscles and ending the paralyzed condition on a success. The lost Essence point remains lost until it is recovered through healing or sleep.

CONDITIONS

Attacks and effects impart Conditions, which alter a creature's capabilities. Conditions can either be advantageous or penalizing. Conditions last until they are removed (such as by healing when Defeated) or for a duration specified by the attack or effect that caused it.

If a creature is affected by the same Condition from multiple sources (such as Impaired by a poison that lasts for a minute and Impaired from an enemy's attack for a turn), the Condition doesn't worsen; a creature has the Condition or it doesn't. The character has the Condition for as long as the longest duration of the effect (in the Impairment example, they would still be impaired for a minute, as that is the longest duration).

The following definitions specify what happens to a creature while it is subjected to a Condition.

ASLEEP

Sleeping characters are Prone and Unconscious. They can be awoken with loud noise, an action, or by taking damage

BLINDED

Blinded characters are unable to perceive the world around them. They consider all movement to be Rough Terrain and suffer a Snag on all Attack Skill Tests. As they are unaware of their attackers, any attacks against them gain Edge.

DEAFENED

Deafened characters automatically fail any Skill Tests relying on hearing alone.

DEFEATED

Defeated characters are Prone. Acting while defeated, if possible based on the nature of the defeat, requires a Story Point.

FRIGHTENED

Frightened characters suffer a $\downarrow 2$ die shift penalty when in sight of their fear and cannot move closer toward it.

GRAPPLED

Grappled Characters have a Movement Rate of 0. This condition ends when the grapple ends, if the grappler is Defeated or Unconscious, or if the grappled character is moved out of the grappling character or effect's reach.

IMMOBILIZED

Immobilized characters have a Movement Rate of 0 and cannot gain any benefits to their Movement Rate. All attackers gain a $\uparrow 1$ die shift against the Immobilized character.

IMPAIRED

Impaired characters suffer a $\downarrow 1$ die shift to all skill tests.

INVISIBLE

Invisible characters are impossible to see without special equipment, but can be detected by the tracks they leave or noises made. All attack tests made by an Invisible character gain Edge and all attack tests against them suffer Snag.

MESMERIZED

Mesmerized characters view the character who mesmerized them as a trusted ally, and will not attack them or subject them to harmful effects. Any Social tests by the mesmerizer gain Edge on mesmerized characters.

PRONE

Prone characters are on the ground. While prone, ranged attacks against you suffer a Snag, but melee attacks have Edge against you. When you fight using a melee weapon while prone, you suffer ↓1 shift on your attack rolls.

RESTRAINED

Restrained characters are immobilized, and attack tests against them gain an Edge.

STUNNED

Stunned characters can't take actions (Standard, Movement, or Free). Attacks against them gain an Edge.

UNCONSCIOUS

Unconscious characters are unable to act, move, or perceive the world around them. Attack tests against them gain Edge, and a successful track becomes a critical hit.

BETWEEN MISSIONS AND DOWNTIME

Heroic though they might be, G.I. Joes can't spend every hour of the day in the thick of exploration, social interaction, and combat. Between missions and battles, Joes need time to rest, eat, recuperate, and prepare for their next assignment. Many characters also use this time to perform other tasks and jobs on base, such as maintenance, studies, and training.



The GM may ask what your character intends to do between missions or during any character downtime in-game, such as long travel or resting while waiting for mission information. This is where you may want to think of any long term goals or projects for your character. Generally speaking, unless there is something specific that you want to have happen between adventures or during downtime, the time passes uneventfully. Oftentimes, however, whether your character chooses to do something with this superfluous time or not, the GM is keeping track of time that is passing as events already in motion continue to develop, even if miles and miles away. Nevertheless, here is a list of examples that your character may want to accomplish during this time.

CRAFTING

You can craft or build everyday objects, including new gear, special gadgets, and works of art. You must have the tools necessary to create whatever you are attempting to make, and success is determined by a Skill Test related to the object itself. If you need access to special materials or a specific location to build your object, this must be secured before you begin. For example, even if you have the engineering skills necessary to craft a new set of rocket-powered skis for future arctic missions, you will still need access to a facility and materials to craft them.

The GM will determine how long it will take to craft the item you wish to make, with items like weapons and other powerful pieces taking many months to create with just your tools alone. Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have the skills and materials required and are working together in the same place.

HEALING

You can use downtime between adventures to heal damage or Essence Points that were temporarily lost due to suffering environmental effects such as suffocation, disease, or poison. If you have a persisting Condition such as poison, you may attempt a **DIF 15 Brawn Skill Test** after a total of 18 hours (in one stretch or over three days) sleep to end the effect.

REQUISITIONS

While on the road, if your squad is unable to return back to a G.I. Joe base but is still hot on the heels of Cobra, you may contact your CO on secured channels (such as through your HTB) to perform an exchange of requisitioned equipment. This will allow you to re-requisition what you need for the next leg of your mission.

RESEARCHING

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include browsing through G.I. Joe archives in The Pit, looking up city records or history in the university library, or hanging out on base to listen in on rumors and gossip from other patrons.

When you begin your research, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, book, computer file, or location). The GM might also require you to make one or more Skill Tests, such as an Alertness (Investigation) Skill Test to find clues or information, or a Persuasion (Diplomacy) Skill Test to get someone's help. Once those conditions are met, you learn the information if it is available.

SLEEP

Every hero needs a good night of sleep to feel their best for a day of combat and investigation ahead of them. In the *Essence20 System* which the **G.I. JOE Roleplaying Game** uses, the minimum amount of sleep needed per night without suffering ill effects is six hours. For each day beyond three in a row of less than six hours sleep, you lose a Strength Essence. This continues and the Essence will not be regained until you have slept for a combined total of six hours sleep within a 24 hour period.

With every six hours of sleep within a 24 hour period, a character recovers all Health and recovers one Essence Point, if applicable.



LOCATIONS

Wherever there's trouble and freedom is threatened, G.I. Joe is there! That means traveling the world and carrying out missions to stop Cobra and other nefarious groups from their plans for global

domination. Over land, sea, and air, from pole to pole, all along the equator and everything in between; wherever there's trouble, G.I. Joe is there.

THE PIT

G.I. Joe's underground headquarters. There have been many Pits over the years, from underneath the Chaplain's Assistant School's motor pool in Fort Wadsworth on Staten Island to a remote area of Utah. What they've all had in common is that they reach deep underground beneath US soil, are self-sustained, and fully operated by the G.I. Joe team. Motorpools, hangars, and harbors store G.I. Joe's vehicles, while the rest of the area accommodates the training and living spaces of the active roster.

PEOPLE

The entire G.I. Joe team (and only the G.I. Joe team) can be found throughout The Pit. The team's Top Secret classification means not even a cleaning crew can access their headquarters. Garbage is changed and toilets are cleaned by the Joes themselves, from the newest recruit all the way up to General Hawk.

RESOURCES AND TERRAIN

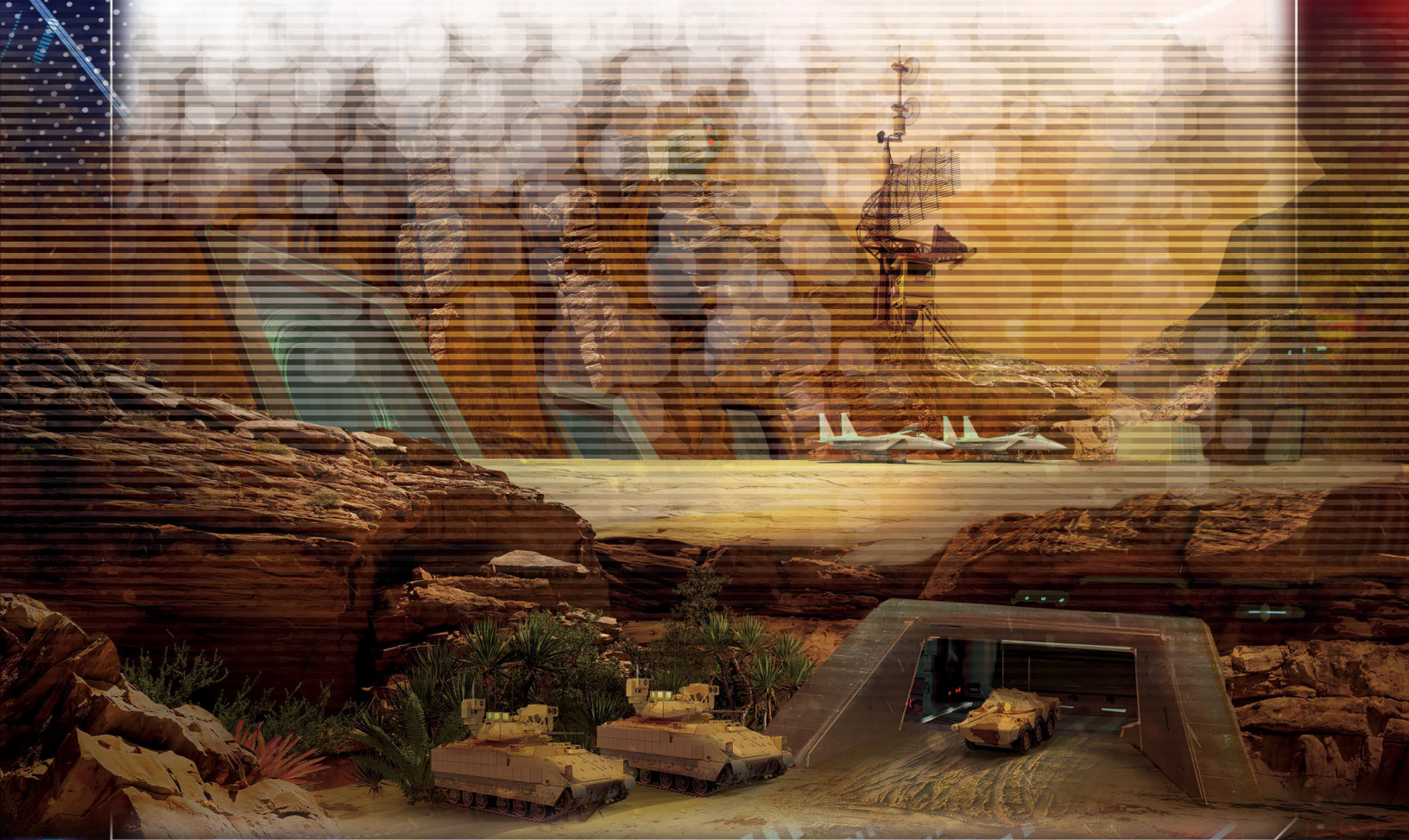
Anything the Joes need between missions can be found in The Pit, from entertainment to medical facilities, training areas to legal consults.

PLOT SEEDS

- A jeep returned with a Cobra chemical contaminant on its tires. Joes exposed to the air in the motorpool start acting aggressive and animalistic, a condition that spreads through their bites. Someone has to stop it before it infects the entire G.I. Joe team, ideally without any casualties.
- A civilian without clearance stumbles into The Pit. Not just any civilian, a podcaster with a giant social media footprint and a big mouth. How can G.I. Joe's status remain secret without infringing on this civilian's rights?

DETAILS

For additional information about The Pit, see Chapter 13: Running an Adventure.



THE BACK ALLEYS

Every city has urban areas and every urban area has some shadows. Not every battle is a straight-up fight. Sometimes Joes will have to move among those shadows to gather intel, find less-than-legal equipment, or to make contact with people they need to know.

PEOPLE

- A hard working bodega owner who keeps an eye out on everyone in the streets. Their security camera also have a pretty good view of the intersection.
- A retired former navy officer lives in a very small apartment on the fourth floor and sweeps the sidewalk in front of his building every morning.
- The kids who play basketball at the park are part of the STEM club at school and might have a very good idea what that chemical smell coming from the secret lab means.
- The graffiti artist knows every escape from every alley because she's been dodging the cops for a while. She uses parkour to scale fire escapes, leap from building-to-building, and spring across rooftops.

RESOURCES AND TERRAIN

Here are some things you might find in this area: dumpsters, piles of garbage bags to soften a fall, a souped-up street racing car, a garbage truck, a stack of tires, fire escapes, windows with plants on the windowsill, ladders, cardboard boxes, a small

market, someone selling hand-made shell jewelry and scarves on the sidewalk, a person playing guitar, a sewer manhole, steam vents, a utility truck.

PLOT SEEDS

- Back alleys may be a front to make an area look unused, but have a secret entrance to a hidden location. The Joes might get word that a new Dreadnok hideout has been set up somewhere on the north side of a city.
- The underbelly of any city is a good place to hide because people don't ask a lot of questions. Perhaps a rogue Cobra soldier is hiding out from her former squadmates and the Joes need the information she has about Cobra's plans.

DETAILS

If the Joes end up duking it out with some Dreadnoks in a back alley, here are a few options:

- Remember that cities have vertical terrain! The Joes can use fire escape ladders and windowsills to get some elevation. They might run through small apartments or bash through thin walls. The buildings might be adjacent or close together so daring Joes could leap from one to the other.
- Roofs are interesting! They have odd angles or slippery roof tiles and can become great terrain for a dramatic chase.
- The Joes can use the environment to their advantage! They can push things out of upper windows to land on hapless foes below. Or they can cause the ladder of a fire escape to swing and knock out their enemies.





USS FLAGG AIRCRAFT CARRIER

The USS Flagg is equivalent to a U.S. Navy Nimitz-class aircraft carrier - and she's huge! Nimitz-class carriers are about 1000 feet long and about 100 feet wide (though the flight deck is about 250 feet wide), and up to 15 stories tall. She provides a combat platform and living quarters for a few thousand sailors. Most ships of this class are powered by two light-water nuclear reactors that can go 20 years without refueling. The steam catapults and arrestor wires help launch and land various fixed-wing aircraft. Most carriers of this size hold up about 60 fighter jets that are moved from hangars below decks to the flight deck by huge elevators. Aircraft carriers are the pinnacle of modern warfighting technology, with an array of radar, sonar, and satellite uplink capabilities as well as an entire electronic warfare suite. Her weapons include short range anti-aircraft cannons, flare and chaff missile defense batteries, and a variety of anti-submarine and anti-torpedo defenses as well as a reduced radar cross-section. The ship itself is designed to move swiftly through the water (at about 30 or 40 miles an hour). The vital parts of her hull are covered in two and a half inches of kevlar.

- Aircraft carriers are floating cities. Nearly any location you can find in a city, you can find here, only it will be smaller, have lower ceilings, and you will have to move through various pressure hatches to get there. You can find a barber shop, a small hospital, weapons magazines, a gym, a dentist's office, a place of worship, mess hall, bunk rooms, kitchens, a store, and a legal office on a carrier.
- Some of the more functional areas of an aircraft carrier include aircraft maintenance bays, combat systems control decks, engineering spaces and maintenance bays, navigation office, nuclear reactors, safety office, combat training and mechanical training areas.
- Aircraft carriers are full of other vehicles. Not only jet planes, but also helicopters, small armored fighting vehicles, various other watercraft, lifeboats, and many forklifts. Heavy lift helicopters can be used to move the wheeled vehicles to shore.
- A carrier is full of odd nooks, narrow crannies, and cramped crawlspaces full of mechanical equipment, wires, and ducts where people are generally not supposed to be. These can serve as secret pathways to slowly get from one area of the ship to another without being seen.

PEOPLE

Given that the crew of an aircraft carrier is the size of a small town, the Joes aboard can find nearly any specialists they need. Here are a few examples.

- The staff meteorologist who is specialized in satellite data feeds that can alert Joes when his systems detect an anomaly.
- The elderly mechanic who knows every fighter jet airframe that ever existed. She can identify exactly what system a mysterious part comes from and knows most aircraft by the sound of their engines.

RESOURCES AND TERRAIN

Given the size and diversity of what's aboard an aircraft carrier, Joes can find nearly any resource they could possibly need up to, and including, nuclear weapons.

PLOT SEEDS

- An elite member of the Crimson Guard has infiltrated the ship and has planted a bomb in one of the weapons lockers where anti-aircraft missiles are stored. The Joes have to find her and get the disarm code before the bomb goes off!
- An allied nation has been taken over by Cobra. The Joes are planning a night-time sortie from the USS Flagg to destroy Cobra tanks and airplanes to limit Cobra's combat readiness.

DETAILS

- Space is at a premium on any aircraft carrier and the overriding principle of any movement on this ship is that there are pipes, odd corners, and pressure hatches between a Joe and where that Joe wants to be. Rooms have irregular configurations and angles because they're built around the mechanical parts of the ship. There are abundant fuse boxes, mechanical relays, and pipes to provide cover and hinder movement.
- The exception to this, of course, are the hangar bays. They have high ceilings and seem cavernous, but the floor is a complicated maze of racks of missiles, forklifts, maintenance gear, crates, boxes, and planes. The elevators that lift planes to the flight deck are enormous.
- The flight deck is not just a plain flat surface. It's

covered in jets and helicopters, there's plenty of firefighting equipment, cranes, radar towers, jet blast deflector structures, steam catapults, arrestor wires, antenna masts, runways, and many guns.

- The "Island" is also on the flight deck. This structure is the size of a six-story building that contains the primary flight control tower, navigation bridge, flag bridge, radar and electronics suite, and the chartroom.

FORWARD OPERATING BASE

While the main center of Joe operations is The Pit, Joes maintain forward operating bases wherever they're needed. These are much smaller facilities where Joes can rapidly deploy to the local area. They're temporary in the sense that they might exist for a few months or a few years. A forward operating base has a fortified outer perimeter and hardened entry control points. The perimeter could be as simple as concertina wire, earthen berms, and large sandbags (called Hesco barriers or gabion), or as complex as concrete barriers, or walls with watchtowers and gates.

A forward operating base might have a small airfield, a vehicle pool, tanks, armored vehicles, ATVs, a machine shop, tents or Quonset huts for housing, a mess, offices, a training area, as well as other specialty facilities. Bulldozers are commonly used to clear the area and make and maintain earthen berms.

A fire support base (or firebase) is a type of forward operating base for artillery units that provides fire support for nearby infantry.

- Keep in mind that a forward operating base is temporary. There is no landscaping. The ground is generally bare dirt, snow, grass, or gravel. Many of the buildings have dirt floors unless they really need to have a solid floor. There is no indoor plumbing and the latrines and showers are very basic. Most buildings are tents, but might be large, more-permanent tents with raised floors on wooden, metal, or plastic bases.
- Electrical power can be variable at a forward operating base. Some are connected to the local power grid, but many aren't because they're in remote locations. Power might be provided by a diesel generator and supplemented with solar cells.

- A forward operating base could be anywhere from the snowy tundra to jungles to the desert and it's unlikely to have much heat or air conditioning. Environmental effects will be keenly felt by any Joe housed there.

PEOPLE

A forward operating base exists for a specific purpose so the staff there are usually specialized for that mission.

- A snowy terrain specialist who knows how to survive in the cold and can safely lead Joes over the sea ice to a hidden base in the Antarctic mountains.
- A troop of combat-ready soldiers who have thoroughly mapped out every inch of the surrounding terrain and know all the locals

RESOURCES AND TERRAIN

Like the people at a forward operating base, the gear there is specialized for a particular mission. Most forward operating bases have tents, shipping containers, temporary modular buildings, concertina wire-topped walls, guard shacks, humvees, armored vehicles, jeeps, helicopters, shipping containers, and extremely abundant dirt, mud, and/or snow.

PLOT SEEDS

- The Joes are planning to exfiltrate a scientist from a secret M.A.R.S. lab on an island in the Indonesian archipelago. They plan their mission using resources from the forward operating base a couple of islands away.
- A forward operating base is being overrun by Cobra forces who are testing new equipment that Destro has designed. The Joes must evacuate personnel and key equipment from a forward operating base in northern Canada while executing a fighting retreat.

DETAILS

The temporary nature of forward operating bases means that they don't have a lot of hard walls, which can be a cool twist in an altercation. Joes (and their enemies!) can cut through tent walls, or be forcibly thrown into them and tangled up in the canvas. Plus the grounds of a forward operating base are full of interesting elements that Joes can use to their advantage, such as driving a bulldozer into a fight, discovering a crate of explosives, or using a bunch of shipping containers as a three-dimensional maze.



UNDERSEA BASE

Joes are here to defend the world from Cobra around the globe! Given that the earth is about 70% ocean, it's inevitable that some of the conflicts occur underwater. Undersea bases are rare (but exciting!) locations for G.I. Joe action! They essentially function as a specialized type of forward operating base with an exponential amount of logistics to manage.

Undersea bases are difficult to penetrate or even detect. Most satellites wouldn't be able to see them (particularly in the deep ocean) which means complete operational privacy. The technology for long-term underwater inhabitation has advanced rapidly since the days of the SeaLab, Aquarius, and CONSHLF submarine habitats. The modern G.I. Joe or Cobra undersea bases are self-sufficient, extremely technologically advanced installations that function more like a space station than anything else.

The deep marine environment has harsh conditions. If the underwater base is much deeper than 700 feet (even in the clearest tropical ocean) sunlight is negligible, so everything at the base must be artificially lit. Ocean temperature at that depth might be 45 degrees, but beyond 1000 feet deep ocean water is just above freezing. An underwater base requires significant energy to keep its inhabitants warm.

Some of the areas that most marine bases should have include: life support equipment that makes sure the air is breathable, a pressure chamber quarters where staff can decompress before going back to the surface, high-pressure reverse-osmosis desalinization plant, a diesel or nuclear power plant or even a green high-efficiency ocean thermal energy conversion power plant, batteries for auxiliary power, a place for submarines to link up with the habitat, areas for the crew to eat, sleep, and bathe, and relax, electrical and maintenance areas. Other areas that may be included at specialized bases include science labs, undersea listening posts, defensive torpedoes or missiles, a lounge or recreational area, a huge submarine docking bay, and an infirmary.

PEOPLE

It takes special training to live and work in a high-pressure undersea environment. Most of the crew of an undersea base will be specially trained in engineering, electronics, and emergency survival measures.

- The sonar shack operator who listens to the hydrophones even when she's not on duty. She can recognize most submarines just by the cavitation noise of their rotors, and can pick out individual whales by their songs.
- The eccentric mechanic "the fuse whisperer" who is so good at his job that the captain overlooks the fact he brought his pet cat with him.
- The XO (executive officer, the captain's second-in-command) who is a long-time veteran of undersea deployments and who has unerring skill with driving any kind of small sub or operating any ROV (remotely operated vehicle, essentially an underwater drone).
- The marine geologist who is running a lot of their own experiments in their free time looking for a particular hydrothermal vent.

RESOURCES AND TERRAIN

The equipment available on a deepsea base is limited and specialized. A variety of small subs or ROVs might be available, as well as a slightly larger passenger sub to take people to the surface. Specialized diving suits or personal subs might also be available.

PLOT SEEDS

- Some recreational divers report seeing strange lights in the ocean at night, and the newspapers have decided that aliens are responsible which has caused quite a stir in the local community. The reality is that Dr. Mindbender has set up an undersea base to research the use of a new super-heavy transactinide element. Joes must investigate, infiltrate, and stop this research.
- A top-secret U.S. Navy deep sea submarine refueling/repair facility has gone dark. The Joes are called in to see what happened. When the Joes arrive, all of the Navy staff is gone, and there is something else hiding in the facility.

DETAILS

Like a submarine or aircraft carrier, a deepsea base is cramped and full of mechanical and electrical housings that are always in the way.

In a deep sea habitat, the overriding concerns are 1) air and 2) the hull. Loss of either of these

two things means that everyone is in danger. The staff will monitor, maintain, and protect life support systems before anything else. Gunfire is going to result in cracked portholes and bulkheads that allow ice-cold seawater into the habitat. Explosives could result in entire sections of the habitat being crushed by the pressure of seawater. Most undersea habitats have pressure doors that can be closed to isolate sections that have flooded.

Water pressure may, or may not, be a problem. If an undersea habitat has a “moon pool” or “wet porch” that provides water access, then it is pressurized. That means the air pressure in the habitat is in equilibrium with the water pressure outside. The good news is that once a Joe is equilibrated to the internal pressure, they can swim around outside without suffering pressure sickness. The bad news is that Joe may have to decompress for a few days in order to return to the surface without dying of the bends (pressure sickness).

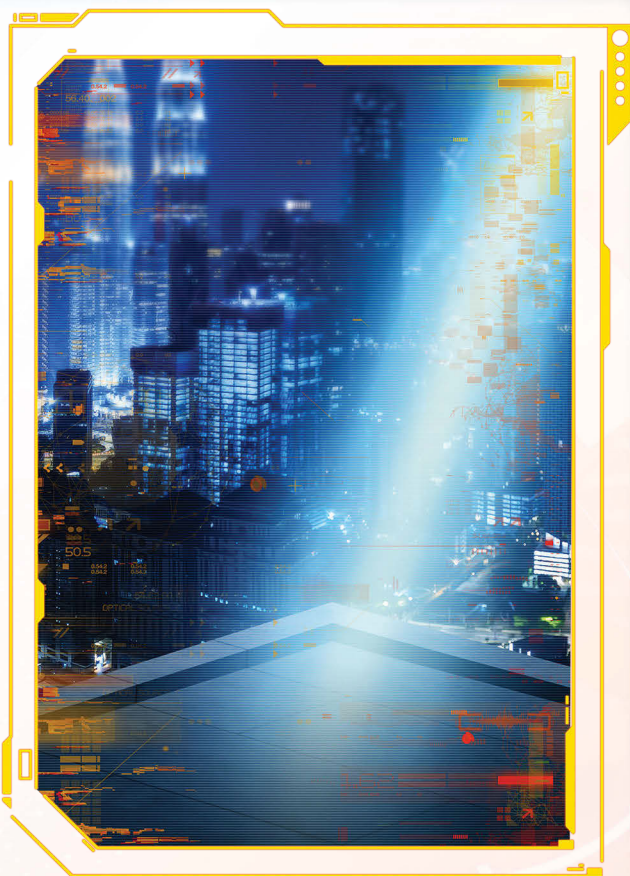
If an undersea habitat does not have a pool, and instead uses airlocks to move people and materiel in and out of the habitat, then it is at low pressure similar to surface air pressure. This means that every Joe will need to have a hard suit between themselves and the water at all times, but that they can go directly to the surface with few problems.

Be sure to check **Chapter 10** for rules about swimming and drowning.

URBAN AREAS

When Joe conflicts spill into the city there are ample opportunities for things to go wrong. The most critical factor is collateral damage. In a city, regular civilians live and work in close proximity, so any large-scale conflict will endanger their lives. Most Joes will try to spare innocent people most of the time and this can lend complexity to any clash. Cities are composed of many kinds of areas and they all have separate characteristics. Some of the largest cities in the world with 20-40 million people are Tokyo, Delhi, Shanghai, São Paulo, Mexico City, Cairo, and New York City. Areas of a city might include:

- **Business District/Financial District.** This area is full of skyscrapers but other than some restaurants and hotels, it is largely vacant outside 9-to-5 working hours. The lower floors of many large buildings may have shops and malls. Government buildings like city hall, courthouses, or embassies are likely in this area.



- **High-Density Residential.** This area is also full of skyscrapers but is inhabited full-time. The lower floors of some large buildings may have shops, restaurants, grocery stores, schools, or other retail services. Hospitals, nursing homes, and universities may be more prevalent here. Recreational areas like amusement parks, theaters, concert arenas, or casinos are often nearby.
- **Industrial.** This area is full of industrial buildings which are unlikely to be skyscrapers. This might include manufacturing facilities, power plants, water treatment plants, chemical mixing facilities, rail yards, laboratories, call centers, warehouses, distribution and fulfillment centers, cold storage buildings, self-storage facilities, or data centers. A shipyard or container terminal would be considered industrial, but sometimes they have a recreational/residential marina attached or nearby.
- Other municipal buildings include power plants, sports complexes, airports, desalination plants, landfills, prisons, and power substations.
- In many large cities, these areas are connected not only by surface streets, but also by mass transit trains.

PLOT SEEDS

- The Oktober Guard requests help from G.I Joe because a team of COBRA infiltrators is moving through Moscow and planting bombs in the subways.
- Baroness has been seen repeatedly in Kinshasa. Intel says she's using her considerable wealth to buy up real estate in one particular area of town. Joes head into the area to discover what she's after.

DETAILS

The areas in cities are too varied to have much that unites them, except for one thing - the presence of innocent civilians. Every Joe must be aware that every stray bullet, every unintended explosion, every accidental gas leak has the potential to hurt people nearby.

WARZONE, BATTLEFIELD, OR BATTLESPACE

The Joes are the tip of the spear in any warzone. A warzone or battlespace can be a defined area where various treaties restrict the rules of engagement, or it can be an unplanned encounter with an enemy force, or most likely, it is a location chosen by one of the military forces (likely where that particular force has favorable terrain).

While traditionally a battlefield involved ground warfare, the modern battlespace is multidimensional and includes ground warfare, air support, information about the area and combatants, infrastructure, weather, cultural and political aspects of terrain, and incorporates electronic or cyberwarfare, and psychological warfare. Intelligence is vital to reduce uncertainty about and predict the changes in the enemy, the environment, and the terrain. The size of a battlespace runs the spectrum to a major theater war (such as World War II) to small tactical units entering a hostile area to execute a specific task. In most cases, an air campaign to gather intelligence or soften targets occurs before ground troop deployment.

- **Urban Warfare** - Just over half the world's population lives in urban areas and military forces often

avoid cities for combat unless the attacking force actively intends to destroy that city. Urban warfare puts a small defensive force on equal footing with a large attacking force. Urban campaigns often get bogged down in the city infrastructure where narrow streets can make combat vehicles difficult to maneuver as a unit and high buildings provide locations for sniper fire. Most importantly, cities are generally full of people and most military forces have strong ethical considerations about collateral damage or using those civilians as living shields.

- **Terrain and weather** - Often, battlefields have challenging terrain, such as impassable mountains, marshy jungles, thick forests, or snowy fields. Weather is a serious issue for any battle and most modern forces employ combat meteorologists to help them predict it. A hard rain can turn a dusty, arid desert into a sticky mud pit that stops tanks dead in their tracks. Desert heat and frigid gales will reduce troop readiness.
- **Nuclear, Biological, and Chemical threats** - Due to the proliferation of nontraditional warfare, the largest threat on the battlefield might not be the enemy soldier with a gun. While most forces can operate in protective gear, the prolonged use of hazmat suits severely degrades the effectiveness of any force.
- **Minefields** - A minefield might be used to deter enemies from crossing an area or getting too close to a particular command structure. Some forces will put up signs letting people know that the area is mined so civilian refugees avoid the space.

PEOPLE

There are far more people that might be present on a battlefield than just the good guys and the bad guys.

- Whether the fight is in a city or rural area, civilian refugees are likely to still be around and be desperately trying to get out of the area. The locals may know more about the surrounding terrain than the Joes do and could be very helpful.
- Spies might be present on the battlefield. They may be hiding in the civilian population, or they may be combing the battlefield trying to grab a uniform and infiltrate the ranks.
- Where there's war, someone, somewhere, is going to try to figure out how to make money from it. Various profiteers and weapon specialists might decide this is the perfect time to showcase their wares.

- Mercenaries might be present employed by one side or another. It's possible that the right incentive could get them to change sides.
- The confusion of an active war zone might provide the perfect cover for deserters. Perhaps someone working with G.I. Joe might defect to Cobra carrying valuable intelligence with them as they go. Alternatively, one of the Viper recruits might change her mind about working for Cobra after seeing the horrors of war.

RESOURCES AND TERRAIN

The most valuable resource in any battlefield is information, but the second most valuable resource is cover. Combatants will be angling towards finding ideal pieces of cover as they make their way across the battlefield.

PLOT SEEDS

- A high value target has been seen in this area. The Joes are tasked with finding him and bringing him back alive.
- A prisoner of war has escaped from a nearby Cobra encampment. She asks the Joes to go back with her to rescue the rest of her unit.

DETAILS

A battlefield can be full of obstacles and opportunities for every combatant such as structural damage to roads and buildings or impact craters from missiles causing rough terrain, traps constructed by the enemy, falling debris, fires, smoke causing poor visibility, mines, and clouds of tear gas.





SWAMP BIOME

Swamps, wetlands, and fens make for complicated battlefields because the soil is saturated by water and causes unstable terrain. This biome can occur in any area that isn't permafrost from the frigid peatlands of northern Sweden, to tropical mangrove swamps in southern India, to rare high-altitude cloud forest bogs in the Andes Mountains. They're generally bad for most combat vehicles, but in some cases boats, fanboats, or hovercraft can get through areas without too many trees.

Two elements control the terrain in a swamp, the type and amount of vegetation and the amount of water. Marshes have grasses that may be from a couple of feet tall to nearly ten feet tall. Swamps have trees, which can be thick enough to make movement difficult. Tidal marshes may be flooded or nearly dry, but most inland swamps have a steady water level that may be a few to a dozen or so feet deep. Sometimes marshes or swamps will occur along the banks of a river and have deeper areas.

PEOPLE

Swamps are generally rural areas without many people, but there are sometimes strong small communities that live there.

- A beleaguered marine science graduate student that comes out to the marsh every high tide to collect grass shrimp for her masters thesis research.
- A grizzled old man who lives in a shack-on-stilts and enjoys fishing from his front porch but has the moves of a professional combatant.
- A small community of shrimpers and fishers who are watching their way of life disappear as rising sea levels threaten to submerge the marshes.
- A cryptid hunter who is trying to prove that the legends of the Beast of the Bayou have a kernel of truth.
- A renegade airboat captain who brings in medical supplies and vaccines to the local fishers and doesn't like people asking her where they came from.

RESOURCES AND TERRAIN

The terrain in a swamp could include open water, small hummocks of passable terrain, deep mud that sucks people in down to their waist, fields of marsh grass, or thickly vegetated flooded forestland.

PLOT SEEDS

- One of Destro's engineers has retired to the Pantanal (the Amazon River floodplain marsh) but one of her inventions is causing extreme problems. A team of Joes is sent to the Pantanal to ask her some questions.
- A rocket launch is seen over the night skies of South Sudan. Cobra has a secret base somewhere in the Sudd Swamp on the White Nile that could threaten the world.

DETAILS

In a swamp, one of the main concerns is footing. It's almost always rough terrain, and some areas of deep mud may make it even worse. Plus, most combat vehicles are useless there. Sure, a helicopter can drop people off relatively easily, but it's hard to see through thick tree canopy from a helicopter to find anything.

FOREST OR JUNGLE BIOME

Forests are the largest terrestrial ecosystem on Earth. Brazil, Canada, China, the Russian Federation, and the United States of America have large swaths of forest. Forests can be roughly divided into three main types; tropical forests, temperate forests, and boreal forests or taiga.

- Tropical forests occur near the equator and are quite warm year-round, though they generally have rainy and dry seasons. They often get excessive rainfall. The trees form a thick canopy so the forest floor rarely has direct sunlight. This biome has some of the highest diversity of plants and animals on Earth. Palms, Orchids, bromeliads, and lianas generally only grow in tropical forests. Typical animals in tropical forests are numerous birds, bats, small mammals, and insects. Larger predators include panthers.
- Most temperate forests are in the northern hemisphere, particularly in North America, northeastern Asia, and central Europe. They have distinct seasonality and summertime and wintertime weather is vastly different. The canopy is less dense than a tropical forest, which allows light to penetrate and underbrush to grow. Typical animals in temperate forests are squirrels, rabbits, skunks, birds, deer, elk, mountain lions, bobcats, lynxes, wolves, foxes, and bears.
- Boreal forests, or taiga, occur in far northern climes and have the largest land area of any forest type. They occur mostly in the northern hemisphere. Summers are short and winters are long and cold. Most of the annual precipitation comes as snow. The canopy can be mostly complete and the forest floor covered in shed needles, or it can be somewhat open and allow undergrowth to grow. Most plants are evergreen conifers with needle-shaped leaves. Typical animals are similar to those found in temperate forests, but many of them may be light colored to blend in with the snow or grow a white coat in the fall.

PEOPLE

Forests may have small communities of people, or people who are working in the forest.

- A forest service officer who is investigating reports of smoke plume. She wants to make sure it's not a fire.
- A wealthy family who is vacationing in their upscale summer home.
- A group of indigenous people who live in the forest.
- A pair of hunters who are camping in the forest

RESOURCES AND TERRAIN

Forest terrain could be steeply mountainous or entirely flat. If the tree canopy is thin, then underbrush could make for rough terrain.

PLOT SEEDS

- Dr. Mindbender was spotted in Suriname heading south into the rainforest accompanied by a tactical team and several botanists. Intelligence says he's heard rumors of an extremely rare species of orchid with the power to alter people's memories. Can G.I. Joe find them and stop them?
- Cobra has a hidden base in the Primorye forest in an old tantalum mine. The rare metal prevents any satellites from finding them. The G.I. Joes arrive with a tactical team ready to set up an ambush.

DETAILS

Think vertically! Forest terrain can involve zip-lines or moving tree-to-tree in the canopy. Of course, forest resources can be used to make a variety of low-tech and highly effective traps, pitfalls, and hazards.

MILITARY BASE

A military base is a permanent installation for housing and training personnel, for storing and maintaining military equipment, for testing personnel and equipment (a proving ground), and may provide operational support. A military base that primarily supports aircraft is an air base. One that primarily supports watercraft is a naval base. Some bases are in or near cities and get power, water, and other support from public utilities. Others are able to function completely independently for extended periods in a warzone.

Some areas that are present at most military bases include:

- An armory, magazine, or arsenal where guns, armor, missiles, artillery, and other weapons are stored.
- Housing for troops, officers, and sometimes families. Regular enlisted soldiers, sailors and aircrew are often housed in group barracks. Officers may be housed in individual rooms. Large bases often have base housing where enlisted and officers who are married live in single family housing on base. Troop housing generally includes a mess hall for food and latrines.
- A perimeter fortification is found at most military bases. In some bases, this may be a solid wall, in others a chain link fence. Most bases will have electrified fences, cameras, and other security measures around their perimeter. Most military bases have guards patrolling the perimeter at all times.
- Entry checkpoints are needed to make sure only appropriate personnel enter and leave the bases. These entry points are often hardened with bollards or concrete barriers to increase their security against vehicles.



Some specialty areas found at some military bases might be:

- A proving ground where military tactics and weapons are tested.
- A shipyard where ships are anchored or a drydock where ships are constructed.
- Landing pads for helicopters or runways for planes.
- Helicopters, jets, cargo planes and the area or structures to house them.
- A stretch of rugged terrain for training tank and armored vehicle crews.
- A special hangar for experimental aircraft, spy planes, or drones.
- Specialty maintenance areas for base equipment like helicopter, jet, or tank maintenance bays.
- A motor pool where base vehicles and fighting vehicles are stored and maintained.
- Chemical weapons production or storage facilities.
- A container storage facility for military logistics.
- A range for training soldiers, a larger range for training tank gunners, or an even larger range to train artillery crews.
- A hospital for wounded soldiers.
- Area to house and train a K-9 unit.
- A "hush house" ultra-soundproofed facility for testing jet engines.
- A field of large satellite dishes and a computer center for decryption and analysis.
- Offices for command staff.
- A military prison.
- A chemical, biological, nuclear, or engineering research facility.
- A facility that makes or assembles weapons and/or ammunition.

Some large military bases are self-contained cities that contain a post office, small restaurants, gas stations, chapels, schools, banks, a base store, dental clinics, health clinics, veterinary clinics, a barber shop, movie theaters, fitness centers, libraries, campgrounds, or even a golf course.

PEOPLE

A military base does not have open access. Everyone there should be in the military or working for the military.

- A young, brand-new marine in basic training who wants to be a G.I. Joe.
- A civilian contractor who works in intelligence analysis and codebreaking who knows too much.
- A grizzled tank commander who is past retirement age that trains tank crews. People fear her wrath with good reason.
- An elite, if unconventional, explosive ordnance disposal team who is ready for rapid deployment worldwide to defuse and destroy bombs.
- A naval engineer who is on the verge of discovering next-generation submarine hull architecture to increase speed and reduce noise.

RESOURCES AND TERRAIN

The resources and terrain at a military complex are entirely variable and based on the base's mission.

PLOT SEEDS

- A shipment of depleted-uranium ammunition was being used to hide a novel EMP device Destro created. A logistics malfunction accidentally re-routed it to a French base in Djibouti. G.I. Joes have to sneak in without alerting French authorities before Cobra does to recover the EMP device.
- An elite special forces unit was captured by Dr. Mindbender. He wants to reprogram them to serve Cobra. A Joe tactical team has to sneak into a Cobra-controlled air base to rescue them.

DETAILS

The one thing that holds true for most military bases is that they are restricted access. Anyone unauthorized trying to get into or move around on a military base will have to rely on stealth or trickery to do so without raising a response from security forces that could be considerable.



COBRA ISLAND

Cobra Island is a small, remote volcanic island in the Gulf of Mexico that is used as a primary stronghold and Cobra Commander's throne. Any time the Joes are headed to Cobra Island, there is going to be a major clash. There are a wide variety of facilities on the island and Cobra frequently renovates and remodels to provide new facilities. Any estimation of what the island's contents and defenses are actually like at the present moment requires extraordinary military intelligence.

The island is volcanic, but was created artificially by manipulation of the geological features of the seafloor. It was thought to be about five square miles, but additional lava flows could have increased the size of the island. The natural areas include the mountainous volcano, tropical jungles, and dense marshes. Various Cobra experiments on wildlife imported to the island have left a ferocious zoo of advanced creatures loose to guard the island from infiltration.

The built up parts of the island include a fully functional military base for Cobra. This means that there is a hardened perimeter around the buildings

and controlled entry points for submarines, boats, and aircraft. Many Vipers and other Cobra personnel train at Cobra Island, so there are bunkers and housing for them, as well as training areas. The island is heavily fortified, with anti-aircraft artillery and missiles, and a full ocean surface warfare defense package.

Given that Cobra Commander, Destro, and Dr. Mindbender, and a suite of Cobra scientists live and work on Cobra Island, there is a wealth of advanced Cobra technology housed here. There are extensive weapons research facilities and engineering laboratories as part of the island. In addition, there is a luxury hotel for visitors to the island, many of whom seek to buy military hardware from Destro and perhaps tour the weapons development area.

PEOPLE

In addition to a rotating cast of Cobra's elite, there are a lot of other people who might be on Cobra Island.

- An ambassador from the government-in-exile of a country that has been taken over by a dictator who is trying to buy weapons to arm the resistance.

- An investigative journalist who is sneaking around and trying to uncover a secret deal between Cobra and a politician in her home country.
- Civilian staff to whom this is just a job. Someone has to maintain the landscaping, take the trash out, operate the wastewater treatment plant, wash clothes, do the plumbing, build new facilities, and other domestic non-military tasks. These civilian staffers might not believe in, or even be aware of, Cobra's darker designs.

RESOURCES AND TERRAIN

The resources available on Cobra Island comprise anything that might be at a military base, super secret advanced technology, a burgeoning arsenal of weapons, and specialized areas such as a satellite launch pad.

PLOT SEEDS

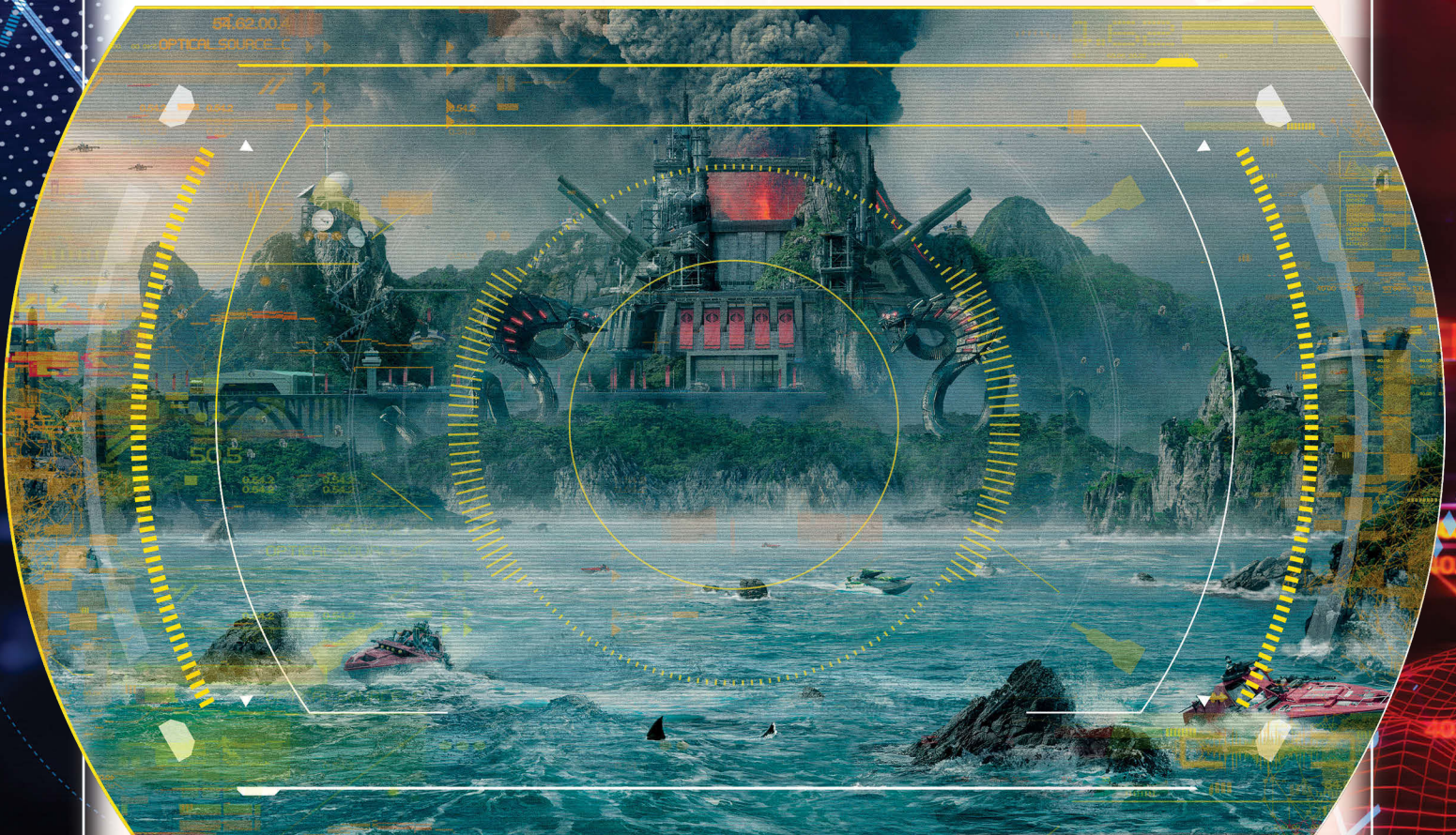
- A team of Joes goes undercover as the entourage of a famous engineer that is visiting Cobra Island as part of a scientific meeting that is being held

there. While there, the Joes intend to sneak out and perform a clandestine hack of Cobra's computer system to get vital intelligence.

- Cobra has taken a very important prisoner. A tactical unit of G.I Joe is deployed in a night-time drop to fight their way through to the prison on Cobra Island to retrieve him.

DETAILS

The main thing about Joes taking action on Cobra Island is that they are going to be out-gunned and out-numbered. If the alarms start going off, hundreds of Cobra personnel are going to show up to investigate. Joes will have to create careful distractions to draw attention away from their real goals or use stealth to get around the island.





THREATS

This chapter is meant for Game Masters primarily. However, unlike the sample adventure, this chapter's classification is Secret, not Top Secret. Players who want to try their hands at GMing will need to read

this chapter to populate their missions with threats for their players. But until you intend to GM, the less you know about G.I. Joe's adversaries, the better.

PLAYING THREATS

Threats work essentially the same as PCs. Their Essence abilities determine their Defenses and their Skills. Their Skills represent what they can do and how well, broadly, whereas Perks and Equipment show where they excel.

Unlike PCs, Threats aren't built systematically with an Origin, a number of Influences, a Role, and a Focus. Because most Threats fill a single or a couple of limited roles, they do not need such fleshed out mechanics.

When playing Threats, let the stat block be your guide. Most Threats have a lot of Skills with the same number of ranks, a couple of Specialties, and one or two Skills with higher and lower ranks. When running Threats, especially those of a lower level, keep the following tips in mind:

- **Lean into your Specialties.** Roll your Specialized Skill Ladder as much as possible. The Threat is Specialized in that Skill for a reason. Usually, the reason is in the name. For example, Motor Vipers have Driving (ground vehicles): d6*. It's their highest Skill, and their only Specialization. Motor Vipers without access to ground vehicles are basically Cobra Troopers, even though they're supposed to be 3 Threat Levels higher.
- **Look for anomalies.** Anomalies are opportunities. Viper's highest Skill is Targeting. That makes sense, they're mainly there to shoot at the PCs. The Crimson Guard soldier, on the other hand, has a d6 in every Skill, except one: they have a d8 in Culture. That's the Crimson Guard soldier stats telling you the unique opportunities for using Crimson Guard soldiers, if you can work Culture into your scenes.
- **Stats tell stories.** Dreadnok Trainees have higher Might, even though their only Might weapon (a bat) is not as effective as their Targeting equipment (a shotgun). Why not give them better Targeting than Might? Well, it's right there in the name. The Dreadnoks are known for their custom power tool weapons. Power tools are Might weapons. But this Dreadnok is just an Initiate. He hasn't built or earned his power tool yet. The stat block tells the story of a low Threat Adversary with aspirations to be a Dreadnok Scrapper, like Buzzer, Ripper, and Torch. You can use him as a nameless biker who swaps from shotgun to bat when the PCs get close, or you can make a recurring character who

starts as a Dreadnok Initiate with a custom painted bat for a low level mission, only to return with a power tool with the same paint job for a higher threat mission.

- **Speed is key:** Speed dictates how many actions creatures receive. Threat 0 creatures, like the Cobra Recruit, have Speed 1. That means they get a Standard action or a Move action on their turn. There's a reason they're Threat 0. Unless they're in position to affect the PCs when they roll their Initiative Skill Test, Speed 1 characters need to spend their first turn setting up for a future turn, and hoping they last that long.

It's just as important to remember what high Speed characters can do. A creature with Speed 3 has a Free action. If they don't need to use it practically, like opening a door, they can do something fun with it, like Aim or Push Themselves.

By the time you reach higher levels and use more complex characters, their unique powers overshadow what they can do with basic Skill tests. This simplifies running them, and puts them in line with the power level of the PCs, who by then have honed the areas in which they excel. This doesn't mean Skills no longer matter to high threat adversaries. Skills represent their broad talents, whereas Powers represent their special talents.

Like low threat opponents, note how many Free actions your higher level Threats gain. Odds are they have more than you'll ever need to use in one turn, meaning every attack should be Aimed, and Perks without limits should be used multiple times if they can be. Free actions are the high level Threat's playground.

NON COMBAT ADVERSARIES

The Threats presented below are mostly for Combat scenes. However, that's not the only type of scene that calls for opponents. Here are examples of non-combat Threats and how to run them:

- **Civilians:** No one wants their city to turn into a war-zone. One country's anti-terror unit can be another country's terrorists. Although G.I. Joe specifically targets an international terror organization without any specific geopolitical ties, civilians need to believe that before they can trust the Joes. And since Cobra's propaganda machine is vast and generous, many citizens near Cobra operations have to ask "what have you done for me lately" to the Joes, because Cobra's probably offered them short term comforts.

- **The Press:** The keyboard is mightier than the missile. Many journalists seek the truth above all else, but others seek the sensation. Even a trustworthy reporter answers to editors spinning their stories to be more easily understood, publishers looking for the flashiest headlines, and media conglomerates pushing agendas.
- **Big Business:** The richest 1% not only see themselves above the law, they hire the best lawyers to change the laws to suit their needs. Billionaires may not cause as much immediate harm as a Cobra bombing run, but over time their influence erodes communities and crushes spirits. Unfortunately for G.I. Joe, white collar villainy falls outside of their jurisdiction.
- **Military Officials:** You'd be amazed how many people think they outrank the commanding officer of an elite military unit. Unfortunately for G.I. Joe, many of them are right. In order for a team like G.I. Joe to exist and wield the power it needs to respond to threats worldwide, a lot of brass needed to be convinced to sign off on the team. Usually, their signatures were contingent, and they don't mind leaning into their contingencies.
- **Politicians:** From mayors trying to dictate the terms of operations in their jurisdictions, to Presidents, Prime Ministers, Emperor, and royalty who need convincing that G.I. Joe and Cobra aren't two heads of the same snake. Some may be looking for a bride. Others care about how working with G.I. Joe might affect their poles. And some actually do care about the well-being of the people they represent.

USING NON-COMBAT ADVERSARIES

Scenes pitting PCs against non-combat Threats allow players to flex their character's other muscles. Negotiating takes Persuasion and Deception, with Intimidation as a last resort. Circumventing confrontations takes Infiltration to sneak around or Survival to navigate the wilds outside of populations. Connecting with locals calls for Culture and Streetwise.

Non-Combat Threats can serve as invisible walls to keep the PCs on mission. They can also serve as locks for the next stage of the mission, with clever application of skills being the key. A civilian security guard and his dog catch the Joes in an alley, only for the ranger to calm the guard dog with Animal Handling, persuading the guard to listen. A local man holds the PCs at

gunpoint, thinking them enemies of the state, until the PC with the Small Town Roots Influence speaks to the man in his native language and uses Streetwise to bond with him as common people. A university professor won't give up intel because an encounter from his youth turned him against the military, until the sailor uses Culture to compare the soldiers he's judging them against to the Ship of Theseus.

Players tend to find scenes with Non-Combat Threats more frustrating than combat. While that's thematically appropriate, and adding variety to the emotional reaction at the table adds to the overall experience, being frustrated is not fun. If the tension at the table turns from your NPC to you, wrap up the scene by calling for a Skill Test or explaining that the PCs hit an impasse. If you can work in a moment later where something bad happens to the NPC who frustrated them, they'll probably appreciate that.

LOOT

G.I. Joe is not about killing enemies and taking their stuff. If your players spend 2 hours of game time turning a ghillie suit into a tarp and dragging every weapon and battledress they find through the mission and back to the base, they receive no additional reward. As a result, it's rarely to anyone's benefit to loot the bodies of Defeated adversaries.

Rarely, but not never.

Adversaries have their equipment laid out in an easy to reference section: Weapons, Battledress, and Other. If the PCs Defeat an Threat with a superior piece of equipment that they are trained in, they can take the equipment, possibly swapping out a piece of their own gear.

Weapon entries list either the weapon's Type as it appears in **Chapter 8: Equipment**, or an Italicized characterful name for the weapon, such as Eels' *JLS double harpoon*, followed by the weapon's type in brackets, usually preceded by "modified" if the weapon's been upgraded (such as in the case of the Eel's primary weapon, a modified long projectile). The weapon's statistics are given below, under Attacks, including its Traits. This gives you everything you need to know if a PC is able to use the weapon. Keep in mind the number of hands of weapons a single character can carry when looting weapons. A PC may need to leave a weapon behind in order to loot one.

You may need to call whether certain weapons can be looted, particularly integrated weapons.

Destro's wrist mounted rockets could probably be looted, but not a B.A.T.'s drill hand, for example.

Battledress is formatted similarly to weapons, with an italicized characterful name followed by the battledress' type in brackets. Stripping a Threat of their battledress and getting changed after Combat takes longer than looting a weapon, and is impractical. However, the ability to disguise as the enemy can be worth the impracticality, assuming the battledress wasn't damaged to Defeat the Threat.

Other gear is easiest to loot. Typically kits and specific gear, which can be claimed as easily as a weapon and don't have a hands limit. In fact, looted Other gear is a great way to give PCs the tools they need to advance through the mission. They can be metaphoric keys, like an Eels' Limited swimming kit allowing a PC to use a waterway to access an enemy compound when they can't normally do so without a Snag. They can also be literal keys to get through locked doors or operate an enemy vehicle.

COMBINING THREATS

The level of a Threat indicates the average level a squad of four PCs should be in order to defeat it. For example, Black Out is Threat Level 10. Four 10th level PCs should reliably be able to defeat him in Combat. Four 11th level PCs should handle him with minimal issue, and four 12th level PCs may see him as an inconvenience.

Going the other direction, four 9th level PCs would find Black Out a challenge, and four 8th level PCs should only face him if he's the boss fight of a mission. This all takes into account that the PCs have been on a mission, while their Threat is fresh.

Combats usually include more than one opponent. Determining the Threat Level of a combat against multiple opponents is more art than science, but there are a few tricks for estimating how challenging a Combat with multiple opponents will be:

- **Threat Level Total:** The easiest way to determine the Threat Level of a Combat is to add the individual Threat Levels together. A Motor Viper (TL3) driving a Stinger (TL4) is probably about TL7. This works best for low level combats.
- **The Greatest Threat, and Half the Rest:** A more reliable but less intuitive calculation for a group's Threat Level is to separate the highest Threat Level creature from the group, then add half of the total

Threat Level of the group to the total Threat Level of the highest Threat. For example, three Dreadnok Scrappers (TL 6 each), one Dreadnok Bruiser (TL 4) and six Dreadnok Trainees (TL 1 each) would be $16 (6 + [6+6+4+1+1+1+1+1+1]/2)$ and not 28 ($6+6+6+4+1+1+1+1+1+1$). That makes sense, since the Dreadnok Trainees are unlikely to do anything but distract a squad of PCs that can take on a TL16 Combat.

- **Contextualize:** Six or even eleven Tele-Vipers (TL 2 each) is not the same threat as Tomax (TL12) by himself, even if the total Threat Level in both cases is 12. And both cases have issues when you look at their abilities. Tele-Vipers can strip PCs of their most potent equipment with the Jammer power. However, one Tele-Viper jamming equipment while a TL 0 Cobra Trooper fires on the enemy is more effective than two Tele-Vipers jamming equipment and firing their pistols. Tele-Vipers are support Threats. Cobra Troopers are frontline Threats. The mix makes a whole that is stronger than the sum of its parts.

Likewise, most of Tomax's abilities operate off the presence of another character (Xamot and Crimson Guard) which also balance out the additional actions of more opponents. Although he has the Essence, Defences, and Skills of a TL 12 character, most of his Perks don't apply when he's by himself. If the PCs orchestrate a situation where they can confront Tomax without Xamot or any Crimson Guard, they've earned a combat that's technically easier than it should be. But as the GM, you shouldn't just hand them an easy win.

As you gain experience combining Threats into combats, it's important to keep in mind what a Threat Level means. A level 5 Threat should not have an equal chance of winning against a squad of four level 5 PCs. A level 5 Threat should still lose to four level 5 PCs the vast majority of the time. That's not even 75% of the time, it's 99% of the time. There are no "save points" and "continues" in the **G.I. JOE Roleplaying Game**. PCs losing a combat could mean ending the Mission, saying good-bye to those characters, and even an end of the campaign if the plot was tied to those defeated characters.

A combat is of the appropriate Threat Level if the PCs feel forced to use their limited abilities and equipment. That is the surest sign that a combat is challenging the PCs. If a combat ends and the squad has no grenades and no limited use abilities left, you've run a combat that's probably about two Threat Levels higher than the squad's level. A perfect boss fight.



COBRA HIGH COMMAND

Although Cobra follows the orders of its leader, Cobra Commander, a council of the greatest threats to freedom advises him. Cobra High Command offers tactical advice for missions, provides intel on opportunities to amass power, and bid resources to the plans that push their personal agendas.

COBRA COMMANDER

THREAT LEVEL: 20

SIZE: Common | **HEALTH:** 12

MOVEMENT: 40ft Ground

STRENGTH: 14 | **SPEED:** 22

SMARTS: 24 | **SOCIAL:** 18

TOUGHNESS: 24 | **EVASION:** 35

WILLPOWER: 34 | **CLEVERNESS:** 28

The faceless Commander of Cobra. His leadership, tyrannical. His methods, ruthless. His goals, absolute. Cobra Commander wants to rule the world, and will stop at nothing to advance his agenda.

SKILLS

- Alertness +d12*
- Animal Handling (snakes) +d6*
- Culture +d8
- Deception (Misinformation) +d12*
- Driving +d6
- Might (close combat blade) +d12*
- Infiltration +d10
- Initiative +d12*
- Intimidation (frighten) +d12*
- Persuasion (diplomacy) +d12*
- Science (poison) +d12*
- Targeting (submachine gun) +d12*
- Technology (advanced technology) +d8*
- Languages: English, CLASSIFIED, Japanese, Mandarin, French, Russian, Scottish Gaelic, Spanish.



PERKS

Slippery: Cobra Command is dodgy physically and mentally. He can always choose to use his Evasion defense against physical threats, and Willpower defense against mental threats.

Retinue: Cobra Commander never leaves his headquarters unguarded. If confronted on a battlefield outside of one of his bases of operation, a retinue accompanies Cobra Commander. This retinue is often four Crimson Guard soldiers or a dozen Vipers. Cobra Commander's retinue does not increase the Threat Level of the Combat.

The Most Dangerous Man Alive: By General Hawk's own threat assessment, Cobra Commander is the single greatest threat G.I. Joe faces, both globally and individually. Five times per turn, Cobra can attack as a Free action.

Tyrant: Above all other values, Cobra Commander instills in his subordinates that his life means more than theirs. He gains 1 temporary Health for every other loyal Cobra on the battlefield. This Health lasts until the start of his next turn, at which point he gains temporary Health for every other loyal Cobra on the battlefield again.

ATTACKS

- **Dictator Laser Autopistol (Targeting, submachine gun):** +d12*, Range 40ft (1 Laser Damage)
 - Alternate Effects: 2 Laser Element Damage (↓1), 1 Laser Element Damage Multiple (3) Targets (30ft cone, ↓1), or 1 Stun
 - Hands: 1 or 2
 - Traits: Laser, Spot
 - Upgrades: Ammo Feeder, Locked, Radiant, and Scope

Cobra Commander's trademark wide barreled pistol is practically a handheld Cobra unit. Able to harm or stun enemies, or help other Cobras target enemies. Like the Commander himself, its origins are hotly debated but ultimately unknown. The Dictator Laser Autopistol requires Cobra Commander's voice print to operate.

- **Fang of Chaos (Might, close combat blade):** +d12*, Reach (2 Poison Damage)
 - Hands: 1
 - Traits: Poison, Sharp, Silent
 - Upgrades: Deadly

With seemingly ornamental snake features sharpened to a deadly point and full of deadly cobra venom, this golden scepter topped with a ruby eyed cobra head doubles as Cobra Commander's combat knife.

POWERS

Retreat: Cobra Commander knows when loss is inevitable. Once per scene, Cobra Commander can call for retreat as a Free action. For the remainder of the encounter, all of Cobra Commander's Movement is doubled, including the Movement of any vehicle he drives or is a passenger on. This bonus to Movement ends if Cobra Commander knowingly moves to engage with an enemy, unless it ultimately furthers his escape (such as charging a barricade to create an escape path).

Ruthless: Cobra Commander suffers not the cowardly, and likes to make examples out of any subordinate who dares flee. If a Cobra character within range of Cobra Commander flees or is unable to attack, Cobra Commander can defeat that Cobra character as a Free action. Doing so instills fear in other Cobras, granting Cobra Commander 1 bonus Health and other Cobras Edge until the beginning of Cobra Commander's next turn.

Snake Fever (Poison, cure DIF 18): When Cobra Commander successfully strikes a target with Fangs of Chaos, he injects them with a hallucinogenic poison. Every round on the target's turn, the psychic poison attack's the target's Willpower (1d20+d8*). On a failure, the target resists and the poison leaves their system.

On a success, the target is poisoned. Their perception is warped, seeing Cobra Commander wherever they look. On their turn, the target uses their Move action to move in a random direction, and their Standard action to attack a random target within range of a weapon they currently wield. If no target is within range, they spend their Standard action screaming.

Reflective Battle Helm: The steel plate covering Cobra Commander's visage reflects his attackers' faces back at them. Seeing one's own aggressive face distracts and demoralizes attackers, as does the light shining off the mask's silver surface. While wearing his reflective battle helm, all attacks within 20 feet targeting Cobra Commander suffer a Snag.

GEAR

Weapons: Dictator laser autopistol (modified submachine gun), Fang of Chaos (modified close combat blade)

Battledress: Battle Armor (fire resistant, energized [electricity] equilibrium armor, +3 Evasion)

Other: Restricted disinformation kit, Restricted frighten kit



BARONESS

THREAT LEVEL: 19

SIZE: Common | **HEALTH:** 11

MOVEMENT: 30 ft Ground

STRENGTH: 7 | **SPEED:** 25

SMARTS: 30 | **SOCIAL:** 12

TOUGHNESS: 17 | **EVASION:** 33

WILLPOWER: 40 | **CLEVERNESS:** 22

A European aristocrat who used her wealth and influence to establish Cobra and connect the organization to terrorist allies around the globe.

SKILLS

- Alertness (Perception, Situational Awareness) +d12*
- Athletics (Thrown Weapons) +d8*
- Brawn +d4
- Culture (Psychology) +d12*
- Deception (Bluffing, Disguise) +d12*
- Driving (Ground, Air) +d10*
- Infiltration (Burglary) +d10*
- Initiative +d12
- Intimidation (Taunt) +d12*
- Performance +d10
- Persuasion (Diplomacy, Flattery) +d12*
- Targeting (Rifles) +d12*
- Languages: English, German, French, Russian, Spanish, Japanese, Mandarin, Scottish Gaelic

PERKS

Mastermind: Baroness survives by outsmarting her enemies. When attacked by an enemy she is aware of, she uses her Willpower defense instead of Evasion or Toughness.

Pinch Pistooleer: Baroness can draw, fire, and holster her pistol as Free actions. When wielding her high-density laser rifle, she can shoulder her rifle to draw, fire, or holster her pistol, but as 2 Free actions each. So drawing her pistol, firing it three times, then holstering it, while wielding her high-density laser rifle would cost her 10 Free actions.

Terrifying Intellect: Intimidation and Persuasion are Smarts skills for Baroness.

ATTACKS

- **High-density laser rifle (Targeting, rifles):** +d12*, Range: 150ft/600ft; min 30ft (1 Laser Element Damage)
 - Alternate Effects: 1 Laser Element Damage Multiple (2) Targets (10ft line from first Target, ↓1), Spot
 - Hands: 2
 - Traits: Ballistic, Laser, Mounted, Reload, Sniper
 - Upgrades: Reactor, Swift, Thermal Scope
- **Pistol (Targeting):** +d12, Range: 25ft/80ft (1 Sharp Damage)
 - Hands: 1
 - Traits: Ballistic
- **Serrated blade (Athletics):** +d8, Reach (1 Sharp Damage)
 - Alternate Effects: 1 Sharp Damage Multiple (2) Targets (Reach, ↓1)
 - Hands: 1
 - Traits: Martial Arts, Sharp, Silent
 - Upgrades: Balanced grip
- **Smart Grenade (Athletics, thrown weapons):** +d8*, Range 20ft/50ft (1 Sharp Damage, Blast: 15ft Radius, ↑3)
 - Hands: 1
 - Traits: Consumable, Computerized, Element

POWERS

Confusing Compliment: When an enemy uses an ability that benefits allies, and Baroness is within range of the ability's effect, she can trick the enemy into applying the benefits to her as well. Once per combat, Baroness makes a special Persuasion (flattery) Skill Test against the target's Cleverness. On a success, the Baroness becomes one of the targets of the effect. If the effect affects a limited number of targets, she counts as one of the targets affected. For example, Flint tries to use the Mobilize Officer Perk on Lady Jaye. Because Mobilize targets an ally within line of sight and Baroness is also within Flint's line of sight, she interrupts Flint's orders to tell him she always admired his loyalty to Lady Jaye, making a Persuasion (flattery) Skill Test against Flint's Cleverness defense. Flint's clever, but not that clever. In the confusion, Baroness gains the benefits of

Mobilize (a Free immediate Move action) instead of Lady Jaye.

Deceptive Disappearance: A scholar of deceptive warfare, Baroness uses the briefest distraction to seemingly disappear. Once per combat, as a Free action, Baroness can trick her enemies into losing track of her. She makes a special Deception (bluffing) Skill Test against the Cleverness or Willpower of all enemies with line of sight on her. She is completely invisible to the targets she succeeds against until the beginning of her next turn.

Overwhelming Empathy: Baroness undermines the coping mechanisms the military teaches its troops by reminding them of the harsh realities of the battlefield. As a Standard action, Baroness can target an enemy within earshot with a special Culture (psychology) Skill Test targeting their Willpower. On a success, the target suffers 1 point of Smarts Essence damage. This damage is doubled on a critical.

"Fool!": Baroness channels her lifetime of dealing with subordinates failing to meet her expectations into succinct, venomous mockery of her enemies. As a Free action, once per turn, Baroness can target an enemy within earshot and line of sight with a special Intimidation (taunt) Skill Test. On a success, the target suffers ↓3 and a snag on Skill Tests until the end of their turn. On a critical success, the number of turns this lasts multiplies.

Sharpshooter: Baroness always aims for the heart. When Baroness aims with a Sniper weapon, she rerolls 1s on her skill dice, using the new roll to determine the result of her Skill Test.

GEAR

Weapons: High-density laser rifle (modified long range automatic rifle), pistol, serrated blade (modified martial arts short blade), Smart Grenade x2

Battledress: Black Medusa armor (terrifying ballistic armor)

Other: Restricted disguise kit, Restricted psychology kit



DESTRO

THREAT LEVEL: 18

SIZE: Common | **HEALTH:** 12

MOVEMENT: 30 ft Ground

STRENGTH: 19 | **SPEED:** 11

SMARTS: 20 | **SOCIAL:** 20

TOUGHNESS: 32 | **EVASION:** 24

WILLPOWER: 33 | **CLEVERNESS:** 33

In the past, the god of war was known as Ares, Horus, Maru. Today, Destro is his name. After inheriting a centuries-old family tradition of arms dealing, James McCullen Destro XXIV founded what would become the largest independent weapons manufacturer in the world; Military Armaments Research Syndicate. M.A.R.S.

SKILLS

- Athletics +d8
- Brawn +d8
- Culture (Underworld) +d12*
- Deception (Bluffing) +d12*
- Might +d8
- Initiative +d12
- Intimidation (Taunt) +d12*
- Persuasion (Diplomacy) +d12*
- Science +d10
- Streetwise +d12
- Targeting +d10
- Technology (Vehicles, Weapons) +d12*
- Languages: English, Scottish Gaelic, Scots, Mandarin, Spanish, Portuguese, Russian, French, Japanese

PERKS

Arms Dealer: Destro can draw and stow weapons as a Free action.

Beryllium Steel Mask: After a 17th century member of the Destro clan was locked inside a steel mask as punishment for selling arms to both sides of the English civil war, his descendants have worn similar masks in defiance of any who believe they hold authority over the descendants of Destro. The modern Destro upgraded his mask, forged out of a rare chemical element and integrating M.A.R.S.' most advanced nanotechnology, providing him the following benefits:

- Immunity to all Frightened Conditions.
- Uses Technology for Alertness, Driving, and weapon attack Skill Tests, gaining his Weapons specialization benefit on attacks.
- A beryllium headbutt melee attack.

Destro's Beryllium Steel Mask is Computerized. If Destro is subject to an Electromagnetic weapon, he loses the benefits of his Beryllium Steel Mask perk until he succeeds at a **DIF 15 Technology Skill Test** as a Standard action.

ATTACKS

- **Wrist Mounted Rockets (Technology, weapons):** +d12*; Range: 100ft/200ft; min 30ft (1 Sharp Damage, Blast: 20ft radius)
 - Alternate Effects: Maneuver
 - Hands: 0
 - Traits: Anti-Tank, Reload, Wrecker
 - Upgrades: Automount, Locked (voice, language recognition), Manipulative, Microtech Weapon x4
- **High-Density Laser Gun (Technology, weapons):** d12*, Range: 75ft (1 Laser Element Damage)
 - Alternate Effects: 1 Stun, Spot
 - Hands: 1
 - Traits: Computerized, Laser
 - Upgrades: Microtech Weapon x2

- **“Last Resort” Machine gun (Targeting):** d10,
Range: 80ft/320ft; min 10ft (1 Sharp Damage)
 - Alternate Effects: 1 Sharp Damage Multiple (3)
Targets (30ft cone, ↓1)
 - Hands: 2
 - Traits: Ballistic, Reload
 - Upgrades: Laser Sight, Scope
- **Ceremonial Sword (Technology, weapons):**
+d12*, Reach (1 Cold Element Damage)
 - Alternate Effects: Intimidating, Maneuver, or
1 Stun
 - Hands: 1
 - Traits: Computerized, Cold, Reload
 - Upgrades: Surgical
- **EMP Bomb (Technology, weapons):** +d12*,
Range: 20ft/50ft (1 Electromagnetic Damage,
Blast: 10ft radius)
 - Hands: 1
 - Traits: Consumable, Computerized,
Electromagnetic
- **Beryllium Headbutt (Technology, weapons):**
+d12*, Reach (1 Stun)
 - Alternate Effects: 1 Blunt Damage (↓2)
 - Hands: 0
 - Traits: Blunt, Electric, Silent





POWERS

M.A.R.S. Attacks: In an emergency, Destro can access military resources beyond even Cobra's greatest weapon. Once per Combat, as a Standard action, Destro can call down a satellite air strike. The blast does not arrive immediately. The turn that Destro calls in a satellite air strike, a red light appears, indicating the blast area. At the end of Destro's next turn, the satellite air strike's effects take effect.

- **M.A.R.S. Satellite Air Strike (Technology, weapons):** +d12*, Range: Global (4 Sharp Damage, Blast: 100ft radius)

- Alternate Effects: 1 Sharp Damage, Blast: 1000ft radius
- Traits: Consumable, Computerized, Electromagnetic

Executive Briefcase: Always ready to make a deal, Destro carries a bulletproof attache case with a nanotech computer as powerful as an international bank's server, and with as much currency as a vault, in high denomination international banknotes. As a Standard action, Destro can program his computer to replicate the effects of the Restricted kit he designates. These benefits last until he uses another Standard action to designate a different kit, or something affects his Executive Briefcase, like an electromagnetic effect.

GEAR

Weapons: Wrist mounted rockets (modified rocket launcher), high-density laser gun (modified directed energy pistol), Last Resort (modified machine gun), ceremonial sword (Energized close combat weapon), EMP bomb (Electromagnetic Grenade) x2

Battledress: Regalia Armor (Mechanized Armor with the Energized (electric), Grasshopper Braces, and Softshell upgrades, +3 deflection to Toughness, +3 computerized to Evasion), Beryllium Steel Mask (+2 computerized to Willpower and Cleverness)

Other: Restricted advanced technology kit

DR. MINDBENDER

THREAT LEVEL: 14

SIZE: Common | **HEALTH:** 9

MOVEMENT: 30 ft Ground

STRENGTH: 4 | **SPEED:** 15

SMARTS: 25 | **SOCIAL:** 10

TOUGHNESS: 15 | **EVASION:** 26

WILLPOWER: 35 | **CLEVERNESS:** 20

Dr Mindbender studied the brain in order to relieve pain sensors. After successfully experimenting on himself, he became obsessed with the power orchestrating a brain's electrical symphony gave him.

SKILLS

- Alertness (Insight) +d12*
- Athletics +d4
- Brawn +d4
- Culture +d8
- Deception (Bluffing) +d8*
- Driving +d10
- Initiative +d10
- Persuasion (Truth) +d8*
- Science (Neuroscience) +d12*
- Targeting (Pistols) +d8*
- Technology (Advanced Technology) +d12*
- Languages: English, Russian, Ukrainian, Polish, Czech

PERKS

Master of Mind Control: Dr Mindbender's attack Skill Tests roll against his target's Willpower defense unless his target has a perk that dictates which defense they use.

Neuroscientist: Dr. Mindbender uses Science (Neuroscience) in place of Finesse when attacking with his Mind Prod.

ATTACKS

- **Mind Prod (Science, neuroscience):** +d12*, Reach x2 (1 Electric Element Damage)
 - Alternate Effects: Intimidating, Maneuver
 - Hands: 1
 - Traits: Computerized, Electric
 - Upgrades: Ammo Feeder, Extended, Traumatic
- **Pistol (Targeting):** +d8*, Range: 25ft/80ft (1 Sharp Damage)
 - Hands: 1
 - Traits: Ballistic

POWERS

Digital Brain Scrambling: When Dr Mindbender successfully attacks with his Mind Prod, he designates a Skill. The target suffers a Snag on Skill Tests with that Skill until the end of their next turn.

Electric Brainwave Stimulation: Dr Mindbender can use his Mind Prod to benefit allies. As a Free action, Dr Mindbender can designate a Skill specialization, target an ally within reach, and roll a Science (neuroscience) Skill Test against a DIF equal to 10+ the target's Threat level. On a success, the target gains the benefits of a Limited Skill kit of the designated Skill specialization for the remainder of the combat or until they expend the kit. On a critical success, the target instead gains the benefits of a Restricted Skill kit of the designated Skill Specialization.



Information Extraction: Dr Mindbender's Mind Prod doubles as an interrogation tool. Mindbender can interrogate a defeated or bound target as a Standard action, asking a question and rolling a Science (neuroscience) Skill Test against the target's Willpower. On a success, the target chooses whether to take 1 Smarts damage or to answer Dr Mindbender. The target can attempt to lie with a Deception Skill Test against Dr Mindbender's Cleverness.

If Dr Mindbender critically succeeds his Interrogation Skill Test, he chooses whether the target must take damage or answer his question.

GEAR

Weapons: Mind Prod (modified energized close combat weapon), pistol

Battledress: Shield Generator (Electricity Resistant Hexmesh, +1 Computerized to Evasion, +1 Deflective to Toughness)

Other: Restricted Neuroscience kit

Other members of Cobra's High Command include Tomax and Xamot and Zarana and Zartan, detailed later in this chapter.

NOTABLE COBRAS

Although these Cobras do not vote on matters related to Cobra's future, their availability sways what operations Cobra launches and when.

BLACK OUT

THREAT LEVEL: 10

SIZE: Common | **HEALTH:** 7

MOVEMENT: 30 ft Ground

STRENGTH: 6 | **SPEED:** 18

SMARTS: 9 | **SOCIAL:** 4

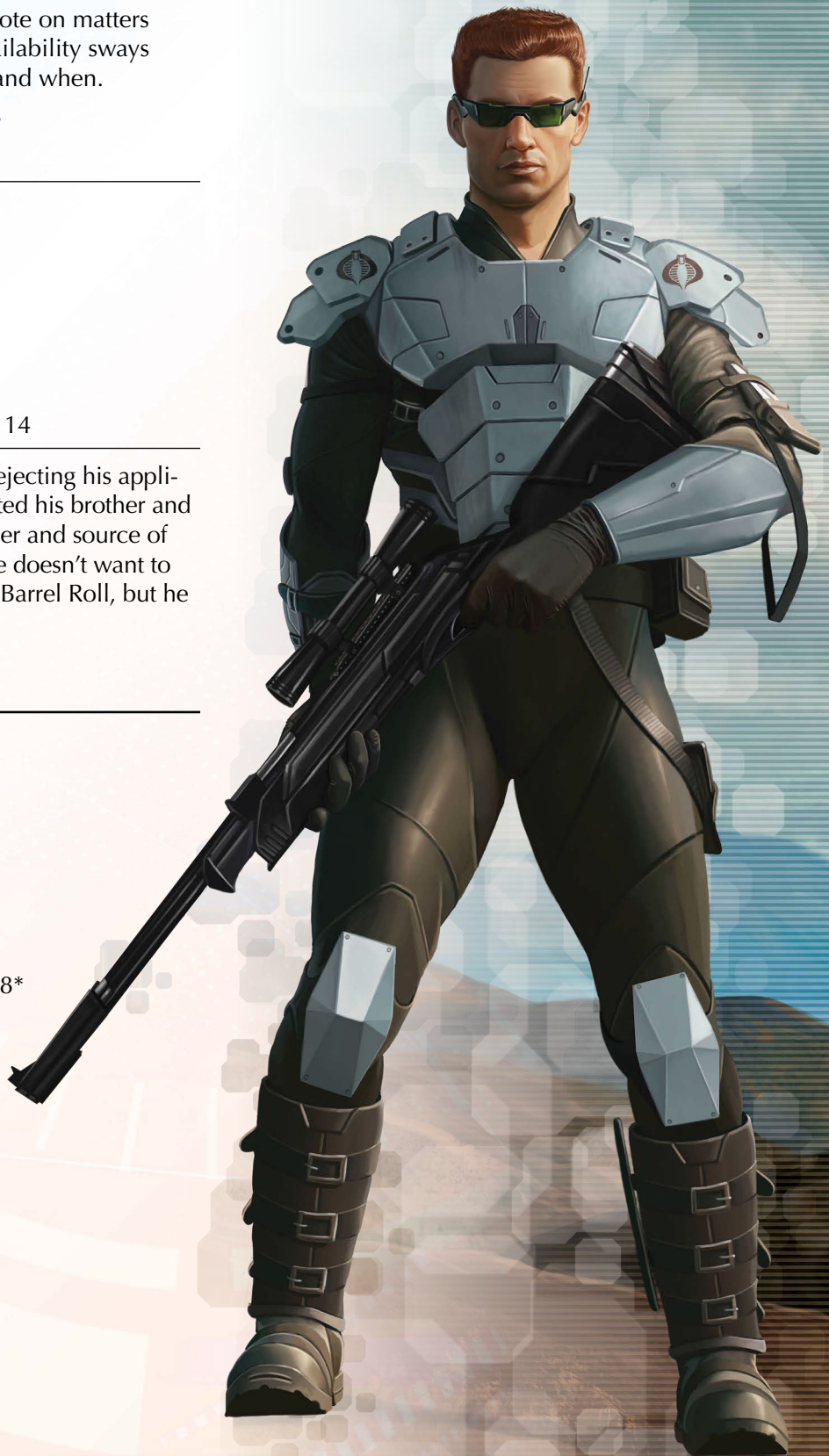
TOUGHNESS: 18 | **EVASION:** 28

WILLPOWER: 19 | **CLEVERNESS:** 14

Thomas Stall hated G.I. Joe for rejecting his application, especially after they accepted his brother and sister, so he joined Cobra as a sniper and source of intel on at least two active Joes. He doesn't want to harm his siblings, Bombstrike and Barrel Roll, but he happily uses them to hurt G.I. Joe.

SKILLS

- Alertness +d6
- Athletics +d4
- Brawn +d4
- Deception +d4
- Infiltration (Stealth) +d8*
- Initiative +d12
- Might (Close Combat Blade) +d8*
- Science (Geometry) +d6*
- Streetwise +d4
- Survival +d4
- Targeting (Sniper) +d12*
- Languages: English



PERKS

Sniper: Black Out Specializes in all weapons with the Sniper trait. When attacking with a weapon with the Sniper trait, and Black Out has an Edge on the attack, he scores a Critical hit on the d2. Additionally, he rolls a third d20 on the attack Skill Test, taking the highest of the three rolls.

Stall: Black Out is the brother of G.I. Joes Bombstrike and Barrel Roll. If he and either of his siblings are in the same Combat, every Stall sibling in the combat suffers a Snag on Skill Tests.

ATTACKS

- **Close combat blade (Might, Close Combat Blade):** +d8*, Reach (1 Sharp Damage)
 - Hands: 1
 - Traits: Sharp, Silent
- **“Unfair Advantage” Long range automatic rifle (Targeting, Sniper):** +d12*, Range 150ft/600ft; min 30 (1 Sharp Damage)
 - Alternate Effects: 2 Sharp Damage, ↓1
 - Hands: 2
 - Traits: Ballistic, Mounted, Reload, Silent, Sniper
 - Upgrades: Silencer, Sling, Weatherproof
- **Pistol (Targeting):** +d12, Range: 25ft/80ft (1 Sharp Damage)
 - Hands: 1
 - Traits: Ballistic

GEAR

Weapons: Unfair Advantage (modified long range automatic rifle), pistol, close combat blade

Battledress: Ghillie Suit (Stealth Ballistic Armor)

Other: Limited Stealth kit, Restricted Sniper kit

FIREFLY

THREAT LEVEL: 11

SIZE: Common | **HEALTH:** 8

MOVEMENT: 40 ft Ground

STRENGTH: 10 | **SPEED:** 12

SMARTS: 15 | **SOCIAL:** 5

TOUGHNESS: 22 | **EVASION:** 23

WILLPOWER: 25 | **CLEVERNESS:** 15

Cobra’s saboteur and demotions expert, Firefly, lights up a battlefield so artfully, he earned the nickname “Rembrandt of explosives.” Beyond payment, the mission, and even his own safety, Firefly prioritizes his anonymity. Like his face, real name, and birthplace, what motivates Firefly remains a mystery.

SKILLS

- Alertness (Situational Awareness) +d8*
- Brawn +d4
- Deception (Disguise) +d8*
- Driving +d2
- Infiltration (Burglary) +d8*
- Initiative +d2
- Intimidation +d6
- Might (Close Combat Blade) +d8*
- Science (Chemistry) +d6
- Targeting (Assault Rifle) +d8*
- Technology (Explosives) +d12*
- Languages: English

PERKS

Anonymity: The only thing Firefly is better at than explosives is hiding his identity. Firefly’s Cleverness can never be targeted.

Demolition Backpack: Firefly can carry up to 10 hands of Explosives.

Explosion Technician: Firefly uses Technology (Explosives) when attacking with Explosives.

Explosive Experience: You don’t get Firefly’s level of Experience with bombs without learning how to survive an explosion. Attacks with Explosives targeting Firefly suffer a Snag.

ATTACKS

- **A-55 Assault rifle (Targeting, Assault Rifle):** +d8*, Range 120ft/200ft (1 Sharp Damage)
 - Alternate Effects: 2 Sharp Damage (↓2) or 1 Sharp Damage Multiple (2) Targets (30ft cone, ↓2)
 - Hands: 2
 - Traits: Ballistic, Reload
 - Upgrades: Scope
- **Boot Knife (Might, close combat blade):** +d8*, Reach (1 Sharp Damage)
 - Alternate Effects: Maneuver
 - Hands: 1
 - Traits: Sharp, Silent
 - Upgrades: Manipulative
- **Biter Bombs Frag Grenades (Technology, Explosives):** +d12*, Range 20ft/50ft (1 Sharp Damage, Blast: 10ft radius)
 - Hands: 1
 - Traits: Consumable, Sharp, Wrecker
 - Upgrades: Maiming
- **Element Grenade (Technology, Explosives):** +d12*, Range 20ft/50ft (1 Element Damage, Blast: 10ft radius)
 - Hands: 1
 - Traits: Consumable, Computerized, Element
- **Smart Grenade (Technology, Explosives):** +d12*, Range 20ft/50ft (1 Element Damage, ↑1)
 - Hands: 1
 - Traits: Consumable, Computerized, Element

POWERS

Demolition Artist: Firefly carries the raw ingredients to make explosives on the fly. As a Free action, he may create a grenade. He must make a Technology (Explosives) Skill Test against the availability DIF of the explosive. He makes an additional copy of the explosive on a critical success.

For example, Firefly wants to make a Smart Grenade with the Eruptive upgrade. A Restricted weapon with a Limited upgrade is a Prototypical weapon, with an availability DIF of 20. If Firefly is successful on a **DIF 20 Technology (Explosives) Skill Test**, he creates an Eruptive Smart Grenade.

GEAR

Weapons: NA-55 (modified assault rifle), boot knife (modified close combat blade), biter bombs (modified frag grenade) x2, element grenade x3, Smart grenade x1

Battledress: Blast Bodyshield (Fire Resistant Stealth Ballistic Armor with Grasshopper Braces and Radar Tempered Camo, +2 deflection to Toughness, +1 computerized to Evasion)

Other: Demolition backpack, Restricted Explosives kit



MAJOR BLUDD

THREAT LEVEL: 11

SIZE: Common | **HEALTH:** 8

MOVEMENT: 30 ft Ground

STRENGTH: 13 | **SPEED:** 13

SMARTS: 6 | **SOCIAL:** 10

TOUGHNESS: 23 | **EVASION:** 23

WILLPOWER: 16 | **CLEVERNESS:** 20

Not a member of Cobra, but when a soldier of fortune like Australian SAS Major Sebastian Bludd starts working for terrorists, his other mercenary opportunities dry up. Given that Cobra pays well and keeps giving him work, what other employer does Major Bludd need?

SKILLS

- Alertness +d4
- Brawn +d4
- Deception +d8
- Driving +d4
- Initiative +d8*
- Intimidation (Frighten) +d12*
- Might +d8
- Performance (Poetry) +d2*
- Streetwise +d8
- Survival +d4
- Targeting (Rocket Launcher) +d12*
- Technology +d4
- Languages: English, French, Shona, Arabic (Modern Standard)

PERKS

Soldier For Hire: Bludd goes with the money, like a pawn shop gun. Anyone negotiating with Major Bludd gains ↑1 on Persuasion and Deception Skill Tests for every quarter million dollars they offer him.

Tactician: Major Bludd Specializes in Initiative.

ATTACKS

- **Missile Pistol (Targeting, rocket launcher):** +d12*, Range 100ft/200ft; min 30ft (1 Fire Element Damage, Blast: 20ft radius)
 - Hands: 1
 - Traits: Anti-Tank, Wrecker
 - Upgrades: Ammo Feeder, Automount, Microtech Weapon x3
- **Uzi Submachine gun (Targeting):** +d12, Range 20ft/80ft (1 Sharp Damage)
 - Alternate Effects: 2 Sharp Damage (↓1), 1 Sharp Damage Multiple (3) Targets (15ft cone, ↓1)
 - Hands: 1
 - Traits: Ballistic, Reload
 - Upgrades: Ammo Belt, Laser Sight
- **“Nasty Spike” Close combat blade (Might):** +d8, Reach (1 Sharp Damage)
 - Hands: 0
 - Traits: Sharp, Silent
 - Upgrades: Microtech Weapon

POWERS

Bloody Poetry: Major Bludd writes notoriously painful poetry. Once per turn as a Free action, Major Bludd can make a **Performance (Poetry) Skill Test** against the Willpower or Cleverness of a target who can hear him. On a success, Bludd gains an Edge on attacks against that target for the rest of his turn. On a critical success, the duration multiplies. This is treated as a Condition.

Slap A Fresh Clip In: Once per combat as a Free action, Major Bludd can treat a weapon he wields as if it's effect has Multiple (2) Targets (↓1) with an area of effect equal to half the weapon's effective range until the end of his turn. For example, his missile pistol would be 1 Fire Element Damage to Multiple (2) Targets, Blast: 50ft radius, ↓1.

Make The Suckers Jump and Dance: Weapons Major Bludd wields gain Maneuver as an alternate effect when he uses them.

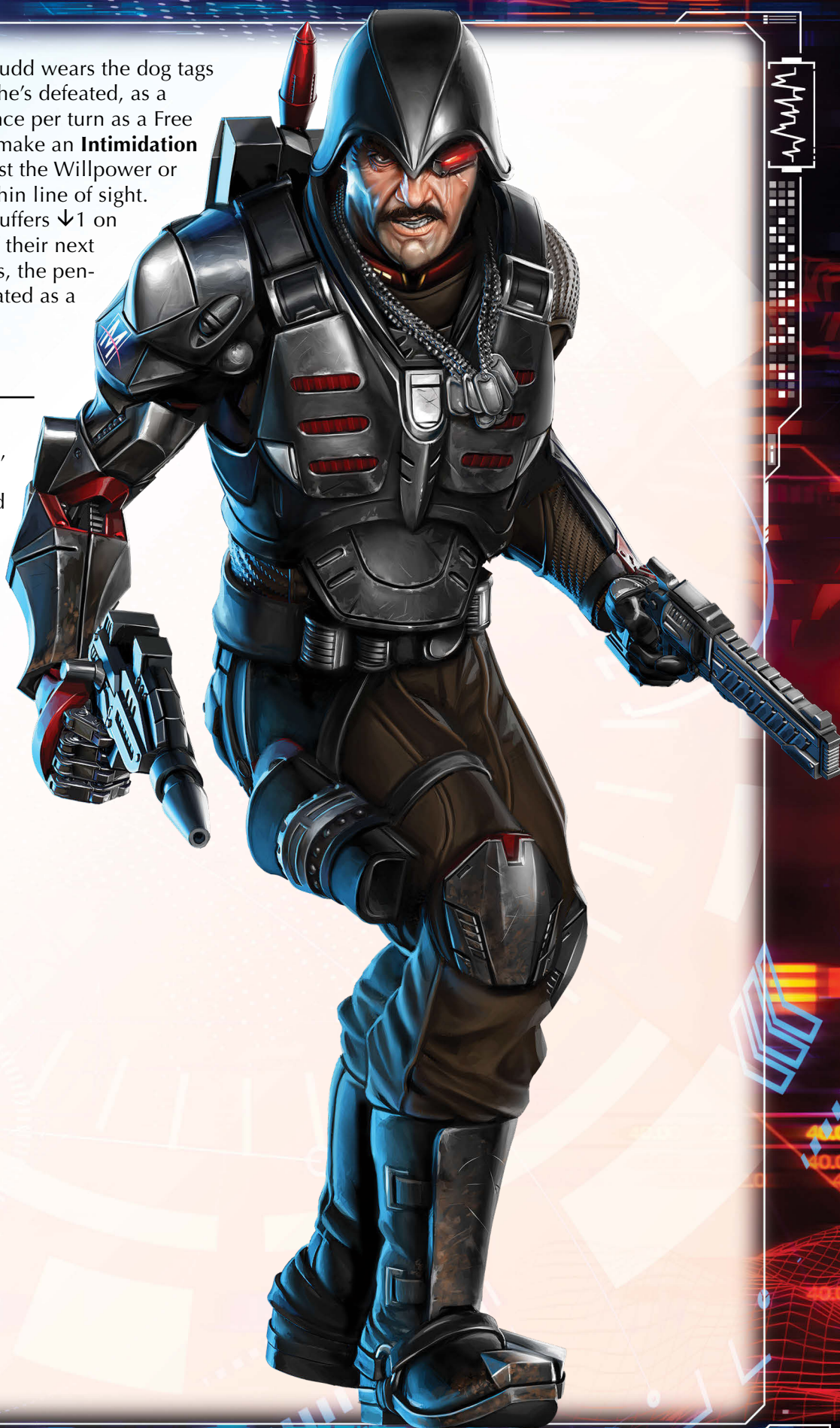
Tag Collector: Major Bludd wears the dog tags of the military personnel he's defeated, as a trophy and a warning. Once per turn as a Free action, Major Bludd can make an **Intimidation (Frighten) Skill Test** against the Willpower or Cleverness of a target within line of sight. On a success, the target suffers ↓1 on Skill Tests until the end of their next turn. On a critical success, the penalty multiplies. This is treated as a Condition.

GEAR

Weapons: Missile pistol (modified rocket launcher), uzi (modified submachine gun), nasty spike (modified close combat blade)

Battledress: Attica armor (terrifying softs-hell spiked Hard Body Armor, +4 deflective to Toughness)

Other: Limited Submachine Gun kit



COBRA CORPS

Cobra consists of dozens of divisions, from infantry, SciTech, weapons, vehicle, and environmental experts. Together, they are legion.

INFANTRY

Cobra's most populous division, where new recruits begin their training. Most infantry division Cobras graduate to a Viper Corps that reflects their skills. Some prove their greatest value to Cobra is on the front line, fulfilling a basic role masterfully.

COBRA RECRUIT

THREAT LEVEL: 0

SIZE: Common | **HEALTH:** 2

MOVEMENT: 30 ft Ground

STRENGTH: 1 | **SPEED:** 1

SMARTS: 1 | **SOCIAL:** 1

TOUGHNESS: 11 | **EVASION:** 11

WILLPOWER: 11 | **CLEVERNESS:** 11

A combination of disillusioned citizens and graduates of the Cobra Youth program, recruits are Cobra hopefuls getting their first taste of combat.

SKILLS

- Alertness +d2
- Might +d2
- Streetwise +d2
- Targeting +d2
- Languages: Usually English

PERKS

Bullet Stopper: The highest threat level Cobra in the combat gains a bonus to Evasion equal to the number of Cobras with the Bullet Stopper Perk in the encounter with them. If the highest threat level Cobra has the Bullet Stopper perk, they do not count towards their own bonus to Evasion. If more than one Cobra in the combat is tied for highest threat level, the one who is in charge gains the bonus.

Inexperienced: For most Cobra Recruits, combat has been theoretical or controlled until now. When a Cobra Recruit is damaged but not Defeated, roll d20 with a Snag. If the result beats the Cobra Recruit's Willpower, they are Defeated.



ATTACKS

- **Combat Knife (Might):** +d2, Reach (1 Sharp Damage)
 - Hands: 1
 - Traits: Sharp, Silent
- **Rifle (Targeting):** +d2; Range 100ft/400ft (1 Sharp Damage)
 - Hands: 2
 - Traits: Ballistic, Sniper

GEAR

Weapons: Combat knife, rifle

Battledress: Fatigues (clothes)

COBRA TROOPER

THREAT LEVEL: 0

SIZE: Common | **HEALTH:** 2

MOVEMENT: 30 ft Ground

STRENGTH: 1 | **SPEED:** 1

SMARTS: 1 | **SOCIAL:** 1

TOUGHNESS: 12 | **EVASION:** 11

WILLPOWER: 11 | **CLEVERNESS:** 11

One of the legion of faceless Cobra soldiers given minimum training, maximum propaganda, and lethal weapons.

SKILLS

- Alertness +d2
- Might +d2
- Streetwise +d2
- Targeting +d2
- Languages: English, Bonus local language if stationed in non-English speaking area

PERKS

Bullet Stopper: The highest threat level Cobra in the combat gains a bonus to Evasion equal to the number of Cobras with the Bullet Stopper perk in the encounter with them. If the highest threat level Cobra has the Bullet Stopper perk, they do not count towards their own bonus to Evasion. If more than one Cobra in the combat is tied for highest threat level, the one who is in charge gains the bonus.

Unrecognizable: Unless you memorize eyebrows, identifying individual Cobra Troopers can be difficult. Abilities that normally gain a benefit for targeting the same character multiple times (such as an Officer's Inundation ability) suffer ↓ equal to the number of Cobra Troopers active on the battlefield. Additionally, a Cobra Trooper's tactical armor is made to fit a variety of body types and hide the wearer's identity. When a non-Cobra wears Cobra Trooper tactical armor, they gain an Edge on Disguise and Bluff Skill Tests to pretend to be Cobra Troopers.

ATTACKS

- **Combat Knife (Might):** +d2, Reach (1 Sharp Damage)
 - Hands: 1
 - Traits: Sharp, Silent
- **Rifle (Targeting):** +d2; Range 100ft/400ft (1 Sharp Damage)
 - Hands: 2
 - Traits: Ballistic, Sniper

GEAR

Weapon: Combat knife, rifle

Battledress: Tactical armor (+1 deflective to Toughness), Weather Gear upgrade, if applicable

COBRA APPRENTICE

THREAT LEVEL: 0

SIZE: Common | **HEALTH:** 2

MOVEMENT: 30 ft Ground

STRENGTH: 1 | **SPEED:** 1

SMARTS: 1 | **SOCIAL:** 1

TOUGHNESS: 12 | **EVASION:** 11

WILLPOWER: 11 | **CLEVERNESS:** 11

Veteran Cobra troopers on their way to joining a Viper Corps, the Cobra Apprentice has particular training to reflect their rise within the ranks of Cobra Command.

SKILLS

- Alertness +d2
- Might +d2
- Streetwise +d2
- Targeting +d2
- Languages: English, Bonus local language if stationed in non-English speaking area

PERKS

Special Training: Pick a Smarts or Social skill and specialty. The Cobra Specialist gains d4* in that specialty. Increase their relevant Defense by 3. They gain the Standard Kit relevant to their specialty.

ATTACKS

- **Combat Knife (Might):** +d2, Reach (1 Sharp Damage)
 - Hands: 1
 - Traits: Sharp, Silent
- **Rifle (Targeting):** +d2; Range 100ft/400ft (1 Sharp Damage)
 - Hands: 2
 - Traits: Ballistic, Sniper

GEAR

Weapon: Combat knife, rifle

Battledress: Tactical armor (+1 deflective to Toughness), Weather Gear upgrade, if applicable.

Other: Standard kit (see the Special Training Perk for more information)

VIPER

THREAT LEVEL: 1

SIZE: Common | **Health:** 2

MOVEMENT: 30 ft Ground

STRENGTH: 2 | **SPEED:** 2

SMARTS: 1 | **SOCIAL:** 1

TOUGHNESS: 14 | **EVASION:** 12

WILLPOWER: 11 | **CLEVERNESS:** 11

Experienced combatants, rewarded for their general aptitude with better equipment, and on rare occasions a bit of respect.

SKILLS

- Athletics +d2
- Might +d2
- Targeting +d4
- Awareness +d2
- Languages: Usually English

PERKS

Bullet Stopper: The highest threat level Cobra in the combat gains a bonus to Evasion equal to the number of Cobras with the Bullet Stopper perk in the encounter with them. If the highest threat level Cobra has the Bullet Stopper perk, they do not count towards their own bonus to Evasion. If more than one Cobra in the combat is tied for highest threat level, the one who is in charge gains the bonus.

ATTACKS

- **Combat Knife (Might):** +d2, Reach (1 Sharp Damage)
 - Hands: 1
 - Traits: Sharp, Silent
- **VPR Rifle (Targeting):** +d4, Range 200ft/800ft (1 Sharp Damage)
 - Hands: 2
 - Traits: Ballistic, Sniper
 - Upgrades: Scope (doubles range)
- **Frag Grenade (Athletics):** +d2; Range 20ft/50ft (1 Sharp Damage, Blast: 10ft radius)
 - Hands: 1
 - Traits: Consumable

POWERS

Versatile: As a Standard action, a Viper can \uparrow 1 a Skill other than Initiative and Conditioning until the end of their next turn. A Viper can use Versatile to treat an untrained Skill as a d2 Skill, but not to gain a Specialization in a Skill.

GEAR

Weapons: Combat knife (Close combat blade), VPR rifle (rifle), frag grenade (x2)

Battledress: Ballistic Armor (+2 deflective to Toughness), Weather Gear upgrade, if applicable.



COBRA OFFICER

THREAT LEVEL: 5

SIZE: Common | **HEALTH:** 5

MOVEMENT: 30 ft Ground

STRENGTH: 7 | **SPEED:** 5

SMARTS: 2 | **SOCIAL:** 4

TOUGHNESS: 18 | **EVASION:** 15

WILLPOWER: 12 | **CLEVERNESS:** 14

Although their uniforms are almost indistinguishable on the battlefield from Cobra's common Troopers, officers command far more respect. Whereas Troopers may one day graduate to the Viper Corps, Officers set their sights on Cobra High Command.

SKILLS

- Alertness +d4
- Athletics +d4
- Initiative +d4
- Intimidation (Taunt) +d4*
- Might +d4
- Persuasion (Flattery) +d4*
- Streetwise +d2
- Targeting (Pistols) +d4*
- Languages: Usually English, and usually one or more useful in the mission's area.

PERKS

Bullet Stopper: The highest threat level Cobra in the combat gains a bonus to Evasion equal to the number of Cobras with the Bullet Stopper perk in the encounter with them. If the highest threat level Cobra has the Bullet Stopper perk, they do not count towards their own bonus to Evasion. If more than one Cobra in the combat is tied for highest threat level, the one who is in charge gains the bonus.

ATTACKS

- **Combat Knife (Might):** +d4, Reach (1 Sharp Damage)
 - Hands: 1
 - Traits: Sharp, Silent
- **Dancer Pistol (Targeting):** +d4*, Range 25ft/80ft (1 Sharp Damage)Targeting
 - Hands: 1
 - Traits: Ballistic
- **Grenade (Athletics):** +d4, Range 20ft/50ft (1 Sharp Damage, Blast: 10ft radius)
 - Hands: 1
 - Traits: Consumable, Wrecker

POWERS

G.I. Jokes: Having lived and walked away from encounters with Joes before, Cobra Officers understand what makes the Joes tick, and what sets them off. As a Free action, a Cobra Officer can make an **Intimidation (Taunt) Skill Test** against the Cleverness of a target who can see or hear them. On a success, the Cobra Officer declares whether the target uses the Move action on their next turn to move up to 20 feet in a direction chosen by the Officer. On a critical success, the Cobra Officer declares what Standard action the target performs on their next turn. All declared actions must not cause the target to do any direct damage to themselves, such as walking off of a cliff or using a weapon against themselves.

Mobilize: Movement in a war zone takes timing, cognition, and instinct, to all of which you excel. As a Move action, a Cobra Officer may grant an ally an immediate Move action.

Plan of Action: As a Move action, a Cobra Officer can grant a total of ↑2 to allies, either ↑1 each to two allies or ↑2 to one ally, which must be used on their next turn.

GEAR

Weapons: Combat knife, *dancer pistol* (modified pistol), grenade x1

Battledress: Tactical armor (+1 deflective to Toughness), Weather Gear upgrade, if applicable.





SCITECH

Unaffectionately known as “Cobra’s Purple Troopers” or “Nerd Vipers,” Cobra’s SciTech division fills a vital role in the operations of the organization.

TELE-VIPER

THREAT LEVEL: 2

SIZE: Common | **HEALTH:** 3

MOVEMENT: 30 ft Ground

STRENGTH: 1 | **SPEED:** 1

SMARTS: 4 | **SOCIAL:** 2

TOUGHNESS: 13 | **EVASION:** 11

WILLPOWER: 14 | **CLEVERNESS:** 12

Cobra’s communications specialists need to be more than good with a radio. As intermediaries of valuable intel, Cobra recruits must prove their trustworthiness before they can be considered for Tele-Viper training.

SKILLS

- Intimidation +d2
- Targeting +d2
- Technology (Communications) +d6*
- Deception +d4
- Languages: English and up to three other languages useful to the mission.

PERKS

Bullet Stopper: The highest threat level Cobra in the combat gains a bonus to Evasion equal to the number of Cobras with the Bullet Stopper perk in the encounter with them. If the highest threat level Cobra has the Bullet Stopper perk, they do not count towards their own bonus to Evasion. If more than one Cobra in the combat is tied for highest threat level, the one who is in charge gains the bonus.

ATTACKS

- **Pistol (Targeting):** +d2, Range 25ft/80ft (1 Sharp Damage)
 - Hands: 1
 - Traits: Ballistic

POWERS

Jammer: Tele-Vipers excel at taking enemy computerized equipment offline. As a Standard action, Tele-Vipers can target a piece of enemy computerized equipment within 100 ft. If the equipment is operated by one or more creatures, one of the creatures rolls a Technology Skill Test against the Tele-Viper's Technology Skill Test. If no one operates the equipment, the Tele-Viper rolls against the equipment's availability DIF.

If the Tele-Viper is successful, the equipment (or the benefits of an upgrade with the computerized trait) stops working until the beginning of the Tele-Viper's next turn. This duration is doubled on a critical success. The equipment can be repaired before the duration ends with a successful Technology test against the results of the Tele-Viper's Technology Skill Test.

GEAR

Weapons: Pistol

Battledress: *Whisper Armor* (silent Ballistic Armor, +2 deflective to Toughness), Weather Gear upgrade, if applicable.

Other: Limited Communications kit, Standard Advanced Technology kit, Standard Computers kit, Standard Engineering kit

TECHNO-VIPER

THREAT LEVEL: 3

SIZE: Common | **HEALTH:** 3

MOVEMENT: 30 ft Ground

STRENGTH: 1 | **SPEED:** 3

SMARTS: 4 | **SOCIAL:** 1

TOUGHNESS: 13 | **EVASION:** 15

WILLPOWER: 14 | **CLEVERNESS:** 11

Engineers and innovators, Techno-Vipers typically deploy in their unit's most expensive armor. As linchpins of any mission they would be needed on, their survival separates their unit's success from its failure.

SKILLS

- Brawn +d2
- Persuasion +d2
- Targeting +d6
- Technology (Engineering) +d6*
- Languages: English and up to three other languages useful to the mission.

PERKS

Combat Engineer: Techno-Vipers use Technology (Engineering) in place of Might when attacking with power tools.

ATTACKS

- **Phase-Pulse Plasma Rifle (Targeting):** +d6, 75ft (1 Electric Element Damage)
 - Hands: 2
 - Traits: Computerized, Electricity, Electromagnetic
 - Upgrades: Galvanized
- **Hydraulic Clamp (Technology, engineering):** +d6*, Reach x2 (2 Blunt Damage, ↓2)
 - Alternate Effects: Intimidating
 - Hands: 2
 - Traits: Anti-Tank, Blunt, Reload

POWERS

Field Maintenance: Techno-Vipers excel at being where they are needed. They can move twice their movement as a Move action, as long as they use their Standard action this turn to fix a damaged vehicle or equipment.

GEAR

Weapons: Phase-Pulse Plasma Rifle (galvanized directed electricity rifle), hydraulic clamp (power tool)

Battledress: Mechanized Armor (+2 deflective to Toughness, +2 computerized to Evasion), Weather Gear upgrade, if applicable.

Other: Restricted Engineering kit, Standard Advanced Technology kit, Standard Computers kit

B.A.T. (BATTLE ANDROID TROOPER)

THREAT LEVEL: 5

SIZE: Common | **HEALTH:** 4

MOVEMENT: 20 ft Ground

STRENGTH: 7 | **SPEED:** 6

SMARTS: 4 | **SOCIAL:** --

TOUGHNESS: 19 | **EVASION:** 18

WILLPOWER: 14 | **CLEVERNESS:** --

Although a basic robot lacks the tactical agility of the human mind, and B.A.T.s are not equipped with very sophisticated logic circuits, they are fearless, relentless, and dangerous. B.A.T.s can take quite a bit of damage and continue fighting, and as such, they make great cannon fodder when sending Cobra Troops into a situation would be too dangerous. They will follow through with a directive until it is finished or they are Defeated, but their inability to plan tactics or distinguish between friend and foe in the pursuit of their programmed mission results in B.A.T.s taking out anyone in their path, even a stray Cobra here and there.

SKILLS

- Alertness +d8
- Athletics +d10
- Might +d4
- Targeting +d12
- Languages: Python

PERKS

Robot: B.A.T.s are robots. They are immune to Conditions and effects that exclusively affect the living, like poison, but are susceptible to effects that affect machines, such as the Electromagnetic element. Robot damage can be fixed with a Technology Skill Test.

Unemotional: B.A.T.s are unfeeling, and cannot be manipulated. They have no Social Essence and are immune to Persuasion Skill Tests.

Integrated Tech: In addition to its interchangeable weaponized hand, a B.A.T. is equipped with Mechanized Armor that gives it +2 deflective to its Toughness and +2 computerized to its Evasion.

ATTACKS

- **Brawl (Might):** +d4, Reach (1 Stun)
 - Alternate Effects: 1 Blunt Damage (↓2) or Maneuver
 - Hands: 0
 - Traits: Blunt, Silent
- **Drill Hand, integrated power tool (Athletics):** +d10, Reach (1 Sharp Damage)
 - Alternate Effects: 2 Sharp Damage (↓2)
 - Hands: 0
 - Traits: Sharp, Reload
 - Upgrades: Microtech x2

The B.A.T.'s integrated drill is a dangerous weapon but also can be used to drill through walls, vehicles, and more.

- **Flamethrower Hand, integrated element jet (Targeting):** +d12, Range 10ft (1 Fire Element Damage, Blast: 10ft cone)
 - Alternate Effects: Intimidating
 - Hands: 0
 - Traits: Fire, Reload
 - Upgrades: Microtech x2
- **Clamping Claw, integrated grappler (Athletics):** +d10, Reach x3 (Maneuver)
 - Alternate Effects: Intimidating
 - Hands: 0
 - Traits: Silent
 - Upgrades: Balanced Grip, Microtech x2

The B.A.T.'s integrated claw is used to grapple opponents. A creature may be carried this way until the grapple is broken.

- **Rifle (Targeting):** +d12, Range 100ft/400ft (1 Sharp Damage)
 - Hands: 2
 - Traits: Ballistic, Sniper
- **Frag Grenade (Athletics):** +d10, Range 20ft/50ft (1 Sharp Damage, Blast: 10ft radius)
 - Hands: 1
 - Traits: Consumable

POWERS

Armed: B.A.T.s switch between weapons as a Free action.

GEAR

Weapons: Rifle, grenade

SPECIALISTS

Once Cobra Infantry shows tendencies towards certain expertise, they transfer to a division that focuses on their strengths.

MOTOR-VIPER

THREAT LEVEL: 3

SIZE: Common | **HEALTH:** 4

MOVEMENT: 30 ft Ground

STRENGTH: 3 | **SPEED:** 5

SMARTS: 1 | **SOCIAL:** 1

TOUGHNESS: 14 | **EVASION:** 16

WILLPOWER: 11 | **CLEVERNESS:** 11

Thrillseekers with a talent for driving, Motor-Vipers prefer riding into battle with only a windshield and their reflexes as protection.

SKILLS

- Brawn +d4
- Driving (Ground Vehicles) +d6*
- Might +d2
- Targeting +d2
- Technology +d2
- Streetwise +d2
- Languages: Usually English

PERKS

Hop In: Mounting a ground vehicle is a Free action.

Ready to Ride: When in a ground vehicle, Motor-Vipers use their Driving skill in place of their Initiative skill for Initiative Skill Tests.

Ride or Die: When in a ground vehicle and the vehicle or the Motor-Viper takes damage, Motor-Vipers decide how the damage is split between them and their vehicle

ATTACKS

- **Boot Knife (Might, close combat blade):** +d2, Reach (1 Sharp Damage)
 - Hands: 1
 - Traits: Sharp, Silent
 - Alternate Effects: Maneuver
 - Upgrades: Manipulative
- **Pistol (Targeting):** +d2, Range 25ft/80ft (1 Sharp Damage)
 - Hands: 1
 - Traits: Ballistic

GEAR

Weapons: Pistol, boot knife

Battledress: Tactical Armor with Grasshopper Braces (+1 deflection to Toughness, +1 computerized to Evasion)



STRATO-VIPER

THREAT LEVEL: 4

SIZE: Common | **HEALTH:** 4

MOVEMENT: 30 ft Ground

STRENGTH: 3 | **SPEED:** 8

SMARTS: 1 | **SOCIAL:** 3

TOUGHNESS: 14 | **EVASION:** 19

WILLPOWER: 11 | **CLEVERNESS:** 13

Pilots with 1500 flight hours, expertise with any aircraft in Cobra's hangar, and willing to undergo surgery to build resistance to hypoxia, hyperventilation, and decompression sickness.

SKILLS

- Might +d2
- Brawn +d4
- Driving (Air Vehicles) +d8*
- Targeting +d6
- Technology +d2
- Performance (Aerobatics) +d4*
- Languages: Usually English

PERKS

Ready to Fly: When in an air vehicle, Strato-Vipers use their Driving skill in place of their Initiative skill for Initiative Skill Tests.

Fly or Die: When in a ground vehicle and the vehicle or the Strato-Viper takes damage, Strato-Vipers decide how the damage is split between them and their vehicle

ATTACKS

- **Boot Knife (Might, close combat blade):** +d2, Reach (1 Sharp Damage)
 - Hands: 1
 - Traits: Sharp, Silent
 - Alternate Effects: Maneuver
 - Upgrades: Manipulative
- **Pistol (Targeting):** +d6, Range 25ft/80ft (1 Sharp Damage)
 - Hands: 1
 - Traits: Ballistic

POWERS

Stunt Flying: When flying an air vehicle with the Evasive Maneuvers power, a Strato-Viper can gain the benefits of Evasive Maneuvers at full speed. When flying an air vehicle without the Evasive Maneuvers power, a Strato-Viper can gain the benefits of Evasive Maneuvers.

GEAR

Weapons: Pistol, boot knife

Battledress: Tactical Armor with Grasshopper Braces (+1 deflection to Toughness, +1 computerized to Evasion)

EEL

THREAT LEVEL: 8

SIZE: Common | **HEALTH:** 6

MOVEMENT: 30 ft Ground | 30 ft Aquatic

STRENGTH: 8 | **SPEED:** 12

SMARTS: 6 | **SOCIAL:** 3

TOUGHNESS: 19 | **EVASION:** 21

WILLPOWER: 16 | **CLEVERNESS:** 13

Cobra draws Eels from a pool of Cobra's toughest Vipers and makes them tougher through the most rigorous troop training program. Eels are the only Cobra whose training includes live sharks.

SKILLS

- Alertness +d6
- Animal Handling +d6
- Athletics (Swimming) +d6*
- Brawn +d2
- Driving +d2
- Finesse +d6
- Infiltration +d6
- Initiative +d6
- Intimidation +d6
- Survival +d6
- Targeting +d6
- Languages: Usually English

PERKS

Environmental Expertise (Underwater): Eels ignore the penalties for moving through rough terrain underwater. All of Eels' attacks underwater are considered Specialized.

Sea Stalkers: Eels cannot be surprised and gain an Edge on Infiltration Skill Tests while underwater.

ATTACKS

- **JLS Double Harpoon, amphibious long projectile (Targeting):** +d6, Range 50ft/100ft (1 Sharp Damage)
 - Alternate Effects: 1 Sharp Damage Multiple (2) Targets (30ft line, ↓1) or 1 Sharp Damage with Maneuver (↓2)
 - Hands: 2; Traits: Sharp, Maneuver, Martial Arts, Silent, Sniper
 - Upgrades: Amphibious, Modular Restricted Weapon (Energized close combat weapon)

The JLS Double Harpoon is standard equipment for a Cobra Eel. Effective both in and out of the water as a weapon, it can also be used to pierce and maneuver its target, dragging the target up to its full range closer to the harpoon at the end of the attack.

- **Stunner, energized close combat weapon (Finesse):** +d6, Range 50ft/100ft (1 Electric Element Damage)
 - Alternate Effects: Intimidating
 - Hands: 0
 - Traits: Computerized, Electric, Reload

The Stunner is an integrated part of the JLS Double Harpoon, allowing the harpoon to be used as a close combat weapon. While using the Stunner, the JLS Double Harpoon is considered equipped, using 2 Hands.

POWERS

Adaptation: Eels have a pool of 3 adaptation points. They may spend adaptation points to gain use of their abilities on land that are normally restricted to underwater.

Sneak Attack: Once per turn, when Eels attack a target underwater with a silent weapon and the target isn't fully aware of them, the Eel deals 1 additional damage on a successful hit.

GEAR

Weapons: JLS double harpoon (modified long projectile) with stunner (modified tasing close combat baton)

Battledress: Sea Scale Armor (Acclimating Hexmesh, +1 deflective to toughness, +1 computerized to Evasion)

Other: Limited Swimming kit



MERCENARIES

Cobra works with a vast collective of evil organizations. Some wear the Cobra sigil, others fly their own flag. Whether Cobra Commander sees these groups are part of his Legion, valued associates, or cheap labor, the world at large sees their connection to Cobra first and foremost.

CRIMSON GUARD

Although old money founded Cobra, a corporate front continues to fund its operation. Tomax & Xamot Paoli's multinational corporation, Extensive Enterprises, with the help of its deep cover Crimson Guard operatives, funnels billions of dollars raised through legitimate channels into Cobra.

Knowing Is Half The Battle: Create A Cobra NPC

Despite more than a dozen troop types, a dozen individual adversaries, and 10 vehicles offered in this chapter, you might still want more, or you may want to customize a Cobra Threat to use at your table.

The character creation rules may be written with Joe characters in mind, but they can be used to create enemy NPCs as well.

The Commando can be used to create Night Creepers and Night Creeper Leader. Infantry covers weapon specialists like Frag-Vipers and vehicle drivers like H.I.S.S. Drivers and Lamprey, or Wild Weasel and Copperhead.

The Officer can be used for division leaders like Skull Buster, or even Serpenter!

Range-Vipers and Croc-Master can be Rangers, any number of Dreadnoks could be Renegades. Everyone from Toxo-Vipers and Data-Vipers

to Cesspool and Scrap-Iron can be Technicians. And the ever-popular Alley-Viper can be Vanguard.

And, of course, you can use the character creation rules to make your own unique characters. Maybe you look at the Vanguard's Juggernaut Focus and picture cybernetically enhanced Linebacker Vipers or a pro wrestler turned Cobra sympathizer. Let your imagination run wild.

Once you've made your custom Cobra, you'll need to approximate its Threat level. The easiest method is to compare your creation to existing Threats. Find a Threat with the same Essence total or whose Defenses compare. Feel free to tweak your creation to more closely line up with the existing Threats. Character creation rules need to be tightly followed for players, but they are guidelines for Threats.



CRIMSON GUARD CADET

THREAT LEVEL: 3

SIZE: Common | **HEALTH:** 3

MOVEMENT: 25 ft Ground

STRENGTH: 3 | **SPEED:** 3

SMARTS: 2 | **SOCIAL:** 2

TOUGHNESS: 14 | **EVASION:** 13

WILLPOWER: 12 | **CLEVERNESS:** 12

Even elite troopers have to start somewhere. Cobra recruits with formal schooling or high society connections get squirreled away from the Viper Corps and into the Crimson Guard legion as cadets.

SKILLS

- Alertness +d2
- Athletics +d2
- Culture +d2
- Deception +d4
- Initiative +d2
- Might +d4
- Targeting +d4
- Languages: English, Mandarin, Spanish

PERKS

Siegies: As members of Tomax and Xamot's Crimson Guard legion, Crimson Guard cadets are known as Siegies in internal documentation and by Cobra superiors. A Crimson Guard cadet counts for the purpose of perks that reference Siegies, like Tomax and Xamot's Crimson Guard Commanders perk.

Under Cover: Before Crimson Guard cadets are assigned a deep cover, they learn to blend into their environments with blue collar work. Pick a profession that does not require a degree, such as delivery or construction. This is the Crimson Guard cadet's cover job. The Crimson Guard cadet has d4* for Skill Tests that relate to their cover job.

ATTACKS

- **AK48, scary assault rifle (Targeting):** +d4, Range 60ft/100ft (1 Sharp Damage)
 - Alternate Effects: 2 Sharp Damage (↓2) or 1 Sharp Damage Multiple (3) Targets (30ft cone, ↓2)
 - Hands: 2
 - Traits: Ballistic, Intimidating, Reload
 - Upgrades: Scary
- **Close Combat Blade (Might):** +d6, Reach (1 Sharp Damage)
 - Alternate Effects: 2 Sharp Damage (2 Hands)
 - Hands: 1 or 2
 - Traits: Sharp, Silent

POWERS

Backstab: Crimson Guard cadets blend in with the civilians around them when out of uniform. A Crimson Guard cadet who is currently under-cover gains ↑2 for Deception Skill Tests, can use Deception in place of Initiative, and deals 1 extra damage if their first attack in a Combat scene is successful.

GEAR

Weapons: AK48 (modified assault rifle), close combat blade

Battledress: Crimson uniform (terrifying tactical armor, +1 deflection to Toughness)

Other: Standard bluffing kit related to their Under Cover Perk

CRIMSON GUARD SOLDIER

THREAT LEVEL: 6

SIZE: Common | **HEALTH:** 5

MOVEMENT: 25 ft Ground

STRENGTH: 6 | **SPEED:** 6

SMARTS: 7 | **SOCIAL:** 3

TOUGHNESS: 17 | **EVASION:** 16

WILLPOWER: 17 | **CLEVERNESS:** 13

Elite troopers assigned to deep cover operations and white collar jobs of influence. Crimson Guard soldiers suit up mostly for ceremony, or to make a statement, both tasks they excel at.

SKILLS

- Alertness +d6
- Athletics +d6
- Culture +d8
- Deception +d6
- Initiative +d6
- Might +d6
- Targeting +d6
- Languages: English, Mandarin, Spanish, Portuguese, Russian, French

PERKS

Deep Cover: Unlike most Cobra soldiers, Crimson Guard soldiers spend most of their days living a civilian life. Pick a profession that requires a degree, such as law or accounting. This is the Crimson Guard soldier's cover job. The Crimson Guard soldier has +d6* for Skill Tests that relate to their cover job.

Guards: Before rolling Initiative, Crimson Guard soldiers designate a character of a higher threat level as their protected target. The target gains 1 temporary Health. This temporary Health lasts for the entire scene, until the protected target takes damage, or until the Crimson Guard soldier is defeated. This Health can exceed the protected target's normal maximum amount of Health.

If the Crimson Guard soldier is the highest threat level character on their side, they gain the temporary Health.

Siegies: As members of Tomax and Xamot's Crimson Guard legion, Crimson Guard soldiers are known as Siegies in internal documentation and by Cobra superiors. A Crimson Guard Soldier counts for the purpose of perks that reference Siegies, like Tomax and Xamot's Crimson Guard Commanders perk.

ATTACKS

- **AK48, scary assault rifle (Targeting):** +d6, Range 60ft/100ft (1 Sharp Damage)
 - Alternate Effects: 2 Sharp Damage (↓2) or 1 Sharp Damage Multiple (3) Targets (30ft cone, ↓2)
 - Hands: 2
 - Traits: Ballistic, Intimidating, Reload
 - Upgrades: Scary, Modular Standard Weapon (close combat blade)
- **Bayonet, integrated close combat blade (Might):** +d6, Reach (2 Sharp Damage)
 - Hands: 0
 - Traits: Sharp, Silent

The Bayonet is an integrated part of the upgraded AK48, allowing the AK48 to be used as a close combat weapon. While using the Bayonet, the AK48 is considered equipped, using 2 Hands.

POWERS

Backstab: Crimson Guard soldiers blend in with the civilians around them when out of uniform. A Crimson Guard soldier who is currently undercover gains ↑2 for Deception Skill Tests, can use Deception in place of Initiative, and deals 1 extra damage if their first attack in a Combat scene is successful.

Cutthroat Culture: Crimson Guard soldiers fit into their double lives because of their understanding of behavioural nuance. On the battlefield, they use this to confuse the enemy. As a Free action, Crimson Guard soldiers can make a Culture Skill Test against the Cleverness of a target who can hear them. On a success, the target suffers 1 Stun.

GEAR

Weapons: AK48 (modified assault rifle) with bayonet (integrated close combat blade)

Battledress: Crimson uniform (terrifying tactical armor, +1 deflection to Toughness)

Other: Limited bluffing kit related to Deep Cover Perk.

CRIMSON GUARD IMMORTAL

THREAT LEVEL: 9

SIZE: Common | **HEALTH:** 7

MOVEMENT: 25 ft Ground

STRENGTH: 10 | **SPEED:** 10

SMARTS: 10 | **SOCIAL:** 4

TOUGHNESS: 22 | **EVASION:** 22

WILLPOWER: 20 | **CLEVERNESS:** 14

The cream of the crop, Crimson Guard who excel at both aspects of their double lives get promoted, both in Cobra and in life.

SKILLS

- Alertness +d6
- Athletics +d8
- Brawn +d4
- Culture +d12
- Deception +d8
- Initiative +d6
- Might +d8
- Targeting (Rocket Launcher) +d12*
- Languages: English, Mandarin, Spanish, Portuguese, Russian, French

PERKS

Immortal Guardians: Before rolling Initiative, Crimson Guard Immortals designate another character as their immortal ally. Both the Crimson Guard Immortal and the immortal ally gain 2 temporary Health. This temporary Health lasts for the entire scene, until they are lost to damage, or until the Crimson Guard Immortal or the immortal ally is defeated. This Health can exceed the protected character's normal maximum amount of Health.

Siegies: As members of Tomax and Xamot's Crimson Guard legion, Crimson Guard soldiers are known as Siegies in internal documentation and by Cobra superiors. A Crimson Guard Soldier counts for the purpose of perks that reference Siegies, like Tomax and Xamot's Crimson Guard Commanders perk.

Untouchable Cover: Crimson Guard earn the rank of Immortal when they reach the upper echelon of their career path. Pick a high income profession, such as district attorney or CEO. This is the Crimson

Guard immortal's cover job. The Crimson Guard soldier has +d12* for Skill Tests that relate to their cover job.

ATTACKS

- **NGR autolaunchers, automount microtech rocket launcher (Targeting, rocket launchers):** +d12*, Range 100ft/200ft; min 30ft (1 Sharp Damage, Blast: 20ft radius)
 - Hands: 1
 - Traits: Anti-Tank, Mounted, Reload, Wrecker
 - Upgrades: Ammo Belt, Automount Microtech
- **Close Combat Blade (Might):** +d8, Reach (1 Sharp Damage)
 - Alternate Effects: 2 Sharp Damage (2 Hands)
 - Hands: 1 or 2
 - Traits: Sharp, Silent

POWERS

Backstab: Crimson Guard Immortals blend in with the civilians around them when out of uniform. A Crimson Guard Immortal who is currently under-cover gains ↑2 for Deception Skill Tests, can use Deception in place of Initiative, and deals 1 extra damage if their first attack in a Combat scene is successful.

Cutthroat Intelligence: Crimson Guard Immortals destroy their enemies with information. As a Free action, Crimson Guard Immortals can make a Culture Skill Test against the Cleverness of a target who can hear them. On a success, Crimson Guard Immortal gains an Edge on attacks against that target for 1 round, doubled on a critical success.

GEAR

Weapons: FNGR autolaunchers (modified rocket launcher), close combat blade

Battledress: Immortal armor (terrifying mechanized armor, +2 deflection to Toughness, +2 computerized to Evasion)

Other: Restricted bluffing kit related to Untouchable Cover Perk

TOMAX/XAMOT

THREAT LEVEL: 12 each

SIZE: Common | **HEALTH:** 8

MOVEMENT: 40 ft Ground

STRENGTH: 5 | **SPEED:** 20

SMARTS: 11 | **SOCIAL:** 10

TOUGHNESS: 16 | **EVASION:** 32

WILLPOWER: 21 | **CLEVERNESS:** 20

Known as the Crimson Twins, Tomax & Xamot embody the phrase “double life”. The world at large knows them as the executives in charge of multinational corporation Extensive Enterprises. In fact, the company is a front funding Cobra, and the entrepreneurs lead Cobra’s elite, deep cover operatives, the Crimson Guard.

SKILLS

- Acrobatics (Gymnastics) +d12*
- Alertness (Situational Awareness) +d6*
- Athletics +d6
- Brawn +d4
- Culture (Business) +d12*
- Deception (Distraction) +d8*
- Driving +d6
- Infiltration +d6
- Performance (Circus Acts) +d8*
- Targeting (Submachine Gun) +d8*
- Languages: English, French, Mandarin, Spanish, Portuguese, Russian, Japanese

PERKS

Crimson Guard Commanders: Tomax and Xamot begin Combat scenes with an amount of temporary Health equal to the number of Siegies on the battlefield.

Double Life: As Extensive Enterprises executives, Tomax and Xamot Paoli benefit from protection more powerful than any armor: Legal Defense. Joes are forbidden from attacking Tomax and Xamot in their civilian personas and discouraged from interacting with them as much as possible.

Lifelong Connection: Twins teach each other to socialize, developing a connection in their youth that influences their relationship for the rest of their lives. Tomax and Xamot can Lend Assistance to each other as a Free action, from anywhere on a battlefield.

Gymnasts: Tomax and Xamot use Acrobatics (Gymnastics) in place of Finesse for precision-based attacks like Strikes.

Share Pain: Tomax and Xamot have more than just an empathic bond. They share a connection so deep it affects them physically. When one of the Crimson Twins takes damage, they decide which twin the damage affects. They may split up the damage from an attack that deals more than 1 damage.

Spring Into Action: Tomax and Xamot use Acrobatics (Gymnastics) in place of Initiative. They act on each other’s initiative, as long as they don’t exceed their allotted number of actions per turn.

For example: Tomax rolls a 21 for his Initiative but Xamot only rolls a 12. Tomax and Xamot both use their Standard actions on Tomax’s turn. On Xamot’s turn, neither can use a Standard action, as they both used their Standard action already this turn, but both still have a Move action and 18 Free actions.

ATTACKS

- **Bi-Barrel Auto Pistol, submachine gun (Targeting, submachine gun):** +d8*, Range 30/160ft (1 Sharp Damage)
 - Alternate Effects: 2 Sharp Damage (↓1) or 1 Sharp Damage Multiple (3) Targets (15ft cone, ↓1)
 - Hands: 1
 - Traits: Ballistic, Computerized
 - Upgrades: Ammo Feeder, Smart Scope
- **Strike (Acrobatics, gymnastics):** +d12*, Reach (1 Stun)
 - Alternate Effects: 1 Blunt Damage (↓1) or Maneuver (↓1)
 - Hands: 0
 - Traits: Blunt, Martial Arts, Silent

POWERS

Coordinated Gymnastics: Former circus performers, Tomax and Xamot deliver everything with flourish. If one of the Crimson Twins begins their turn between 10 - 30 ft from his brother, he can make an **Acrobatics (Gymnastics) Skill Test** as a Free action against a DIF equal to the distance between them. On a success, he performs a series of flips and tumbles, landing adjacent to his brother. On a critical success, he ends his move anywhere within that distance of his brother.

*For example: Xamot starts his turn 20 ft away from Tomax. He attempts a **DIF 20 Acrobatics (Gymnastics) Skill Test** and manages to critically succeed. Xamot can end his Movement anywhere up to 20 ft from Tomax.*

GEAR

Weapons: Bi-barrel auto pistol (modified submachine gun)

Battledress: All Business armor (Reflexive impulse armor with dome generator and reinforced plates, +2 computerized to Evasion, +1 deflection to Toughness)

Other: Restricted climbing kit



DREADNOKS

Cobra sees equal value in billionaire businessmen and an Australian biker gang transplanted to the Florida Everglades. Although the gang's leaders, Zartan and Zarana, brought the Dreadnoks to Cobra's attention, the bikers' cleverness developed out of necessity, familiarity with aspects of life invisible from Cobra High Command's ivory tower, and affordability made the entire organization worthy assets to the terrorist organization.



DREADNOK TRAINEE

THREAT LEVEL: 1

SIZE: Common | **HEALTH:** 2

MOVEMENT: 25 ft Ground

STRENGTH: 2 | **SPEED:** 2

SMARTS: 1 | **SOCIAL:** 1

TOUGHNESS: 12 | **EVASION:** 12

WILLPOWER: 11 | **CLEVERNESS:** 11

Dreadnok Trainees ride with the Dreadnoks before fully initiating into the gang to prove their worth and to test their mettle for the demanding lifestyle.

SKILLS

- Might +d4
- Driving +d2
- Streetwise +d2
- Targeting +d2
- Technology +d2
- Languages: English

PERKS

Dreadnok: A member of Zartan and Zarana's international biker militia, simultaneously resented for their unevolved nature and admired for their ability to get jobs done. Dreadnoks do not count as Cobras for Cobra abilities that specify Cobras, such as Bullet Stopper, but do count as allies for other Cobra abilities like Plan of Action.

ATTACKS

- **Bat (Might):** +d4, Reach (1 Stun)
 - Alternate Effects: 1 Blunt Damage (2 Hands)
 - Hands: 1 or 2
 - Traits: Blunt, Silent
 - Upgrades: Aerodynamic
- **Shotgun (Targeting):** +d2, Range 20/60ft (1 Sharp Damage Multiple (2) Targets, Blast: 15ft cone)
 - Hands: 2
 - Traits: Ballistic, Reload
- **Grenade (Athletics):** +d4, Range 20ft/50ft (1 Sharp Damage, Blast: 10ft radius)
 - Hands: 1
 - Traits: Consumable, Wrecker

POWERS

Trainee Wheels: When Dreadnok Trainees join the Dreadnoks, their Dreadnok sponsors assign them an old, malfunctioning Dreadnok motorcycle. Any turn they need to make a Driving Skill Test, the Dreadnok Trainee must first make a **DIF 10 Technology Skill Test**. On a success, they gain an Edge of the Driving Skill Test. On a failure, they suffer a Snag on the Driving Skill Test.

GEAR

Weapons: Bat (modified close combat bludgeon), shotgun, grenade x1

Battledress: Clothes with the spiked and Reinforced Plates upgrades

DREADNOK BRUISER

THREAT LEVEL: 4

SIZE: Common | **HEALTH:** 4

MOVEMENT: 25 ft Ground

STRENGTH: 10 | **SPEED:** 2

SMARTS: 1 | **SOCIAL:** 1

TOUGHNESS: 21 | **EVASION:** 12

WILLPOWER: 11 | **CLEVERNESS:** 11

Most Dreadnoks prove their worth to the gang by maintaining their own rides and servicing their equipment. Dreadnok Bruisers pull their weight the old fashion way: With muscle.

SKILLS

- Alertness +d2
- Brawn +d6
- Initiative +d2
- Might (Close combat bludgeon) +d12*
- Streetwise +d2
- Targeting +d2
- Languages: English

PERKS

Dreadnok: A member of Zartan and Zarana's international biker militia, Dreadnoks are simultaneously resented for their unevolved nature and admired for their ability to get jobs done. Dreadnoks do not count as Cobras for Cobra abilities that specify Cobras, like Bullet Stopper, but do count as allies for Cobra abilities like Plan of Action.

Mule: When you're as big as a Dreadnok Bruiser, you're used to doing the heavy lifting for others. Other Dreadnoks can choose two additional hands of gear for every Dreadnok Bruiser in the group, and store them on the Dreadnok Bruiser. Any Dreadnok can retrieve this extra gear as a Free action.

ATTACKS

- **Shotgun (Targeting):** +d2, Range 20/60ft (1 Sharp Damage Multiple (2) Targets, Blast: 15ft cone)
 - Hands: 2
 - Traits: Ballistic, Reload
- **Sledgehammer (Might, close combat bludgeon):** +d12*, Reach (1 Stun)
 - Alternate Effects: 1 Blunt Damage (2 Hands) or Intimidate or Maneuver
 - Hands: 1 or 2
 - Traits: Blunt, Silent
 - Upgrades: Manipulative, Scary

POWERS

Bruise: When Dreadnok Bruisers stun targets with their sledgehammers, the Stun effect lasts for 1 minute instead of 1 turn.

Groundbreaking: Dreadnok Bruisers use their sledgehammer to smash the ground. As a Standard action, a Dreadnok Bruiser can turn a space within reach into rough terrain.

GEAR

Weapons: Sledgehammer (modified close combat bludgeon), shotgun

Battledress: Clothes with the spiked and Reinforced Plates upgrades

DREADNOK SCRAPPER

THREAT LEVEL: 6

SIZE: Common | **HEALTH:** 5

MOVEMENT: 25 ft Ground

STRENGTH: 7 | **SPEED:** 6

SMARTS: 5 | **SOCIAL:** 2

TOUGHNESS: 18 | **EVASION:** 16

WILLPOWER: 15 | **CLEVERNESS:** 12

A fully initiated member of the international biker militia, and a veteran of mercenary jobs for Cobra, armed and armored with whatever junkyard debris they found useful.

SKILLS

- Might (power tool): d6*
- Intimidation: d4
- Brawn: d2
- Driving: d4
- Initiative: d4
- Targeting: d4
- Alertness: d4
- Culture (Biker): d6*
- Streetwise: d4
- Languages: English

PERKS

Biker: Although Dreadnok Scrappers drive a variety of vehicles, from bikes to street tanks to airboats, the militia's roots are in biker culture. Dreadnok Scrappers can roll Culture (Biker) for Technology (Engineering) Skill Tests, gaining the benefits of their Engineering kits. Additionally, Dreadnok Scrappers are specialized in Dreadnok vehicles. See the Dreadnoks sidebar for more information.

Custom Power Tool: Dreadnok Scrappers pride themselves on engineering unique weapons out of bits and tools lying around the garage. Every Dreadnok Scrapper gains 1 Standard and 1 Limited upgrade to their Power Tool. No two Dreadnok Scrappers in a chapter should have the same combination of upgrades for their power tool.

Dreadnok: A member of Zartan and Zarana's international biker militia, simultaneously resented for their unevolved nature and admired for their ability to get jobs done. Dreadnoks do not count as Cobras for Cobra abilities that specify Cobras, like Bullet Stopper, but do count as allies for Cobra abilities like Plan of Action.

ATTACKS

- **Grenade (Athletics):** +d6, Range 20ft/50ft (1 Sharp Damage, Blast: 10ft radius)
 - Hands: 1
 - Traits: Consumable, Wrecker
- **Machete (Athletics):** +d6, Reach (1 Sharp Damage)
 - Alternate Effects: 2 Sharp Damage (2 Hands)
 - Hands: 1 or 2
 - Traits: Sharp, Silent
 - Upgrades: Balanced Grip
- **Power Tool (Might, power tools):** +d6*, Reach x2 (1 Blunt or Sharp Damage, ↓1)
 - Alternate Effects: Intimidate
 - Hands: 2
 - Traits: Anti-Tank, Blunt/Sharp, Reload, Wrecker
- **Shotgun (Targeting):** +d4, Range 20/60ft (1 Sharp Damage Multiple (2) Targets, Blast: 15ft cone)
 - Hands: 2
 - Traits: Ballistic, Reload

POWERS

Let It Rip: As a Free action, a Dreadnok Scrapper can use their custom power tool as a 1 handed weapon until the end of their turn. Each Dreadnok Scrapper's vehicle has a holster built into the sides for their custom power tool, allowing them to draw their trademark weapon, attack with it one handed, and holster it in one turn without losing control of their vehicle.

GEAR

Weapons: Custom Power Tool, shotgun, machete, grenade x1

Battledress: Clothes with the spiked and Reinforced Plates upgrades

Other: Limited Engineering kit



ZARTAN

THREAT LEVEL: 17

SIZE: Common | **HEALTH:** 11

MOVEMENT: 40 ft Ground

STRENGTH: 12 | **SPEED:** 21

SMARTS: 15 | **SOCIAL:** 19

TOUGHNESS: 25 | **EVASION:** 34

WILLPOWER: 25 | **CLEVERNESS:** 29

The enigmatic master of disguise, Zartan might be the single greatest security threat in the world. He can be anyone and anywhere. He so fully embodies his disguises, it's unclear if even Zartan knows who he really is.

SKILLS

- Acrobatics +d6
- Alertness +d6
- Animal Handling +d6
- Athletics +d6
- Brawn +d6
- Culture (Biker) +d6*
- Deception (Disguise) +d12*
- Driving +d6
- Finesse +d6
- Infiltration (Stealth) +d12*
- Initiative +d6
- Intimidation +d6
- Might +d6
- Performance +d6
- Persuasion +d6
- Science +d6
- Streetwise +d6
- Survival +d6
- Targeting +d6
- Technology +d6
- Languages: Any

PERKS

Dreadnok Leader: Zartan is the leader of an international biker militia, simultaneously resented for their unevolved nature and admired for their ability to get jobs done. Dreadnoks do not count as Cobras for abilities that specify Cobras, like Bullet Stopper, but do count as allies for abilities like Plan of Action.

As a Move action, Zartan can grant all other Dreadnoks on the battlefield who can see and hear him an immediate Move action.

Holographic Wardrobe: Even when not in disguise, Zartan uses the holographic projectors built into his armor to obscure his exact location. All attacks targeting Zartan suffer a Snag.

Mimic: Zartan perfectly imitates the voice, posture, and disposition of familiar targets. As long as Zartan has seen and heard the person he is disguised as, he rerolls any 1 on Deception (Disguise) Skill Tests.

Phantom: When in dim light or darkness, Zartan can spend a Free action to become invisible to natural eyesight until the beginning of his next turn. This effect ends if Zartan takes damage or is exposed to bright light.

ATTACKS

- **Accession Bow (Targeting):** +d6, Range 75ft/200ft (2 Sharp Damage)
 - Alternate Effects: 2 Sharp Damage Multiple (2) Targets (30ft line, ↓1)
 - Hands: 2
 - Traits: Martial Arts, Sharp, Silent, Sniper
 - Upgrades: Deadly, Seeking, Smart Scope, Surgical
- **Ambusher, pistol (Targeting):** +d6, Range 25ft/80ft (2 Sharp Damage)
 - Alternate Effects: Maneuver
 - Hands: 1
 - Traits: Ballistic, Silent
 - Upgrades: Deadly, Manipulative, Piercing, Silencer
- **Dreadnok Combat Knife (Might):** +d6, Reach (1 Sharp Damage)
 - Hands: 1
 - Traits: Sharp, Silent
 - Upgrades: Maiming

POWERS

Ambush: When attacking a target who does not know Zartan's current location, whether he is hiding or in disguise, any of Zartan's attacks that hit are automatically considered critical hits.

Quick Learner: The secret to Zartan's convincing disguises lies in his ability to do anything his mark could do. Once per turn, as a Free action, Zartan can increase his ranks in a Skill by 3. These bonus ranks last until the next time he uses Quick Learner to gain ranks in a Skill. Additionally, once per turn, as a Free action, Zartan can gain a specialization in a skill. This specialization lasts until the next time he uses Quick Learner to gain a specialization. Increasing ranks in a Skill increases the Skill's associated defense.

GEAR

Weapons: Ambusher (modified pistol), accession bow (modified long projectile), knife (modified close combat blade)

Battledress: Crypsis armor (Acclimating, Reflexive, Silent, Softshell Mechanized Armor with Digital Camo and Radar Tempered Camo, +3 computerized to Evasion, +3 deflective to Toughness)

Other: Holographic wardrobe, Restricted disguise Kit



ZARANA

THREAT LEVEL: 16

SIZE: Common | **HEALTH:** 11

MOVEMENT: 40 ft Ground

STRENGTH: 19 | **SPEED:** 18

SMARTS: 11 | **SOCIAL:** 14

TOUGHNESS: 32 | **EVASION:** 28

WILLPOWER: 21 | **CLEVERNESS:** 24

Some make the mistake of thinking Zarana lives in her brother Zartan's shadow. She doesn't mind. As an infiltrator, strategist, and assassin, Zarana knows the deadliest attacks strike from the shadows. Even amongst Cobras, who know not to trust Zartan, they sometimes forget Zarana shouldn't be trusted either.

SKILLS

- Alertness +d6
- Athletics +d6
- Brawn +d4
- Culture (Biker) +d8*
- Driving +d6
- Infiltration (Stealth) +d12*
- Initiative +d6
- Intimidation (Taunt) +d12*
- Might (Power Tool) +d12*
- Performance (Acting) +d12*
- Streetwise (Crime) +d12*
- Targeting (Rifles) +d8*
- Technology +d6
- Languages: Any

PERKS

Dreadnok Tactician: Zarana is the leader of an international biker militia, simultaneously resented for their unevolved nature and admired for their ability to get jobs done. Dreadnoks do not count as Cobras for abilities that specify Cobras, like Bullet Stopper, but do count as allies for abilities like Plan of Action.

As a Move action, Zarana can grant all other Dreadnoks on the battlefield who can see and hear her an immediate Standard action.

Method Actor: Zarana uses Performance (Acting) in place of Deception and Persuasion for Skill Tests.

Mimic: Zarana completely becomes the object of her impersonation. As long as Zarana has seen and heard the person she is disguised as, she rerolls any 1 on Deception (Disguise) Skill Tests.

ATTACKS

- **Modular Rifle (Targeting):** +d6, Range 100ft/400ft (1 Sharp Damage)
 - Alternate Effects: Maneuver
 - Hands: 2
 - Traits: Ballistic, Sniper
 - Upgrades: Manipulative, Modular Standard Weapon (rifle)
- **Razor-Honed Spur Cutter, power tool (Might):** +d12*, Reach x2 (3 Sharp Damage, ↓2)
 - Alternate Effects: Intimidating
 - Hands: 0
 - Traits: Anti-Tank, Sharp, Reload, Wrecker
 - Upgrades: Deadly, Maiming

The Spur Cutter is an integrated part of Zarana's Modular Rifle, allowing the rifle to be used as a close combat weapon. While using the Spur Cutter, the Modular Rifle is considered equipped, using 2 Hands.

POWERS

Ambush: When attacking a target who does not know Zarana's current location, whether she is hiding or in disguise, Zarana's attacks that hit are automatically considered critical hits.

Deep Cover: Zarana loses herself in her disguises. When disguised, Zarana designates three Skills and one Skill specialization. As long as she is disguised, even if someone's Alertness Skill Test beats her Performance (Acting) Skill Test, she gains 2 temporary ranks in her designated skills and is specialized in her designated Skill specialization.

GEAR

Weapons: Razor-honed spur cutter (modified power tool), modular rifle

Battledress: Weidler Armor (Silent, Spiked, Softshell Ballistic Armor with Digital Camo, Radar Tempered Camo, and Sentry System, +3 deflective to Toughness)

Other: Restricted Disguise kit

Knowing Is Half The Battle: Dreadnoks

Most factions of G.I. Joe's enemies include a few noteworthy leaders supported by a faceless legion. The Dreadnoks are different. Every member is a named individual, from the indoctrinated academic Buzzer to Zandar, the almost supernaturally unnoticeable brother of the Dreadnok leaders. Similarly, the Dreadnoks ride unique vehicles, like the Chameleon swamp skier, Thunder Machine armored car, and Swampfire amphibious helicopter.

Fully fleshing out the Dreadnoks would take as much space as the Cobra section of the Threats chapter. The time will come where these Australian anarchists get their spotlight. In the meantime, we didn't want to leave Dreadheads hanging. After all, there are unique urban and marshland G.I. Joe mission locations where the Dreadnoks serve as better adversaries than Cobra or another mercenary faction.

The Dreadnok Trainee, Dreadnok Bruiser, and Dreadnok Scrapper serve as general purpose Dreadnok threats. If you need a specific Dreadnok (for example, you may find the Dreadnok Scrappers work as Buzzer and Ripper, but you want a flamethrower to represent the third original Dreadnok, Torch), there are rules for creating new Adversaries in the Create A Cobra sidebar, above.

For Dreadnok vehicles, you can use the stat blocks for other vehicles in this chapter and the Equipment chapter to stand in for Dreadnok vehicles. The Surveillance Cycle and R.A.M. can both serve as Dreadnok motorcycles. The Reconnaissance Sled works as the Chameleon swamp skier. Replace the S.H.A.R.C.'s Underwater Movement with Water Movement and it works as a Swampfire amphibious helicopter. The A.W.E. Striker or H.I.S.S. tank make a good Thunder Machine armored muscle car. You can swap weapons and weapon upgrades to give the Dreadnok vehicles the appropriate ramshackle feel.

RED NINJAS

Red Ninja work for Cobra in trust. They are trained at the modern Arashikage dojo, a martial arts school at one time owned by Storm Shadow's family, the Arashikage Clan. In recent years, former students took over the school when the murder of Storm Shadow's uncle, the Hard Master, caused a rift amongst the school's surviving masters.

RED NINJA SCOUT

THREAT LEVEL: 1

SIZE: Common | **HEALTH:** 2

MOVEMENT: 30 ft Ground

STRENGTH: 1 | **SPEED:** 3

SMARTS: 1 | **SOCIAL:** 1

TOUGHNESS: 11 | **EVASION:** 13

WILLPOWER: 11 | **CLEVERNESS:** 11



The new generation of Arashikage masters do not share their elders' patience or eye for talent. The students they graduate and assign to Cobra understand only the basics of ninjutsu martial arts without the philosophy of their elders.

SKILLS

- Acrobatics +d2
- Alertness +d2
- Athletics +d2
- Finesse +d2
- Infiltration +d2
- Initiative +d2
- Performance +d2
- Languages: Japanese, English

PERKS

Evasive: As long as a Red Ninja Scout is aware of an attack, they may use Evasion for defense.

ATTACKS

- **Kama, short blade (Finesse):** +d4, Reach (1 Sharp Damage)
 - Alternate Effects: 1 Sharp Damage Multiple (2) Targets (Reach, ↓1) or Maneuver
 - Hands: 1
 - Traits: Sharp, Silent
 - Upgrades: Deadly, Manipulative

POWERS

Quick Strike: A Red Ninja Scout can attack with their off-hand kama as a Free action. The attack suffers ↓1.

Whisper on the Wind: Through ventriloquizing and nonverbal communication, Red Ninja Scouts can communicate over incredible distances. A Red Ninja Scout can deliver a short sentence of information to anyone within 1 mile.

GEAR

Weapons: Kama (Short blade) x2

Battledress: Red gi (stealth clothes)

RED NINJA ARCHER

THREAT LEVEL: 2

SIZE: Common | **HEALTH:** 3

MOVEMENT: 40 ft Ground

STRENGTH: 1 | **SPEED:** 5

SMARTS: 1 | **SOCIAL:** 1

TOUGHNESS: 11 | **EVASION:** 15

WILLPOWER: 11 | **CLEVERNESS:** 11

Red Ninja who have more patience than bravery learn to use a bow, downing unsuspecting arrows from afar and supporting allies with swarms of distracting attacks.

SKILLS

- Alertness +d2
- Athletics +d2
- Finesse +d4
- Infiltration +d2
- Initiative +d2
- Performance +d2
- Targeting +d4
- Languages: Japanese, English

PERKS

Evasive: As long as a Red Ninja Archer is aware of an attack, they may use Evasion for defense.

ATTACKS

- **Yumi, long projectile (Targeting):** +d4, Range 50ft/100ft (1 Sharp Damage)
 - Alternate Effects: 1 Sharp Damage Multiple (2) Targets (30ft line, ↓1)
 - Hands: 2
 - Traits: Sharp, Silent, Sniper

The yumi is a traditional Japanese asymmetrical bow, used for centuries and an important weapon of the samurai warrior during the feudal period of Japan.

- **Wakizashi, short blade (Finesse):** +d2, Reach (1 Sharp Damage)
 - Hands: 1
 - Traits: Sharp, Silent

POWERS

Arrows Like Locusts: Instead of attacking a target, a Red Ninja Archer can distract them with a volley of arrows at their feet. As a Free action, a Red Ninja Archer can fire arrows at the spaces adjacent to the target. The Red Ninja Archer rolls a special **Targeting Skill Test** against the Target's Willpower or Cleverness. On a success, the target suffers ↓ to Skill Tests equal to the number of Free actions used (↓1 for 1 Free action, ↓2 for 2 Free actions, etc.) until the end of the target's next turn. On a critical success, the effect lasts an additional turn.

GEAR

Weapons: Yumi (Long projectile), wakizashi (Short blade)

Battledress: Red gi (Stealth clothes)

RED NINJA STRIKER

THREAT LEVEL: 3

SIZE: Common | **HEALTH:** 4

MOVEMENT: 40 ft Ground

STRENGTH: 1 | **SPEED:** 5

SMARTS: 1 | **SOCIAL:** 1

TOUGHNESS: 11 | **EVASION:** 15

WILLPOWER: 11 | **CLEVERNESS:** 11

The most talented of the new crop of Red Ninja, at least in terms of their combat skills. They may lack the discipline and philosophy of past generations. While they will never reach master status, they are capable enough to work as assassins for hire, the main purpose of the modern Arashikage school.

SKILLS

- Acrobatics +d2
- Alertness +d2
- Athletics +d2
- Deception +d2
- Finesse +d4
- Infiltration +d2
- Targeting +d4
- Languages: Japanese, English

PERKS

Evasive: As long as a Red Ninja Striker is aware of an attack, they may use Evasion for defense.

Shuriken Strike: When throwing shuriken, the Red Ninja Striker may throw up to three shuriken at a time as one attack, dealing 1 Sharp Damage to up to three Targets in a 30 ft cone. This attack is made with ↓2.

Silent Weapon Specialist: When attacking with a Silent weapon, a Red Ninja Striker is considered Specialized for the Skill Test.

Sneak and Spring: Red Ninja attack from the shadows and at unexpected angles. A Red Ninja Striker can use Acrobatics or Infiltration for Initiative Skill Tests.

ATTACKS

- **Katana, medium blade (Finesse):** +d4*, Reach (1 Sharp Damage)
 - Alternate Effects: 1 Sharp Damage Multiple (2) Targets (Reach, ↓1)
 - Hands: 1
 - Traits: Sharp, Silent
- **Mancatcher, grappler (Finesse):** +d4*, Reach x3 (Maneuver)
 - Alternate Effects: Intimidate
 - Hands: 2
 - Traits: Silent
- **Shuriken, short projectile (Targeting):** +d4*, Range 30ft (1 Sharp Damage)
 - Hands: 1
 - Traits: Consumable, Sharp, Silent

POWERS

Smoky Escape: Red Ninja Strikers do not just escape, they disappear. As a Free action, a Red Ninja Striker can use a smoke bomb in their space and make a Deception Skill Test against the Willpower of all targets who can see them. They are considered imperceptible to standard human senses until the end of their turn for targets they succeed against. For critical successes, they are imperceptible to acute senses and radar as well.

GEAR

Weapons: Mancatcher (grappler), katana (medium blade), shuriken (short projectile)

Battledress: Red gi (stealth clothes)

Other: Smoke bomb (modified cover grenade with Blast: 20ft radius) x2



RED NINJA MASTER ATTACKS

THREAT LEVEL: 9

SIZE: Common | **HEALTH:** 7

MOVEMENT: 40 ft Ground

STRENGTH: 6 | **SPEED:** 14

SMARTS: 10 | **SOCIAL:** 4

TOUGHNESS: 18 | **EVASION:** 24

WILLPOWER: 20 | **CLEVERNESS:** 14

The last generation of Arashikage students appointed themselves as the new generation of Arashikage masters. Having never completed their own training, they teach their students only as much of ninjutsu that they learned, then move on to the elements of combat styles they've learned elsewhere.

SKILLS

- Acrobatics (Gymnastics) +d6*
- Alertness +d6
- Athletics (Climbing) +d4*
- Culture (Ninja) +d6*
- Deception +d4
- Finesse +d6
- Infiltration (Stealth) +d6*
- Intimidation (Frighten) +d4*
- Persuasion +d4
- Survival +d6
- Targeting +d6
- Languages: Japanese, English

PERKS

Armor of Wisdom: Red Ninja Masters gain a +2 bonus to Toughness.

Evasive: As long as Red Ninja Masters are aware of an attack, they may use Evasion for defense.

Silent Weapon Specialist: When attacking with a Silent weapon, Red Ninja Masters are considered Specialized for the Skill Test.

Sneak and Spring: Red Ninja attack from the shadows and at unexpected angles. A Red Ninja Master can use Acrobatics or Infiltration for Initiative Skill Tests.

Tempered Students: When Red Ninja Masters roll Initiative, their allies each gain a temporary Health. This temporary Health lasts for the entire scene, until the ally takes damage, or until the Red Ninja Master is defeated. This Health may exceed their normal maximum number of Health.

• **Thunder Yumi, long projectile (Targeting):** +d6*, Range 100ft (1 Sharp Damage)

- Alternate Effects: 1 Sharp Damage Multiple (2) Targets (30ft line, ↓1) or 1 Sharp Damage (Willpower, ↓1)
- Hands: 2
- Traits: Sharp, Silent, Sonic, Sniper
- Upgrades: Rumbling

The Thunder Yumi is a traditional Japanese asymmetrical bow, upgraded to attack against a target's Willpower Defense instead of their Toughness or Evasion, distracting the target with its sonic, yet silent, trait.

• **Lightning Nodachi, long blade (Finesse):** +d6*, Reach x2 (1 Sharp and 1 Electric Element Damage)

- Hands: 2
- Traits: Electric, Sharp, Silent
- Alternate Effects: 1 Sharp and 1 Electric Element Damage Multiple (3) Targets (Reach, ↓2)
- Upgrades: Deadly, Tasing

The Lightning Nodachi is a special long blade, dealing both Sharp and Electric Damage with every strike.

POWERS

Expert Smoky Escape: When Red Ninja Masters disappear, they leave without a trace. As a Free action, a Red Ninja Master can use a smoke bomb in their space. They are considered imperceptible to standard human senses, acute senses, and radar until the end of their turn.

Hajime: When Red Ninja Masters declare that their students should attack, the declaration commands the respect of a general's orders. As a Standard action, a Red Ninja Master may rearrange the Initiative order, grouping and ungrouping Red Ninja of lower threat levels and dictating where they go in the Initiative order. This new order takes effect at the start of the next turn.

GEAR

Weapons: Lightning Nodachi (modified long blade), Thunder Yumi (long projectile)

Battledress: Red gi (stealth clothes)

Other: Limited Ninja Culture Kit, smoke bomb (modified cover grenade with Blast: 20ft radius) x2

VEHICLES

Due to M.A.R.S. Industry's ingenuity and Destro's disregard of patents and safety measures, Cobra's vehicles rival those of any military in the world, G.I. Joe included.

C.L.A.W. (COVERT LIGHT AERIAL WEAPON)

THREAT LEVEL: 2

SIZE: Common | **HEALTH:** 1

MOVEMENT: 30 ft Aerial

STRENGTH: 2 | **SPEED:** 3

SMARTS: -- | **SOCIAL:** --

TOUGHNESS: 12 | **EVASION:** 13

WILLPOWER: -- | **CLEVERNESS:** --

This sleek, fast battle wing acts as both a rocket glider for Cobra soldiers and a drone delivering a flashfire bomb.

SKILLS

- Brawn +d2
- Driving +d4
- Might +d2
- Targeting: d2

PERKS

Crew: 1 driver, 25 passengers (1 gunner: 105mm Recoilless Cannon)

Hardpoint Weapons: 7.6MM Machine Gun, 10lb HE-8 Venom Missiles x2, 750lb DES/28-B Flashfire Bomb x1

Firepoints: 1 - the driver can attack with 1-handed weapons.

Defenses: Light plating (+1 plating to Toughness)

Traits: Air, Autopilot, Vehicle, VTOL, Wearable

Air: The C.L.A.W. is an air vehicle.

Advanced Autopilot: The C.L.A.W. operates normally without its full complement of drivers. If it has no drivers, it operates as though it has 1 driver. If this vehicle has a full complement of drivers, a driver can use a Free action to have the autopilot lend assistance on a Driving Skill Test.

Vehicle: As a vehicle, C.L.A.W. is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it's Threat level is 0, and all attacks target its Toughness. It has no Willpower or Cleverness. Effects that affect a target's Willpower or Cleverness only affect it if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard Engineering Kit and a Technology Skill Test.

VTOL: The C.L.A.W. takes off and lands vertically.

Wearable: The crew of the C.L.A.W. wears it rather than rides it. Attacks can target the crew or the C.L.A.W. equally, rolling against the defenses of the target.

ATTACKS

- **7.6MM Machine Gun (Targeting):** +d2 or driver's driving, Range 40ft/160ft; min 30ft (1 Sharp Damage, ↑1)
 - Alternate Effects: 2 Sharp Damage (↓1) or 1 Sharp Damage Multiple (3) Targets (30ft line, ↓1)
 - Traits: Ballistic, Reload, Targeting System
- **10lb HE-8 Venom Missiles (Targeting):** +d2 or driver's driving, Range 20ft/50ft (1 Sharp Damage, Blast: 10ft radius)
 - Traits: Consumable, Targeting System
- **750lb DES/28-B Flashfire Bomb (Targeting):** +d2 or driver's driving, Range 1000ft (1 Fire Element Damage, Blast: 50ft radius)
 - Traits: Computerized, Consumable, Fire, Mounted
 - Upgrades: Broiler
- **Flyby (Might):** +d2 or driver's driving, Reach (1 Blunt Damage)
 - Alternate Effects: Trip
 - Traits: Blunt, Drive-By

FERRET

THREAT LEVEL: 3

SIZE: Long | **HEALTH:** 4

MOVEMENT: 45 ft Ground

STRENGTH: 4 | **SPEED:** 2

SMARTS: -- | **SOCIAL:** --

TOUGHNESS: 15 | **EVASION:** 12

WILLPOWER: -- | **CLEVERNESS:** --

A four wheel drive all terrain vehicle, the Ferret's compact frame and sturdy construction allow Cobras to get around a battlefield quickly.

SKILLS

- Brawn +d2
- Initiative +d4
- Might +d6

PERKS

Crew: 1 driver, 1 passenger

Hardpoint Weapons: Side-Slug Electric CMF-1 10-Round Launcher, Synchronized .50 Caliber Machine Guns, Laser-Seeking Combat Rockets x2

Firepoints: 1 - The passenger can attack with any handheld weapon.

Defenses: Light Plating (+1 plating to Toughness)

Traits: Land, vehicle

Land: The Ferret is a land vehicle.

Vehicle: As a vehicle, the Ferret is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit or an Technology (engineering) Skill Test.

ATTACKS

- **Laser-Seeking Combat Rockets (Driving):** Driver's Driving, Range 40ft/100ft (1 Fire Element Damage, ↑1, Blast: 10ft radius)
 - Traits: Anti-Tank, Consumable, Targeting System
 - Upgrades: Aerodynamic, Plate Piercing, Seeking
- **Ram (Might):** +d6, Reach (Toughness, 1 Blunt Damage)
 - Alternate Effects: Trip
 - Traits: Blunt, Drive-By
- **Side-Slug Electric CMF-1 10-Round Launcher (Driving):** Driver's driving, Range 200ft; min 30ft (1 Electric Element Damage, Blast: 20ft radius)
 - Traits: Anti-Tank, Electric, Linked, Reload, Targeting System
 - Upgrades: Breacher
- **Synchronized .50 Caliber Machine Guns (Targeting):** Targeting d6*, Range 40ft/160ft; min 10ft (1 Sharp Damage, ↑1)
 - Alternate Effects: 1 Sharp Damage Multiple (3) Targets (30ft line, ↓1)
 - Traits: Ballistic, Linked, Reload, Targeting System

POWERS

Responsive: Between the light frame, sensitive control system and the exposed driver, the Ferret reacts well to the driver's survival instinct. The Ferret can use the driver's Evasion against attacks instead of its own.

STINGER

THREAT LEVEL: 4

SIZE: Large | **HEALTH:** 5

MOVEMENT: 60 ft Ground

STRENGTH: 5 | **SPEED:** 8

SMARTS: -- | **SOCIAL:** --

TOUGHNESS: 16 | **EVASION:** 18

WILLPOWER: -- | **CLEVERNESS:** --

Cobra's night attack four wheel drive jeep, with a ram bar to run over enemies if the missiles run out.

SKILLS

- Brawn +d4
- Infiltration +d6
- Initiative +d4
- Might +d6
- Targeting +d6

PERKS

Crew: 1 driver, 3 passenger (1 gunner: Ground to Air Rockets)

Hardpoint Weapons: Ground to Air Rockets x4.

Firepoints: 4 - The driver and the passengers can all attack. The driver and passengers on the rider platformer can only use 1 handed weapons, but the passenger in the passenger seat can use any weapon.

Defenses: Light Plating (+1 plating to Toughness), Armored Cabin

Traits: Land, vehicle

Armored Cabin: Armor extends to cover the Stinger's driving cabin. Attacks can't target the vehicle's Crew.

Land: The Stinger is a land vehicle.

Vehicle: As a vehicle, the Stinger is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard Engineering Kit and a Technology Skill Test.

ATTACKS

- **Ground to Air Rocket (Targeting):** +d6 or gunner's Targeting, Range 1000ft (1 Fire Element Damage, Blast: 50ft radius)
 - Alternate Effects: 2 Fire Element Damage (Blast: 20ft radius, ↓1)
 - Traits: Anti-Tank, Consumable, Mounted
 - Upgrades: Lead Lined
- **Ram (Might):** +d6, Reach (Toughness, 1 Blunt Damage)
 - Alternate Effects: Trip
 - Traits: Blunt, Drive-By

POWERS

Defensive Driving: The Stinger was built for maneuverability. The driver can halve the speed of the Stinger to force attacks to target its Evasion defense until the beginning of its next turn.

TRUBBLE BUBBLE

THREAT LEVEL: 4

SIZE: Common | **HEALTH:** 3

MOVEMENT: 45 ft Aerial

STRENGTH: 2 | **SPEED:** 6

SMARTS: -- | **SOCIAL:** --

TOUGHNESS: 12 | **EVASION:** 18

WILLPOWER: -- | **CLEVERNESS:** --

A jet-propelled one man flying vehicle, Cobra's Trubble Bubble flight pods swarm the skies.

SKILLS

- Acrobatics +d6
- Brawn +d2
- Might +d2
- Targeting +d6

PERKS

Crew: 1 driver

Hardpoint Weapons: 1XM097 Mini-Cannon, Warlock LR-3.8 Laser Seeking Anti-Tank Missiles x2

Firepoints: 0

Defenses: Repulsion Shields (+2 Computerized to Evasion)

Traits: Air, fragile, vehicle, VTOL

Air: The Trubble Bubble is an air vehicle.

Elusive: As long as the Trubble Bubble moves 30 ft in a round, it uses Evasion for defense.

Fragile: Trubble Bubbles are too delicate to make ram attacks. Vehicles ramming Trubble Bubbles gain ↑1 on their attack. When a Trubble Bubble is defeated, it immediately explodes.

Vehicle: As a vehicle, the Trubble Bubble is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it's Threat level is 0, and all attacks target its Toughness. The Trubble Bubble has no Willpower or Cleverness. Effects that affect a target's Willpower or Cleverness only affect a Trubble Bubble if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit or an Technology (engineering) Skill Test.

VTOL: The Trubble Bubble takes off and lands vertically.

ATTACKS

- **1XM097 Mini-Cannon (Targeting):** +d6 or driver's Driving, Range 80ft/320ft; min 10ft (1 Sharp Damage, ↑1)
 - Traits: Ballistic, Linked, Reload, Targeting System
 - Upgrades: Scope
- **Warlock LR-3.8 Laser Seeking Anti-Tank Missiles (Targeting):** +d6 or driver's Driving, Range 40ft/100ft (1 Sharp Damage, Blast: 10ft radius)
 - Traits: Anti-Tank, Consumable, Targeting System
 - Upgrades: Aerodynamic, Plate Piercing, Seeking

POWERS

Aerial Mine: Knowing that flight pod pilots rarely survive a crash landing, many Trubble Bubble drivers accept that they aren't coming back. As a standard action, a Trubble Bubble driver can intentionally explode the fragile flight pod. The driver makes use of their Driving or the Trubble Bubble's Acrobatics on this attack roll, ↑1 for every Health that the Trubble Bubble has left. On a success, the attack deals 1 Sharp Damage with a Blast: 15ft radius.

H.I.S.S. (HIGH SPEED SENTRY)

THREAT LEVEL: 5

SIZE: Large | **HEALTH:** 6

MOVEMENT: 60 ft Ground

STRENGTH: 7 | **SPEED:** 3

SMARTS: -- | **SOCIAL:** --

TOUGHNESS: 20 | **EVASION:** 13

WILLPOWER: -- | **CLEVERNESS:** --

A breakthrough in tank design, the H.I.S.S. combines speed with resilience, taking a beating as it roars across the battlefield.

SKILLS

- Brawn +d6
- Initiative +d6
- Intimidation +d4
- Might +d4

PERKS

Crew: 1 driver, 3 passengers (1 gunner: 90mm Twin Cannons)

Hardpoint Weapons: 90mm Twin Cannons

Firepoints: 2 - The passengers riding the passenger platform can attack with one-handed weapons.

Defenses: Heavy Plating (+3 plating to Toughness)

Traits: Land, vehicle

H.I.S.S. Column: H.I.S.S. drivers often deploy in an armored column, and have learned to use this to their advantage. Every H.I.S.S. on a battlefield gains a bonus to Evasion equal to the number of other H.I.S.S. are on the battlefield.

Land: The H.I.S.S. is a land vehicle.

Vehicle: As a vehicle, the H.I.S.S. is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard Engineering Kit and a Technology Skill Test.

ATTACKS

- **90mm Twin Cannons (Targeting):** Gunner's Targeting, Range 200ft; min 30ft (1 Sharp Damage, Blast: 20ft radius)
 - Traits: Anti-Tank, Linked, Reload
 - Upgrades: Ammo Belt
- **Ram (Might):** +d4, Reach (Toughness, 1 Blunt Damage)
 - Alternate Effects: Trip
 - Traits: Blunt, Drive-By



F.A.N.G. (FULLY ARMED NEGATOR GYROCOPTER)

THREAT LEVEL: 5

SIZE: Long | **HEALTH:** 5

MOVEMENT: 60 ft Aerial

STRENGTH: 6 | **SPEED:** 9

SMARTS: -- | **SOCIAL:** --

TOUGHNESS: 16 | **EVASION:** 19

WILLPOWER: -- | **CLEVERNESS:** --

A personal helicopter, the F.A.N.G.'s powerful engine and small frame give it incredible maneuverability, and make it the most versatile vehicle in Cobra's arsenal.

SKILLS

- Acrobatics (Evasive Maneuvers) +d8*
- Alertness +d4
- Brawn +d4
- Initiative +d8
- Intimidation +d4
- Might +d4

PERKS

Crew: 1 driver, 2 passengers

Hardpoint Weapons: 30mm Rapid Fire Cannon (heavy machine gun), air-to-surface missiles (x2)

Firepoints: 2 - Passengers can fire one handed weapons while riding a F.A.N.G.

Traits: Air, Sensors, Vehicle, VTOL

Air: The F.A.N.G. is an air vehicle.

Sensors: The F.A.N.G. invested ranks into the Alertness skill, even without a Smarts Essence score.

Vehicle: As a vehicle, the F.A.N.G. is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit or an Technology (engineering) Skill Test.

VTOL: The F.A.N.G. is a VTOL (Vertical Take-Off and Landing). It does not need a runway or airstrip to take off or land.

ATTACKS

- **30mm Rapid Fire Cannon (Driving):** Driver's Driving, Range 40/160ft; min 10ft (2 Sharp Damage, Blast: 10ft)
 - Traits: Ballistic, Reload
 - Upgrades: Ammo Feeder, Deadly
- **Air-to-Surface Missile (Driving):** Driver's Driving, Range 1000ft (1 Sharp Damage, Blast: 50ft)
 - Traits: Anti-Tank, Computerized, Consumable, Mounted
- **Flyby (Might):** +d4 or driver's driving, Reach (1 Blunt Damage)
 - Alternate Effects: Trip
 - Traits: Blunt, Drive-By

POWERS

Evasive Maneuvers: The F.A.N.G. was built for maneuverability. The driver can half the speed of the F.A.N.G. to force attacks to target its Evasion defense until the beginning of its next turn.

RATTLER

THREAT LEVEL: 8

SIZE: Extended II | **HEALTH:** 9

MOVEMENT: 75 ft Aerial

STRENGTH: 6 | **SPEED:** 11

SMARTS: -- | **SOCIAL:** --

TOUGHNESS: 19 | **EVASION:** 21

WILLPOWER: -- | **CLEVERNESS:** --

Combination fighter/bomber, Rattlers are responsible for downing the greatest combination of G.I. Joe land, sea, and air vehicles.

SKILLS

- Alertness +d8
- Brawn +d6
- Acrobatics +d6
- Driving +d4
- Initiative +d6
- Intimidation +d6
- Targeting +d6

PERKS

Crew: 1 driver, 1 passenger (gunner: Twin 40mm Multiple Fire Cannons)

Hardpoint Weapons: CDV-9B "Jawbreaker" Nose Cannon, PL-MK48 Wave-Sensor Cluster Bombs x6, AEA-56 Quick Thrust Short Range Missiles x4, EO-118 Electro-Optical Renegade Missiles x2, Lorads Constant Scan Ion Seeking Missiles x2, Twin 40mm Multiple Fire Cannons

Firepoints: 0

Defenses: Heavy Plating (+3 plating to Toughness)

Traits: Air, Autopilot, Sensors, Vehicle, VTOL

Air: The Rattler is an air vehicle.

Autopilot: As long as the Rattler vehicle has 1 driver, the driver can use a Free action to have the autopilot lend assistance on a Driving Skill Test.

Sensors: The Rattler can invest ranks into the Alertness skill, even without a Smarts Essence score.

Vehicle: As a vehicle, the Rattler is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it's Threat level is 0, and all attacks target its Toughness. It has no Willpower or Cleverness. Effects that affect a target's Willpower or Cleverness only affect it if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions effects and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard Engineering Kit and a Technology Skill Test.

VTOL: The Rattler takes off and lands vertically.

ATTACKS

- **CDV-9B "Jawbreaker" Nose Cannon (Targeting):**
+d6 or driver's Driving, Range: 100ft/400ft; min 10ft (2 Sharp Damage)
 - Alternate Effects: 1 Sharp Damage Multiple (5) Targets (30ft line, ↓3)
 - Traits: Anti-Tank, Ballistic, Mounted, Reload, Targeting System
 - Upgrades: Ammo Feeder
- **Twin 40mm Multiple Fire Cannons (Targeting):**
+d6 or gunner's Targeting, Range: 80ft/320ft; min 10ft (1 Sharp Damage)
 - Alternate Effects: 1 Sharp Damage Multiple (3) Targets (30ft line, ↓1)
 - Traits: Ballistic, Linked, Reload
 - Upgrades: Ammo Feeder, Scope
- **PL-MK48 Wave-Sensor Cluster Bomb (Targeting):**
+d6 or driver's Driving, Range: 1000ft (1 Sharp Damage, Blast: 50ft radius)
 - Alternate Effects: 2 Sharp Damage (Blast: 20ft radius, ↓1)
 - Traits: Anti-Tank, Computerized, Consumable, Mounted, Targeting System
 - Upgrades: Swift

- **AEA-56 Quick Thrust Short Range Missile**

(Targeting): +d6 or driver's Driving, Range: 1000ft (1 Sharp Damage, Blast: 50ft radius)

- Alternate Effects: 2 Sharp Damage (Blast: 20ft radius, ↓1)
- Traits: Anti-Tank, Consumable, Mounted, Targeting System
- Upgrades: Lead Lined

- **EO-118 Electro-Optical Renegade Missile**

(Targeting): +d6 or driver's Driving, Range: 1000ft (1 Electric Element Damage, Blast: 50ft radius)

- Alternate Effects: 2 Electric Element Damage (Blast: 20ft radius, ↓1)
- Traits: Anti-Tank, Computerized, Consumable, Electric, Mounted, Targeting System
- Upgrades: Breacher

- **Lorads Constant Scan Ion Seeking Missile**

(Targeting): +d6 or driver's Driving, Range: 1500ft (1 Sharp Damage, Blast: 50ft radius)

- Alternate Effects: 2 Sharp Damage (Blast: 20ft radius, ↓1)
- Traits: Anti-Tank, Computerized, Consumable, Mounted, Targeting System
- Upgrades: Smart Scope

- **Flyby (Acrobatics):** +d6 or driver's driving, Reach (1 Blunt Damage)

- Alternate Effects: Trip
- Traits: Blunt, Drive-By

POWERS

Bomber: The Rattler gains an Edge on attacks with missiles on Targets directly below it.



MORAY

THREAT LEVEL: 9

SIZE: Extended | **HEALTH:** 9

MOVEMENT: 90 ft Aquatic

STRENGTH: 9 | **SPEED:** 8

SMARTS: -- | **SOCIAL:** --

TOUGHNESS: 21 | **EVASION:** 18

WILLPOWER: -- | **CLEVERNESS:** --

With more artillery than most Cobra vehicles, the Moray hydrofoil dominates the waters and shores.

SKILLS

- Alertness +d4
- Brawn +d6
- Driving +d6
- Initiative +d6
- Intimidation +d6
- Might +d6
- Targeting +d6

PERKS

Crew: 2 drivers, 5 passengers (1 gunner: 23MM twin-barrel cannon, 4 gunners: 30 cal rear mounted machine guns)

Hardpoint Weapons: 19MM remote machine gun, 55MM port and starboard shore-assault cannons surface swimming "Black-Ray" torpedoes x2, HE-07A air-to-ground missiles x2, "Jumpstart" air-to-water missiles x4, 75 pound depth charges x4, 23MM twin-barrel cannon, 30 cal rear mounted machine guns

Firepoints: 7 - The drivers and gunners can attack with any handheld weapon.

Defenses: Medium Plating (+2 Plating to Toughness)

Traits: Sea, Sensors, Vehicle

Sea: The Moray counts as a sea vehicle.

Sensors: The Moray can invest ranks into the Alertness skill, even without a Smarts Essence score.

Vehicle: As a vehicle, the Moray is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it's Threat level is 0, and all attacks target its Toughness. It has no Willpower or Cleverness. Effects that affect a target's Willpower or Cleverness only affect it if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit or an Technology (Engineering) Skill Test.

ATTACKS

- **19MM Remote Machine Gun (Targeting):** +d6 or driver's Driving, Range: 80ft/160ft; min 10ft (1 Sharp Damage, ↑1)
 - Alternate Effects: 1 Sharp Damage Multiple (3) Targets (30ft line, ↓3)
 - Traits: Ballistic, Computerized, Linked, Reload, Targeting System
 - Upgrade: Smart Scope
- **55MM Port and Starboard Shore-Assault Cannon (Targeting):** +d6 or driver's Driving, Range: 200ft; min 30ft (1 Sharp Damage, Blast: 20ft radius)
 - Traits: Anti-Tank, Linked, Reload, Targeting System
- **23MM Twin-Barrel Cannon (Targeting):** Gunner's Targeting, Range: 100ft/400ft; min 10ft (2 Sharp Damage)
 - Alternate Effects: 1 Sharp Damage Multiple (5) Targets (30ft line, ↓3)
 - Traits: Anti-Tank, Ballistic, Linked, Mounted, Reload
- **30 Cal Rear Mounted Machine Guns (Targeting):** Gunner's Targeting, Range: 40ft/160ft; min 10ft (1 Sharp Damage, ↑1)
 - Alternate Effects: 1 Sharp Damage Multiple (3) Targets (30ft line, ↓1)
 - Traits: Ballistic, Reload

- **75 Pound Depth Charge (Targeting):** +d6 or driver's Driving, Range: 1000ft (1 Sharp Damage, Blast: 50ft radius)

- Alternate Effects: 2 Sharp Damage (Blast: 20ft radius, ↓1)
- Traits: Anti-Tank, Computerized, Consumable, Mounted, Targeting System
- Upgrades: Waterproof

- **HE-07A Air-to-Ground Missiles (Targeting):** +d6 or driver's Driving, Range: 1000ft (1 Sharp Damage, Blast: 50ft radius)

- Alternate Effects: 2 Sharp Damage (Blast: 20ft radius, ↓1)
- Traits: Anti-Tank, Computerized, Consumable, Mounted, Targeting System

- **"Jumpstart" Air-to-Water Missile (Targeting):** +d6 or driver's Driving, Range: 1500ft (1 Sharp Damage, Blast: 50ft radius)

- Alternate Effects: 2 Sharp Damage (Blast: 20ft radius, ↓1)
- Traits: Amphibious, Anti-Tank, Computerized, Consumable, Mounted, Targeting System
- Upgrades: Amphibious, Smart Scope

- **Ram (Might):** +d6, Reach (Toughness, 1 Blunt Damage)

- Alternate Effects: Trip
- Traits: Blunt, Drive-By

- **Surface Swimming "Black-Ray" Torpedo (Targeting):** +d6 or driver's Driving, Range: 1000ft (1 Sharp Damage, Blast: 50ft radius)

- Alternate Effects: 2 Sharp Damage (Blast: 20ft radius, ↓1)
- Traits: Amphibious, Anti-Tank, Computerized, Consumable, Mounted, Targeting System
- Upgrades: Amphibious



NIGHT RAVEN S³P

THREAT LEVEL: 10

SIZE: Extended II | **HEALTH:** 12

MOVEMENT: 120 ft Aerial

STRENGTH: 7 | **SPEED:** 14

SMARTS: -- | **SOCIAL:** --

TOUGHNESS: 17 | **EVASION:** 27

WILLPOWER: -- | **CLEVERNESS:** --

The Night Raven is hard to escape and impossible to pursue. Though its offensive capacity is limited, the Night Raven's mobility means it dictates the terms of a fight.

SKILLS

- Acrobatics +d6
- Alertness +d6
- Brawn +d8
- Driving (Autopilot) +d8*
- Initiative +d8
- Intimidation +d6
- Targeting +d8

PERKS

Crew: 2 drivers, 1 passenger (Driver/gunner: Reconnaissance Jet)

Hardpoint Weapons: Twin Crowsnest 40mm Cannons, RMV Screamer Bombs x2, Unkindness Creeper Missiles x4, "Double Toxin" Heat-Seeking Twin Missile Pod, MK12 HOGS 20mm Cannons

Firepoints: 0

Defenses: Ricochet Shields (+3 computerized to Evasion)

Traits: Air, Autopilot, Computerized (navigation), Sensors, Take Off (120 ft)

Autopilot: As long as the Night Raven has 1 driver, it operates at full capacity. If this vehicle has a full complement of drivers, a driver can use a Free action to have the autopilot lend assistance on a Driving Skill Test.

Computerized (Navigation): The Night Raven's crew can use a Free action to have the computers lend assistance on travel, geography, and mapping

related Skill Tests. The Night Raven's computers are susceptible to effects that affect computers, such as the Electromagnetic element.

Hard Target: The Night Raven is all about speed. As long as the Night Raven is in flight, ranged attacks target its Evasion defense.

Sensors: The Night Raven can invest ranks into the Alertness skill, even without a Smarts Essence score.

Take Off: The Night Raven needs to move 120 ft in a straight line on the ground in order to use its Aerial Movement. Its Ground Movement is 30 ft.

Vehicle: As a vehicle, the Night Raven is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, its Threat Level is 0, and all attacks target its Toughness. It has no Willpower or Cleverness. Effects that affect a target's Willpower or Cleverness only affect it if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit or an Technology (engineering) Skill Test.

ATTACKS

- **Twin Crowsnest 40mm Cannons (Targeting):** +d8 or driver's Driving, Range: 100ft/400ft; min 10ft (2 Sharp Damage)
 - Alternate Effects: 1 Sharp Damage Multiple (5) Targets (30ft line, ↓3)
 - Traits: Anti-Tank, Ballistic, Linked, Mounted, Reload, Targeting System
 - Upgrades: Ammo Feeder

- **MK12 HOGS 20mm Cannons (Targeting):** Gunner's Targeting, Range: 80ft/320ft; min 10ft (1 Sharp Damage, ↑1)
 - Alternate Effects: 1 Sharp Damage Multiple (3) Targets (30ft line, ↓3)
 - Traits: Ballistic, Linked, Reload
 - Upgrades: Ammo Feeder, Scope, Targeting System
- **RMV Screamer Bomb (Targeting):** +d8 or driver's Driving, Range: 1000ft (1 Sharp Damage, Blast: 50ft radius)
 - Alternate Effects: 2 Sharp Damage (Blast: 20ft radius, ↓1)
 - Traits: Anti-Tank, Computerized, Consumable, Mounted, Targeting System, Sonic
 - Upgrades: Banshee
- **Unkindness Creeper Missile (Targeting):** +d8 or driver's Driving, Range: 1500ft (1 Sharp Damage, Blast: 50ft radius)
 - Alternate Effects: 2 Sharp Damage (Blast: 20ft radius, ↓1)
 - Traits: Anti-Tank, Computerized, Consumable, Mounted, Targeting System
 - Upgrades: Smart Scope
- **Flyby (Acrobatics):** +d6 or driver's driving, Reach (1 Blunt Damage)
 - Alternate Effects: Trip
 - Traits: Traits: Blunt, Drive-By

POWERS

"Double Toxin" Heat-Seeking Twin Missile Pod:

Two of the Night Raven's missile launchers double as drones. As a standard action, a Night Raven driver can spend two Unkindness Creeper Missiles to attack with a "Double Toxin" Heat-Seeking Twin Missile Pod. The "Double Toxin" Heat-Seeking Twin Missile Pod works like a Unkindness Creeper Missiles with the Linked trait.

Reconnaissance Jet: The Night Raven includes a Reconnaissance Jet personal aircraft on a piggyback dock. While docked, a passenger in the Reconnaissance Jet serves as gunner for the Night Raven, operating the MK12 HOGS 20mm Cannons. As a move action, the passenger can launch the Reconnaissance Jet. The passenger becomes the Reconnaissance Jet's driver. See the Reconnaissance Jet for its stat block.

Super Sonic Jet: The Night Raven can activate it's MACH 3.5 Turbojet Engines to fly at 3 times the speed of sound. Once per day, a Night Raven can fly 1200 ft per round for three rounds. While traveling at these speeds, it must fly in a straight line.

RECONNAISSANCE JET

THREAT LEVEL: 3

SIZE: Long | **HEALTH:** 4

MOVEMENT: 60 ft Aerial

STRENGTH: 2 | **SPEED:** 8

SMARTS: -- | **SOCIAL:** --

TOUGHNESS: 12 | **EVASION:** 18

WILLPOWER: -- | **CLEVERNESS:** --

When not docked to the Night Raven, the Reconnaissance Jet serves as a decoy, companion craft, or leaves on its own mission.

SKILLS

- Acrobatics +d4
- Brawn +d2
- Driving +d4
- Infiltration +d4
- Might +d2
- Targeting +d4

PERKS

Crew: 1 driver

Hardpoint Weapons: Twin 20mm Thunderclaps (heavy machine gun)

Firepoints: 0

Traits: Advanced Autopilot, Air, Vehicle, VTOL

Advanced Autopilot: If this vehicle has no drivers, it operates as though it has 1 driver. If this vehicle has a full complement of drivers, a driver can use a Free action to have the autopilot lend assistance on a Driving Skill Test.

Air: The Reconnaissance Jet is an air vehicle.

Deployable: The Reconnaissance Jet docks on the Night Raven until deployed. It is only considered Threat Level 3 if encountered independent of a Night Raven.

Vehicle: As a vehicle, the Reconnaissance Jet is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle Damage can be fixed with a Standard engineering Kit and a Technology Skill Test.

VTOL: The Reconnaissance Jet is a VTOL (Vertical Take-Off and Landing). It does not need a runway or airstrip to take off or land.

ATTACKS

- **MK12 HOGS 20mm Cannons (Targeting):** d4 or driver's Driving, Range: 80ft/320ft; min 10ft (1 Sharp Damage, ↑1)
 - Alternate Effects: 1 Sharp Damage Multiple (3) Targets (30ft line, ↓3)
 - Traits: Ballistic, Linked, Reload
 - Upgrades: Ammo Feeder, Scope, Targeting System
- **Flyby (Acrobatics):** +d6 or driver's driving, Reach (1 Blunt Damage)
 - Alternate Effects: Trip
 - Traits: Blunt, Drive-By

POWERS

Evasive Maneuvers: The Reconnaissance Jet was built for maneuverability. The driver can halve the speed of the Reconnaissance Jet to force attacks to target its Evasion defense until the beginning of its next turn.



RUNNING A MISSION

Being a member of Joe is about more than just a dog tag with your personalized code name and a plastic G.I. Joe membership card. In order to stop the forces of evil on the rise, the G.I. Joe team must deploy around the world, get to the bottom of Cobra's latest terrorist activity, and stop it!

In the G.I. JOE Roleplaying Game, the Game Master runs missions for their player's G.I. Joe characters, each encapsulating

a tale of heroics. These can be stand alone missions, like episodes of a series, possibly even featuring different player characters each time. They can be run in succession, like snapshots of the PCs' greatest hits, with threads and subplots creating an overarching narrative. They can even be run as a single ongoing campaign, with downtime between missions played out to develop the characters and their relationships.

Whether you are running a prewritten published Mission, like Snake Pit, found later in this chapter, or creating a story of your own, there are some important factors you will want to consider before beginning:

1. READ THE CORE RULEBOOK

As the GM, it is important that you know the rules of the game. While the main job of the GM is to be a storyteller, you are also the game's referee. If a player wants their character to do something, you must be able to make a judgment call as to whether it falls within the scope of the rules of the game. Of course, fun should always outrank strict rules, and as the GM, you may determine that allowing a fantastic out-of-the-box idea is much better than pigeon-holing a character's actions to the strict rules, and that is perfectly ok! However, a basic understanding of those rules will help you make that determination, so a thorough read of this book is important. The three most important parts of the rules that a GM must know are how combat works, action resolution (how Skill Tests work), and while you don't need to memorize them all, an understanding of the Roles and their Perks. If the player tries to bite a Viper, what happens? If the player tries to open a door, what happens? If the player tries to sidle across a ledge, what happens? Knowing how to resolve these situations automatically will allow for smooth and fun gameplay without the interruption of looking up the rules.

2. PREPARE

If you are using a pre-written Mission (sometimes referred to as a "module"), read through it entirely, so you will have a good understanding of all of its sections, including the various Threats and options your players will come across. This is important so that if your players decide to do something outside of the given story or decide to go to a location that isn't in the Mission, you will have the knowledge of how to roleplay the NPCs to get them back to where the action is. The Mission Breakdown, below, will help you learn the different ways information is presented in a Mission. Telling the story of the Mission comes down to communicating details, and in order to do so, you have to know those details.

3. ADJUST

It is important to look at the Mission's recommended character levels and adjust for your group

of players and the overall campaign that you are running. Modifying the Mission to have lower level Threats for novice players or adjusting motivations of NPCs to fit into your overarching story is a great way to create a custom and engaging game for your players. One of the main goals of a GM is to create a rich world in which PCs can explore and interact. This book provides many resources to keep you equipped as a GM: sample Threats, descriptions of locations your players may visit, and information on the history of G.I. Joe and its enemies. Once you get used to adjusting Missions for your players, you will start to become comfortable making them your own, changing Threats or even adding your own continuing story hooks and plots for future sessions.

4. SESSION 0

Gather your players, whether in person or virtually, for a quick pre-Mission session. This is a good time to discuss what kind of game you all want to play (see #5 Make It Your Own), what limits you want in place, and to guide them through making their characters. For experienced players, you may not need to have much oversight, but you will want to review their final choices to make sure they are done correctly as well as to make any further adjustments to the story like you did in step 3. Often, a player's character choice will inspire a side quest or fun backstory in a mission, and it makes players feel more engaged and involved when a Mission applies to their character's motivations.

Session 0 is also a perfect time to talk to your players about comfort levels and safety tools, including "lines and veils." Lines and veils is a term that is used to cover sensitive topics or situations that players don't feel comfortable having in their game. A player may have a serious phobia of spiders, is an example of a line, so knowing this ahead of time will allow you to adjust any Missions that may have a spider in them to a different type of Threat. For a veil, think of it as a fade to black scene in a TV or movie, where something may happen but it doesn't need to be detailed or played out.

There are many other safety tools available online - check them out and discuss with your players and decide the best one for your group. Be sure that the whole group understands and respects that safety tools aren't a joke. Like a fire extinguisher, they're critical to have even if you never have to use them.

5. MAKE IT YOUR OWN

G.I. Joe is a setting that means different things to different fans. Players who grew up with the original animated series show may over-the-top doomsday devices and bombastic bad guys, while players who read the comic books may want military tactics and deep lore. A discussion setting expectations should be had in your Session 0, but ultimately, it is up to you as the GM to decide the type of story you will tell. Even while running a pre-written Mission, you can easily scale how silly or dark the story will be played out. Want a game full of laughter and cheesy one-liners? Go for it! Want a game full of mystery and frightening outcomes? You can do that, too.

6. HAVE FUN

The rules of the game are what makes the “game” part of roleplaying games work. However, if a story and all the action is being held up by a rule? Just go with what you feel works best. Remember, you are the referee and storyteller here! The object of playing a game is to have fun. That being said, it is important to remember that while as the GM, you are playing the role of the team’s adversaries, you are not and should not be “against” your players in any way. This is not a game of players vs. game master. RPGs are cooperative storytelling games, and that includes everyone. While the GM provides conflicts for the players to overcome to make the game exciting, there are no “winners” in these games. The way to win is to have a great time!

MISSION BALANCE

Some play groups prefer an action-packed, combat-heavy game. G.I. Joe is military fantasy, after all. There are many players who like the intrigue and exploration of figuring out clues and secret motives of those they are fighting against. Of course, the word “roleplaying” in the game refers to taking on a role and interacting with others, in character, to accomplish tasks. These three concepts are key in any Mission, and are commonly referred to as the three “pillars” or “aspects” of play:

Combat: Any scenario in which the characters must fight their way out of a situation with physical conflict is combat. Resolved in turns with Initiative dictating the order of play, combat is where Joes use their wits, their weapons, and their guile to take down Threats.

Exploration: When characters must explore and investigate their surroundings, whether outside in a natural environment or indoors searching through files, it is exploration. Players decide to visit a location and what they intend to do there, and the GM presents them with options, clues, and results of their choices. If players are tasked with finding an underground vault, the journey and all obstacles they meet along the way is all part of exploration. Exploration also includes activities found outside the book, such as puzzles, riddles, and other kinds of challenges that work players’ and characters’ brains.

Social Interaction: Conversations, interrogations, diplomacy, and even stopping at a nearby gas station for directions are all social interaction. Any time a character must talk to another person, whether it is a teammate or an NPC, they are playing the role of their character, gaining valuable information or accomplishing tasks for their goal.

Vehicle Combat: G.I. Joe vehicles like the USS Flagg, Skystrikers, H.I.S.S. tanks and Trubble Bubbles are as iconic as characters like Roadblock and Destro. Although vehicle combat is less personal than combat between characters, it wouldn’t be the **G.I. JOE Roleplaying Game** without it. Once a mission or every other mission should include a scene with vehicle combat, or more often if a player build a driver or anti-tank character and some of their abilities depend on the presence of vehicles. In general, vehicle combat should be either the players on foot against a vehicle, or vehicles against vehicles. You’ll probably want to avoid putting the PCs riding a vehicle against enemies on foot, unless the point is to give the PCs a lopsided fight in their favor.

A well-designed Mission that keeps players engaged and having fun will include all three of these aspects of game play in some way. They often overlap in different combinations, and some Missions may lean heavily on one over another. To keep the interest of all types of players, it is best to encourage them to participate in all three, as well as include them when thinking about your own Missions you want to run.

MISSION BREAKDOWN

Essence20 Roleplaying System Missions have a specific format that can be followed to find the information you need. Here are the basics:

Text for the GM's eyes only will be written like this and is not meant to be shared with players. This is information for you to know in case you need to describe an area, reveal a Threat, unveil a clue, or have any other knowledge on hand in case your players ask a question about the scene. These are things for the characters to discover on their own, through exploration or social interaction, using their Skill Tests as they see fit.

Text for the GM to describe to the players (verbatim, if you wish) will be written like this and placed in this type of box.

Italicized text like this is something an NPC might say in the scenario, which you may read aloud in character, if you choose to.

AREA DESCRIPTIONS

Area Descriptions give basic highlights of the location in the Mission. This may include lighting, flooring, and key points of interest in the room. These are also not meant to be read aloud, but instead, revealed as characters explore the area. If a character makes an Alertness Skill Test to look around a room, it is then that the GM will decide, based on the results of the roll, what that character discovers.

NPCs AND STAT BLOCKS

Key NPCs will always be bolded in the text. This signifies that the NPC will have a stat block available that the GM can use to learn how to play that character. If the NPC is a friend or someone who is willing to discuss information, a good look at their Social-based Skills will help you roleplay the character. If the NPC is a Threat, most of the important Stat Block information will be what they do in combat. Stat Blocks for Mission-specific NPCs are often found either in the part of the Mission where they show up or in the appendix of the Mission, all condensed together. For common Threats or canon NPCs that show up in many Missions, Stat Blocks can be found in **Chapter 12: Threats**.

REWARDS

The end of a Mission lists what the characters get out of it. Since Joes don't adventure for treasure, the only items listed as rewards would be equipment prototypes or blueprints that they capture and can requisition for future Missions. Otherwise, the Rewards section mentions how much it advances characters to the next level. The sample Mission, Snake Pit, rewards players with a whole level for their characters. Generally, a Mission of its size would reward 1/4 of a level. Longer or more challenging missions can reward 1/2 a level or rarely a whole level, but never more than 1 level.

Gaming Terms: Campaign vs. Session vs. Mission vs. Scene

CAMPAIGN:

A campaign is your complete storyline from the beginning, when your players' characters all first meet (or get together for the first time) to the final session that they play in, concluding the overarching story. A campaign can last just a few play sessions to many years of weekly playing, depending on the story and the group playing it. Many GMs string together various Missions and adventures to make a very long campaign, fitting everything inside an intricate storyline. Like the original G.I. Joe comic book, with interconnected stories released over years, there are many issues with small encapsulated objectives and stories, but the entire series is the campaign.

SESSION:

A session is the commonly used word to describe a full play session with a group of players. Some players only have time for a one-hour session during lunch at school or work. Some groups will play for an entire day. There are 3-4 hour sessions at conventions, and everything in between. It doesn't matter how long a session lasts, but for the play for the day, it is defined as a session.

PART:

A part is a segment of a Mission. For example, in the Mission in this book, Snake Pit, there are three main parts, and an optional fourth part. Parts

sometimes have a designation of how long they take to play on average, so a GM and their players can plan for the length of their play session for the day. You may only be able to play for a part or two in a shorter session, but since Missions are broken up into segments like this, it is easy to continue where you left off in your next session. Often, parts can be played in non-linear order, allowing a group to decide where to go next and giving the GM tools for a Mission in case the players stumble upon it. Sometimes parts are skipped over altogether if a group chooses a different path to their goal. Parts are filled with various things for the players to do and hurdles for them to overcome, which are called scenes.

SCENE:

A scene is usually an event, person or group, place, or thing that the players come across and must interact with during a Mission. A television reporter trying to score a story, a pit stop in a seemingly inconspicuous town that feels weirdly tense, or a fight with the Dreadnoks all make up scenes, and players resolve them through combat, exploration, or roleplaying – often even a combination of these things. A series of scenes in one area or story within the overall campaign that all go together generally make up a Mission, with the end of that series a good place to stop and move on to the next one.

SNAKE PIT

TOP SECRET: FOR GM EYES ONLY

This adventure is a four-hour mission designed for first time players and a first time Game Master, although any GM may use it at the beginning of their campaigns as an introduction for a new team of characters. This chapter is "Need To Know." If you are planning on participating in this Mission as a player, you don't need to know.

It's your first day as a full fledged member of G.I. Joe, and you're left alone to guard HQ while the rest of the team leaves on an all-hands mission. If you were looking for action, you're in luck! A pack of would-be Cobras somehow learned the location of G.I. Joe's top secret headquarters, The Pit, and they're slithering in.

This mission is designed for a group of three to five 1st level **G.I. JOE Roleplaying Game** player characters. It includes rules for increasing or reducing difficulty for different sized groups and higher level PCs.

SUMMARY

G.I. Joe commander General Hawk leaves on an all-hands assignment with the entire G.I. Joe team. Almost. Regulations dictate that at least a skeleton crew stays behind to operate The Pit, G.I. Joe's secret subterranean headquarters. Fortunately, a group of new recruits arrives just in time for Pit-sitting duty.

Unbeknownst to G.I. Joe, The Pit's location has been compromised. Cobra Commander's former personal courier, Codename: Faceless, wants to get back in his former employer's good graces. His life depends on it. When he fled for his life, he pocketed a parcel addressed to Cobra Commander that just happened to have intel on The Pit's possible whereabouts. With the help of a shrewd Tele-Viper and a group of prospective Cobra Vipers -not all of whom realize their leader's outsider status- Faceless intends to sabotage G.I. Joe's headquarters, steal their intel, and prove his worth to Cobra Commander.

OVERVIEW

Snake Pit plays out in three parts, with an optional fourth part depending on player choices in the first three parts.

Part 1: Welcome To The Pit. The new Joes and their liaison arrive in The Pit just as the last operational vehicle mobilized for an all-hands mission. Alone in The Pit, the liaison gives them a tour, then suggests they start maintenance duties. If they work hard and get ahead of schedule, they'll get an opportunity to try out some of The Pit's training facilities.

Part 2: Faceless Invasion. A sudden, suspicious blackout cuts off The Pit's power. The Cobras behind the power failure move in, portable generator in tow, and make for Comms. The Joes need to track each member of this sabotage squad down and stop them before they make off with invaluable intel.

Part 3: Motorpool Confrontation. The invaders understand they are on borrowed time in The Pit. They plan on escaping shortly after their arrival. If the Joes move quickly enough, they can catch the Cobras before they leave.

Part 4: Face To Chase. If the invaders manage to escape, it's not all clear skies and smooth sailing ahead. The Joes have one last chance to chase them down. Hopefully they fueled up a few vehicles when they had the chance.

SIT REP

As the Cobra Officer assigned to receive and deliver Cobra Commander's mail, Faceless had access to Cobra's most confidential information. Normally Cobra Commander wouldn't recognize that the same officer handled every parcel. In this case, distinct scars visible above the officer's mask made him memorable. Prone to paranoia, Cobra's ruthless leader saw this courier as a liability and arranged for his assassination.

Being familiar with his Commander's thought process from reading many private documents in his thrust, Faceless predicted this doublecross. He ambushed his assassin, defaced his would-be killer's corpse, and switched clothes with him. With his final parcel in tow, Faceless escaped into the night.

He contacted QR, a Tele-Viper he knew would willingly trade her loyalty for blackmail fodder. She helped Faceless stay off of Cobra's radar, and set up a fake Cobra recruitment scheme. Through this scheme, Faceless recruited Grease Wheel, engineer and driver, AWOL, an escaped U.S. soldier, and Beef, a drone operator and spider wrangler. Collectively, they go by Scar Squad, and they aim to leave a deep, lasting impression. With intel on a hidden entrance to The Pit and borrowed access codes for an orbital electromagnetic pulse cannon, Faceless plans to enter G.I. Joe HQ under cover of chaos, trap his tracks, and leave through the Motor Pool with stolen information about G.I. Joe's operations.

RUNNING THE MISSION

Snake Pit is an introductory mission for players and you, the GM. You're in a high pressure seat as the Game Master running a new RPG (possibly even your first RPG) for your group. We're here to help.

Sidebars and explicit instructions provide you more information on running the game than published missions typically include. Hopefully this additional insight helps you not only when running Snake Pit, but other published missions, as well as the original missions you design in the future.

The first part of this mission, Welcome to the Pit, serves two purposes: introduction to the setting and introduction to the rules. Down time between missions will largely take place in The Pit, G.I. Joe's base of operations. Welcome to the Pit provides your players and their characters an opportunity to familiarize themselves with The Pit's layout and capabilities.

The duties and training minigames in each room tie into the game's various skills. Players can show off the areas in which their characters excel, and learn how Skill Tests work. Additionally, successfully performing duties and training provides the PCs benefits in later parts of the mission. You also get to see what areas interest your players and the ways their characters excel.

Welcome to the Pit has an approximate playing time of three in-game hours (closer to 10 minutes per player of real time), allowing for two tasks and one training for each character. However, you are free to modify that timeline based on your reading

of your group. If everyone is having fun, feel free to run another round. If your players look ready to move on to the crux of the mission, you can end it early. Or you can change the amount of detail you go into when describing the activities. Your primary responsibility as Game Master is to be a fun facilitator. Go wherever the fun takes you!

YOUR NPC

In addition to the G.I. Joe player characters (PCs), one member of the G.I. Joe active roster stays at The Pit as liaison to the new recruits. This Joe is under your control as a nonplayer character (NPC). Remember that NPCs play secondary roles in the story and should never overshadow the PCs. Instead, use your NPC in the following ways:

- **Exposition:** Just like the in-story reason your NPC stayed behind, having a liaison gives the PCs someone to ask questions to, and gives you someone to give the players valuable information.
- **Flavor:** In RPGs like the **G.I. JOE Roleplaying Game**, 'flavor' describes the storytelling component of the game. For example, if a character uses a flamethrower, instead of just rolling for damage, you can describe the pop of the ignitor, the smell of burning fuel, and the wave of heat that dampens their brows with sweat. That's adding flavor to the scene, and it creates an immersive atmosphere at your game table.

Assuming your players all create original characters (although they are free to make characters based on existing characters), your NPC is your players' first taste of the world of G.I. Joe that they are playing in.

- **Support:** Although your NPC shouldn't overshadow the PCs, you shouldn't let the PCs flounder. If a few unlucky rolls early on put them at a disadvantage, you can send in the cavalry. If the PCs collectively lack a key skill, your NPC can fill that gap.

CHOOSING YOUR NPC

With nearly 100 G.I. Joes listed in Chapter 1 as active roster, and hundreds more introduced in the toy lines, cartoons, comics, and movies over the years, you might find narrowing your options down to the one NPC you'll play challenging.

To make it easier, here are a few suggestions:

Duke, Scarlett, or Roadblock: Three icons of G.I. Joe, each with a history of leadership roles and combat prowess. Roleplaying each of them is straight forward (unless you want Roadblock to talk exclusively in rhyme, which is not recommended), you just need to put on your best authoritative tone.

To explain why these decorated Joes aren't on an important mission, and why they don't deal with the infiltrators single handed, you can say they are not cleared for deployment due to injuries suffered on their last mission.

Snake Eyes: The team's most mysterious member, and the brand's most famous character. Playing a character who cannot communicate verbally can be challenging, although communication can still be possible through sign language and text messaging over HTB access pads. Mostly, Snake Eyes would be a fun choice for your NPC because it's freaking Snake Eyes.

Doc, Dialtone, Mainframe, or Psyche-Out: You can never go wrong with a helpful genius patching up injuries and providing insight.

Beachhead: This character's popularity and notoriety stems from people associating him with training new recruits, and how upset he gets about his students' success. You can have a lot of fun recreating Beachhead's most famous scenes, and teaching your players that just because an NPC is a fellow Joe, it doesn't mean he's their friend.

Mercer: An obscure choice, but as an ex-Cobra Viper, Mercer adds a layer of intrigue to the mission. Has he been a sleeper agent all along? Did he help Faceless infiltrate The Pit?

Don't forget, as the GM, you can decide if the answer is yes. Secretly-loyal-to-Cobra Mercer makes for an exciting recurring villain in an ongoing G.I. Joe campaign.

Your Favorite: Don't shy away from picking a character just because you like them. Afterall, the GM should have as much fun as the players. Maybe you do a great Shipwreck impression. Or it annoyed you that Keel-Haul was never in a G.I. Joe cartoon. Or Frostbite was your childhood favorite. Although you will get to play any Joe you want any time you GM, this is your chance to establish an important NPC to your players and their PCs.



RUNNING SCAR SQUAD

The villains of Snake Pit feature a mix of characters drawn from G.I. Joe lore (Faceless), generic troopers given names and backstories (QR, a Tele-Viper; AWOL, a Cobra trooper; and Grease Wheel, a Motor Viper), plus a (mostly) original character (Beef).

Although these characters exist in the G.I. Joe universe, when you run them, they are your characters. Play them however you want. Faceless can be a mustache twirling villain bombastically monologuing about his own greatness, a nuanced antihero worth trying to redeem, or the witless pawn of another Scar Squad soldier you find more interesting. Like a kid who decided Torpedo outranked Hawk because his toy was cooler, treat every aspect of this mission as guidelines.

Speaking of guidelines, if you prefer direction over creative freedom, here are some suggestions for playing the members of Scar Squad:

Faceless: A resourceful survivalist, Faceless lets his subordinates take the risks so he can gain advantage. If failure seems likely, he retreats to live another day.

QR: The only card carrying member of Cobra in Scar Squad, QR's loyalty was bought by Faceless. But only so much of it. She burns any bridge it takes to keep herself safe.

AWOL: The muscle. She doesn't have much to say. She only joined the army, and later Scar Squad, for the opportunity for violence.

Grease Wheel: A pain in Faceless' butt. He complains, nitpicks, and rarely does what he's asked without adding his two cents. His teammates think he's asking to get axed, but somehow the more he complains, the more he gets what he wants.

Beef: Brilliant but naive, Beef takes what he's told at face value, such as Faceless' promise that joining Scar Squad leads directly to getting into Cobra.

Knowing Is Half The Battle: Scaling the Mission

As an introductory mission, Snake Pit presents a modest challenge for 4 PCs. If you have additional players join your game, or you think your players would appreciate a greater challenge, here are some suggestions:

LOWA: AWOL has an identical twin! Add an additional Cobra Trooper to each encounter for every PC above 4.

Faceless and Invisible: Add the Digital Camo upgrade to Faceless' battledress. Have him stealth in and out of combats to increase the difficulty for a few turns.

Venom: Give the goliath bird eater spiders the same sickening poison as the spider swarms in the vents.

If you need to decrease the difficulty, such as if you run the Mission for fewer than 4 PCs, for particularly young players, or inexperienced players (keeping in mind this mission is already intended for new players), here are some suggestions:

Muscle Injury: Have AWOL start with 1 damage.

Extra Help: A second Joe stays behind to guard The Pit. Ideally, a medic.

Additional Training: Have Scar Squad attack after six hours instead of three, allowing the PCs extra opportunities to complete tasks and training.

PART 1 - WELCOME TO THE PIT

When you are ready to start, read or paraphrase the following:

Today changes everything. As of today, you are a member of G.I. Joe. Joining this elite mobile strike force cost you so much, but these sacrifices put you in a position to make the whole world a better place. As you sit in the back of this APC that picked you up, driving along an underground highway beneath a desert in Utah, you try to let the potential of the future outweigh the thoughts on the past left behind.

Explain to the players that 2 hours ago, they met one another and their G.I. Joe liaison at a remote location in Utah. The liaison led them below the nondescript shack, where a military APC about the size of the basement it was parked in sat waiting for them. The liaison got in the driver's seat, and the PCs strapped into the back.

Ask your players to each summarize how they introduced themselves, and some of the conversations they had. If they need direction, suggest they bring up what being a G.I. Joe means to them. Encourage them to act out the highlights of those conversations in character if they seem inclined. Everyone should introduce themselves and have an opportunity to chat.

Industrial hydraulic pistons whistle, cutting off further chatter, as a steel platform elevates the APC. Then, silence. Your liaison opens the back door, giving you all your first look at G.I. Joe's base of operations, your new home.

Embedded steel beams edge the room, flanking floor to ceiling touch screen paneling. Blue projected lightware reflects off the endless chrome floor, emphasizing the modernity and emptiness of this massive Motorpool.

"Welcome to The Pit," your liaison begins. "Something's come up..."

The liaison explains that the entire team responded to an all-hands emergency. Most missions assign a half dozen or so Joes, to give an idea of the magnitude of this mission. However, the

liaison continues, the new recruits should not get any delusions of grandeur. Even when Hawk calls for all hands, some Joes need to crew The Pit. Today, they are those Joes.

If the PCs ask about the mission, you can define the type of campaign you want to run by how you answer. Is Cobra hoping to make a statement by blowing up the Statue of Liberty? Are the Joes mobilizing to respond to a nuclear threat? Did Dr. Mindbender release a mutant snake kaiju that's rampaging through a dense urban area?

The all-hands mission does not factor into Snake Pit beyond being a means to an end. If the PCs spend too much time asking questions about it, or start planning to abandon post and join their fellow Joes, the liaison interrupts.

"Here are two sentences you need to remember: One, 'that's classified.' And two, 'You have your orders.' You may be Joes now because you were the best, but today you are the worst of the best. Not a fun place to be, but nowhere to go from here but up."

VIRTUAL TOUR

The liaison calls up a map of The Pit on the Motorpool walls. They highlight the different rooms and their purposes, particularly those related to the PCs' roles. Once the PCs feel familiar with the layout, the liaison gives them a list of tasks to attend to. The liaison explains that The Pit takes a crew of dozens of Joes to operate, so the handful of them will need to work overtime until relief arrives.

The Pit's amenities are legendary. For every task the recruits complete, they earn 1 hour in a training or research room. This may seem like a chore dressed up as a reward, but the liaison means the offer sincerely. Those in service to an elite military unit spend most of their free time on their next level of self-improvement. New recruits chomp at the bit over the opportunity to work out their minds and muscles in a hi-tech facility like The Pit.

TASKS AND TRAINING

Below are the major rooms in The Pit that the liaison goes over. Rooms with a task or training are indicated. Tasks can be accomplished with the use of a variety of skills, with a lower DIF for skills better suited to the task. Attempting a task takes 1 hour, and only allows for one Skill Test.

Characters can lend assistance to one another. The PC attempting the Skill Test gains $\uparrow 1$ for every other PC lending assistance. This does not make the task take any less time, it just makes success more likely. Lending assistance does not use up that Joe's attempt at the task.

After a PC successfully completes a task, they are free to train. Training requires a specific skill, with a moderate DIF for the level. Attempting training takes 1 hour, and only allows for one Skill Test to succeed. Training is personal, so other PCs can't lend assistance. Failing a training Skill Test adds a Story Point to the team's pool. Whether a PC succeeds or fails uses up their chance to train.

Take note of the tasks and training the PCs accomplish, and when the benefits take effect. Have the PCs decide which tasks they'd like the liaison to attempt. Treat these tasks as automatically accomplished by your NPC, and note the benefits the same as the tasks the PCs completed.

1. OBSERVATORY [TASK]

An astronomical telescope, and home to The Pit's aeronautics lab, perimeter surveillance, and weather monitor. The Observatory is visible above ground and part of the cover-up to keep The Pit secret. The power for the Pit's west wing comes from the observatory's power grid. Access to The Pit from the Observatory is hidden behind computer banks in a closed off lab, mag bolted to the wall, and requires three point authentication to open.

- **Task:** Calibrate equipment
- **Description:** Run a series of tests to ensure the observatory equipment works within expected parameters.
- **Skill:** Science or Technology (DIF 5)
Alertness or Survival (DIF 10)
- **Benefit:** A Joe in the Observatory during the Mission's optional Part 4 has an Edge on Skill Tests to track escaping enemies.

2. ENVIRO CONTROL [TASK]

The hub of The Pit ventilation system. Artificial atmospheric generators, tied to nearby solar panels and windmills, control the temperature and humidity in The Pit.

- **Task:** Synchronize Climate
- **Description:** Measure the temperature and humidity of each room in The Pit, ensuring every

room is within its set parameters.

- **Skill:** Technology or Survival (DIF 5)
Science or Culture (DIF 10)
- **Benefit:** Rangers gain the benefit of their Environmental Expertise while in The Pit for the duration of the mission.

3. JETCRAFT HANGAR [TASK]

Storage and fueling station for G.I. Joe jets, such as the Skystriker and the Conquest X-30, as well as other equipment that uses jet fuel, such as JUMP jet packs.

- **Task:** Fix and refuel JUMP jet packs.
- **Description:** Return malfunctioning JUMP jet packs to working order.
- **Skill:** Technology or Driving (DIF 5)
Science or Alertness (DIF 10)
- **Benefit:** All Joes are assigned a JUMP Jet Pack during the Mission's Equipment Assignment and Requisition.

4. RUNWAY

A level strip aimed at a camouflaged set of blast doors along which aircraft take off and land. Special ventilation filters the heat generated by jet engines into a coolant system to regulate the temperature in the room.

5. AIRCRAFT ENGINEERING [TRAINING]

A lab for the design and development of the next generation of G.I. Joe aircrafts.

- **Training:** Flight Simulator
- **Description:** Experience flying a variety of G.I. Joe aircrafts with advanced simulation technology.
- **Skill:** Driving
- **DIF:** 10
- **Benefit:** For the duration of the mission, gain an Edge on a Skill Test related to an aircraft, such as a Driving Skill Test to fly a Sky Hawk or an Acrobatics Skill Test to operate a JUMP Jet Pack.

6. TRAINING AREA [TRAINING]

An area for Joes to hone their physical skills, including a gym, pool, and fighting ring. Additionally, a salvaged Cobra Battle Android Trooper was reverse engineered into a robot sparring partner named ComB.A.T.

- **Training:** Obstacle Course
- **Description:** Race against projected holographic recordings through a series of tight spaces, over hurdles, up walls, and under water.
- **Skill:** Acrobatics or Brawn
- **DIF:** 10
- **Benefit:** For the duration of the mission, gain an Edge on a Skill Test related to the skill you trained (Acrobatics or Brawn)
- **Training:** Sparring
- **Description:** Fight ComB.A.T. in your preferred hand-to-hand combat style.
- **Skill:** Might or Finesse
- **DIF:** 10
- **Benefit:** During the Mission's Equipment Assignment and Requisition, you can access one limited melee weapon or weapon upgrade for a melee weapon without needing to make a Requisition check.

7. FIRING RANGE (TRAINING)

A secure area for firearms training, the only area in The Pit where weapon discharging is allowed without exceptional authorization.

- **Training:** Target Practice
- **Description:** Hit stationary and moving targets while avoiding non-threats.
- **Skill:** Athletics or Targeting
- **DIF:** 10
- **Benefit:** During the Mission's Equipment Assignment and Requisition, you can access one Limited ranged weapon or weapon upgrade for a ranged weapon without needing to make a Requisition check.

8. KITCHEN (TASK)

A massive, full service kitchen equally able to churn out a simple meal for 100 hungry Joes as one exquisite plate of haut cuisine.

- **Task:** Food Prep
- **Description:** Prepare tasty, protein rich meals for your fellow Pit Crew, and non-perishable meals for the return of the near 100 deployed Joes.
- **Skill:** Culture or Science (DIF 5)
Survival or Alertness (DIF 10)

- **Benefit:** All Joes gain 1 temporary Health for the duration of the mission, or until they suffer damage.

9. CAFETERIA

A dining area with buffet line, seating for 100, and enough sinks for everyone to clean their plates when they finish.

10. WAR ROOM

A hi-tech conference room for strategy sessions and classified meetings of officers and specialists.

11. COMMS (TASK)

Floor to ceiling computer banks and the latest transmission equipment allows for immediate global communication.

- **Task:** Monitor Local Communication
- **Description:** Scan local broadcasts and a selection of closeband signals for mentions of G.I. Joe sightings.
- **Skill:** Technology or Streetwise (DIF 5)
Persuasion or Alertness (DIF 10)
- **Benefit:** All Joes gain ↑1 on Skill Tests in Comms and the hallway outside Comms for the remainder of the mission.

12. SECURITY

Secret military organizations take security clearance seriously, monitoring inside and outside of The Pit perimeter for security breaches.

13. ARCHIVES

Triplicate hardcopies of all G.I. Joe dossiers and mission paperwork, protected by several layers of physical and electronic security systems.

14. BRIEFING ROOM

An auditorium with seating for 100, each seat equipped with holographic touch pad projectors.

15. COMMANDER'S OFFICES

Private workrooms for General Hawk, Admiral Keel-Haul, Captain Ace, and Agent Scarlett.

16. SERVICE OFFICES

Designated areas for services offered to Joes, such as legal advice and counseling.

17. CLASSIFIED AREAS

18. MOTORPOOL (TASK, TRAINING)

Staging area and fueling stations for tanks, such as the Mauler M.B.T, artillery, such as the Wolverine, and road vehicles, such as the VAMP.

- **Task:** Fix and refuel a VAMP.
- **Description:** Return a damaged VAMP to working order.
- **Skill:** Technology or Driving (DIF 5)
Science or Alertness (DIF 10)
- **Benefit:** A VAMP mk1 is available in the Mission's Part 3, and to pursue escaping enemies in the Mission's optional Part 4.
- **Training:** Driving Simulator
- **Description:** Experience driving a variety of G.I. Joe land vehicles with advanced simulation technology.
- **Skill:** Driving
- **DIF:** 10
- **Benefit:** For the duration of the mission, gain an Edge on a Skill Test related to road vehicles, such as a Driving Skill Test for the VAMP's driver, or a Targeting Skill Test for the VAMP's gunner.

19. EQUIPMENT LOCKER (TASK)

Locker is an understatement. Most Joes grew up in houses smaller than The Pit's weapon storage facility. Banks installed in the wall hold guns, knives, explosives, armor, and experimental equipment, carefully stored, and managed by a digital inventory.

- **Task:** Organize loose battledress
- **Description:** Store armor left out after the Joes responded to the all-hands mission in a hurry.
- **Skill:** Alertness or Brawn (DIF 5)
Streetwise or Technology (DIF 10)
- **Benefit:** During the Mission's Equipment Assignment and Requisition, all Joes can access a Standard battledress they are trained in, or a battledress upgrade, without needing to make a Requisition check.

20. ROCKET SILO

Missile launch facility for the storage and launching of intercontinental ballistic missiles.

21. LAUNCH PAD

A wide, flat, marked surface from which rotarycraft and VTOL aircrafts launch.

22. ROTARYCRAFT HANGAR (TASK)

Staging area and fueling station for G.I. Joe rotarycrafts, such as the Dragonfly XH-1 assault copter, as well as other VTOL (vertical take-off and landing) aircrafts, like the Sky Hawk.

- **Task:** Fix and refuel Sky Hawks.
- **Description:** Return a pair of damaged Sky Hawks to working order.
- **Skill:** Technology or Driving (DIF 5)
Science or Alertness (DIF 10)
- **Benefit:** Two Sky Hawks are available to pursue escaping enemies in the Mission's optional Part 4.

23. WORSHIP SPACE

A multi-denominational area reserved for prayer and spiritual consultation.

24. LAUNDRY

Banks of washing machines and dryers, as well as a clothing maintenance station.

25. SECONDARY KITCHEN

A small, functional kitchen for simple meals.

26. MESS HALL

A second, smaller eating area.

27. LIVING QUARTERS

Private bunk complex, each including a bed, footlocker, sink, and privy.

28. SICK BAY (TRAINING)

A medical facility for tending to the sick and injured.

- **Training:** Instrumentation
- **Description:** Familiarize yourself with sick bay's futuristic and often one-of-a-kind medical equipment.
- **Skill:** Animal Handling, Science, or Survival (DIF 10)
- **Benefit:** For the duration of the mission, gain an Edge on a Skill Test related to the skill you trained

(Animal Handling, Science, or Survival)

29. MORGUE

Cold storage for bodies.

30. BRIG

A prison wing with a dozen isolated cells, and a guard post.

31. LABS (TRAINING)

A series of secured rooms with work areas, hands free monitors, and components for a variety of science research and experiments.

- **Training:** Research
- **Description:** Read through the manuals and gain some basic practical experience with The Pit's lab equipment.
- **Skill:** Science or Technology (DIF 10)
- **Benefit:** For the duration of the mission, gain an Edge on a Skill Test related to the skill you trained (Science, or Technology)

32. HARBOR (TASK)

Staging area and fueling station for G.I. Joe watercrafts, such as the Devilfish, hovercrafts, such as the Killer W.H.A.L.E., and submarines, such as the S.H.A.R.C.

- **Task:** Fix and refuel S.H.A.R.C.s
- **Description:** Return a pair of damaged S.H.A.R.C.s to working order.
- **Skill:** Technology or Driving (DIF 5)
Science or Alertness (DIF 10)
- **Benefit:** Two S.H.A.R.C.s are available to pursue escaping enemies in the Mission's optional Part 4.

33. RESERVOIR

An underwater canal used to generate hydroelectricity for The Pit's east wing, filtered for drinking water, and a sealane for watercraft.

34. DECOY LODGE (TRAINING)

An operational vacation lodge that serves as a front for the comings and goings of high ranking military personnel.

- **Training:** Act Natural
- **Description:** Move around the lodge like normal, nonmilitary folk might.

- **Skill:** Intimidation, Deception, or Persuasion. (DIF 10)
- **Benefit:** For the duration of the mission, gain an Edge on a Skill Test related to the skill you trained (Intimidation, Deception, or Persuasion)

35. ALTERNATE ESCAPE ROUTES

A 4' x 4' fully analog passageway to allow Pit personnel to escape in case of catastrophic system failure.

BLACK OUT

After three hours of performing tasks and training, and each PC's third Skill Test, a distant explosion shakes the walls before the power goes out.

Just as you clean up your equipment and start planning what to do next, a distant buzz from outside The Pit catches your ear. Before you can attune to it, your ears are slapped by the burst of an electric explosion.

The lights in your room all instantly die. The constant hum of The Pit-wide devices stops. After a second of darkness and silence, emergency lights in the corridors snap on. As does the screen on your HTB Access Pad.

HTB Access Pads have kinetic batteries. When the wearer moves, it charges. They have built in flashlights and short range communication devices. If none of the players contact their liaison, have your NPC contact them. After confirming that none of the new recruits caused this blackout, the liaison suggests meeting in the Observatory, one of the few areas of The Pit with access to natural light.

"Grab anything useful and meet me in the Observatory," your liaison says.

If, in Part 2, the PCs eventually interrogate QR and ask about the black out, she will reveal that she traded some Cobra intel for 5 minutes of unsupervised access to a M.A.R.S. Industries (Destro's weapons manufacturing corporation, Military Armaments Research Syndicate) satellite. She used it to fire an EMP with a radius the size of Montana, allowing the Scar Squad to infiltrate The Pit through the alternate escape routes.

Knowing Is Half The Battle: Speaking of the Observatory

If a PC happens to be in the Observatory for hour three of Tasks and Training, they gain additional insight into the black out. Before reading the previous text aloud, read or paraphrase the following for any PC in the Observatory.

You think you're wrapping up your calibrations of the observatory equipment when the atmospheric needles start to dance. You call to the monitor the sky segment that's registering an anomaly and immediately understand why your instruments went wild. A coiled generator the size of the APC, pulsing with blue energy, falls from orbit. Before you can zoom in on the anomaly, it fires off a wave of energy that washes over the sky above The Pit. And then, everything goes dark.

A DIF 10 Technology Skill Test determines that the device fired a massive Electromagnetic Pulse. A DIF 20 Science or Survival Skill Test concludes that only an advanced satellite weapon (likely with stealth technology) could have fired such a blast.

OBSERVATORY MEETING

No matter where the PCs are in The Pit, they can follow the emergency lights to the Jetcraft Hangar, and eventually to the Observatory. Have the PCs cross paths in the Jetcraft Hangar in case they want

to have a quick conversation before their rendezvous with their liaison.

There is no good reason for a PC to argue against regrouping. That doesn't mean they won't. If a PC argues with the liaison about regrouping in Observations, have your NPC explain that this is protocol and, if necessary, issue an order. If the PC continues to argue, remind them, GM to player, that protocol and orders are important to G.I. Joes, and that they're risking their career by taking this stance. You don't have to forbid it, just lay out the consequences of their actions.

Once the PCs meet their liaison in the Observatory, they pool the "anything useful" they grabbed and gear up.

EQUIPMENT ASSIGNMENT AND REQUISITION

Normally, Equipment Assignment and Requisition takes place at the start of the mission, before deployment. Occasionally, a mission is thrust upon unsuspecting PCs, such as when a day of routine tasks and training gets interrupted by invading enemies.

The PCs start with the following standard issue equipment:

- **Battledress:** Clothes
- **Weapons:**
 - 1 close combat weapon (blade or bludgeon)
 - 1 side firearm
 - 1 rifle or shotgun
 - 2 Standard or concussion grenades

Additionally, the liaison found two Standard medicine kits for the PCs. These kits allow those without a Science (medicine) skill to make Skill Tests to heal damage without a Snag.

Instead of Requisition checks, tasks and training accomplished in Part 1 may have opened up additional equipment options. The tasks and training that unlocked additional equipment options are summarized here:

- **Location:** Jetcraft Hangar
 - **Task:** Fix and refuel JUMP jet packs.
 - **Benefit:** All Joes are assigned a JUMP Jet Pack during the Mission's Equipment Assignment and Requisition.

- **Location:** Training Area
 - **Training:** Sparring
 - **Benefit:** During the Mission's Equipment Assignment and Requisition, any Joe who accomplished this training can access one Limited melee weapon or weapon upgrade for a melee weapon without needing to make a Requisition check.
- **Location:** Firing Range
 - **Training:** Target Practice
 - **Benefit:** During the Mission's Equipment Assignment and Requisition, any Joe who accomplished this training can access one Limited ranged weapon or weapon upgrade for a ranged weapon without needing to make a Requisition check.
- **Location:** Equipment Locker
 - **Task:** Organize loose battledress
 - **Benefit:** During the Mission's Equipment Assignment and Requisition, all Joes can access a Standard battledress they are trained in, or a battledress upgrade, without needing to make a Requisition check.

Remind the PCs that they can each carry "six hands" of weapons in their load out.

DEPLOYMENT

With equipment sorted out, the liaison explains protocol for a blackout to the PCs.

"This blackout leaves The Pit compromised. We have to assume hostile agents are responsible and that The Pit is in danger. Protocol dictates that the senior officer stays in a room with an escape route, while units of no fewer than three Joes secure each room. That doesn't give us a lot of options. When you're ready, head down to the Jetcraft Hangar by way of Enviro Control. Sweep each room for infiltrators. Stay in constant communication, and report anything unusual."

Give the PCs a chance to ask any final questions and voice any final concerns before moving on to part 2.

Knowing Is Half The Battle: "I'm an officer and I'm pulling rank!"

Officer isn't just a role in the game with a leadership theme. In a military context, officers are in charge. A player who made an officer character might take exception to being bossed around by an NPC they outrank. You can use that.

Remind the player (in character, ideally) that G.I. Joe believes in following the expert, not a strict chain of command. Given that this is the first time the PCs set eyes on The Pit, the liaison clearly has the most expertise.

Try to decipher how what the PC says relates to what the player believes. The player may be indulging in a roleplaying opportunity; their character could resent the liaison's authority even though the player understands. Conversely, the player could be venting their frustration through their character. If you aren't sure, it doesn't hurt to ask.

PART 2 - FACELESS INVASION

As soon as the lights go out, Scar Squad moves in. They enter by way of the Alternate Escape Route, which leads them into the Jetcraft Hangar. **Beef** stays there with **R.A.W.**, his spider drone, and the various spiders his drone's hive hacker signal attracted: two **goliath birdeaters** and several swarms of venomous **anelosimus eximius**. The goliath birdeaters run interference in the Jetcraft Hangar, while the swarms spread out to the ventilation system to build webs.

QR heads straight to Comms. Even without a map, QR's understanding of the needs of information technology infrastructure allows her to work out COMM's whereabouts intuitively. AWOL follows QR, carrying her portable generator and protecting her from any threats that get past Beef's spiders.

Meanwhile, Grease Wheel makes his way to the Motorpool, where he hotwires the APC that brought

the PCs here, and waits for QR and AWOL to bring down the generator so they can open the garage door and escape by land.

Finally, Faceless causes mayhem. He sabotages three of the four paths to Comms, with the fourth path, the ventilation system, already full of spiders. Once the traps are set, he meets Grease Wheel in the Motorpool.

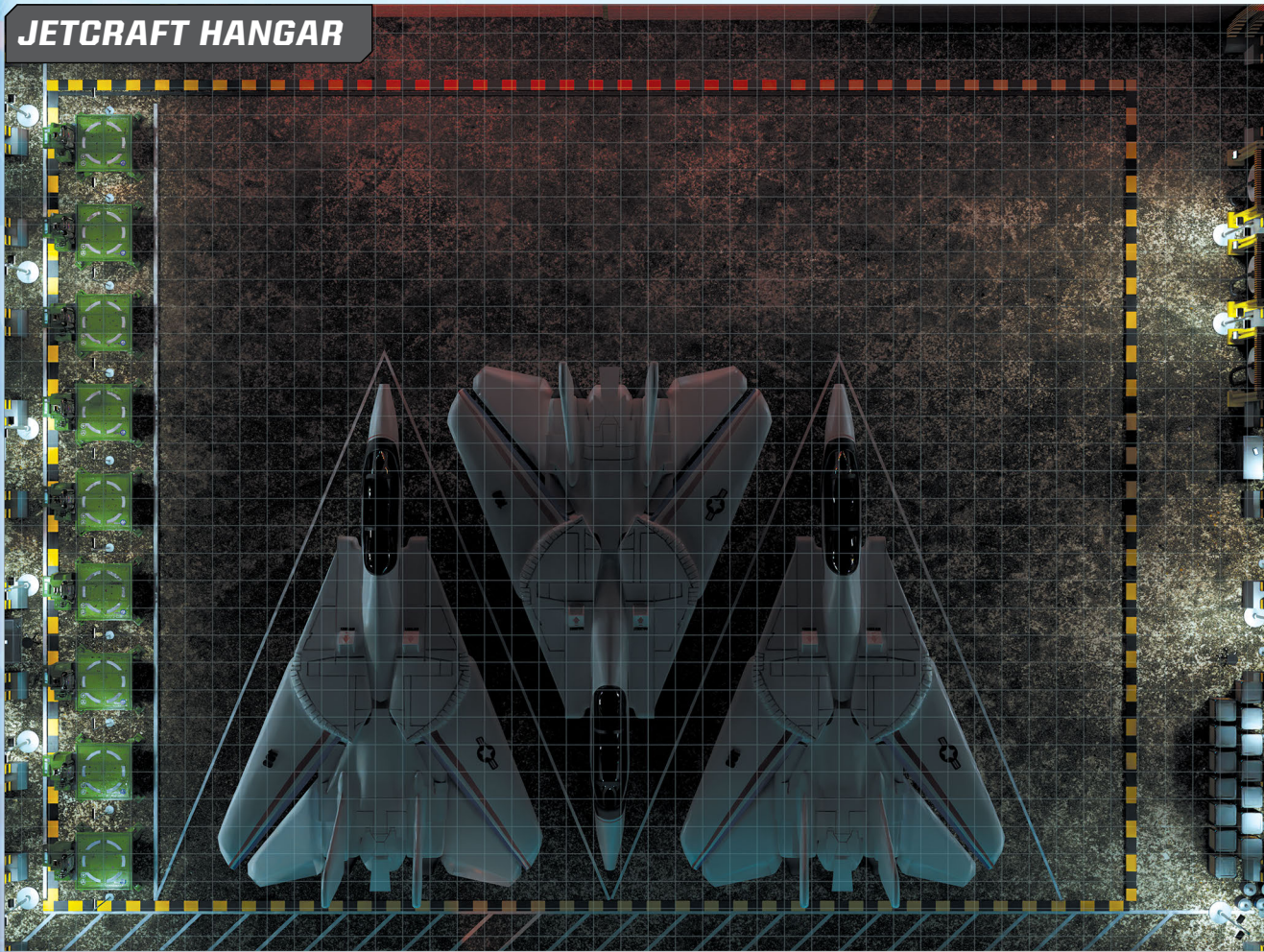
ENVIRO CONTROL

The PCs first stop is Enviro Control, where they find nothing. Beyond this room is the Jetcraft Hangar.

JETCRAFT HANGAR

The metallic surfaces of this domed arena of a room reflect the cool beams of your flashlights, illuminating the borders but leaving the heart of the hangar pitch black. Gnarly shadows scuttle along the dome, cast by unseen creatures in the darkness.

JETCRAFT HANGAR



The Jetcraft Hangar is where Beef and his eight-legged invaders lay in wait. Beef and his drone hide behind an engine block and some supply crates, out of sight from most angles. Secretly roll Beef's Infiltration Skill Test. If a PC searches the area before Beef reveals himself, the PC spots him with an Alertness Skill Test against a DIF set by Beef's Infiltration result or his Evasion, whichever is higher. If spotted, Beef attacks the Joes.

ROLL FOR INITIATIVE

The two goliath birdeaters circle around the PCs in the shadows, attacking on their turns. PCs may make Alertness Skill Tests on their turns as a free action to spot the spiders in the shadows. Otherwise, PCs can't target the spiders until the spiders emerge from the shadows to attack.

GOLIATH BIRDEATER

THREAT LEVEL: 0

SIZE: Small | HEALTH: 1

MOVEMENT: 20 ft Ground

STRENGTH: 1 | SPEED: 2 | SMARTS: 1 | SOCIAL: --

TOUGHNESS: 11 | EVASION: 12

WILLPOWER: 11 | CLEVERNESS: --

The world's largest spider, as big as a small dog, with a bite comparable to a wasp sting on the Schmidt pain index.

SKILLS

- Alertness +d2
- Brawn +d2
- Finesse +d2
- Infiltration +d2
- Languages: None

PERKS

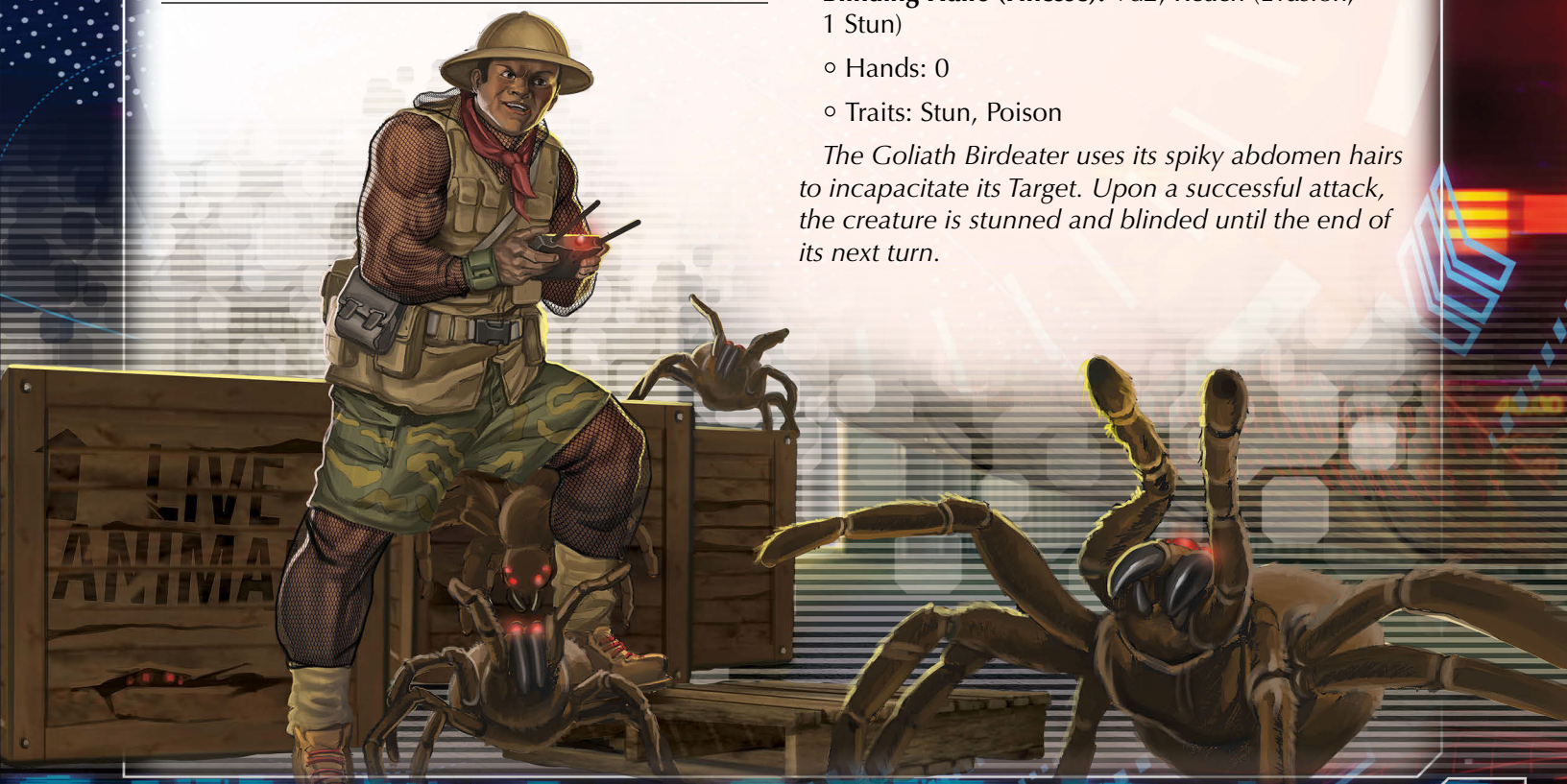
Vermin: Simple creatures, goliath birdeaters do not have Social essence or Cleverness and do not suffer penalties for it.

Wallcrawler: As a spider, a goliath birdeater traverses most surfaces with the ease of walking on the ground.

ATTACKS

- **Bite (Finesse):** +d2, Reach (1 Stun)
 - Alternate Effects: 1 Sharp Damage (↓1)
 - Hands: 0
 - Traits: Sharp
- **Blinding Hairs (Finesse):** +d2, Reach (Evasion, 1 Stun)
 - Hands: 0
 - Traits: Stun, Poison

The Goliath Birdeater uses its spiky abdomen hairs to incapacitate its Target. Upon a successful attack, the creature is stunned and blinded until the end of its next turn.



BEEF

THREAT LEVEL: 2

SIZE: Common | **HEALTH:** 3

MOVEMENT: 30 ft Ground

STRENGTH: 1 | **SPEED:** 6

SMARTS: 3 | **SOCIAL:** 1

TOUGHNESS: 11 | **EVASION:** 16

WILLPOWER: 13 | **CLEVERNESS:** 11

With safari gear and a tool belt over a mosquito net mesh bodysuit, Beef is dressed for the career he wants: drone operating spider wrangler. With his eight-legged drone R.A.W. (Robot Arachnid Wrangler), Beef affects controls over nearby spiders, giving them simple commands for his benefit.

SKILLS

- Might +d2
- Streetwise +d2
- Targeting +d6
- Technology (Drones) +d4*
- Languages: English, Turkish

PERKS

R.A.W.: Beef can use his skill drone to perform Animal Handling Skill Tests as a free action.

ATTACKS

- **Fang Hammer, close combat blade (Might):** +d2, Reach (1 Sharp Damage)
 - Hands: 1
 - Traits: Intimidating, Sharp, Silent
 - Upgrades: Scary
- **Pistol (Targeting):** +d6, Range 25ft/80ft (1 Sharp Damage)
 - Hands: 1
 - Traits: Ballistic

POWERS

R.A.W. Strikes: Beef can use a Standard action to command R.A.W. to attack or use any skill other than Handle Animal. Otherwise, R.A.W. does not act, even to defend itself.

GEAR

Weapons: Fang Hammer (scary close combat blade), pistol

Other: R.A.W. (skill drone), Standard Drone kit

R.A.W. (ROBOT ARACHNID WRANGLER)

THREAT LEVEL: Standard Drone Pet

SIZE: Small | **HEALTH:** 2

MOVEMENT: 30 ft Ground

STRENGTH: 1 | **SPEED:** 1

SMARTS: 1 | **SOCIAL:** 4

TOUGHNESS: 11 | **EVASION:** 11

WILLPOWER: 11 | **CLEVERNESS:** 14

A silver disc, made mobile by eight spindly legs. Asymmetrical red lights on its control panel pass for eyes, and tend to be where people focus when addressing it. With its advanced remote skill system, called the hive hacker, R.A.W. signals to spiders in the area with hypnotic messages to allow its owner, Beef, to control them.

SKILLS

- Alertness +d2
- Animal Handling (Spiders) +d6*
- Brawn +d2
- Finesse +d2
- Languages: Understands English commands

PERKS

Advanced Remote Skill System: R.A.W. can use its Animal Handling skill at a range of up to 100 ft.

Drone: R.A.W. is a drone, an advanced piece of equipment belonging to Beef. R.A.W. operates on Beef's turn, and only acts when Beef commands it to.

Robot: As a drone, R.A.W. is a robot. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect computers, such as the Electromagnetic element. Robot damage can be fixed with a Limited Robot kit or Limited Drone kit, and a Technology Skill Test.

ATTACKS

- **Acid Strike (Finesse):** +d2, Reach (1 Stun)
 - Alternate Effects: 1 Acid Damage (↓1)
 - Hands: 0
 - Traits: Acid, Blunt, Silent
 - Upgrades: Corrosive Tip

If Beef is Defeated, R.A.W. can no longer act. However, the PCs must still Defeat R.A.W. to clear the spiders in the vents.

AFTERMATH

A variety of **DIF 6 Smarts Skill Tests**, such as Science, Survival, or Animal Handling can be rolled to learn more about these giant spiders. Beating DIF 12 makes it clear they weren't behaving normally.

Being inexperienced and untrained, Beef can be interrogated easily. Remember, Defeated does not mean dead. A Defeated character can be resuscitated for questioning. If so, Beef reveals that he belongs to Scar Squad, on a mission to gather intel and prove their worth to Cobra. He also enthusiastically answers questions about spiders, including mentioning that there are venomous spiders in the vents. He calls them off if asked to, if R.A.W. still functions. If R.A.W. was defeated, Beef says the spiders should scatter on their own.

Knowing Is Half The Battle: Handling the Spiders

The Animal Handling skill applies to all living, non-human creatures. A PC can use Animal Handling to handle the goliath birdeater spiders non-violently, as long as the PCs haven't acted aggressively toward them. A successful Animal Handling Skill Test against the goliath birdeater's Willpower or Cleverness calms the spider for 1 round. A critical success calms the spider for 1 minute. Three successful Animal Handling Skill Tests without any failures Defeats the spider through mutual respect.

For further information, the PCs need to make Skill Tests. For every successful Intimidation Skill Test against Beef's Willpower, or successful Deception or Persuasion Skill Test against his Cleverness, Beef reveals the name and skill set of another member of the Scar Squad, Faceless last of all.

If Beef goes unnoticed and the PCs leave the area, he and his drone use the vents to get to the Motorpool and meet up with Grease Wheel. The spiders in the vents move aside for him.

Knowing Is Half The Battle: Spiders? Why did it have to be spiders?

The Scar Squad includes Beef, a spider wrangler. You might wonder, given that the bad guys are Cobra, why not a snake wrangler? And why "Beef"?

Cobra may be known for its snake imagery, but they use other animals all the time as well. For every Rattler and Viper, there's a Night Raven and B.A.T.

As for Beef, he is a G.I. Joe trivia deep cut. In the 80s, a character named Raw Beef was proposed by the toy designers as a new Cobra character, a spider wrangler who would sneak into G.I. Joe camps and hide poisonous spiders in sleeping Joe's boots. The character never made it to production.

However, this is your game. If you don't care about G.I. Joe minutia or Raw Beef finally getting his time to shine, replace him. Replace the goliath birdeaters with boa constrictors and the anelosimus eximius with swarms of spotted dwarf adders. Give Beef any name you want (well, not Cobra Commander, because that would be confusing). You might also consider this change if one of your players is arachnophobic. Being asked to face your greatest fear is not in line with the casual escapist fun of a roleplaying game.

Change whatever. You are not the Game Minion. You are the Game Master. You have final say on what makes it to your game table.

Based on the information gathered interrogating Beef, the liaison wants the PCs to focus on the East Wing, Comms specifically. If the PCs don't interrogate Beef, they can find tracks leading to the East Wing with a DIF 5 Alertness or DIF 10 Survival Skill Test.

Knowing Is Half The Battle: Cobra's Through, What Do You Do?

So the PCs Defeated an enemy, you established that Defeat does not automatically mean death, and they've gained valuable information after an interrogation. Now what do they do with this captured Cobra?

Defeat may not mean dead, but it does mean beaten into submission. The players might worry that leaving a tied up enemy just means the enemy will recover and rejoin the other villains later. Try describing their injuries, labored breathing, and low energy to sell their Defeat. That might do the trick, but players can be suspicious of GMs. If you say that Beef won't be able to escape without significant medical attention, players might discuss setting up traps to catch enemy medics.

As long as everyone is enjoying themselves, you can indulge in a bit of in-character assurance planning. However, if the mission risks derailment, you might have to put your foot down and tell your players to trust you, the enemy is dealt with. Now, if you betray that trust, your players rightly won't trust you the next time and every game you run for them from now on will suffer because of it.

DEEPER INTO THE PIT

The Scar Squad's plan depends on a tight timeline, so the PCs have to act fast to cut off the invaders' escape. Use the below checklist to track the Scar Squad's timeline.

TIMELINE

As soon as the PCs reach The East Wing Fork, start tracking their progress against the Scar Squad's timeline to determine QR and AWOL's location.

For every path to Comms the Joes attempt, and for every turn that passes, check off the next box from the top on the following list:

- **Connect generator to power Comms** ☐

With QR's brain and AWOL's muscle, they connect a portable power generator to the Comms computer.

As long as the generator operates, the PCs gain an Edge on Infiltration Skill Tests to enter Comms silently, but a Snag on Alertness Skill Tests to hear on the same floor as Comms.

- **Boot up Comms computer** ☐ ☐ ☐

A computer with the capacity to run an operation like G.I. Joe without producing a telltale thermal output means spreading the server across miles of underground rooms. That means it takes time to boot up.

QR is inside Comms, while AWOL guards the hallway outside Comms. As long as AWOL is alone in the hallway, any attempts by the PCs to sneak into Comms must contend with her. Tactics that involve sneaking target her Willpower. Tactics that involve trickery, like creating a diversion, target her Cleverness.

- **Hack into G.I. Joe database** ☐ ☐ ☐ ☐

QR focuses entirely on working around the computer's countermeasures.

QR is inside Comms, while AWOL guards the hallway outside Comms.

- **Download Intel** ☐ ☐ ☐ ☐ ☐

QR saves valuable intel on G.I. Joe operations to a portable drive. As much as she would love to snoop around the secret files she gained access to, she knows it would slow the download and compromise the mission.

QR and AWOL guard the hallway outside Comms. Joes infiltrating Comms target QR's Willpower and Cleverness, unless they come up with tactics that specifically target AWOL.

- **Disconnect Generator** ☐ ☐

QR disconnects the generator with AWOL's help.

Both QR and AWOL are in Comms. As of now, the generator no longer operates.

- **Travel to Motorpool** ☐ ☐ ☐

QR and AWOL move to the freight elevator, connect the generator to reactivate it, and ride it to the Motorpool.

- **Connect Generator to Power Garage Doors** ☐

QR and AWOL connect the generator to the garage doors and use the nearby control panel to open them.

- **Exit to Safety** ☐

QR, AWOL, and any surviving Scar Squad drive off to safety in the hijacked APC.

When the Joes aren't in initiative order, a turn passes when:

- all PCs have attempted one Skill Test, or moved twice;
- A PC attempts another Skill Test or moves again, even if some of the PCs have not attempted a Skill Test or moved.

If a player expresses interest in attempting another Skill Test or to move, check with the players who haven't acted this turn. You can imply that time is of the essence, and that going forward with a player who already went means the rest of the players lost a chance to act.

You can run this scene in Initiative if you feel that will make tracking turns easier. If you do, be lenient with turn order, as certain plans may require a specific succession of Skill Tests.

Conversely, you can hand wave tracking the timeline and ballpark how long it took the PCs to reach Comms, placing QR and AWOL where you feel they would be.

THE EAST WING FORK

The Jetcraft Hangar's Eastern exit leads to the East Wing accessway, which presents four possible paths to Comms for the PCs to choose from, all of which Scar Squad sabotaged in some way.

1. PERSONNEL ELEVATOR

An elevator suitable for 12 fully equipped Joes. Although the power is out, the elevator can still be operated manually.

Sabotage: Faceless rigged a bomb to detonate when the door opens.

- **Bomb**
- **Discover:** Alertness DIF 10
- **Disable:** Standard explosives kit, **DIF 10 Explosives Skill Test**, **DIF 15 Infiltration or Technology Skill Test**.
- **Trigger:** Attempting to open the elevator door.
- **Attack:** d6
- **Effect:** 1 sharp damage Blast (30ft radius)

If the bomb detonates, it destabilizes the elevator, and destroys the manual control. A PC who makes a **DIF 15 Acrobatics Skill Test** can soft foot into the elevator and out of the emergency hatch. Failure means the PC has one turn to get out, or else they fall 50 ft to the Motorpool level below.

50 ft Fall

- **Trigger:** Failing an Acrobatics Skill Test to softfoot into the elevator, and not exiting when they had the chance.
- **Attack:** Automatic
- **Effect:** 5 blunt damage.

If a PC successfully reaches the emergency hatch, a **DIF 6 Brawn, Infiltration, Science, or Technology Skill Test**, or a successful attack with an appropriate weapon against the cable's Toughness of 11, drops the disabled elevator down the shaft. This grants the PCs access to a ladder, which they can climb to the Comms level, 30 ft down, or to the Motorpool level, 50 ft down.

The explosion also alerts the rest of the Scar Squad that the PCs got past Beef (that, or Beef left his post and blew himself up).

The PCs suffer ↓1 on Skill Tests to sneak around as the Scar Squad is on high alert.

2. FREIGHT LIFT

A 60ft x 60ft elevator capable of moving hundreds of tons. There is no manual control for this elevator, which is currently at the Comms floor, 30ft down from the floor the PCs are on. If the PCs have JUMP jet packs, they can fly down without incident. If not, they can always take the ladder.

Sabotage: Faceless greased the ladder. A **DIF 6 Alertness, Science, or Survival Skill Test** notices the oily residue on the bars. An acute sense of smell notices it automatically. Using the greased ladder anyway requires a **DIF 20 Athletics or Finesse Skill Test**. Failure means a 30 ft fall.

30 ft Fall

- **Trigger:** Failing an Athletics Skill Test to use the greased elevator.
- **Attack:** Automatic
- **Effect:** 3 blunt damage

3. STAIRS

Six flights of stairs connecting the ground floor of The Pit to the Jetcraft Hangar floor. A PC can get to the Comms floor after 3 Move actions, or 1 Move action if the PCs have JUMP Jet Packs.

Sabotage: The EMP disabled the operating system of ComB.A.T, the Cobra Battle Android Trooper retrofit for sparing practice. Faceless stumbled across the android while exploring The Pit's East Wing. He moved it to the East Wing staircase, rebooted it, and then moved down to the Motorpool.

Threat: COMB.A.T. (Battle Android Trooper)

COMB.A.T. (BATTLE ANDROID TROOPER)

THREAT LEVEL: 1

SIZE: Common | **HEALTH:** 3

MOVEMENT: 20 ft Ground

STRENGTH: 1 | **SPEED:** 2

SMARTS: 1 | **SOCIAL:** --

TOUGHNESS: 14 | **EVASION:** 1

WILLPOWER: 11 | **CLEVERNESS:** --

Mainframe and Mirage salvaged a Battle Android Trooper, retrofitting it into a sparring robot.

SKILLS

- Alertness +d2
- Might +d2
- Targeting +d4
- Languages: Python

PERKS

Robot: ComB.A.T. is a robot. It is immune to effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as the Electromagnetic element. Robot damage can be fixed with a Limited Robotics kit and a Technology Skill Test.

Unemotional: ComB.A.T. is unfeeling, and cannot be manipulated. It can't be reasoned with, it can't be bargained with. It has no Social Essence and is immune to Persuasion.

ATTACKS

- **Brawl (Might):** +d2, Reach (1 Stun)
 - Alternate Effects: 1 Blunt Damage (↓2) or Maneuver
 - Hands: 0
 - Traits: Blunt, Silent

- **Drill Hand, integrated power tool (Might):** +d2, Reach (1 Sharp Damage)
 - Alternate Effects: 1 Sharp Damage (↓2)
 - Hands: 0
 - Traits: Sharp, Reload
 - Upgrades: Intimidating, Microtech x2

The ComB.A.T.'s integrated drill is a dangerous weapon but also can be used to drill through walls, vehicles, and more.

- **Flamethrower Hand, integrated element jet (Targeting):** +d4, Range 10ft (1 Fire Element Damage, Blast: 10ft cone)
 - Alternate Effects: Intimidating
 - Hands: 0
 - Traits: Fire, Reload
 - Upgrades: Microtech x2

The ComB.A.T.'s integrated flamethrower creates a blast of fire that ejects from the tip of its hand into a 10ft cone, affecting all creatures within the area.

- **Rifle (Targeting):** +d4, Range 100ft/400ft (1 Sharp Damage)
 - Hands: 2
 - Traits: Ballistic, Sniper

POWERS

Armed: ComB.A.T. can switch weapons as a free action.

HANGUPS

Glitchy: A successful Technology Skill Test at a range of Reach against ComB.A.T.'s evasion deals 3 damage to ComB.A.T.

GEAR

Weapons: Rifle

Battledress: Mechanized Armor (+2 deflective to Toughness, +2 computerized to Evasion)

PCs can avoid combat with Com.B.A.T, but the sparring robot will pursue them until Defeated or stopped. Closing the door to the stairs will stop him.

4. VENTS

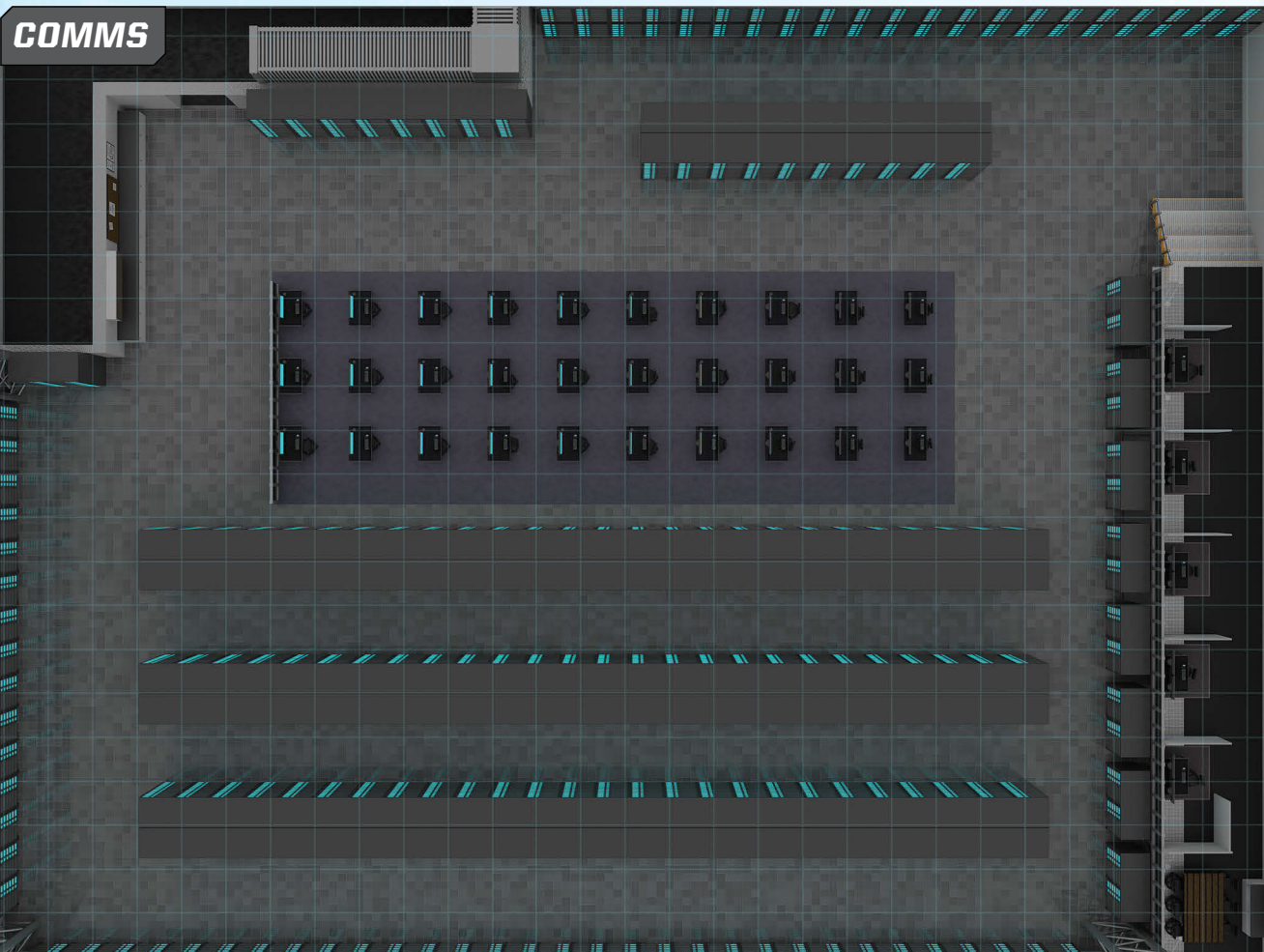
Even big tough G.I. Joes need air conditioning. The ventilation system connects every room in The Pit, although the narrow ducts are uninviting. Characters in armor heavier than light can not fit. Characters who can fit must make a **DIF 10 Acrobatics or Infiltration Skill Test** to advance half their Ground Movement. PCs can use their HTB Access Pads to navigate the vents, but they must make a **DIF 10 Alertness or Technology Skill Test** every 50 ft to avoid getting lost. Failure causes 1 damage as the physical and mental stress takes its toll.

Sabotage: Spiders. Unless the PCs defeated R.A.W. in the jetcraft hangar, or convinced Beef to call off the spiders, hundreds of anelosimus eximius swarm the vents, with a new swarm every 50ft. Burning them may seem like a good idea, but doing so makes the heated, smoke and CO2 filled vents unusable.

Although the spiders are creatures, the swarms are treated as a hazard rather than a threat.

Anelosimus Eximius Swarm

- **Discover:** Look in the vents.
- **Disable:** **DIF 20 Infiltration or Survival Skill Test**, or defeat R.A.W, or ask Beef to clear the vents during interrogation.
- **Trigger:** Attempting to pass through swarm
- **Attack:** d6*
- **Effect:** Sickening poison (poison, cure DIF 10): Anelosimus eximius swarms take down much larger targets as hundreds of tiny spider bites each inject a sickening poison. When anelosimus eximius swarms successfully affect a target, the target suffers 1 temporary poison damage. Every round on the target's turn, the poison attack's the target's Toughness (1d20+d6*). On a failure, the target resists and the poison leaves their system. On a success, the target suffers another temporary poison damage. If the target suffers enough damage to be Defeated, the temporary damage becomes permanent.



Curing or resisting the poison heals all temporary poison damage.

A PC needs to slink through 300 ft of vents to get to Comms.

All paths lead to the hallway outside of Comms. Calculate how long it took the PCs to reach this hallway to determine QR and AWOL's location at the start of the next section before moving on to Comms Breakdown.

COMMS BREAKDOWN

The Scar Squad's mission depends mostly on QR. Everyone else's role in the mission involves stopping others from interfering in QR's job. The PCs' mission doesn't end if they stop QR, but the magnitude of their success depends on how quickly they stop her.

If the PCs took either elevator or the stairs to this floor, they arrive at the far end of a curved hallway 60 ft from Comms, and just outside of view of the Comms entrance. If the PCs took the vents, they arrive directly above the entrance to Comms.

Remember that the PCs' actions in the mission so far impact how this scene plays out:

- Did anyone complete the Monitor Local Communication task? If so, PCs gain $\uparrow 1$ on Skill Tests in Comms and the hallway outside Comms for the remainder of the mission.
- Is the generator on? As long as the generator operates, the PCs gain an Edge on Infiltration Skill Tests to enter Comms silently, but a Snag on Alertness Skill Tests to hear on the same floor as Comms
- Did the Personnel Elevator bomb detonate? Then the PCs suffer $\downarrow 1$ on Skill Tests to sneak around as the Scar Squad is on high alert.

The PCs don't have to sneak up to Comms. If they do, determine how close they get before AWOL, QR, or both become aware of their presence, if at all, at which point combat starts.

ROLL FOR INITIATIVE

AWOL attacks the nearest target with her combat rifle, only switching to her knife if an enemy gets within melee range.

QR takes full advantage of AWOL's Bullet Stopper perk, avoiding incoming fire to the best of her ability. AWOL is a **Cobra Trooper** and QR is a **Tele-Viper**, both found in Chapter 13: Threats

AFTERMATH

AWOL fights until she or the PCs are defeated. QR, on the other hand, has a greater sense of self-preservation. If AWOL gets defeated before QR, QR tries to set the generator to self-destruct, a **DIF 12 Technology Skill Test** as a Standard action. The PCs can identify what she's doing with a **DIF 12 Technology Skill Test**.

On a success, QR sets the number of turns before the generator explodes on her Initiative count. On a critical success, she can also set the Initiative count on which it explodes.

Self-Destructing Generator

- **Discover:** Technology DIF 12
- **Disable:** Infiltration or Technology DIF 12
- **Trigger:** Timer.
- **Attack:** d4*
- **Effect:** 1 sharp damage Blast (15ft radius)

QR only sets the generator to self-destruct if she believes she has a clear getaway. Otherwise, she surrenders.

QR offers to reveal Faceless' entire plan, if the PCs meet her demands. The PCs can negotiate terms, but doing so takes time. If the PCs spend too much time negotiating with QR, Faceless escapes. Also, QR insists the negotiations be recorded on her video camera.

Any PC may participate in the negotiations, but only one, designated the negotiator, rolls a Skill Test each turn. Unlike before, every roll advances the timeline. Make this clear to your players, explaining that unlike in combat, where actions overlap, everyone talking at once makes negotiation impossible.

QR's demands tracker:

- Full pardon and immunity ☐
- Full pardon ☐
- Reduced sentence ☐
- Standard sentence, with later opportunity for sentence reduction if she continues to cooperate ☐
- Standard sentence, and be thankful it isn't worse. ☐
- Worse ☐

Knowing Is Half The Battle: Running the Interrogation

An interrogation scene exists at the overlap of roleplaying and dice rolling. While it could be run completely based on the strength of the arguments the PCs make, or purely based on a series of Skill Tests, an interrogation works best when a strong argument unlocks the opportunity to roll a Skill Test. That way both the players and their characters participate.

As the GM, you have the tools to shape the game experience you want for your players. If you want player participation, reward players for speaking up, such as by granting the negotiator $\uparrow 1$ for every player who contributes a valid argument. If you want immersion, only grant the bonus if players made their argument in character.

Don't lock yourself into one way of running the interrogation. If enthusiasm dies down after a few rounds when the players run out of ideas, run a few rounds based only on dice rolls while their creative fuel refills. And if they're tapped, don't penalize the characters if their players want to move on. The QR interrogation gives equal opportunity for charismatic characters and verbose players to shine, and for strategists to weigh the abstract cost of giving in to QR's demands against the pressure to get back to the mission.

On the PC's turn, the negotiator rolls a Deception, Intimidation, or Persuasion Skill Test against QR's Willpower. Success moves the marker down the tracker. On QR's turn, she rolls Deception against the Willpower or Cleverness of the negotiator. Success moves the marker up the tracker. Critical success multiplies how far the marker moves.

Although the PCs can use Intimidation to negotiate, threatening to hurt a prisoner goes against the Geneva convention and would lead them to be punished. Actually harming her would lead to expulsion from the team. Instead, an Intimidation Skill Test represents intimidating posture, boisterous arguments that throw QR off her game, and descriptions of the sentences she can expect if she isn't more reasonable with her demands.

Likewise, Deception does not mean outright lying. If a PC agrees to her terms, even if it's a lie, she still has video evidence that her terms were met. A Deception Skill Test represents filibustering to confuse her, or tricking her into agreeing to other terms.

If the PCs did not get Scar Squad's exit plan from Beef or QR, they have to deduce the remainder of the intruder's whereabouts. A **DIF 10 Alertness or Survival Skill Test** picks up on echoes from the elevator shafts. A **DIF 15 Culture or Streetwise Skill Test** recalls that QR and AWOL kept glancing down the hall, towards the elevators and stairs. If all else fails, the liaison can suggest that the generator could be used to power the freight elevator or open the Motorpool doors, inferring Scar Squad's escape plan.

Moving the generator requires a successful **DIF 5 Brawn Skill Test**. Connecting and activating the generator takes a Standard action.

PART 3: MOTOR POOL CONFRONTATION

If the PCs make it to the Motorpool before time runs out, they find Grease Wheel behind the wheel of the APC, and Faceless behind cover, pistol trained on the entrance to the Motor Pool 25 ft away.

The PCs' actions in the mission so far impact how this scene plays out:

- If the PCs did not defeat Beef in the Jetcraft Hangar, he and his drone are here as well, next to Faceless.
- Depending on how long the PCs took to get to Comms, QR and AWOL might be here as well, setting up the generator to open the Motorpool doors.
- If the Personnel Elevator bomb detonated, the PCs suffer ↓1 on Skill Tests to sneak around as the Scar Squad is on high alert.

- If the PCs accomplished the Fix and Refuel VAMP task in Part 1, there is a fully functional VAMP for them to use in the Motorpool. See **Chapter 8** for the VAMP statblock.

As soon as Faceless is aware of the PCs, combat begins.

ROLL FOR INITIATIVE

Faceless' top priority is to escape. The quickest escape is through the Motorpool doors, which require the generator. If QR has the generator, Faceless orders the Scar Squad, himself included, to defend her position while she installs it. If the PCs have the generator, Faceless orders the Scar Squad to get it from them at all costs.

If the generator is not in the Motorpool, Faceless takes a couple of turns to set up his grenade to blow up the industrial hydraulic pistons that elevate the platform under the APC, moving to safety before they explode. The APC and anyone in it might take damage from the 20 ft drop.



20 ft drop

- **Trigger:** Faceless blowing up the industrial hydraulic pistons that elevate the platform under the APC.
- **Attack:** Automatic
- **Effect:** 2 blunt damage

The Scar Squad spends their next turn trying to jump down onto the APC. They, and anyone else that follows, might be stunned by the 10 ft drop. Anyone wearing a JUMP Jet Pack can jump down without making a Skill Test.

10 ft drop

- **Trigger:** Failing a **DIF 5 Acrobatics Skill Test** to drop down onto the APC.
- **Attack:** Automatic
- **Effect:** 1 blunt damage

FACELESS

Although Faceless is a Cobra Officer, he's been in hiding since defeating the assassin Cobra Commander sent after him. He never properly healed after that confrontation, and has been on the lamb and off the grid since then. Modify the **Cobra Officer** statistics in **Chapter 13: Threats** in the following ways to represent Faceless:

- **Health:** Faceless only has 3 Health.
- **Harried:** Life has not been kind to Faceless. He has a Snag on all Skill Tests.

GREASE WHEEL

Grease Wheel does everything he can to stay in the APC's driver seat. The Motorpool gives him some room to maneuver and set up ram attacks, however he only does so if ordered to by Faceless. Otherwise, he waits for instructions to drive away, like a good wheelman. Grease Wheel surrenders if Faceless is defeated. Grease Wheel is a **Motor Viper**, found in **Chapter 13: Threats**, and the APC can be found in **Chapter 8: Equipment** under Vehicles.



PART 4: FACE TO CHASE

The Scar Squad is more interested in escaping than defeating the PCs. To do so, the Scar Squad needs to get the garage door open, or Faceless needs to destroy the industrial hydraulic pistons that elevate the Motorpool platform. If they accomplish either task and any of the Scar Squad escapes in the

Knowing Is Half The Battle: A Tough Fight

Faceless, Grease Wheel, and an APC combine to form an overwhelming threat for this Mission's recommended number of 1st level PCs. That is, if the Scar Squad was out to kill. They aren't. They want to leave. They'll fight the PCs, but only to facilitate their escape. So while Grease Wheel could use the APC's Rocket Launcher, he wouldn't if it means the blast destroys the generator. Faceless could use his grenade on the PCs, but then he can't execute his backup plan to blow up the industrial hydraulic pistons.

Don't be intimidated by the fact that the entire Scar Squad could be present for the final fight. That would mean the PCs failed every step of the Mission. It's extremely unlikely. Still, if worse comes to worse and the entire Scar Squad makes it to the Motorpool, then they'll be able to escape more easily. And if the PCs fixed a few vehicles in Part 1, they could chase, where the Scar Squad's superior numbers play a lesser role.

APC, the only way for the PCs to catch them is by vehicle. Fortunately, the PCs had several opportunities to fix vehicles in Part 1 of the mission.

If the PCs accomplished any of the following tasks in Part 1, they have vehicles available to chase down the fleeing Scar Squad. The statblocks for these vehicles can be found in **Chapter 8: Equipment** under Vehicles:

- **Task:** Fix and refuel VAMP
 - **Benefit:** A VAMP mk1 is available in the Motorpool
- **Task:** Fix and refuel Sky Hawks
 - **Benefit:** Two Sky Hawks are available in the Rotarycraft Hangar. It takes 3 turns for PCs to get from the Motorpool to the Rotarycraft Hangar.
- **Task:** Fix and refuel S.H.A.R.C.
 - **Benefit:** Two S.H.A.R.C.s are available in the Harbor. It takes 5 turns for the PCs to get from the Motorpool to the Harbor.



Additionally, if the PCs calibrated the equipment in the Observatory, a Joe in the Observatory has an Edge on Skill Tests to track escaping enemies. And it so happens that the PC's liaison is in the Observatory and in radio contact with the PCs.

ROLL FOR INITIATIVE

Of the vehicles that can be involved in the chase, the stolen APC is the slowest. On the PC's side, the Vamp mk1 and the Sky Hawk are both faster than the APC. The Sky Hawk and the Sharc both have missiles, which can do a lot of damage to the APC.

The chase takes place in barren flatlands, or in an underground straightaway, so a map isn't required. Just determine the starting distance between the PCs and the Scar Squad, and keep track of the relative distance between them.

AFTERMATH

If the APC is destroyed, the surviving Scar Squad members surrender. The brig at The Pit can hold the entire Scar Squad.

CONCLUDING THE MISSION

After the mission, with the lights back on and the PCs and their liaison back at The Pit, it's time for the paperwork.

While the PCs log their equipment returns, casualties, and intelligence, General Hawk arrives on the scene. As the PCs scramble to attention, read or paraphrase the following:

"It's all right, we're all Joes here," General Hawk says, placing his helmet on the table.

"I wanted to apologize to you all, personally. We put you in an impossible position, defending a base you'd never been in before. I'm sure I will get a better understanding of how you all felt about the situation after I read your reports, but no matter how much better you think things could have gone, they could have gone much worse. I'm proud of you all for getting through this. Now, put down those reports, you can get back to them later. Right now, I'd like you to give you all a proper tour of The Pit, personally."

REWARDS

At the end of this mission, you may wish to advance each PC to level 2. However, if you would like to run additional missions, such as ***Emerald Oublette***, the adventure packaged with the G.I. Joe Gamemaster Screen, or any other level 1 adventure, feel free to do so to give your players more game time and practice before advancing.

Knowing Is Half The Battle: Live To Slither Another Day

If worse comes to worse, the Scar Squad escapes. Even under fairly optimal circumstances, QR may have been granted a full pardon and immunity. What happens if the baddies get away with it?

That lies outside of the parameters of this mission. However, that marks the starting point for a longer campaign. The entire Scar Squad knows the location of The Pit, dangerous information to get out. The next mission could be a dedicated search to track the loose Scar Squad members down. Or an Intelligence gathering mission to intercept the sale of the G.I. Joe intel.

QR can be a recurring thorn in the PCs' sides, as immunity makes her a valuable asset to Cobra. Conversely, QR could seek out the Joes for protection, saying Faceless caught wind of her betrayal. Whether or not she's telling the truth is up to you.

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GI JOE

ROLEPLAYING GAME

CODE NAME

PRONOUNS

ORIGIN

ROLE

LEVEL

FOCUS

LANGUAGES

ATTACK

NAME

RANGE

ATTACK

EFFECTS

NOTES

INFLUENCES

MOVEMENT

HEALTH

○○○○○○○○○○
○○○○○○○○○○
DAMAGE

HANG-UPS

STRENGTH

TOUGHNESS

10 + + +
ESSENCE PERKS ARMOR

ATHLETICS ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

BRAWN ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

CONDITIONING +1 +2 +3 +4 +5 +6

INTIMIDATION ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

MIGHT ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

SPEED

EVASION

10 + + +
ESSENCE PERKS BONUS

ACROBATICS ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

DRIVING ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

FINESSE ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

INFILTRATION ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

INITIATIVE ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

TARGETING ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

SMARTS

WILLPOWER

10 + + +
ESSENCE PERKS BONUS

ALERTNESS ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

CULTURE ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

SCIENCE ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

SURVIVAL ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

TECHNOLOGY ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

SOCIAL

CLEVERNESS

10 + + +
ESSENCE PERKS BONUS

ANIMAL HANDLING ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

DECEPTION ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

PERFORMANCE ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

PERSUASION ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

STREETWISE ○2 ○4 ○6 ○8 ○10 ○12

SPECIALIZATIONS
○
○
○

GI JOE

ROLEPLAYING GAME

PERKS

BACKGROUND BONDS

TRAINING AND QUALIFICATIONS

WEAPONS

WEAPON	RANGE	HANDS	TRAITS	ATTACK	EFFECTS	ALTERNATIVE EFFECTS	UPGRADES

ARMOR

NAME	CLASSIFICATION	UPGRADES	EFFECT	TRAITS

GEAR

DESCRIPTION

NOTES

In the G.I. JOE
Roleplaying Game, create
your own Joe by choosing your
military training origin, personal
traits, and role within the G.I. Joe
organization to become a Real American
Hero and save the day!

This book contains everything you need to
create your own G.I. Joe character and play
the game - just add dice, some friends, and
your imagination:

- Complete rules for players and Game Masters focused on fun storytelling and epic combat
- Character creation tools, weapons, equipment, vehicles, and villain dossiers
- Combat and exploration information, details of secret bases and special equipment, and tools to get your campaign started
- An introductory adventure for 1st-level characters that is ready to play with your new character

***Fighting for freedom wherever there is
trouble, G.I. Joe is there!***



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ESSENCE2
ROLEPLAYING SYSTEM

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