RETRO/KILL

KILL THE TARGET. SAVE THE FUTURE.

JACK CAHAN

ADOLF HITLER

TARGET #: 0001
CASCADE LOCATION: 1930s
STATUS: Active
OCCUPATION: Dictator
WANTED FOR: Crimes against humanity including industrial genocide; war; forced labor; mistreatment of prisoners; destruction of heritage.

Target #0001 is protected by The Legacy Foundation, a cult-like think tank bent on using their eldritch powers to create the Überführer and establish "an Eternal Reich".

Union of
Concerned Assassins
A better world. One bastard at a time.

RONALD REAGAN

TARGET #: 0002
CASCADE LOCATION: 1980s
STATUS: Active
OCCUPATION: President
WANTED FOR: Crimes against humanity including murder-by-proxy; corruption; arms dealing; economic warfare; labor violations.

Target #0002 is worshiped by the New Reagan Association (NRA), a transtemporal militia of technologically enhanced and designer-drug-fueled radicals funded by a shadowy cabal.

LEOPOLD II

TARGET #: 0003
CASCADE LOCATION: 1880s
STATUS: Active
OCCUPATION: Monarch
WANTED FOR: Crimes against humanity including mass murder; mutilation; torture; forced labor; kidnapping; famine; colonization; bribery; blackmail.

Target #0003's continued existence is due to the efforts of the Bifrost Hyperplane (BHP) Group. A hypertime corporation heavily invested in heavy metals, chemicals, and illegal empathies.

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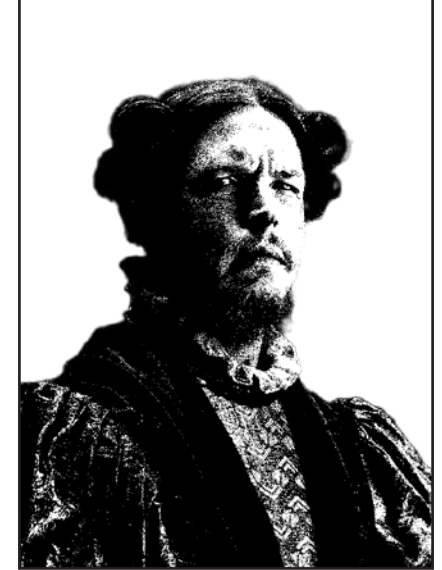
HERNÁN CORTÉS

TARGET #: 0004
CASCADE LOCATION: 1510s
STATUS: Active
OCCUPATION: Governor
WANTED FOR: Crimes against humanity including cultural genocide; looting; bioterrorism; forced labor; forced religious conversion; kidnapping.

It is believed that the target #0004 has been contracted by The Ambrosia Project, a group of wealthy biohackers who believe he can lead them to a true cure for mortality.

RETRO/ KILL

You are a Retrokiller.

A post-human agent of the transtemporal Union of Concerned Assassins. Somewhere in time, your target is committing unspeakable evils that threaten the future of humanity.

YOUR MISSION:
Find the target, battle the forces protecting them, and save the future.

NO FASCISTS
It is against the rules for fascists to play this game. If you're reading this and thinking, *"You just call everyone you disagree with a fascist,"* then you're probably a fascist, or incapable of drawing inferences from context and acknowledging a dangerous political climate that causes the oppressed to be hyperbolic. Don't play this game. Heal yourself. Grow. Learn. Watch some Mr. Rogers' Neighborhood or something.

HOW TO PLAY

BASIC ACTIONS

ACT
When a player encounters an obstacle in RETRO/ KILL (R/K), they explain how they want to overcome the obstacle to the Game Master (GM). This is a Basic Action. The GM then determines if overcoming that obstacle requires a dice roll.

- If a roll is required, the GM tells the player what statistic (stat) is needed to overcome the obstacle and the player rolls one twenty-sided die (d20) and compares it to their level in that stat. If the result of the roll is lower or equal to their **stat level**, they succeed. Otherwise, they fail.
- If a roll is not required, the GM determines success or failure.

AID
Instead of acting on their own, a character can choose to aid their allies in overcoming an obstacle. The player providing the aid rolls a d4 and the player attempting to overcome the obstacle subtracts that number from their roll. Alternatively, a player can choose not to roll and grant a -2 modifier to two other players.

SPECIAL ACTIONS

Since the characters in R/K are highly trained agents working for a time-traveling organization with its roots in a timeline far in the future, several special actions are available to them.

RETROPLANT

A character plants an item in the timeline and uses that item to help them overcome an obstacle. Once a character's inventory (**see "Items", p.10**) is filled with items, they can no longer Retroplant.

ULTRA

Each R/K character has powerful special ability called an **"Ultra"**. An Ultra could be a bionic arm, holographic skin, venom glands, or any other implant, evolution, or mutation that an organization of time-traveling assassins might have access to. Each Ultra has three charges that can be used before

needing to Recharge.

Using an Ultra decreases the difficulty of an **obstacle** by one level (**see "Obstacles", p.4**).

PAUSE

When appropriate (i.e. when not in danger) a character can Pause. This freezes time temporarily. While time is frozen, players can roll to Recharge and remove any conditions (**See "Combat", p.5**) affecting them. The group can only do this three times before their enemies are alerted to their presence.

D4	EFFECT
1	Remove all of the conditions affecting you and fully charge your Ultra.
2	Remove all of the conditions affecting you and gain one charge of your Ultra.
3	Remove half of the conditions affecting you and gain one charge of your Ultra.
4	Remove half of the conditions affecting you.

SKILLS AND ITEMS

A player can use a skill or an item (but not both) to influence the outcome of a roll. To do so, they declare which skill or item they intend to use and subtract the die associated with that skill or item from their basic action roll.
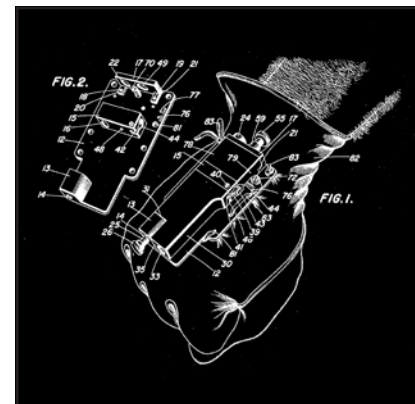
OBSTACLES

An obstacle is anything that impedes a character's ability to achieve a goal. For example, it could be an enemy trying to kill or capture them, a locked vault door, an unfamiliar control system, or a stubborn gatekeeper who needs to be convinced to move aside.

OBSTACLE DIFFICULTY

Some obstacles are more difficult than others. Obstacle difficulty is determined by adding the Obstacle Modifier (OM) to the roll a character is using to overcome an obstacle. The GM determines the OM.

OBSTACLE DIFFICULTY	OM
Easy	+0
Moderate	+5
Difficult	+10
Extremely Difficult	+15
Nearly Impossible	+20

Failing to overcome an obstacle triggers a *Consequence* (**See "Consequences", p.38)**.

COMBAT

To complete their missions, characters often need to fight their way through guards, cronies, and the transtemporal forces arrayed against them.

ATTACKING & DEFENDING

To fight an enemy in R/K, a player does the following:

1. Rolls an appropriate stat.
2. Subtracts any relevant item or skill modifiers.
3. Adds the enemy's Obstacle Modifier (OM) to the roll.

If the roll is less than or equal to the selected stat, the enemy is injured and their Health Bar (HB) is decreased by one. The player chooses who takes the next turn.

If the roll is greater than the chosen stat, they fail and the enemy takes a turn. If the GM chooses to use that turn to attack the player, that player is injured and gains a **Condition** (**see "Conditions", p.6**).

> **Ultras in Combat.** If an Ultra is used in combat and successfully injures an enemy, the enemy's HB is decreased by 2 instead of 1.

If the story calls for it, the GM can take an enemy turn at any time, so long as that enemy has not already had a turn. If the enemy attacks, their success is determined by an Act roll from the defending character.

ROUNDS

Once every player controlled character (PC) and non-player controlled character (NPC) has taken a turn, the round is over and the first character to act begins a new round.

COMBAT CONSEQUENCES

If a player fails a check by ten or more while in combat, a **Consequence** is triggered (***see "Consequences", p.38***).

> **Who goes first?.** Let the story decide. Is it a tense moment? An ambush? Allow story to drive the action.

There are four conditions: *Bruised, Bleeding, Beaten, and Broken.* Each condition decreases a character's ability to overcome an obstacle. When a character is injured, they gain the next lowest level condition on the list. Once a condition changes, the old condition's effect no longer applies.

CONDITION	EFFECT
Bruised	+2 to all rolls.
Bleeding	+4 to all rolls.
Beaten	Roll twice and use the higher roll.
Broken	Can only use special actions.

CONDITIONS

DEATH

If a Broken character is injured, they die.

Create a new character and drop into the timeline after the encounter has been resolved.

R.I.P.

To generate a random character visit:

www.retrokill.com/rip

CREATING A CHARACTER

STEP TWO: YOUR SKILLS

STATISTICS

Three overarching statistics (stats) determine what your character is good at.

- Mental (M)
- Physical (P)
- Social (S)

Choose one stat that you are highly trained in, one that you are moderately trained in, and one you have no training in. Your high stat starts at 15, your moderate stat starts at 10, and your low stat starts at 5.

When you roll, you want to roll under your stat level.

SKILLS

Theoretically, there are an infinite number of skills that a character can have. Players should feel free to create skills that fit their character.

EXAMPLE SKILLS

Mental Skills	Physical Skills	Social Skills
• Adapt	• Big	• Act
• Analyze	• Brawl	• Blend
• Create	• Cybernetic	• Calm
• Hack	• Drugged	• Con
• Know	• Fast	• Hot
• Occult	• Shoot	• Lead
• Outsmart	• Strong	• Suave
• Prepare	• Tough	• Vibe
• Trap	• Tall	• Scare

Choose eight (8) skills and add +1 to the stat associated with that skill. If a skill can be used to overcome an obstacle, the player rolls an additional 1d4 and subtracts the result.
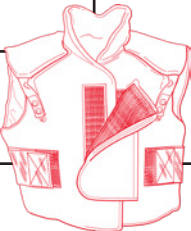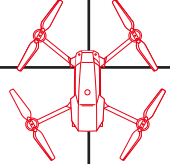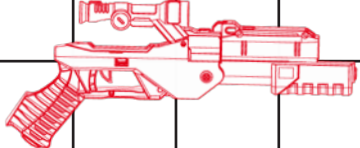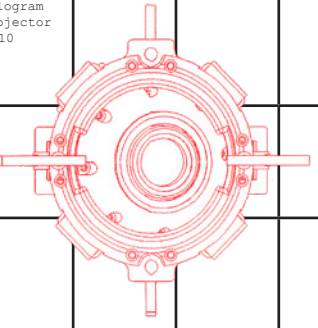
STEP THREE: YOUR STUFF

ITEMS

When a character attempts to overcome an obstacle, they can use an item to help them. To use an item, a player rolls the die associated with that item and subtracts the result from their basic roll. Certain obstacles may require items to overcome; for instance, picking a lock requires at least a hairpin.

Each item has a die associated with it. That die has either 4, 6, 8, or 10 sides. The number of sides the die has is denoted by a "d". For example, "d6" is used to indicate a six-sided die.

Additionally, each item takes up a number of inventory spaces equal to the item's associated die. For example, if a knife allows a player to subtract a d4 from their roll, it also takes up four spaces in their character's inventory.

EXAMPLE ITEMS

Knife | d4

Bulletproof Vest | d6

Spy Drone | d4

Ball | -1

Personal Railgun | d8

Hologram Projector | d10

Items with extremely limited use (such as a ball or hat) or files that provide background information or intelligence to a character only take up a single space and grant a -1 modifier to a basic action roll when used.

Wait to pick items. As situations arise that require specific tools, a character can use their Retroplant special action or they can pick up items from the world. Once a character's inventory is full, the character can no longer Retroplant but they can drop items and pick up new ones.

Occasionally, an item from the environment might not have a die or modifier associated with it. In that case, the GM can rule that it can be carried without taking up an inventory slot.
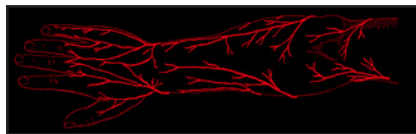
ULTRAS

An Ultra is a mutation, evolution, or implant that can be used to overcome an obstacle. Choose what your Ultra is called and write a quick description of its use. Ultras can be used three times before needing to be recharged. Using an Ultra decreases the

Lockpick | d4

Handgun | d6

Grappling Hook | d8

Personnal Forcefield | d8

Leather Jacket | d4
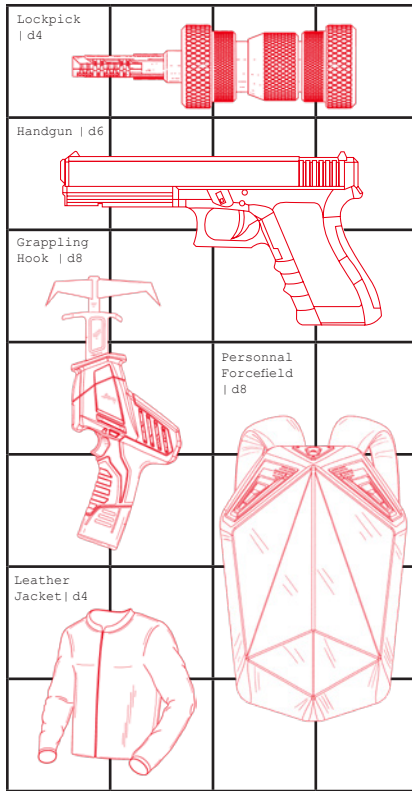
difficulty of an obstacle by one level.

EXAMPLE ULTRA

Phantom Arm. Can pass through solid objects on command.

Ultra Skilled. Characters are automatically considered experts in the use of their Ultra but do not gain a bonus to any stat because of this skill.

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