

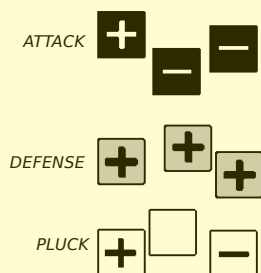
WHAT IS THE SECRET OF *DYNAMO* ?

THE AMAZING GAME OF DYNAMO IS PLAYED IN FOUR STAGES. EACH STAGE IS A CONTINUATION OF THE LAST AND THE ACTION NEVER STOPS! IF YOU'RE REALLY GOOD, YOU CAN MAKE UP THE ENTIRE GAME **AS YOU PLAY IT**

step 1	CHARACTER CREATION	step 2	FIRST CONFRONTATION	step 3	INVESTIGATION	step 4	SHOWDOWN
	THE PLAYERS MAKE UP THEIR CHARACTERS BY SPENDING POINTS TO BUY SUPER POWERS AND EXTRA ABILITIES. AFTER THAT, THEY DECIDE HOW THEIR CHARACTERS KNOW EACH OTHER. THE GAME MASTER THEN GETS 60 POINTS TO SPEND MAKING THE VILLAIN AND THE VILLAIN'S LACKIES. LACKIES INCLUDE ONE OR TWO GROUPS OF MINIONS AND A SIDEKICK.		THE CHARACTERS BEGIN IN A PUBLIC PLACE WHERE THE FIRST GROUP OF MINIONS IS ATTACKING! THE PARTY GET INTO A SCRAP WITH THE MINIONS AND END UP WITH A MYSTERY - WHY WERE THE MINIONS THERE? WERE THEY AFTER SOMEONE? WERE THEY THERE TO STEAL SOMETHING?		THE CHARACTERS NOW BEGIN TURNING EARS AND BENDING ELBOWS TO FIND OUT WHO THE VILLAIN IS AND WHAT THEY WANT. THEY'LL FIND OUT WHERE THE VILLAIN'S LAIR IS AND GET A GLIMPSE OF THE VILLAIN'S PLANS - BEFORE FIGHTING THE VILLAIN'S SECOND IN COMMAND!		NOW THE CHARACTERS CONFRONT THE VILLAIN AND ANY REMAINING MINIONS - BUT IS IT ALREADY TOO LATE TO STOP THE VILLAIN'S EVIL SCHEME? THEY'LL HAVE TO LISTEN TO THE VILLAIN'S MONOLOGUE TO FIND OUT!

HOW DOES THE CURRENT SYSTEM WORK?

THE CURRENT SYSTEM USES FUDGE DICE, ALSO KNOWN AS FATE DICE. THESE HAVE A PLUS ON TWO SIDES, A MINUS ON TWO SIDES, AND TWO SIDES BLANK. WHEN YOU ROLL YOUR "POOL", EVERY COMBINATION OF + / - EQUALS ONE **CURRENT**, OR SUCCESS. BUT NOT ALL DICE WORK TOGETHER. COMBAT DICE CAN BE ADDED TO OTHER COMBAT DICE TO MAKE CURRENTS, DEFENSE DICE CAN BE ADDED TO OTHER DEFENSE DICE - BUT COMBAT AND DEFENSE DICE CANNOT BE ADDED TO EACH OTHER. PLUCK DICE CAN BE ADDED TO EITHER COMBAT OR DEFENSE, BUT NOT OTHER PLUCK DICE.



THIS SAMPLE COMBAT ROLL HAS 1 "NATURAL" ATTACK SUCCESS, AND THE PLUCK DICE ADD ANOTHER ATTACK AND ONE DEFENSE SUCCESS

COMBAT!

AGAINST MINIONS

MINIONS ATTACK IN GROUPS, AND NO MATTER HOW MANY FALL, THERE ARE ALWAYS MORE OF THEM. MINIONS HAVE TWO STATS - **DRIVE** AND **FIGHT**. DRIVE IS THE AMOUNT OF INJURY THE MINIONS CAN TAKE BEFORE EITHER BEING DEFEATED. FIGHT REPRESENTS THE NUMBER OF ATTACKS THAT THE MINIONS HAVE - THESE COUNT AS AUTOMATIC HITS AGAINST **ALL** OPPONENTS IN THE FIGHT. PLAYERS DESCRIBE HOW THEIR CHARACTERS WILL BE ATTACKING THE MINIONS (BUT NOT THE OUTCOME!) THEN MAKE THEIR COMBAT ROLLS. EACH ATTACK SUCCESS REDUCES THE MINIONS DRIVE BY 1 POINT. EACH DEFENSE SUCCESS BLOCKS ONE ATTACK.



AGAINST VILLAINS

VILLAINS HAVE POWERS AND STATS JUST LIKE THE CHARACTERS DO! WHEN PLAYERS DESCRIBE THEIR ATTACKS, THE GM DESCRIBES THE VILLAIN'S ATTACK AT THE SAME TIME. BOTH THE PLAYER AND THE GM MAKE THEIR ATTACK ROLLS AND COMPARE DEFENSE AND ATTACK SUCCESSES. DEFENSE BLOCKS ATTACK, AND EVERY UNBLOCKED ATTACK IS A HIT.

GETTING INJURED

FOR EACH HIT TAKEN, PLAYERS MUST SET ASIDE ONE ATTACK OR DEFENSE DIE. THAT DIE IS LOST FOR THE REMAINDER OF THE COMBAT.

COMBINED COMBAT

HEROES USUALLY DIVIDE THE MINIONS UP AND TAKE TURNS FIGHTING THE VILLAIN (THAT'S THE SUPER HERO WAY!) BUT SOMETIMES THEY'LL TEAM UP TO FIGHT TOGETHER. WHEN THIS HAPPENS, ONE PLAYER MAKES THEIR COMBAT ROLL, THE ASSISTING CHARACTERS ROLL ONLY THEIR PLUCK DICE. ASSISTING PLUCK DICE IS ADDED TO THE MAIN CHARACTER'S ATTACK AND DEFENSE ROLLS.

IT'S ALL ABOUT STORYTELLING

DYNAMO IS MORE ABOUT TELLING SUPERHERO STORIES THAN IT IS ABOUT POWER LEVELS. THIS MAKES THE CHARACTER'S ACTIONS MORE IMPORTANT THAN WHO HAS THE MOST AMAZING SUPER POWERS. DURING THE GAME, PLAYERS DESCRIBE WHAT IT IS THEIR CHARACTERS *WANT TO ACCOMPLISH*, NOT *WHAT THEY'RE DOING*. ROLL DICE, THEY'VE EITHER ACCOMPLISHED WHAT THEY WANTED OR THEY HAVEN'T, BUT THEY'VE STILL PERFORMED THE ACTIONS NECESSARY FOR THE ATTEMPT. FOR EXAMPLE, DURING COMBAT, PLAYERS DESCRIBE HOW THEIR CHARACTERS ARE CHARGING INTO THE COMBAT, NOT WHAT MOVES THEY'RE PERFORMING.

I CHARGE MY LASER FIST AND RUN AT HIM.

THE CHARACTER THAT DOES THE LARGEST NUMBER OF HITS GETS TO DESCRIBE HOW THE FIGHT TURNS OUT.

I DODGE HIS BATTLEAXE AND KICK HIM IN THE MIDSECTION, SENDING HIM FLYING THROUGH THE WALL AND INTO THE STREET.

THIS, OF COURSE, MEANS THAT THERE ARE A FEW CONVENTIONS THAT ALL PLAYERS AGREE TO ABIDE BY -

1. SUPER POWERS CANNOT BE INFINITE. REGARDLESS OF HOW "TOUGH" A CHARACTER IS, THEY STILL HAVE TO INTERACT WITH THE WORLD. CHARACTERS SHOULD BE SUPERHEROES, NOT GODS.
2. YOU CAN'T NARRATE SOMEONE OUT OF A FIGHT WHO STILL HAS DICE LEFT. THIS INCLUDES CAUSING A DEBILITATING INJURY.

GAINING AND LOSING DICE

AS CHARACTERS TAKE HITS, THEY LOSE FIGHT AND DEFENSE DICE (BUT NEVER PLUCK!). THE PLAYER GETS TO DECIDE WHICH TYPE OF DICE THEIR CHARACTERS LOSE EACH ROUND. WHEN BOTH FIGHT AND DEFENSE POOLS ARE EMPTY, THE CHARACTER CANNOT GO ON FIGHTING AND IS TAKEN OUT OF THE FIGHT.

HEROES DON'T DIE UNLESS IT'S IMPORTANT TO THE STORY.

MINIONS CAN DIE DURING COMBAT WITHOUT COMBAT ENDING. VILLAINS WHO'VE BEEN DEFEATED (ZERO IN BOTH FIGHT AND DEFENSE) CAN BE NARRATED AS DEAD. HEROES MERELY SIT OUT UNTIL RESCUED. CHARACTERS REGAIN 1 DIE OF EITHER POOL EVERY 10 MINUTES, OR IF THEY'RE RESTING THEY REGAIN AT TWICE THAT RATE.

MAKE YOUR OWN



CHARACTER

IN FOUR EASY STEPS!

EACH EXCITING CHARACTER BEGINS WITH 10 FREE POINTS TO SPEND!

1 SPEND YOUR FIRST FEW POINTS ON YOUR **SUPER POWER TEMPLATE**

EACH TEMPLATE DESCRIBES POWERS AND STARTING ATTACK, DEFENSE, AND PLUCK

3 **SUMMONER**
MAKES OBJECTS, SUCH AS WEAPONS, VEHICLES, OR GEAR APPEAR OUT OF THIN AIR.
ATT - 4 DEF - 2 PLUCK - 3

4 **BLASTER**
MAKE WAVES, BEAMS, OR PROJECTILES OF ENERGY AND PROJECT THEM AWAY FROM THEIR BODY TO
ATT - 4 DEF - 3 PLUCK - 3

4 **RUNNER**
MOVE SUPER-HUMANLY FAST, EITHER BY PHYSICALLY MOVING OR BY TELEPORTING SHORT DISTANCES.
ATT - 2 DEF - 4 PLUCK - 4

4 **FORCE WIELDER**
USE FORCES LIKE GRAVITY AND MAGNETISM TO MANIPULATE OBJECTS AROUND THEM.
ATT - 4 DEF - 2 PLUCK - 4

5 **GADGETEER**
EXCEL AT CREATING MECHANICAL DEVICES TO DO THEIR WORK FOR THEM.
ATT - 3 DEF - 3 PLUCK - 5

5 **SPECIALIST**
USES ONE PARTICULAR WEAPON AND USES IT REALLY, REALLY WELL.
ATT - 4 DEF - 3 PLUCK - 4

5 **ROCK**
HAS AN ABILITY THAT PROTECTS EITHER WITH FORCE FIELDS OR BY LITERALLY CHANGING SKIN TO STONE OR METAL.
ATT - 3 DEF - 5 PLUCK - 3

5 **BRUTE**
A PUNCHING MACHINE WITH THE AMAZING STRENGTH TO BEND BARS AND LIFT CARS.
ATT - 5 DEF - 4 PLUCK - 2

2 YOU MAY ALSO BUY A **VARIANT**

VARIANTS GIVE EXTRA TWISTS ON POWERS AND ARE OPTIONAL

2 PTS **ACTIVATED POWER**
YOUR POWERS MUST BE TURNED ON TO BE USED. REGAIN POOL POINTS AT TWICE THE NORMAL RATE.

3 PTS **FLIGHT**
YOU HAVE THE ABILITY TO FLY! GAIN +1 DEFENSE. YOU CAN ALSO LEAVE A COMBAT AT ANY TIME.

2 PTS **SLIPPERY**
YOU ARE HARD TO PIN DOWN. LOSE A DIE FROM ANY POOL TO ESCAPE A COMBAT. DISCARD YOUR ROLL, IGNORE YOUR OPPONENT'S ROLL.

3 PTS **SCRAPPER**
WHEN FIGHTING MINIONS, EVERY DEFENSE SUCCESS YOU ROLL ADDS +1 TO YOUR ATTACK SUCCESSES THAT ROUND

2 PTS **WEAKNESS**
THERE'S A THING THAT TURNS YOUR POWERS OFF - COMPLETELY. GAIN +3 ATTACK AND WATCH OUT!

4 PTS **FEINT**
THE WORSE THE BEATING, THE MORE YOU FIGHT. WHEN ROLLING IN COMBAT, YOU MAY CHOOSE TO SWAP COMBAT AND DEFENSE ROLLS.

2 PTS **ACROBATIC**
YOU MAY ROLL LESS ATTACK DICE. IF YOU DO, GAIN 1 AUTOMATIC DEFENSE SUCCESS THIS COMBAT FOR EVERY ATTACK DIE YOU SET ASIDE.

4 PTS **RECHARGE**
YOUR POWER IS FINITE AND MUST BE RECHARGED. LOSE AN EXTRA ATTACK OR DEFENSE DIE EACH COMBAT ROUND. RECHARGE AT 4 TIMES NORMAL.

2 PTS **TOUGH**
AUTOMATICALLY GAIN 1 DEFENSE SUCCESS EACH COMBAT ROUND.

4 PTS **REGENERATION**
EACH ROUND OF COMBAT, REGAIN 1 LOST ATTACK OR COMBAT POOL POINT.

3 PTS **OBJECT BASED**
YOUR POWERS ONLY WORK WHEN YOU ARE IN CONTACT WITH A CERTAIN OBJECT. GAIN +2 PLUCK AND DON'T LOSE THAT OBJECT!

5 PTS **TRANSFORMED**
YOUR POWER HAS TRANSFORMED YOUR BODY COMPLETELY. YOU MAY NOT HAVE A SECRET IDENTITY, BUT GAIN +3 PLUCK.

3 AND CHOOSE A **SECRET IDENTITY**

SECRET IDENTITIES GIVE YOUR CHARACTER ANOTHER LAYER OF SKILLS TO CALL UPON. IF YOU CHOOSE TO HAVE A SECRET IDENTITY, LOOSELY DESCRIBE WHAT IT IS, THEN PLACE BETWEEN 2 AND 6 OF YOUR REMAINING POINTS INTO YOUR SECRET IDENTITY.

4 DISTRIBUTE YOUR REMAINING POINTS

IF YOU HAVE ANY POINTS LEFT OVER, YOU CAN DISTRIBUTE THEM ACROSS YOUR ATTACK, DEFENSE, AND SECRET IDENTITY POOLS. YOU MAY NOT SPEND POINTS TO RAISE YOUR PLUCK.

MAIL IN YOUR FINISHED CHARACTER!

PLUCK	ATTACK	DEFENSE	SECRET ID.
CHARACTER NAME	SUPER POWER	VARIANT	SECRET IDENTITY