

| Vehicle | Cost | SDP | MV | Speed MAX |
|---------------|------|-----|----|-----------|
| Sedan | 20 | 60 | -4 | 100 mph |
| Sports Car | 22 | 50 | -3 | 200 mph |
| Van | 15 | 40 | -5 | 90 mph |
| Truck | 20 | 70 | -6 | 90 mph |
| Motorcycle | 10 | 20 | -2 | 100 mph |
| Sports Bike | 15 | 22 | -2 | 150 mph |
| Pro Racer | 20 | 24 | -1 | 200 mph |
| Helicopter | 32 | 64 | -2 | 200 mph |
| Private Plane | 28 | 60 | -3 | 400 mph |

I just wanted to clarify how to use the stats for Non-Player Characters like Joes, Cobra and Generics. Here is a sample action: Jim the thug is holding up an old lady. She tries to kick him in the shin (Attack 2). Jim has an Evade 4 (his Reflexes +Evade 2=4, already calculated together). The old lady rolls a 4 on a 1d10 (4+Attack 2=6). Jim rolls a 1 (1+Evade 4=5). The old woman has a higher result and Jim gets smacked in the shin.

Also included are some basic vehicles for use in civilian situations. Military vehicles will come in a later PDF.

GI JOE

THE RPG

Game Master Support

Common Thug

This is the typical criminal. They are out to make the buck and it doesn't matter how that happens. They can be armed with anything from sticks to firearms. Most thugs have a 'reason' for their actions, at least that's what they'll be crying about in court. If they make it there.

Characteristics

Smarts: 2
Willpower: 2
Presence: 2
Hand-Eye Coordination: 2
Reflexes: 2
Strength: 2
Body: 2
Constitution: 2
Movement: 2

Derived

STUN: 20
HITS: 20
Initiative: 4
Actions: 1
Attack: 4
Evade: 4
Education: 2
Perception: 2
Powers/Gear: Small melee weapon: 1d6+STR damage STUN, or
Pistol: 2d6 Lethal damage

Gang Member

The street. It's mean. Real mean. But so are you, right? This boy or gal rides in a pimped up Cadillac selling drugs and raising hell. They pack heat and know the street. Mess with these boys and you will get beat. Most real dangerous Rogues use these gang bangers as cannon fodder or scapegoats. You can find them in any city. Just listen for the loud rides and the loud mouth chicks.

Characteristics

Smarts: 2
Willpower: 2
Presence: 2
Hand-Eye Coordination: 3
Reflexes: 3
Strength: 2
Body: 3
Constitution: 3
Movement: 3

Derived

STUN: 30
HITS: 30
Initiative: 5
Actions: 1
Attack: 6
Evade: 6
Education: 2
Perception: 2
Powers/Gear: Baggy Clothes, Fancy sneakers, \$100 in cash, Clip, Sunglasses, Gold Chain, Cell
Pistol: 3d6 Lethal Damage, Knife: 1d6+STR Lethal Damage

Ninja

The ninja is a mysterious warrior. They move through the shadows undetected and carry out global operations. Most people connect the Yukazu to the ninjas. This is not always the case. Some schools of Ninjitsu do not support the crime lords. They are the ones who carry out counter terrorist activities for governments and powerful families. Players can find the ninja almost anywhere in the world. But they are not ones to be easily spotted. That blur in the corner of your eye might be a ninja, but can you be sure?

Characteristics

Smarts: 4
Willpower: 4
Presence: 4
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 4
Body: 5
Constitution: 5
Movement: 5

Derived

STUN: 50
HITS: 50
Initiative: 9
Actions: 2
Attack: 10
Evade: 10
Education: 8
Perception: 8
Powers/Gear: Ninja Kit (40 ft of rope, Grappling Hook, Climbing Claws), 10 Shuriken: 1d6 Lethal Damage, Sword: 3d6+STR Lethal Damage
Padded Armor: 5

Pistol: 3d6 Lethal Damage (2 Clips), SMG: 3d6 Lethal Damage (2 Clips), AK-47: 7d6 Lethal Damage
Medium Kevlar Vest: 16

Mercenary

Soldiers of fortune. That's what these men and women are. They will carry out a war for the highest bidder. Most are ex-military who couldn't exist in the civilian world without blowing something or someone up. Most large corporations use Mercenaries as private security. Some countries hire them out when they can't trust their own military. Other mercenaries carry out Black Ops for the United States.

Characteristics

Smarts: 3

Willpower: 4

Presence: 4

Hand-Eye Coordination: 4

Reflexes: 4

Strength: 6

Body: 5

Constitution: 5

Movement: 4

Derived

STUN: 50

HITS: 50

Initiative: 7

Actions: 2

Attack: 8

Evade: 8

Education: 6

Perception: 6

Powers/Gear: Survival Kit (First Aid Kit, Flashlight, Canteen), Sunglasses, Cell Phone, Cigars, Lighter, GPS Locator

Pistol: 3d6 Lethal Damage (2 Clips), SMG: 3d6 Lethal Damage (2 Clips), AK-47: 7d6 Lethal Damage

Medium Kevlar Vest: 16

Terrorist

They took our lands. They took our wives. They took our religion. Now we're going to fight back. That is the basic drive to most terrorists. Others are driven by political gain. They want to overthrow their governments and try to do so via terrorism. Then there are those who are just vengeful. They want to get back at the higher authority. Whatever the motive is, terrorists are real. They bomb federal buildings, hijack planes, and generally cause havoc on the world. Your stereotypical terrorist is from the Middle East. Organizations get their funding from countries like Iran and Saudi Arabia.

Characteristics

Smarts: 4

Willpower: 6

Presence: 4

Hand-Eye Coordination: 4

Reflexes: 4

Strength: 4

Body: 4

Constitution: 4

Movement: 4

Derived

STUN: 40

HITS: 40

Initiative: 8

Actions: 2

Attack: 8

Evade: 8

Education: 8

Perception: 8

Powers/Gear: Fake Passport, Sunglasses, Fine Clothes (or Average depending on the person), Cell, Explosives: 2d6x10 Lethal Damage

Mobsters

These are the old school family types. They run big businesses, deal with unions, and they all eat at Vinny's Italian Restaurant. The mob is one of the biggest organizations in the United States. They keep most of their business in New York, but also hang out in New Jersey. With the world market, they can also be found on every coast. If there is a union, then there is the mob somewhere in the midst. The difference between the mob and the gang bangers are a sense of honor. Family above all else. Betray that and you die.

Characteristics

Smarts: 2

Willpower: 3

Presence: 3

Hand-Eye Coordination: 3

Reflexes: 3

Strength: 3

Body: 3

Constitution: 3

Movement: 3

Derived

STUN: 30

HITS: 30

Initiative: 5

Actions: 1

Attack: 6

Evade: 6

Education: 4

Perception: 4

Powers/Gear: Sunglasses, Fine Suit, \$400 cash

Pistol: 2d6 Lethal Damage

Concealed Armor: 7

Mad Scientist

Madness is only an illusion powered by the delusions of this doctor. These sick individuals love to create horrors and release them into the world. They call it science, but it is far from it. The Mad Doctor can be found in third world countries conducting experiments and in back alleys striking up deals with crime lords. There is no such things as scientific morality when it comes to progress in the medical field. The fate of the Mad Doctor is usually the same, death or life in an insane asylum.

Characteristics

Smarts: 10

Willpower: 5

Presence: 5

Hand-Eye Coordination: 2

Reflexes: 2

Strength: 2

Body: 2

Constitution: 2

Movement: 2

Derived

STUN: 20

HITS: 20

Initiative: 12

Actions: 1

Attack: 4

Evade: 4

Education: 20

Perception: 20

Powers/Gear: A complete laboratory and a nice selection of henchmen.

Typical Citizen

These are your everyday walks of life people. They work, play and live in the cities that your super-brawls take place in. When people get hurt, it's them. The stats provided are for your average citizen. This includes everyone from mailmen to nursing staff.

Characteristics

Smarts: 2

Willpower: 2

Presence: 2

Hand-Eye Coordination: 2

Reflexes: 2

Strength: 2

Body: 2

Constitution: 2

Movement: 2

Derived

STUN: 20

HITS: 20

Initiative: 4

Actions: 1

Attack: 4

Evade: 4

Education: 4

Perception: 4

Law Enforcement: Basic

Cops and security officers fit this bill. They have sworn to protect either the general citizens of the cities or specific buildings. Cops and security aren't the brightest bulbs in the bunch. Most are bullies who get a thrill from pushing the 'little people' around. Of

course, they are also the first to run away when something beyond their control happens. Not all of them are this bad, some will stand and fight even if it costs them their lives.

Characteristics

Smarts: 2

Willpower: 2

Presence: 3

Hand-Eye Coordination: 3

Reflexes: 3

Strength: 3

Body: 3

Constitution: 3

Movement: 3

Derived

STUN: 30

HITS: 30

Initiative: 5

Actions: 1

Attack: 6

Evade: 6

Education: 4

Perception: 4

Powers/Gear: Pistol: 2d6 Lethal Damage, Sunglasses, Handcuffs,

Taser: 2d6 Stun Damage (Roll Body save difficulty 15 or be immobilized), Baton: 1d6+STR Stun Damage

*Some officers wear concealed armor: 8

Law Enforcement: Advanced

DEA, Anti-gang, Vice and SWAT are all covered under this category. These are the bad-asses of the law enforcement communities.

When it comes to getting the job done, these guys and gals are the hammer of the Gods! Each has prior military experience and now uses that on the streets to fight crime. There is a new war, and law enforcement doesn't plan on losing it. The advanced law enforcement has a variety of weapons and equipment to choose from. These items are available during mission assignments, but not for domestic use unless in deep cover.

Characteristics

Smarts: 3

Willpower: 4

Presence: 4

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 5

Body: 5

Constitution: 5

Movement: 4

Derived

STUN: 50

HITS: 50

Initiative: 8

Actions: 2

Attack: 10

Evade: 10

Education: 6

Perception: 6

Powers/Gear: Handcuffs, Goggles, Sunglasses, Tactical Armor: 20, Stun Grenades: 2d6x10 Stun Damage (Roll Body save difficulty 20 or be stunned for 1d10 turns), Tear Gas Grenades: (Roll a Body save Difficulty 20 or be at -5 on all actions until gas lets up.), Com-Link, Shotgun: 5d6 Lethal Damage, SMG: 4d6 Lethal Damage, M-16: 6d6 Lethal Damage

Military

The men and women of the Armed Forces are trained to respond to a lot of crap, and they can handle it just as well. These include soldiers, pilots, sailors and Air Force personnel. Each one is a walking machine of war. Their training allows them to use explosives, military vehicles and an array of hardware. When not on duty these men and women try to be normal, hitting malls, the bars and other fun locations for R&R. But put them on a mission and they are armed with the means to cripple whatever target they are after.

Characteristics

Smarts: 3

Willpower: 4

Presence: 4

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 5

Body: 5

Constitution: 5

Movement: 4

Derived

STUN: 50

HITS: 50

Initiative: 8

Actions: 2

Attack: 10

Evade: 10

Education: 6

Perception: 6

Powers/Gear: Goggles, Sunglasses, Tactical Armor: 20, Stun Grenades: 2d6x10 Stun Damage (Roll Body save difficulty 20 or be stunned for 1d10 turns), Tear Gas Grenades: (Roll a Body save Difficulty 20 or be at -5 on all actions until gas lets up.), Explosive Grenade: 2d6x10 Lethal Damage, Com-Link, M-16: 6d6 Lethal Damage, Medium Machine Gun: 7d6 Lethal Damage