



Vs Factions Danger Girl



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Danger Girl Faction Overview and Traits

Danger Girl Faction Overview

Faction Type: Elite Espionage and Adventure Team

Tactical Focus: High-risk, high-reward missions blending espionage, over-the-top action, and cinematic stunts. Operatives excel in infiltration, intelligence gathering, and stylishly chaotic combat.

Common Traits: Highly skilled specialists in various fields. Access to high-tech gadgets and experimental gear. Extremely adaptable in combat and non-combat scenarios. Strong narrative-driven encounters (unexpected plot twists).

Weaknesses: Operate in small, elite teams—outnumbered in prolonged battles. High-risk strategies may lead to unpredictable setbacks. Espionage and adventure-style combat means less reliance on brute force.

Tone & Style: High-energy espionage, daring stunts, and cinematic action, blending elite spycraft with over-the-top combat and thrilling adventure with cinematic storytelling with unexpected twists, humor, and high-stakes tension

Default Danger Girl Operative Stats

(Balanced for thematic cinematic action sequences.)

Name	Reactions	Speed	Combat	Toughness	Savvy	Luck
Danger Girl Operative	4	5	3	3	4	2

Danger Girl Elites: Standard Upgrade Rules

Some missions introduce **Danger Girl Elites**—a tougher enemy variant of standard Danger Girl NPCs.

Elite Danger Girl NPCs receive the following upgrades:

- +1 to Combat
- +1 to Toughness
- Access to superior weapons, gear, or unique mission-based equipment

Danger Girl AI Behavior in Combat

(Optimized for high-energy, action-movie-style encounters)

- **Cinematic Combat:** Prioritizes stylish attacks, acrobatics, and improvisation.
- **Tactical Espionage:** Balances stealth, sabotage, and deception with fast-action combat.
- **Unexpected Twists:** Danger Girl agents thrive in situations that change mid-mission, often adapting on the fly.



Standard AI Behaviors:

AI Type	Behavior
Tactical	Uses stealth, acrobatics, and deception before engaging directly.
Aggressive	Prioritizes stylish, over-the-top takedowns and fast-paced gunfights.
Cautious	Avoids unnecessary risks, preferring to set up the perfect moment for action.
Defensive	Holds ground when protecting valuable intel or completing high-stakes objectives.

Danger Girl NPC AI Behavior Flowchart Steps

(Optimized for their high-mobility, stealth, and action-hero tactics.)

Step 1: Mission Objective Check

✓ Does the NPC have a mission objective (e.g., retrieve intel, protect VIP, sabotage target)?

- **Yes** → Prioritize objective completion over direct combat. Move toward the goal while using stealth or evasive maneuvers.
- **No** → Engage in combat following faction-specific tactics.

Step 2: Tactical Movement & Cover Check

✓ Is the NPC in cover?

- **Yes** → Stay in cover and proceed to Step 3.
- **No** → Move to the nearest cover **unless** using a **high-mobility** or **stealth-based** strategy.

AI Type Modifiers:

- **Tactical AI / Cautious AI** → Always prioritizes cover, even over an attack.
- **Aggressive AI** → Moves and fires in the same turn, using acrobatics and movement tricks.
- **Rampage AI** → Ignores cover, charges enemies, and uses melee or close-range weapons.

Step 3: Enemy Targeting Priority

📌 Which enemy should the NPC target? ☐ **Exposed or Weak Enemies** (Danger Girl exploits enemy vulnerabilities.) ☐ **Mission-Critical Targets** (Snipers, Commanders, Tech Specialists.) ☐ **Nearest Enemy** (If no priority target exists.)

Step 4: Weapon Choice & Attack Strategy

✓ What weapon does the NPC have?

- **Melee Weapon?** → **Charge** closest enemy unless outnumbered.
- **Dual Firearms?** → **Acrobatic Firefight** (Can attack and move in the same action.)
- **Sniper Rifle?** → ***Aimed Shot** (+1 to hit if stationary.)
- **SMG / Automatic Weapons?** → ***Suppressive Fire** (-1 to enemy Reactions.)
- **Grenades / Explosives?** → **Target enemy clusters or obstacles.**
- **Stealth Weapon?** → **Remain hidden and eliminate enemies silently.**



Step 5: Special Action & Tactical Maneuvers

✓ Does the NPC have a special ability?

- **Yes** → Use it if it provides a tactical advantage. (E.g., *Grapple Hook*, *Smoke Bomb*, *Dodge Roll*, *Sabotage*, *Hacking*.)
- **No** → Proceed to Step 6.

AI Type Modifiers:

- **Tactical AI** → Uses Acrobatics and Distraction Moves before attacking.
 - **Aggressive AI** → **Moves and attacks in one action.** If possible, does a finishing move.
 - **Cautious AI** → **Waits for an opening or uses a defensive action (smoke, reposition).**
 - **Rampage AI** → Melee-focused charge into combat, ignoring tactics.
-

Step 6: Post-Attack Movement

✓ Does the NPC have movement left?

- **Yes** → Move toward cover, an objective, or a new attack angle.
- **No** → End turn.

📌 AI Type Modifiers:

- **Tactical AI / Cautious AI** → Move to cover after attacking.
 - **Aggressive AI** → Chase enemies after attacking.
 - **Rampage AI** → Stay in melee range and continue fighting.
-

Step 7: Reaction to Combat Conditions

✓ Is the NPC at risk (low HP, outnumbered, objective compromised)?

- **Yes** → Choose a Reaction Based on AI Type:

AI Type	Reaction to Danger
Tactical AI	Retreats and regroups with allies or uses a trick to escape.
Aggressive AI	Continues attacking unless at critical HP.
Defensive AI	Moves to cover and holds position.
Rampage AI	Ignores self-preservation, keeps attacking.

Step 8: Battlefield Awareness & Turn End

✓ Does the NPC need to react to new battlefield conditions?

- **Low Health?** → Retreat, dodge, or use a last-ditch attack.
 - **Squad Leader Nearby?** → May receive a buff next turn.
 - **Mission Objective in Play?** → Prioritize completion over fighting.
 - **Enemy Reinforcements Incoming?** → Prepare for evasive maneuvers.
 - **Danger Girl Team-Up Available?** → Perform a combined stunt attack.
-



Tactical Summary

- ◆ Danger Girl NPCs are highly mobile and prioritize acrobatics, teamwork, and tactical evasion.
- ◆ Their AI is built around "Hit-and-Run," Stealth, and High-Speed Combat.
- ◆ Unlike GI Joe (structured tactics) or Cobra (brute force), Danger Girl relies on creativity, deception, and flashy stunts.

Special AI Rules for Named NPCs

- **Abbey Chase:** Prioritizes stealth kills, uses high-mobility tactics.
- **Sydney Savage:** Uses melee combat and whip-based attacks.
- **Natalia Kassle:** Prioritizes sabotage, infiltration, and deception.
- **Johnny Barracuda:** Uses charm-based distractions before attacking.
- **Deuce:** Provides tactical coordination and AI "smarts" to nearby allies.

Danger Girl Faction Traits

(Faction Traits are focused on adaptability, cinematic action, and high-skill espionage tactics.)

Faction Trait	Level	Effect
Action Heroics	2	[Level Number] times per mission, a Danger Girl operative may reroll a failed skill test related to climbing, jumping, dodging, or escaping.
Gadget Mastery	2	Gain access to +1 per level experimental gear at the start of each mission.
Daring Escape	2	[Level Number] times per mission, a character may automatically avoid capture or disengage from melee without penalty.
Covert Specialists	2	All operatives gain +1 per level to Stealth and Deception rolls.
Cinematic Momentum	2	When succeeding in a mission objective, all operatives gain +1 per level Luck for the rest of the mission.

Faction traits are shared by all faction operatives and available on all missions unless otherwise specified. These traits may also be leveled up or even go down as a Campaign consequence.

Danger Girl Specialists & Roles

(Unique skill-based specialists that emphasize cinematic espionage, stylish combat, and infiltration tactics.)

Specialist Name	Role	Description	Abilities (Tiered Bonuses)
Veteran Intelligence Operative	Battlefield Commander	Elite operatives who coordinate tactical team movements, planning, and high-risk improvisation.	+1 per level to Tactical Planning and Leadership-based rolls. +1 per level to Mission Setup or Initiative. May allow an ally to act out of sequence once per mission (Level 3+).
Tech Specialist	Digital/Intel Specialist	Hackers, cyber saboteurs, and intelligence agents using cutting-edge tech and stealth data ops.	+1 per level to Hacking and Intelligence Gathering. +1 per level to Tech Disruption or Counter-Surveillance. Can disable or hijack one enemy tech element per mission (Level 3+).
Heavy Weapons Specialist	Heavy Combat	Powerful enforcers wielding experimental heavy weapons and shock devices.	+1 per level to Heavy Weapon Attacks. +1 per level to Suppressive or Area Control fire. Can move 2" after firing heavy weapons without penalty (Level 3+).



Specialist Name	Role	Description	Abilities (Tiered Bonuses)
Spy/Undercover Specialist	Infiltration Specialist	Specialists in stealth, disguise, and bypassing locked doors or digital firewalls.	+1 per level to Stealth and Hacking Rolls. +1 per level to Deception or Entry-based rolls. Can assume a disguise or hidden position before a mission (Level 3+).
Covert Sniper / Assassin	Precision Elimination	Snipers and assassins who specialize in quiet kills and long-range takedowns.	+1 per level to Aimed Shots, ignores cover at 18"+ range. +1 per level to Stealth if stationary or using a suppressed weapon. May deploy in a concealed firing position before a mission (Level 3+).
CQC Specialist	Standard Combat	Cinematic close-range fighters and stylish gunfighters using flair over force.	+1 per level to Melee or Short-Range Firearms Attacks. +1 per level to Acrobatics or Improvised Stunt Attacks. May perform a combo attack with movement once per mission (Level 3+).
Engineer	Support Specialist	Operatives who stabilize allies, repair gear, or tactically reposition the team.	+1 per level to Healing, Repairs, or Equipment Use. +1 per level to assisting allies during skill-based actions. Can grant an ally a reroll on any failed non-combat roll (Level 3+).
Driver	Vehicle Specialist	Danger Girl's elite drivers and aerial specialists trained for stunts and speed.	+1 per level to Piloting and Vehicle Handling. +1 per level to Evasion while operating a vehicle. Can perform a cinematic vehicle stunt once per mission, avoiding all damage or attacks (Level 3+).

Faction specific Specialties and Roles are specific to this faction. Operatives are not required to use the Specialties above, as the Universal Specialties and Roles defined in the Vs Factions – Core rules are available to and shared between all Factions.

Danger Girl Weapon Loadouts

(High-tech, stylish, and spy-thriller appropriate weaponry.)

Standard Weapons

Weapon	Type	Damage	Special Traits
Silenced Pistol	Sidearm	1D6	Silent, Concealable
Compact SMG	Sidearm	1D6	Suppressive Fire (-1 Enemy Reactions)
Multi-Tool Dagger	Melee	1D6	+1 to Stealth Attacks, Concealable
Covert Rifle	Rifle	1D8	Armor Piercing, Scoped (+1 Aimed Shots)

Experimental Weapons

Weapon	Type	Damage	Special Traits
Grappling Hook Gun	Utility	N/A	Allows rapid movement to high ground.
EMP Gauntlet	Melee	1D6	Disables electronics on a roll of 6.
Spy Dart Gun	Special Weapon	1D4	Tranquilizer (Knocks out target on 6).



Danger Girl Equipment & Loot

Roll on the D10 Equipment Table for gear such as Multi-Tool Gadgets, Spy Cameras, Grappling Hooks, and Lockpicking Kits—perfect for infiltration, high-stakes heists, and stylish combat encounters.

Danger Girl operatives thrive on resourcefulness and adaptability, meaning their equipment is versatile, compact, and often disguised as everyday objects to maintain cover in covert operations.



Danger Girl NPCs

Use the characters and stats below to add extra Danger Girl flavor to your Missions and Campaigns. Some Missions and Campaigns will specify these characters as a **Named NPC**, and these listed stats may get a boost, or even a penalty.

Character Name	Specialty	Role	Specialist/ Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Any Special Rules
Abbey Chase	Spy/Undercover Specialist	Infiltration Specialist	3	5	5	4	3	5	3	Tactical	Compact SMG (1D6, Suppressive Fire, 12" Range), Throwing Knives (1D6, Silent, +1 Stealth Attacks)	Adaptive Camouflage Suit (+2 to Stealth Rolls), Lockpicking Kit (+2 to Lockpicking Attempts)	Infiltrator +3 (+3 to Stealth and Hacking Rolls), Covert Ops Mastery (Can deploy in hidden positions before combat starts), Agile Combatant (+1 Dodge against melee attacks)
Abel	Suppressive Fire Specialist	Heavy Combat	3	4	4	5	4	3	2	Aggressive	Squad Automatic Weapon (1D8, Suppressive Fire, 24" Range), .45 ACP Pistol (1D8, Stopping Power, 10" Range)	Tactical Gloves (+1 to Grappling and Melee Rolls), Combat Medkit (Removes 1 Stun Marker)	Suppressive Fire Specialist +3 (-3 to enemy Reactions when using automatic weapons), Tactical Covering Fire (Can provide covering fire to an ally, granting them +1 to Dodge rolls), Suppress & Advance (When firing full auto, may move 2" without penalty)



Character Name	Specialty	Role	Specialist/ Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Any Special Rules
Agent Zero	Covert Sniper / Assassin	Precision Elimination	3	5	5	4	4	4	3	Tactical	Bolt-Action Sniper Rifle (1D10, Armor Piercing, 36" Range), Silenced 9mm Handgun (1D6, Silent, Quick Draw)	Binoculars (+2 to Spotting Hidden Enemies), Adaptive Camouflage Suit (+2 to Stealth Rolls)	Sniper +3 (+3 to Aimed Shots, ignores cover penalties at long range), Silent Precision (No penalties for Aimed Shots), Spotter Training (+1 to Tactical Planning when providing overwatch)
Anastasia Kilbourne	Tech Specialist	Digital/Intel Specialist	3	4	4	3	3	5	2	Tactical	Pulse Pistol (1D6, Silent, No Recoil, 12" Range)	Hacking Tool (+2 to Hacking Rolls), Signal Jammer (Disrupts enemy comms within 12")	Tech Specialist +3 (+3 to hacking rolls, disabling tech), Cyber Warfare Expert (Can disable enemy drones/turrets within 6"), Electronic Saboteur (+1 to Sabotage and Intel Gathering Rolls)
Assassin X	CQC Specialist	Standard Combat	3	6	5	5	4	3	3	Aggressive	Katana (2D6, Cleave on 6+), Throwing Stars (1D6, Silent, Quick Draw), Silenced 9mm Handgun (1D6, Silent, Quick Draw)	Night Vision Goggles (Negates Darkness Penalties), Tactical Gloves (+1 Melee Rolls)	CQC Specialist +3 (+3 to Melee Attacks), Silent Approach (Cannot be detected by normal Perception checks), Reflex Mastery (Can react to enemy melee attacks first)



Character Name	Specialty	Role	Specialist/ Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Any Special Rules
Aticleas	Heavy Weapons Specialist	Heavy Combat	3	4	4	5	5	3	2	Aggressive	Heavy Machine Gun (2D8, Armor Piercing, 36" Range), 9mm Handgun (1D6, Quick Draw)	Heavy Body Armor (+2 Toughness, -1 Speed), Combat Medkit (Removes 1 Stun Marker)	Heavy Weapons Specialist +3 (+3 to attacks with Heavy Weapons), Shock & Awe (-1 to enemy Reactions after a Heavy Weapon Kill), Brute Strength (Ignores movement penalties for Heavy Weapons)
Cain	Demolitions Expert	Heavy Combat	3	4	4	5	5	3	2	Aggressive	Grenade Launcher (2D8, Explosive, 24" Range), 9mm Handgun (1D6, Quick Draw)	Heavy Body Armor (+2 Toughness, -1 Speed), Remote Detonator (3D6, Placed Explosive, Detonates on Trigger)	Demolitions Expert +3 (+3 to Explosives & Throwables), Blast Tactician (+1 to Aimed Throws with Grenades), Shockwave Tactics (-1 to enemy Reactions within 3" of an Explosive Impact)
Deuce	Veteran Intelligence Operative	Battlefield Commander	3	5	4	4	4	5	3	Tactical	Battle Rifle (1D10, Armor Piercing, 22" Range), Silenced .45 ACP Pistol (1D8, Armor Piercing, 10" Range)	Smart Targeting Visor (+1 Aimed Shots, Ignores Partial Cover), Ballistic Helmet (+1 Toughness vs Headshots)	Field Tactician +3 (+3 to Tactical Planning Rolls before a mission), Coordinated Assault (Two squad members may reroll one missed attack per turn), Combat Leadership (One ally within 6" gains +1 to Reactions rolls)



Character Name	Specialty	Role	Specialist/ Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Any Special Rules
Doctor Kharnov Von Kripplor	Mad Scientist	Support Specialist	3	4	4	3	3	5	2	Defensive	Dart Gun (1D4, Tranquilizer, Knocks Out Target on 6), 9mm Handgun (1D6, Quick Draw)	Experimental Neural Disruptor (Causes Stun on 4+ Once Per Mission), Signal Jammer (Disrupts Enemy Comms within 12")	Mad Genius (+3 to Tech and Experimental Weapon Rolls), Mind Control Specialist (May Attempt to Temporarily Control a Weak-Willed Enemy Once Per Mission on a 4+), Field Engineer (+1 to Repair and Hacking Attempts)
Donavin Conrad	Infiltrator	Infiltration Specialist	3	5	5	4	3	5	3	Tactical	Silenced 9mm Handgun (1D6, Silent, Quick Draw), Throwing Knives (1D6, Silent, +1 Stealth Attacks)	Adaptive Camouflage Suit (+2 to Stealth Rolls), Lockpicking Kit (+2 to Lockpicking Attempts)	Infiltrator +3 (+3 to Stealth and Hacking Rolls), Master of Shadows (May reroll one failed Stealth check per mission), Silent Entry (Grants a free movement action before combat begins if undetected)
Duncan	Engineer	Support Specialist	3	4	4	3	4	5	2	Defensive	Pulse Pistol (1D6, Silent, No Recoil, 12" Range), Combat Knife (1D6, +1 to Stealth Attacks)	Hacking Tool (+2 to Hacking Rolls), Repair Kit (+2 to Equipment Fix Rolls)	Engineer +3 (+3 to Repairs & Modifications), Technical Disabler (+1 to disabling enemy security tech, drones, and turrets), Combat Modifications (Once per mission, can enhance a weapon, granting +1 Damage for the encounter)



Character Name	Specialty	Role	Specialist/ Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Any Special Rules
Falcon	Recon Specialist	Infiltration Specialist	3	5	5	4	4	4	3	Tactical	Lever-Action Rifle (1D8, Reliable, 20" Range), Throwing Knives (1D6, Silent, +1 Stealth Attacks)	Binoculars (+2 to Spotting Hidden Enemies), Climbing Gear (Negates Penalties for Climbing Obstacles)	Recon Specialist +3 (+3 to Spotting Hidden Enemies, Reduces Ambush Penalties), Tracker (Can reroll failed tracking attempts), Stealthy Approach (+1 to Stealth Rolls in Natural Terrain)
JC	CQC Specialist	Standard Combat	3	6	5	5	4	3	3	Aggressive	Dual Tactical Knives (1D6 Each, Can Attack Twice in Melee), Silenced 9mm Handgun (1D6, Silent, Quick Draw)	Tactical Gloves (+1 to Grappling and Melee Rolls), Adaptive Camouflage Suit (+2 to Stealth Rolls)	CQC Specialist +3 (+3 to Melee Attacks), Lightning Reflexes (+1 to Dodge in Melee), Dual Wield Expert (Can make an extra melee attack per turn)
Johnny Barracuda	Espionage / Charmer	Digital/Intel Specialist	3	5	5	4	3	5	3	Tactical	Silenced .45 ACP Pistol (1D8, Armor Piercing, 10" Range), Throwing Knives (1D6, Silent, +1 Stealth Attacks)	Disguise Kit (Allows assuming a different identity), Adaptive Camouflage Suit (+2 to Stealth Rolls)	Infiltrator +3 (+3 to Stealth and Hacking Rolls), Master of Disguise (+2 to Deception and Stealth Rolls), Undercover Operative (May deploy in disguise and avoid detection until attacking)



Character Name	Specialty	Role	Specialist/ Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Any Special Rules
Karloff	Heavy Weapons Specialist	Heavy Combat	3	4	4	5	5	3	2	Aggressive	Minigun (3D8, High Rate of Fire, 36" Range), .357 Magnum (1D8, Piercing, 10" Range)	Heavy Body Armor (+2 Toughness, -1 Speed), Combat Medkit (Removes 1 Stun Marker)	Heavy Weapons Specialist +3 (+3 to Attacks with Heavy Weapons), Suppressive Fire (-2 to Enemy Reactions when Firing Full Auto), Brute Strength (Can Fire Heavy Weapons without Movement Penalty)
Kid Dynamo	Energy Weapons Specialist	Heavy Combat	3	5	5	4	4	5	3	Tactical	Plasma Pistol (1D8, 10" Range, Overheats on 1, Vulnerable to EMP), Compact Laser SMG (1D6, Suppressive Fire, 12" Range, Vulnerable to EMP)	Smart Targeting Visor (+1 Aimed Shots, Ignores Partial Cover), Adaptive Body Armor (+2 Toughness, Can shift to reduce Energy or Ballistic damage)	Energy Weapons Specialist +3 (+3 to Attacks with Energy Weapons), EMP Resistance (On a 4+, ignores EMP effects once per mission), Tech Tinkerer (Can modify an Energy Weapon to grant +1 Damage for one mission)
Major Maxim	Super Soldier Enforcer	Heavy Combat	3	4	4	5	5	3	2	Aggressive	Heavy Machine Gun (2D8, Armor Piercing, 36" Range), Large Frame Revolver (1D8, Piercing, 10" Range)	Heavy Body Armor (+2 Toughness, -1 Speed), Combat Medkit (Removes 1 Stun Marker)	Heavy Weapons Specialist +3 (+3 to Attacks with Heavy Weapons), Shock & Awe (-1 to enemy Reactions after a Heavy Weapon Kill), Brute Strength (Ignores movement penalties for Heavy Weapons)



Character Name	Specialty	Role	Specialist/ Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Any Special Rules
Mr. Giggles	Psychological Warfare Specialist	Support Specialist	3	5	4	3	3	5	3	Cautious	Silenced 9mm Handgun (1D6, Silent, Quick Draw), Dart Gun (1D4, Tranquilizer, Knocks Out Target on 6)	Voice Modulator (Mimics Voices with 90% Accuracy), Fake ID (+2 to Deception/Social Checks)	Master Manipulator (+3 to Deception and Persuasion Rolls), Mind Games (Can force one enemy per mission to reroll a successful attack), Psychological Tactician (+1 to Sabotage and Intel Gathering Rolls)
Natalia Kasse	Double Agent / Saboteur	Infiltration Specialist	3	5	5	4	3	5	3	Tactical	Silenced 9mm Handgun (1D6, Silent, Quick Draw), Throwing Knives (1D6, Silent, +1 Stealth Attacks)	Disguise Kit (Allows assuming a different identity), Lockpicking Kit (+2 to Lockpicking Attempts)	Infiltrator +3 (+3 to Stealth and Hacking Rolls), Master of Disguise (+2 to Deception and Stealth Rolls), Double-Cross Expert (Can betray an enemy mid-mission, forcing them to reroll a successful action once per mission)
Ruby	Melee Counter-Specialist	Standard Combat	3	5	5	4	4	4	3	Tactical	Bolt-Action Sniper Rifle (1D10, Armor Piercing, 36" Range), Throwing Knives (1D6, Silent, +1 Stealth Attacks)	Binoculars (+2 to Spotting Hidden Enemies), Climbing Gear (Negates Penalties for Climbing Obstacles)	Recon Specialist +3 (+3 to Spotting Hidden Enemies, Reduces Ambush Penalties), Tracker (Can reroll failed tracking attempts), Silent Precision (No penalties for Aimed Shots)



Character Name	Specialty	Role	Specialist/ Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Any Special Rules
Silicon Valerie	Tech Specialist / Hacker	Digital/Intel Specialist	3	4	4	3	3	5	2	Defensive	Pulse Pistol (1D6, Silent, No Recoil, 12" Range), Combat Knife (1D6, +1 to Stealth Attacks)	Hacking Tool (+2 to Hacking Rolls), Signal Jammer (Disrupts enemy comms within 12")	Tech Specialist +3 (+3 to hacking rolls, disabling tech), Cyber Warfare Expert (Can disable enemy drones/turrets within 6"), Combat Engineer (Can repair damaged equipment or vehicles once per mission)
Sonya Savage	CQC / Defense-Oriented Specialist	Standard Combat	3	6	5	5	4	3	3	Aggressive	Katana (2D6, Cleave on 6+), Throwing Stars (1D6, Silent, Quick Draw), Silenced 9mm Handgun (1D6, Silent, Quick Draw)	Tactical Gloves (+1 to Grappling and Melee Rolls), Adaptive Camouflage Suit (+2 to Stealth Rolls)	CQC Specialist +3 (+3 to Melee Attacks), Brutal Combatant (+1 to Damage on Melee Kills), Reflex Mastery (Can react to enemy melee attacks first)
Sydney Savage	Covert Ops Specialist	Infiltration Specialist	3	5	5	4	3	5	3	Tactical	Silenced .45 ACP Pistol (1D8, Armor Piercing, 10" Range), Throwing Knives (1D6, Silent, +1 Stealth Attacks)	Disguise Kit (Allows assuming a different identity), Adaptive Camouflage Suit (+2 to Stealth Rolls)	Infiltrator +3 (+3 to Stealth and Hacking Rolls), Seduction & Deception (+2 to Social and Deception Rolls, Can distract enemies), Silent Assassin (First attack in stealth is an automatic critical if undetected)



Character Name	Specialty	Role	Specialist/ Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Any Special Rules
The Peach	Heavy Weapons Specialist	Heavy Combat	3	4	4	5	5	3	2	Aggressive	Automatic Shotgun (2D6, Spread, 12" Range, Hits Adjacent Targets on 5+), .357 Magnum (1D8, Piercing, 10" Range)	Heavy Body Armor (+2 Toughness, -1 Speed), Combat Medkit (Removes 1 Stun Marker)	Heavy Weapons Specialist +3 (+3 to Attacks with Heavy Weapons), Unstoppable Force (-1 to enemy Reactions after a Heavy Weapon Kill), Brute Strength (Can carry and fire Heavy Weapons without movement penalties)
Valerie "Val" Fortune	Driver/Pilot	Vehicle Specialist	3	5	5	4	4	4	3	Tactical	9mm Compact Pistol (1D6, Concealed, Quick Draw)	Small Drone (Provides Aerial Scouting, 24" Range), Emergency Beacon (Calls Reinforcements on a 4+)	Driver/Pilot +3 (+3 to Vehicle Handling Rolls, Can Operate Specialized Vehicles), Fast Reflexes (+1 to Dodge while in a vehicle), Tactical Driver (Once per mission, can perform a free reposition maneuver in vehicles)



Danger Girl Weapon Tables

Danger Girl Faction-Specific D10 Weapon Table

(Melee Weapons, Sidearms, and Rifles)

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	Covert Ops Tactical Knife	Melee	1D6	N/A	N/A	Silent, +1 to Stealth Attacks	Common
2	Spectral Stiletto Blade	Melee	1D6	N/A	N/A	Serrated (Causes Bleeding on 5+), Lightweight	Uncommon
3	Specter Compact Pistol	Sidearm	1D6	12"	15	Quick Draw (+1 to Initiative), Concealed	Common
4	Whisper Suppressed .45	Sidearm	1D8	10"	7	Silenced (No alert on 6), Armor Piercing (Ignores 1 Armor)	Military-Grade
5	Wraith Auto 9mm	Sidearm	1D6	12"	18	Burst Fire (Roll twice, take best)	Common
6	Crimson Lotus Carbine	Rifle	1D8	18"	30	Rugged (No jam/malfunction), Versatile (+1 Snap Fire or Aimed Shot)	Military-Grade
7	Deadeye Marksman Rifle	Rifle	1D10	36"	5	Scoped (+1 to Aimed Shots), Precision Fire	Military-Grade
8	Seraph Silenced SMG	Sidearm	1D6	12"	20	Suppressive Fire (-1 Enemy Reactions), Silenced	Uncommon
9	Stormbreaker Tactical Shotgun	Rifle	2D6	10"	6	Spread (Hits Adjacent Target on 5+), Knockback (Pushes Target 1")	Military-Grade
10	Shadowstrike Covert Carbine	Rifle	1D8	20"	12	Silenced, Armor Piercing, No Muzzle Flash	Rare



Danger Girl Faction-Specific Weapon Traits Glossary

Trait Name	Effect / Description	Combat Bonus / Penalty or Other Use
Armor Piercing (Ignores 1 Armor)	Bypasses 1 point of enemy armor, making it effective against armored foes.	Ignores 1 point of enemy armor when calculating damage.
Burst Fire (Roll twice, take best)	Fires multiple rounds per trigger pull, improving accuracy.	Roll 2 attack dice, keep the higher result.
Concealed	Small and easy to hide.	+2 to concealment checks when attempting to hide or smuggle the weapon.
Knockback (Pushes Target 1")	Impact is strong enough to physically move the target.	Pushes enemy back 1" upon a successful hit.
Lightweight	Designed for agility and ease of use.	No movement penalty when equipped.
No Muzzle Flash	Does not produce a visible flash when fired, making it harder to detect.	Firing does not reveal shooter's position unless enemy has direct line of sight.
Quick Draw (+1 to Initiative if drawn first)	Optimized for rapid deployment in combat.	+1 to Initiative rolls if this weapon is the first drawn in combat.
Reliable (No Jam/Malfunction)	Built for durability and consistent performance.	Weapon never jams or malfunctions, even in harsh conditions.
Rugged (No Jam/Malfunction)	Designed to withstand extreme environments.	Functions without penalties in extreme weather or battlefield conditions.
Scoped (+1 to Aimed Shots)	Fitted with an optic for improved long-range precision.	+1 to Aimed Shots when targeting at 12" or more.
Serrated (Causes Bleeding on 5+)	Jagged edges cause deeper wounds.	On a 5+ attack roll, target takes 1 extra damage per turn until treated.
Silent	Produces no detectable sound when fired or used.	Does not trigger enemy alert unless visually detected.
Silenced (No Alert on 6)	Suppressor eliminates noise from firing.	If an attack roll is 6+, the shot remains undetected.
Spread (Hits Adjacent Target on 5+)	Covers a wider area, making it effective in close quarters.	On a 5+, an adjacent target is also hit.
Suppressive Fire (-1 to Enemy Reactions)	Continuous fire forces enemies to take cover and slow down.	Target hit suffers -1 to Reactions checks.
Versatile (+1 Snap Fire or Aimed Shot)	Designed for flexibility in both quick and precise shooting.	+1 to either Snap Fire (fast shooting) or Aimed Shot (precision shooting), must declare before rolling.



Danger Girl Faction-Specific D10 Energy Weapons Table

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	Shadowpulse Pistol	Energy Weapon	1D6	12"	10	Silent, No Recoil, Reliable, Vulnerable to EMP	Uncommon
2	Aurora Beam Pistol	Energy Weapon	1D8	10"	6	Overheat (On 1, must cool down next turn), Armor Piercing (Ignores 1 Armor), Vulnerable to EMP	Rare
3	Ghostwave SMG	Energy Weapon	1D6	12"	20	Suppressive Fire (-1 Enemy Reactions), No Recoil, Vulnerable to EMP	Uncommon
4	Phantom Arc Carbine	Energy Weapon	1D8	18"	15	Armor Piercing (Ignores 1 Armor), Overheat (On 1), Vulnerable to EMP	Rare
5	Zenith Laser Rifle	Energy Weapon	1D8	24"	12	Precision (+1 to Aimed Shots), No Muzzle Flash, Vulnerable to EMP	Uncommon
6	Solaris Plasma Rifle	Energy Weapon	1D10	22"	8	Overpenetration (Can hit 2 targets in a line), Vulnerable to EMP	Rare
7	Eclipse Heavy Pulse Cannon	Energy Weapon	2D8	30"	6	High Impact (Pushes Targets 2"), Vulnerable to EMP	Very Rare
8	Ghostlance Sniper Rifle	Energy Weapon	2D10	48"	5	Silent, Armor Piercing (Ignores 2 Armor), No Muzzle Flash, Vulnerable to EMP	Very Rare
9	Nebula Disruptor	Energy Weapon	2D6	16"	10	Disruptive (Disables electronic devices on 6), Armor Piercing (Ignores 1 Armor), Vulnerable to EMP	Rare
10	Nova Gauss Rifle	Energy Weapon	3D10	60"	1	Extreme Penetration (Ignores 3 Armor), Cannot fire twice in a row, EMP Shielded	Very Rare



Danger Girl Faction-Specific Energy Weapon Traits Glossary

Trait Name	Effect / Description	Combat Bonus / Penalty or Other Use
Armor Piercing (Ignores X Armor)	Reduces enemy armor by X when calculating damage.	More effective against armored opponents.
Disruptive (Disables electronic devices on 6)	Shuts down electronic devices when a 6 is rolled.	Temporarily disables enemy tech, drones, and security systems.
EMP Shielded	Special casing or technology prevents EMP disruption.	Not affected by EMP attacks.
Extreme Penetration (Ignores 3 Armor)	Designed to pierce through heavy armor.	Negates up to 3 points of armor.
High Impact (Pushes Targets 2")	Generates enough force to knock back enemies.	Pushes targets back 2" on a successful hit.
No Muzzle Flash	Does not create visible muzzle flashes when fired.	Harder to detect the shooter's location.
No Recoil	Weapon does not kick back when fired.	No accuracy penalties for multiple shots.
Overheat (On 1, must cool down next turn)	If a natural 1 is rolled, the weapon overheats and cannot be fired next turn.	Risk vs. reward for more powerful weapons.
Overpenetration (Can hit 2 targets in a line)	Weapon's energy blast passes through the first target.	Potentially damages multiple enemies.
Precision (+1 to Aimed Shots)	Optimized for accuracy in precision shooting.	+1 bonus to Aimed Shots.
Silent	Weapon makes no detectable noise when fired.	Does not trigger enemy alert unless visually spotted.
Suppressive Fire (-1 to Enemy Reactions)	Targets hit suffer a reaction penalty due to energy pulses.	Reduces enemy response time (-1 to Reactions).



Danger Girl Faction-Specific D10 Explosives & Throwables Table

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	Flash & Dash Grenade	Explosive	N/A (Blinds & Disorients)	12"	1	Stun (Enemies within 3" make Reactions Check at -1), Smoke Cloud (2")	Common
2	Cloak & Dagger Smoke Bomb	Throwable	N/A	12"	1	Creates a 6" dense smoke cloud, grants +2 to Stealth rolls within smoke	Common
3	Blackout Pulse Grenade	Explosive	N/A	12"	1	EMP Effect (Disables electronics within 6"), Silences all sound in radius for 1 turn	Rare
4	Hush Bomb	Explosive	N/A	12"	1	Silent Detonation, Stun Effect (Forces Reactions Check on 5+), No Alert Trigger	Uncommon
5	Viper Sting Gas Capsule	Explosive	1D6 Poison	12"	1	Neurotoxin (Forces Reactions Check or Stunned for 1D3 turns), Requires Gas Mask to Resist	Rare
6	Kiss Goodbye Micro-Charge	Explosive	2D8	8"	1	Adheres to surfaces, Delayed Detonation, Remote Trigger	Rare
7	Dead Drop Satchel Charge	Explosive	3D8	Placed	1	High Explosive (Ignores Cover Bonuses), Can be Disguised as Debris	Very Rare
8	Smoke & Mirrors Holographic Decoy	Throwable	N/A	12"	1	Projects a false image of the user for 1D3 turns, Requires Reactions Check to identify as fake	Rare
9	Tango Tagger Paint Grenade	Throwable	N/A	12"	1	Tags all targets in blast radius with UV-traceable paint, negates enemy concealment and Stealth bonuses	Uncommon
10	Siren Song Sonic Disruptor	Explosive	2D6	12"	1	Causes Reactions Check (4+) or Stunned for 1 Turn, Ignores Cover, No Effect on Machines	Very Rare



Danger Girl Faction-Specific Explosives & Throwables Traits Glossary

Trait Name	Effect / Description	Combat Bonus / Penalty or Other Use
Adheres to Surfaces	Explosive sticks to walls, vehicles, or enemies before detonation.	Strategic placement for delayed or remote detonations.
Creates X" Smoke Cloud	Deploys a cloud of smoke to obscure vision.	Blocks line of sight for X inches.
EMP Effect (Disables Electronics within X")	Temporarily shuts down security systems, energy weapons, and drones.	Forces tech-based enemies to reactivate devices.
Forces Reactions Check (X+)	Targets must roll above a set value to avoid an effect.	Failure results in Stun, Blind, or other debuffs.
Grants +X to Stealth Rolls	Makes the user harder to detect when used.	Useful for sneaking past guards or vanishing mid-fight.
High Explosive (Ignores Cover Bonuses)	Blast is strong enough to bypass obstacles.	Enemies behind cover take full damage.
Ignores Cover	Targets are affected even if behind obstacles.	Forces exposed combat even behind barriers.
Neurotoxin (Forces Reactions Check or Stunned for X Turns)	Biological agent weakens enemies.	Failing the check immobilizes targets.
No Alert Trigger	Does not cause alarm or hostile response.	Stealth-friendly; won't break cover when used.
Projects a False Image for X Turns	Deploys a hologram or illusion that can mislead enemies.	Requires Reactions Check to identify the fake.
Remote Trigger	Can be detonated manually from a safe distance.	Grants tactical control over explosions.
Silences All Sound for X Turn(s)	Completely nullifies noise within a set area.	No gunfire, explosions, or footsteps are audible.
Stun (Enemies Within X" Must Pass Reactions Check)	Forces affected targets to roll a check or lose a turn.	Prevents enemies from taking actions if they fail.
Tags Targets in Radius	Coats targets in UV paint or another tracking agent.	Negates enemy stealth or invisibility bonuses.
Delayed Detonation	Explodes after a set time delay.	Useful for timed ambushes or traps.



Danger Girl Faction-Specific D10 Heavy Weapons Table

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	Thunderstrike Auto Shotgun	Heavy Weapon	2D6	12"	10	Spread (Hits Adjacent Target on 5+), Knockback (Pushes Target 1")	Uncommon
2	Valkyrie Suppressed Minigun	Heavy Weapon	3D8	36"	150	High ROF (May fire twice per turn), Silenced, Heavy Kick (-1 to Follow-Up Shot)	Very Rare
3	Shockwave Sonic Blaster	Heavy Weapon	2D6	20"	10	Knockback (Pushes Target 2"), Stun (Reactions Check 4+), Ignores Cover	Rare
4	Rogue Grenade Launcher	Heavy Weapon	2D8	24"	6	Explosive (Area Damage on 5+), Versatile (Can fire different grenade types)	Rare
5	Specter Rail Cannon	Heavy Weapon	3D10	60"	1	Extreme Penetration (Ignores 3 Armor), Cannot Fire Twice in a Row, EMP Shielded	Very Rare
6	Hellfire Plasma Repeater	Heavy Weapon	1D10	24"	20	Suppressive Fire (-1 to Enemy Reactions), Overheat (On 1, must cool down next turn), Vulnerable to EMP	Rare
7	Wraith Anti-Materiel Rifle	Heavy Weapon	2D10	48"	5	Armor Piercing (Ignores 2 Armor), Precision (+1 to Aimed Shots), No Muzzle Flash	Very Rare
8	Nova Missile System	Heavy Weapon	3D10	36"	1	High Explosive (Ignores Cover Bonuses), Guided (Reroll Scatter), Vulnerable to EMP	Very Rare
9	Talon Smart Auto-Cannon	Heavy Weapon	2D8	30"	12	Saturation Fire (Roll extra attack on 6), Suppressive Fire (-1 to Enemy Reactions), Vulnerable to EMP	Rare
10	Siren's Wrath Sonic Mortar	Heavy Weapon	2D6	24"	4	Causes Reactions Check (4+) or Stunned for 1 Turn, Ignores Cover, No Effect on Machines	Very Rare



Danger Girl Faction-Specific Heavy Weapons Traits Glossary

Trait Name	Effect / Description	Combat Bonus / Penalty or Other Use
Armor Piercing (Ignores X Armor)	Reduces enemy armor by X when calculating damage.	More effective against armored targets.
Causes Reactions Check (X+)	Targets must roll above a set value to avoid an effect.	Failure results in Stun, Knockback, or other debuffs.
EMP Shielded	Special casing or technology prevents EMP disruption.	Not affected by EMP attacks.
Explosive (Area Damage on X+)	Affects multiple targets within blast radius.	Deals area damage if X+ is rolled.
Extreme Penetration (Ignores 3 Armor)	Pierces even the heaviest defenses.	Ignores up to 3 points of armor.
Guided (Reroll Scatter)	Smart tracking reduces missed shots.	Can reroll missed indirect fire attacks.
High Explosive (Ignores Cover Bonuses)	Blast is powerful enough to damage enemies behind cover.	Cover does not reduce damage.
High ROF (May Fire Twice Per Turn)	Can unleash rapid sustained fire.	If the shooter does not move, may fire twice per turn.
Ignores Cover	Bypasses traditional battlefield obstacles.	Targets take full effect even behind cover.
Knockback (Pushes Target X")	Blast force moves targets.	Forces enemy movement.
No Muzzle Flash	Harder to detect when fired.	Firing does not reveal shooter's position.
Overheat (On 1, must cool down next turn)	Can temporarily disable the weapon.	On a roll of 1, the weapon is unusable next turn.
Precision (+1 to Aimed Shots)	Enhances accuracy on focused fire.	+1 to Aimed Shots.
Saturation Fire (Roll Extra Attack on X+)	Increases chance of multiple hits.	Extra attack roll on X+.
Silenced	Fires quietly despite being a heavy weapon.	No sound detection on firing.
Suppressive Fire (-X to Enemy Reactions)	Forces enemy hesitation under sustained fire.	Target hit suffers -X to Reactions checks.
Versatile (Can Fire Different Grenade Types)	Allows for adaptable battlefield tactics.	Multiple grenade types available.



Danger Girl Faction-Specific D10 Special Weapons Table

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	Shock Lance	Melee	1D6	N/A	N/A	Stun on 5+, Ignores Armor, Non-Lethal	Uncommon
2	EMP Pulse Gauntlet	Melee	N/A	Touch	N/A	EMP Effect (Disables electronics in 6"), Ignores Energy Shields	Rare
3	Sonic Wave Baton	Melee	1D6	N/A	N/A	Shockwave (Knockback 2"), Stun on 4+	Uncommon
4	Holo-Shield Projector	Special	N/A	N/A	N/A	Generates a +2 Toughness Energy Shield for 1D3 turns	Rare
5	Echo Dart Launcher	Special	1D4	18"	6	Tranquilizer (Knocks out target on 6), Silent, Non-Lethal	Rare
6	Vortex Tether Cannon	Special	N/A	12"	3	Entangling (Target must pass Reactions Check to escape), Can be used to swing or pull objects	Rare
7	Sticky Shock Mine	Special	2D6	8"	1	Adheres to surfaces, Stuns targets within 3" on detonation	Rare
8	Neural Overload Disruptor	Special	2D6	12"	5	Causes Reactions Check (4+ or Stunned for 1 turn), Ignores Cover, No Effect on Machines	Very Rare
9	Silent Dart Rifle	Special	1D6	24"	5	Silent, Tranquilizer (Knocks out target on 5+), Armor Piercing (Ignores 1 Armor)	Rare
10	Grav-Net Launcher	Special	N/A	16"	1	Entangling (Target must pass Reactions Check to escape), Ignores Cover	Very Rare

Danger Girl Faction-Specific Special Weapons Traits Glossary

Trait Name	Effect / Description	Combat Bonus / Penalty or Other Use
Adheres to Surfaces	Weapon sticks to impact point before activating.	Can be used for traps or precision sabotage.
Armor Piercing (Ignores X Armor)	Reduces enemy armor by X when calculating damage.	More effective against armored opponents.



Trait Name	Effect / Description	Combat Bonus / Penalty or Other Use
Causes Reactions Check (X+)	Targets must roll above a set value to avoid an effect.	Failure results in Stun, Knockback, or other debuffs.
EMP Effect (Disables Electronics in X")	Temporarily shuts down security systems, energy weapons, and drones.	Forces tech-based enemies to reactivate devices.
Entangling (Target Must Pass Reactions Check to Escape)	Immobilizes the target.	Can be used in both combat and mission scenarios.
Generates +X Toughness Shield for X Turns	Creates a temporary energy barrier.	Useful for defense or breaching.
Ignores Cover	Bypasses traditional battlefield obstacles.	Targets take full effect even behind cover.
Knockback (Pushes Target X")	Blast force moves targets.	Forces enemy movement.
Silent	No detectable noise when fired.	Does not trigger enemy alert unless visually spotted.
Stun on X+	Causes temporary enemy incapacitation.	Targets lose their turn if they fail their Reactions Check.
Tranquilizer (Knocks Out Target on X+)	Target is rendered unconscious instead of taking damage.	Great for stealth ops.

D10 Danger Girl Faction-Specific Spy Weapons Table

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	Pen-Piercer Dart Gun	Sidearm	1D4	12"	3	Tranquilizer (Knocks out target on 6), Silent, Concealed	Rare
2	Cufflink Mini-Flamethrower	Special	2D6 Fire	8"	3	Incendiary (Targets burn on 5+), No Recoil, Limited Fuel	Rare
3	Exploding Cigar	Throwable	2D6	6"	1	Blast Radius (3"), High Explosive (Ignores Cover Bonuses)	Uncommon
4	Lipstick Laser Pistol	Sidearm	1D6	12"	6	Silent, No Muzzle Flash, Can Cut Through Metal Over Time	Rare



D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
5	Umbrella Shotgun	Rifle	2D6	10"	2	Spread (Hits Adjacent Target on 5+), Bulletproof When Closed (+2 Toughness in Melee)	Very Rare
6	Briefcase SMG	Sidearm	1D6	12"	20	Suppressive Fire (-1 to Enemy Reactions), Concealed (Opens to Fire in 1 Action)	Rare
7	Ring Stinger Gun	Sidearm	1D4	Touch	1	Neurotoxin (Forces Reactions Check or Stunned for 1D3 Turns), Completely Silent	Very Rare
8	Belt Buckle Throwing Star	Melee	1D6	10"	1	Silent, Armor Piercing (Ignores 1 Armor), Returns on 6+	Uncommon
9	Bowtie Dart Launcher	Special	1D4	18"	4	Tranquilizer (Knocks out target on 5+), Can Fire Poison or EMP Rounds	Rare
10	High Heel Stiletto Blade	Melee	1D6	N/A	N/A	Hidden (Can't Be Detected in Searches), Serrated (Causes Bleeding on 5+)	Uncommon

Danger Girl Faction-Specific Spy Weapon Traits Glossary

Trait Name	Effect / Description	Combat Bonus / Penalty or Other Use
Armor Piercing (Ignores X Armor)	Reduces enemy armor by X when calculating damage.	More effective against armored opponents.
Blast Radius (X")	Affects all targets within an X-inch radius upon detonation.	Damages multiple enemies if close together.
Bulletproof When Closed (+X Toughness in Melee)	The weapon functions as armor when not in use.	User gains X Toughness vs melee attacks.
Concealed (Opens to Fire in 1 Action)	Weapon remains undetectable until deployed.	Can be carried past security.
Completely Silent	Absolutely no detectable sound when used.	Does not alert enemies.
High Explosive (Ignores Cover Bonuses)	Blast is powerful enough to bypass obstacles.	Enemies behind cover take full damage.



Trait Name	Effect / Description	Combat Bonus / Penalty or Other Use
Incendiary (Targets Burn on X+)	Causes fire damage over time.	Targets take damage for multiple turns if they fail a roll.
Limited Fuel	Has only a few uses before running out.	Cannot be reloaded mid-mission.
Neurotoxin (Forces Reactions Check or Stunned for X Turns)	Biological agent weakens enemies.	Failing the check immobilizes targets.
No Muzzle Flash	Weapon does not produce visible flashes when fired.	Shooter remains harder to detect.
Returns on X+	Weapon can retract back after being thrown.	On X+ roll, it returns to the user's hand.
Silent	Weapon produces minimal noise.	Does not trigger an enemy alert unless visually spotted.
Spread (Hits Adjacent Target on X+)	Shotgun-style wide spread effect.	Can hit multiple targets close together.
Suppressive Fire (-X to Enemy Reactions)	Continuous fire forces enemies to take cover.	Target hit suffers -X to Reactions checks.
Tranquilizer (Knocks Out Target on X+)	Target is rendered unconscious instead of taking damage.	Stealth-friendly; perfect for silent takedowns.



Danger Girl Equipment, Loot, and Rewards Tables

Equipment Notes:

- “Experimental” items will malfunction/fail on 1-4 on 1D12 on their first use in a mission and no longer available until a repair (is attempted) between missions.

D10 Danger Girl Equipment Table

D10 Roll	Item Name	Type	Effect	Availability
1	Chase Tactical Suit	Armor	+1 Toughness, +1 Speed, immune to environmental penalties (rain, sand, snow)	Uncommon
2	Sydney’s Multi-Spectrum Goggles	Utility	Grants +2 to Spotting checks, negates darkness and thermal concealment	Rare
3	Silk Line Grappling System	Utility	Negates all climbing penalties, can be used to reposition 6" in combat	Common
4	Jetstream Rebreather Mask	Utility	Grants immunity to gas-based attacks, allows underwater breathing	Uncommon
5	High-Octane Adrenaline Shot	Medical	Instantly restores 1D3 lost Reactions for the mission, single-use	Rare
6	Cloaking Holo-Shroud	Utility	Grants +2 to Stealth rolls, can activate full invisibility for 1 turn on a roll of 6	Very Rare
7	Black Orchid Cyberdeck	Electronic	+2 to Hacking rolls, can disable security systems or electronic locks on 5+	Rare
8	Multi-Lock Electronic Decoder	Electronic	Bypasses electronic locks on 4+, +2 to Lockpicking attempts	Rare
9	Aurora Comms Link	Electronic	Secure encrypted communications, immune to enemy signal jamming	Rare
10	Agent X Disguise Kit	Disguise	Grants +2 to Deception rolls, includes ID forgeries and makeup for changing appearances	Uncommon



D10 Danger Girl Experimental Weapons & Equipment Table

D10 Roll	Item Name	Type	Effect	Ammo	Availability
1	Wild Card Magnetic Gauntlets	Equipment	Allows user to catch thrown or melee weapons (on a 5+), climb metallic surfaces with no check	N/A	Experimental
2	Vortex Kick Boots	Equipment	Grants +2 to Melee attacks, can deliver a forceful knockback (push target 3") once per mission	N/A	Experimental
3	Spyderfang Venom Dagger	Weapon (Melee)	1D6 Damage, on a roll of 5+ delivers neurotoxin (forces Reactions Check (4+) or paralysis for 1D3 turns)	N/A	Very Rare
4	Thunderkiss Rail Pistol	Weapon (Sidearm)	1D10 Damage, Armor Piercing (Ignores 2 Armor), Can only fire every other turn due to charge time	3	Experimental
5	Boomslang Coilgun	Weapon (Rifle)	2D8 Damage, Silent, No Recoil, Magnetic rounds can ricochet off surfaces to hit targets in cover on a 6+	6	Experimental
6	Lethal Lipstick Explosive	Equipment	Can be discreetly placed, 2D8 damage in a 4" radius, can be set to detonate on a timer or trigger	1	Very Rare
7	Griffon Sky-Hook	Equipment	Can launch the user up to 12" vertically, or pull an enemy/object within 10" closer	N/A	Experimental
8	Havoc Fang Twin Pistols	Weapon (Sidearm)	Two pistols, each 1D6+1 Damage, may fire twice per turn without penalty	12	Experimental
9	Inferno Flash Rounds	Weapon (Grenade)	3D6 Fire Damage, Blinds targets within 3" (forces Reactions Check or lose next action)	2	Very Rare
10	Reaperwave Sonic Blade	Weapon (Melee)	2D6 Damage, Ignores Cover, Silent, Can cut through armor and obstacles (on a 5+)	N/A	Experimental



D10 Danger Girl Gear Table

D10 Roll	Item Name	Type	Effect	Availability
1	Phantom Veil Cloak	Disguise	Grants +2 to Stealth rolls, reduces enemy detection range by 3"	Rare
2	Mercury Glass Cutter	Utility	Can cut through reinforced glass and security windows silently	Uncommon
3	Blacklight Counterfeit Scanner	Electronic	Reveals hidden security features in documents, forgeries, and art pieces	Uncommon
4	Chameleon Contact Lenses	Utility	Allows the wearer to change their eye color instantly, grants +2 to Disguise rolls, and can spoof basic retina scanners on a roll of 4+	Rare
5	Silent Shadow Boots	Utility	Negates movement penalties for difficult terrain, +1 to Stealth rolls	Uncommon
6	The Crimson Pass	Electronic	Universal security card that can bypass keycard-based locks on a roll of 4+	Very Rare
7	Micro-Wire Snake Cam	Electronic	Can be fed under doors or through vents to provide a live visual feed	Uncommon
8	Black Lotus Decoy Wallet	Disguise	If searched, presents a convincing fake identity and misdirects captors on a 5+	Uncommon
9	Nano-Silk Climbing Gloves	Utility	Grants +2 to climbing rolls, can stick to almost any surface	Rare
10	Adaptive Forgery Kit	Disguise	Grants +2 to Deception rolls when forging signatures, ID documents, or disguises	Rare

D10 Danger Girl Loot Table

(Items found from Looting Leverage personnel, safe houses, bases, etc)

D10 Roll	Item Name	Type	Effect	Availability
1	Priceless Stolen Artwork	Trade Goods	Can be sold or traded for high-value favors or intel	Rare
2	Encrypted Hard Drive	Intel	Contains sensitive data—requires a Tech Specialist or Hacking Tool to decrypt	Uncommon
3	Diplomatic Blackmail Files	Intel	Grants +1 to Social/Deception rolls in one future mission due to leverage	Rare
4	Safe Deposit Box Key	Special	Unlocks a hidden cache in a different faction's Loot Table—roll on their Loot Table to determine contents	Rare
5	Prototype Microchip	Tech	Highly classified technology—can be used to bypass security systems or traded for favors	Very Rare



D10 Roll	Item Name	Type	Effect	Availability
6	Stack of Unmarked Bearer Bonds	Trade Goods	Worth a small fortune—can be sold, used to bribe officials, or traded for gear	Uncommon
7	Forged Diplomatic Passport Set	Disguise	Grants +2 to Deception checks when trying to evade authorities or cross borders	Uncommon
8	Counterfeit High-Roller Casino Chip Set	Trade Goods	Fake! Might work in elite venues, but could lead to complications if discovered	Uncommon
9	Mysterious Sealed Briefcase	Special	The contents are unknown—opening it may require a Lockpicking Kit or a roll of 5+	Rare
10	Cutting-Edge Cloaking Prototype	Tech	Provides +2 to Stealth rolls for one mission before burning out	Very Rare

D10 Danger Girl Mission Rewards Table

(Rewards granted to factions that successfully complete a mission against Danger Girl.)

D10 Roll	Reward Name	Type	Effect	Availability
1	Intercepted Danger Girl Dossier	Intel	Provides +1 to Deception checks against Danger Girl operatives in a future mission	Rare
2	Stolen Danger Girl Comms Device	Electronic	Allows eavesdropping on their encrypted channels for one campaign, revealing partial mission details	Very Rare
3	Confiscated Spy Gear Cache	Equipment	Roll once on the Danger Girl Equipment Table, keeping one item	Rare
4	Prototype Danger Girl Grapple System	Utility	Grants +2 to Climbing and allows a fast reposition of 6" in combat	Very Rare
5	Forged Danger Girl Credentials	Disguise	Provides a +2 to Social rolls when impersonating a Danger Girl agent	Rare
6	Classified Danger Girl Blacklist	Intel	Names informants and allies—can be sold for profit or used to force a contact to help once per campaign	Rare
7	Counterfeit Danger Girl Challenge Coin	Special	Some contacts might believe it's real, granting +1 to Negotiation checks when dealing with their allies	Uncommon
8	Mystery Package Labeled 'Do Not Open'	Special	Nobody knows what's inside. Requires a Tech Specialist or Lockpicking Tool to reveal its true nature	Rare
9	Map to a Danger Girl Safehouse	Intel	Allows one free Equipment or Gear roll when preparing for a future mission	Rare



D10 Roll	Reward Name	Type	Effect	Availability
10	Abbey Chase's <i>Personal</i> Cell Phone Number	???	Seems useless at first—but who knows what might happen if you call her? (Story-driven GM discretion: Flirtation? A warning? A <i>serious</i> problem?)	???

Danger Girl Campaign & Mission Framework

How The Mission Antagonist System Works in Missions

1. **Mission Setup:** When a mission requires a Mission Antagonist, roll a **D10** on the **Mission Antagonist Random Table**.
 - **Primary Antagonist?** Rare appearance—big event!
 - **Named NPC?** Roll on the **D10 Danger Girl Named Mission Antagonist Table**.
 - **Nobody?** Your faction lucked out—no direct Danger Girl leadership this time.
2. **Mission-Specific Antagonists:** If a mission strongly suggests a **specific Named NPC**, use them **instead of rolling**.
3. **Stat Boosts & Thematic Effects:** Mission Antagonists gain a **role-specific bonus**, making each **named Danger Girl NPC** feel **unique** in their encounters.

D10 Mission Antagonist Random Table

(Roll 1D10 to determine the Mission Antagonist unless a mission specifies a Named NPC.)

D10 Roll	Mission Antagonist	Notes
1	Campaign Primary Antagonist	This antagonist makes a rare appearance, reinforcing their importance to the overall campaign.
2-6	Named NPC (Roll on the Named NPC Table)	The backbone of Danger Girl opposition. Roll on a separate table to determine who it is.
7-10	Nobody (Blank Result)	This time, your faction is lucky—no key Danger Girl figure is directly leading this mission!



D10 Danger Girl Named Mission Antagonist Table

(Roll when the **Mission Antagonist Random Table** indicates a Named NPC. Some missions may pre-select an NPC based on their Mission Theme.)

D10 Roll	Named NPC	Default Role in Mission	Mission-Specific Stat Boost	Mission Theme (Preferred Matches)
1	Abbey Chase	Field Leader / Master Thief	+1 Savvy, may reroll one Tactical Planning roll per mission.	Heist & Retrieval, Covert Operations
2	Sydney Savage	Close Quarters Combat Expert	+1 Combat, +1 Reactions, gains an extra melee attack once per mission.	Guerrilla Warfare, Assassination
3	Natalia Kassle	Double Agent / Saboteur	+1 Stealth, may force one enemy to reroll a successful attack per mission.	Sabotage, Covert Operations
4	Johnny Barracuda	Espionage / Charmer	+1 Luck, can reroll one failed Deception or Social roll per mission.	Intel Recovery, Heist & Retrieval
5	Valerie Evans	Demolitions & Tactical Planner	+1 Explosives, may place an additional explosive trap once per mission.	Sabotage, War of Attrition
6	Agent Zero	Stealth Operative / Assassin	+1 Combat, automatically wins a Stealth contest unless an enemy rolls a 10.	Covert Operations, Assassination
7	Silicon Valerie	Tech Specialist / Hacker	+1 Savvy, may reroll one hacking attempt per mission.	Intel Recovery, Heist & Retrieval
8	Deuce	Veteran Intelligence Operative	+1 to all Reactions, can issue one tactical order per mission allowing an ally to take an extra action.	Tactical Operations, Final Defense
9	Natalia Kassle (Alt)	Rogue Operative / Betrayer	+1 Combat, may ignore the first failed Defense roll per mission.	Betrayal Missions, Power Struggle
10	Major Maxim	Super Soldier Enforcer	+1 Toughness, immune to suppression effects, deals +1 damage in melee combat.	War of Attrition, Escalating Conflict



D10 You Vs. Danger Girl Campaign Table

(Roll 1D10 to determine the campaign theme when fighting against Danger Girl.)

D10 Roll	Campaign Title	Campaign Type	Description	Primary Antagonist	Faction Bonus (Success)	Faction Penalty (Failure)
1	"Spyfall"	Covert Operations	A rogue intelligence asset has defected to Danger Girl, bringing classified data with them. Your mission is to infiltrate their safe house and retrieve the asset—alive or dead.	Abbey Chase (<i>Special Rule: Once per mission, may reroll a failed Luck check when avoiding danger.</i>)	Gain +1 to Stealth & Infiltration rolls for the next 1D3 campaigns.	Danger Girl establishes counter-intelligence measures, -1 to all future Stealth rolls.
2	"High Stakes & Hollow Points"	Heist & Retrieval	Danger Girl is targeting a high-profile casino vault, planning a multi-stage heist. Your faction must either stop them before they execute the plan or intercept the loot mid-escape.	Sydney Savage (<i>Special Rule: Once per mission, Sydney can escape a grapple or melee attack automatically.</i>)	Gain a random Black Market Contact, allowing access to restricted weapons for one mission.	Danger Girl completes the heist and uses the proceeds to upgrade their operatives, granting them +1 to their next attack roll in future missions.
3	"Double Cross & Deadly Lies"	Power Struggle	A former ally of yours has betrayed your faction and gone into hiding under Danger Girl's protection. Hunt them down and make them answer for their betrayal.	Natalia Kastle (<i>Special Rule: Gains +1 to all rolls when making an attack from Stealth.</i>)	Gain a Danger Girl Tactical Gear Item from the loot tables.	The traitor escapes, giving Danger Girl a +1 Initiative bonus in future missions.
4	"The Devil's in the Details"	Espionage & Sabotage	Danger Girl is protecting a hacker who's decrypted a powerful black-market security algorithm. Your mission: break into their compound, neutralize the hacker, and erase all traces of their work.	Silicon Valerie (<i>Special Rule: May reroll one failed Hacking attempt per mission.</i>)	Gain a free Tech Specialist for the next campaign.	Danger Girl secures the data, applying -1 to your hacking and intel-gathering rolls in all future missions.



D10 Roll	Campaign Title	Campaign Type	Description	Primary Antagonist	Faction Bonus (Success)	Faction Penalty (Failure)
5	"Escape from Danger Island"	Survival & Extraction	You've been captured and left stranded on an island owned by Danger Girl's shadow benefactor. Escape the island, neutralize any pursuers, and uncover why you were taken in the first place.	Valerie 'Val' Fortune (<i>Special Rule: Gains +1 to movement and agility-based checks.</i>)	Gain a unique Covert Operations Gadget from the loot tables.	Your faction suffers -1 to Reactions for the next mission due to exhaustion and injuries.
6	"Deadly Dossier"	Intel Recovery	A hidden dossier contains classified records detailing Danger Girl's most dangerous missions and associates. Recover the files before they can be used against your faction.	Johnny Barracuda (<i>Special Rule: Gains a free Aimed Shot reroll once per mission.</i>)	Gain an additional Equipment roll at mission start for the next 1D3 missions.	Danger Girl secures the intel, forcing your faction to reroll its first successful Stealth check in the next campaign.
7	"Bulletproof & Beautiful"	Assassination	Danger Girl is protecting a high-profile VIP who's about to leak sensitive information that could damage your faction's influence. Eliminate the target before they go public.	Sonya Savage (<i>Special Rule: Gains +1 to Toughness and can reroll a failed dodge attempt once per mission.</i>)	Gain access to a unique Armor or Defensive Gear item.	The target escapes, causing -1 to Social Checks for your faction for the next campaign.
8	"Grand Theft Danger"	Heist & Infiltration	Danger Girl is after an experimental prototype weapon. The problem? So are you. It's a race against time to secure the device before it falls into their hands.	Agent Zero (<i>Special Rule: Gains +1 to Reactions, can act first in the first round of combat.</i>)	Gain a Prototype Stealth or Combat Device from the Experimental Weapons table.	Danger Girl acquires the prototype, allowing them to deploy specialized gadgets in all future missions.
9	"Tango Down"	Hostage Extraction	Danger Girl has infiltrated a black-market arms deal, taking hostages in the process. Your faction must break in, rescue the hostages, and disrupt their operations.	Ruby (<i>Special Rule: Can use a free reaction once per mission to counter an attack with a melee strike.</i>)	Gain an extra Operative for the next campaign.	One of the hostages dies, causing -1 Morale for your faction for the next 1D3 campaigns.



D10 Roll	Campaign Title	Campaign Type	Description	Primary Antagonist	Faction Bonus (Success)	Faction Penalty (Failure)
10	"License to Kill"	High-Stakes Showdown	Danger Girl has discovered your faction's safehouse and is closing in fast. You must either eliminate their team or abandon the location before you're caught.	Deuce (<i>Special Rule: May reroll one failed Tactical Planning roll per mission.</i>)	Gain access to a Unique Espionage Tool that enhances deception or disguise.	The safehouse is lost, forcing your faction to relocate, delaying the start of the next campaign.

Campaign Missions

Campaign Special Rule:

All Primary Antagonists receive a **+1 bonus to all stats (Reactions, Combat, Toughness, Savvy, Luck)** for the duration of the campaign.

Each **Primary Antagonist** may appear in specific **campaign missions**, reinforcing thematic encounters and making their presence a key challenge.

D10 Danger Girl Campaign-Specific Missions

(Missions where the player faction is fighting against Danger Girl operatives.)

D10 Roll	Mission Name	Mission Type	Description	Mission Antagonist Bonus	Mission Success Bonus	Mission Failure Penalty
1	"Operation: Glass House"	Sabotage / Heist	Danger Girl operatives are infiltrating your faction's base disguised as civilians. Unmask and eliminate them before they complete their mission!	If an operative fails a Reactions Check (4+), they mistake a disguised Danger Girl agent for a civilian.	Your faction uncovers Danger Girl's secret safehouse, allowing you to reroll one Reactions check in your next mission.	Your security is compromised! Danger Girl starts your next mission with an extra free Move action.
2	"Midnight Mirage"	Espionage / Intel Theft	A high-tech vault holds classified data that Danger Girl needs. Your team must beat them to it and escape before they do.	Danger Girl operatives can re-roll one failed Hacking or Lockpicking attempt.	Your faction recovers the data first—your squad gains +1 to Speed in the next mission.	Danger Girl secures the data and gains an advanced gadget—one random Danger Girl unit gains +1 to their Combat rolls in the next mission.



D10 Roll	Mission Name	Mission Type	Description	Mission Antagonist Bonus	Mission Success Bonus	Mission Failure Penalty
3	"Heist at 30,000 Feet"	Infiltration / Disguise	Your faction must pose as high-profile passengers aboard a jetliner that Danger Girl is using for a mid-flight heist. Sabotage their plans before they escape!	Danger Girl operatives gain +1 Reactions due to their familiarity with the environment.	Your faction secures advanced tech from the heist—gain a free roll on the Equipment Table.	Danger Girl gets away with their stolen item, equipping one of their units with an Experimental Item in the next mission.
4	"Rogue Double"	Assassination (Disguised Attack)	A high-value VIP in your faction's ranks has been replaced with a Danger Girl impostor! Track down the real VIP and neutralize the fake before it's too late.	Danger Girl gets a free "Fake ID" Disguise Roll—your faction must pass a Savvy Check (4+) to detect them.	Your faction gains an early advantage in the next mission—one squad member may make a free Move before combat begins.	The impostor succeeds, throwing your command structure into chaos—your squad suffers a -1 penalty to their first attack rolls in the next mission.
5	"Hunter Becomes the Hunted"	Counter-Espionage / Extraction	Danger Girl is onto your faction's top spy and has deployed a team to eliminate or capture them. Protect your operative and escape!	Danger Girl snipers are pre-positioned and gain a +1 to Aimed Shots.	Your spy survives and provides valuable intel—one squad member can reroll a failed Reactions check next mission.	The operative is lost, permanently reducing your faction's available specialists by one.
6	"Death in the Spotlight"	Assassination	A high-profile Danger Girl VIP is attending a gala under heavy security. This is your chance to eliminate them—or at least send a message.	Danger Girl's Bodyguards (Elites) have +1 to Combat and Toughness for this mission.	Your faction delivers a lethal blow to Danger Girl's morale—your squad gains +1 to Luck for the next 1D3 missions.	Danger Girl counters with a retaliatory strike—one of your faction's key operatives is marked for elimination in the next mission.



D10 Roll	Mission Name	Mission Type	Description	Mission Antagonist Bonus	Mission Success Bonus	Mission Failure Penalty
7	"The Silent Vault"	Heist / Tech Theft	A black-market dealer has sold cutting-edge spy tech to Danger Girl. Your mission is to break into their secure facility and steal it first.	Danger Girl agents have access to "Holographic Decoy Projectors," forcing your team to pass a Reactions Check (4+) to target real enemies.	Your faction gains a free roll on the Experimental Equipment Table.	Danger Girl deploys their stolen tech against you—your squad suffers a -1 penalty to their Speed in the next mission.
8	"Web of Lies"	Disguise / Misinformation	Your faction must plant false information into a Danger Girl intelligence network without getting caught. One mistake and the mission is blown.	Danger Girl gains +1 to Spotting hidden operatives.	Your deception succeeds—Danger Girl wastes their resources in a future mission, and their next mission starts with their squad having -1 Speed.	The deception is discovered, and Danger Girl prepares for an offensive—your faction suffers a -1 penalty to Combat in the next mission.
9	"Deep Cover Extraction"	Extraction / Black Ops	A defector is attempting to leave Danger Girl and sell information to your faction. The problem? They are currently trapped inside a Danger Girl safehouse.	Danger Girl forces receive +1 to Defense inside their safehouse.	Your faction successfully extracts the defector, allowing one of your squad members to reroll a failed Attack Roll in the next mission.	The defector is either captured or killed—Danger Girl's next mission against your faction starts with one of their squad members making a free Attack action.
10	"The Crimson Masquerade"	Social Manipulation / Assassination	The mission is simple: infiltrate a Danger Girl gala, neutralize a target, and escape unnoticed. The catch? Every guest is armed and trained.	Danger Girl units ignore the first failed Reactions Check when attempting to spot disguised intruders.	Your faction executes the hit flawlessly, granting a +1 to Stealth for the next 1D3 missions.	Your team is compromised—your squad suffers a -1 penalty to Initiative in the next 1D3 missions.



Danger Girl Elites: Standard Upgrade Rules

Elite Danger Girl NPCs receive the following upgrades:

- +1 to Combat
- +1 to Toughness
- Access to superior weapons, gear, or unique mission-based equipment

