



DIMENSION 20

NEVER STOP

Blowing Up
THE SYSTEM

STARTING THE GAME

Build your character by choosing:

- AN ACTION HERO NAME
- A CATCHPHRASE
- 3 ABILITIES

You have 9 key skills.

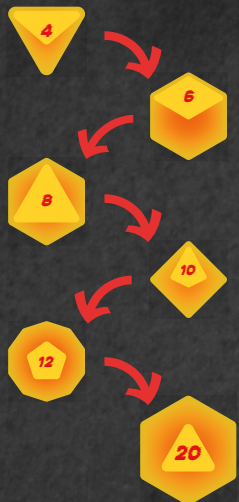


Each skill starts at a d4.

When an Action Hero wants to do something totally sick, the GM tells them which of the 9 key skills to roll from.

difficulty check
REKHA WANTS TO HACK INTO THE VIDEO STORE'S CCTV. BRENNAN TELLS HER TO ROLL A DC3 TECH CHECK. BECAUSE IT'S THE START OF THE GAME, REKHA HAS A D4 IN TECH: SHE ROLLS AND GETS A 3. REKHA'S HACK IS A SUCCESS! SHE'S IN.

BLOWING UP



Every time an Action Hero gets the highest value on their die, it **BLOWS UP** and that skill moves up to the next die type.

Roll that new die and add the results to the current check.

If that new roll is also the highest value, the skill continues to **BLOW UP**.

Repeat this process until you reach a d20.

IFY WANTS TO **PARKOUR UP** THE SIDE OF THE EIFFEL TOWER. THAT'S A STUNTS ROLL, DC9. IFY'S STUNTS DIE IS ONLY A D4, BUT HE GETS A 4! HE BLOWS UP, TAKING THAT 4 AND ROLLING A D6 AS WELL. BUT WOAH!!!! IFY ALSO GETS A 6 ON THE D6?! NOW IFY HAS A 10 FOR THE STUNTS CHECK, AND GETS TO ROLL A D8. THE D8 IS ONLY A 2, BUT THAT'S OKAY. IFY HAS A 12 TOTAL, ALLOWING HIM TO PARKOUR UP THE EIFFEL TOWER, AND ROLL A D8 FOR ALL FUTURE STUNTS CHECKS.

PREPARED ACTIONS

When an Action Hero has time to prepare for a skill check and is not under stress, they can use a **prepared action**. Instead of rolling a die, they take half the die value for that stat.



TURBO TOKENS

IZZY DECIDES TO FLY A HELICOPTER TO THE MOON. BRENNAN SETS THE DC AT 16, AND ASKS IZZY TO ROLL A DRIVE CHECK. IZZY'S DRIVE IS AT A D6, BUT SHE ROLLS A 5. IZZY HAS FAILED THREE CHECKS, THOUGH, SO SHE HAS THREE TURBO TOKENS. SHE SPENDS ONE TO **BLOW UP** THAT 5, MAKING IT A 6. SHE ROLLS A D8 AND GETS A 6, SO SHE SPENDS HER LAST TWO TURBO TOKENS TO **BLOW UP AGAIN**, ADDING A D10 TO THE ROLL. SHE ROLLS A 3 ON THE D10, AND WITH HER 6 FROM THE D6 AND 8 FROM THE D8, THAT ALL ADDS UP TO 17. IZZY? IS ON THE MOON.

When an Action Hero fails a check they get a Turbo Token, which can be spent one-to-one to increase the value of a die roll.

If a die roll is increased to its highest value, it triggers a **BLOW UP** as if the highest value had been rolled. Spent Turbo Tokens are placed on a player-specific tray in front of the board.



If both characters are in the same scene, players can spend Turbo Tokens for friends, but at 2x cost.

ALLY ROLLS A 5 ON THEIR WITS D6, BUT DOESN'T HAVE ANY TURBO TOKENS. REKHA IS LOCKED IN A BOX WITH ALLY, SO GIVES ALLY HER TWO TURBO TOKENS TO BLOW UP ALLY'S D6. ALLY CAN NOW ROLL A D8 AND SUCCEED ON THE CHECK TO REMEMBER HOW TO PICK THE LOCK, FREEING THEM FROM IMPRISONMENT.

INJURY

There are three injury levels.

JACOB IS LOCKED IN HAND-TO-HAND COMBAT WITH A **DOUBLE AGENT**. BRENNAN ROLLS A 16 ON THE DOUBLE AGENT'S BRAWL CHECK, AND ASKS JACOB TO ROLL FOR TOUGH TO OPPOSE THE HIT. ON AN 11 OR HIGHER, JACOB GETS OFF SCOT-FREE, BUT HE ONLY GETS A 3 ON HIS TOUGH CHECK, AND TAKES A **SUPERFICIAL INJURY LEVEL**.

1. SUPERFICIAL



2. SEVERE

3. ADRENALIZED



When an Action Hero fails a Tough Check by 5 or more, they take an Injury Level.



At **SEVERE** Injury, players must spend double the amount of Turbo Tokens (i.e., 2 Turbo Tokens to **BLOW UP** a 5 on a d6).

At the **ADRENALIZED** injury level, the injured character receives 10 Turbo Tokens.

When an Adrenalized character fails a Tough Check, they become either **INCAPACITATED** or **DEAD**, depending on the attacker's intention.



ALEX HAS A SEVERE INJURY LEVEL FROM A COUPLE OF FAILED TOUGH CHECKS, BUT **IS STILL IN IT TO WIN IT**, AND JUMPS FROM THE EMPIRE STATE BUILDING TO THE CHRYSLER BUILDING WHILE PURSUING A BAD GUY. BRENNAN ASKS THEM TO ROLL A STUNTS CHECK, WHICH THEY FAIL, GIVING THEM ONE TURBO TOKEN. SINCE THEY FAILED THE STUNTS CHECK, BRENNAN ASKS THEM TO ALSO ROLL A TOUGH CHECK TO AVOID INJURY. THE DIFFICULTY IS ONLY 8, BUT ALEX'S TOUGH IS STILL AT A D4, AND THEY ROLL A 3. THEY HAVE ONE TURBO TOKEN, BUT **OH NO!** THEY'RE AT SEVERE, AND HAVE TO SPEND TURBO TOKENS TWO-TO-ONE, AND CAN'T BLOW UP THEIR TOUGH DIE. THEY TAKE THE NEXT INJURY LEVEL, ADRENALIZED, GAINING **TEN TURBO TOKENS!!** WATCH OUT THOUGH - ONE MORE HIT, AND ALEX IS **DEAD!!**

ABILITIES

At the end of each session, players may use remaining Turbo Tokens to purchase extra abilities. Individual abilities cost 2 Turbo Tokens.

Smokin'	Lower the DC of a Hot Check by 3 when making a first impression.	Quick Healing	Recover one injury level at the end of an encounter.
Burglar	Lower the DC of a Sneak Check by 3 when entering a protected location.	Resilient	Turbo Tokens are worth double when used to boost against an attack that targets you.
Connected	Lower the DC of a Hot Check by 3 when searching for a helpful ally.	Skilled	Increase your die type for one skill by 1 for the purposes of halving.
Relentless	Gain 2 Turbo Tokens when you fail a check.	Trainer	Describe a pep talk you gave earlier to spend Turbo Tokens for a friend, even when you are not present.
Escape Artist	Lower the DC of a Sneak Check by 3 when escaping restraints or imprisonment.	Stealthy	Lower the DC of a Sneak Check by 3 when trying to avoid being seen.
Flashy	Lower the DC of a Hot Check by 5 if it's the first roll after you've BLOWN UP .	Suspicious	Lower the DC of a Wits Check by 3 when trying to determine if someone is lying to you.
Transporter	Lower the DC of a Drive Check by 3 to avoid pursuers.	Grit	Lower the DC of a Tough Check by 3 when resisting a Brawl Check.
Inspiring	Each time you succeed at a check, an ally of your choice receives 1 Turbo Token.	Martial Artist	Spend a Turbo Token to force an enemy to resist your Brawl with Wits instead of Tough.
Loyal	Your Turbo Tokens give friends +1 at a one-to-one rate.	Leap of Faith	Lower the DC of a Stunts Check by 3 when making a jump that could injure you.
Lucky <i>Once Per Episode</i>	Spend 2 Turbo Tokens to reroll any check.	Neck Snapper	Roll a Brawl Check to harmlessly incapacitate any opponent.
Trained	-1 to DCs for a Stat of your choice.	Hacker	Lower the DC of a Tech Check by 3 when breaking into a computer database.
Studied <i>Replaces Trained</i>	-3 to DCs for Stat of your choice.	Duelist	Lower the DC of a Weapons Check by 3 against someone wielding the same weapon.
Mastery <i>Replaces Studied</i>	-5 to DCs for a Stat of your choice.	Interrogator	Lower the DC of a Wits Check by 3 to draw information out of an opponent.
Menacing	Use Brawl instead of Hot when intimidating an NPC.	Demolitions	Lower the DC of a Tech Check by 3 when explosives are involved.
Nerves of Steel	Spend a Turbo Token to treat a snap decision as a Prepared Action.	Hotwire	When interacting with vehicles, use Drive instead of Tech.
By the Book	Lower the DC of a Hot Check by 3 when interacting with authority figures.	Wild Card	You are a Wild Card.
Poker Face	When attempting to conceal the truth, use Tough instead of Hot.	Trouble Maker <i>GM's Discretion</i>	Spend a Turbo Token to locate and receive help from a criminal network.
Prepared <i>GM's Discretion</i>	Spend 2 Turbo Tokens to just happen to have one commonplace item with you.	Wealthy	Spend a Turbo Token to ease a bad situation with cash.
Protector	Lower the DC of a check by 3 when defending your friends.		

GROUP SUITES

New 'group suites' of abilities are unlocked for purchase once all players reach a higher die type (i.e., one d6 from every player). Abilities from group suites cost 10 turbo tokens for an individual, or 18 for the entire group.

La Familia *Unlocked at d6*

Tough *Once Per Episode* Roll Tough on someone else's behalf.

Tokens Spend tokens for other people at a 1:1 exchange rate.

Skill Die *Once Per Episode* Lend a teammate a skill die.

Criminal Conspiracy *Unlocked at d6*

Item When in a new location, produce a single useful item.

Tech *Once Per Episode* Once per episode, add your Tech Die to a Sneak Die.

Hot Roll Hot in response to the first attack of an encounter to dissuade an opponent.

Diesel Circus *Unlocked at d8*

Injury Advantage Roll twice on the first roll after an injury.

Double Explosion Doubles your amount of tokens.

Drive Check On a successful Drive Check, make another skill check.

The Continentals *Unlocked at d8*

Wits Turbo Tokens for Wits help increase the die type.

Hot Checks Two succesful Hot Checks auto-succeeds on stealing from an opponent.

Melee Lower the DC of a Weapons Checks using melee weapons.

Alpha Squad *Unlocked at d10*

Group Explosion *Minimum 3 People* In a scene where everyone uses a different skill, reduce the range to **BLOW UP** by 1.

Skill Add *Once Per Episode* Two people roll the same skill and add the totals together.

Suit Up *Once Per Episode* The group may "suit up" and each take 2 Turbo Tokens.

Marauders *Unlocked at d10*

+10 Beating an opponent by more than 10 means you defeat an additional opponent.

Destroyer Gain a Turbo Token on any turn where you destroy an object.

Firestarter Start a fire, short circuit electronics, or dissolve a structure as part of any action.

The Ones *Unlocked at d12*

Max Roll *Once Per Episode* Treat a Nat 1 as a max die roll.

Reroll *Once Per Episode* Reroll a failure with a different skill.

Turbo Tokens *Once Per Episode* Accept a Nat 1 to gain half the Turbo Tokens of the die value.

Tactical Command *Unlocked at d12*

Shared Tokens *Once Per Episode* Spend Turbo Tokens across scenes.

Reroll *Once Per Episode* Reroll on a failure.

Token Gain Characters gain a Turbo Token at the end of a scene where they have zero.

Bustin' Makes Me Feel Good *Unlocked at d20*

Track Restart *On a Nat 20* Restart that skill track, now rolling a second die and taking the better result.

Group Explosion *On a Nat 20* Everybody else at the table graduates all of their lowest die type up by one.

GM *On a Nat 20* Become the GM for 60 seconds.