



GI JOE

THE RPG

DREADNOKS

NEW TIER

Dreadnok

Prerequisite: Basic Terrorist

Players who want to be the scourges of the world may choose to be Dreadnoks. Their skills are specifically based around their individual talents. Dreadnoks mostly consist of bikers, not everyone needs to be one in order to gain membership in the gang. Players may substitute the Dreadnok package in place of the COBRA package. Dreadnoks gain:
Choose 4 Non-Combat Skills related to your specialty
Membership 2 <Dreadnok>

MASTER OF DISGUISE

Code Name: **ZARTAN**



File name: Unknown

Aliases: Too numerous to list

Birthplace: Unknown

ZARTAN can alter his skin color at will to blend in with his environment. He is also a master of make-up and disguise, a ventriloquist, a linguist (over 20 languages and dialects), an acrobatic-contortionist and a practitioner of several mystic martial arts. Very little is known of his background and origins, but most security agencies agree that he must have had European military academy training (probably St. Cyr).



"I can be anyone, anywhere. You will never know that you are talking to me, unless I wish it."

Characteristics

Smarts: 5

Willpower: 6

Presence: 6

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 5

Body: 6

Constitution: 6

Movement: 5

Derived

STUN: 60

HITS: 60

Initiative: 10

Actions: 5

Attack: 11

Evade: 11

Education: 11

Perception: 11

Tiers: Basic Civilian: 5, Basic Terrorist: 6, General Military Career: 6,

Martial Arts Career: 6, Special Forces: 6, Specialty <Espionage>: 6,

Specialty <Military Intelligence>: 6, Specialty <Disguise>: 6, Linguist

<Speaks 20 Languages>: 6, Dreadnok: 6, COBRA: 6

Special Ability: Chameleon Skin <+10 to Hide>

Equipment

Armor: Anti-Ballistic Chest Plate: 15 KD

Gear: Make-Up Kit, Backpack w/ Disguises

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

DREADNOK

Code Name: **BUZZER**



File name: Dick Blinken (Richard Blinken-Smythe)

Primary Military Specialty: Intelligence

Second Specialty: Fixed Wing Pilot

Birthplace: Classified

BUZZER was an extreme left-wing Cambridge sociology don who went to Australia to research the biker gang phenomenon only to be changed into the very object of his research. Years of intellectual displeasure and extreme indignation at society's two-faced morality manifested into the intense desire to chainsaw apart the expensive geegaws of technological society.



Specialty and M.O.*: A scavenger of the swamps, BUZZER can cut through steel, wrought iron and any metal (except armor plate) with his diamond-toothed chain saw.

* Modus Operandi

Characteristics

Smarts: 3

Willpower: 3

Presence: 3

Hand-Eye Coordination: 4

Reflexes: 4

Strength: 5

Body: 5

Constitution: 5

Movement: 4

Derived

STUN: 50

HITS: 50

Initiative: 7

Actions: 4

Attack: 8

Evade: 8

Education: 7

Perception: 7

Tiers: Basic Civilian: 4, Basic Terrorist: 4, College Career

<Sociology>: 4, Driver Path <Motorcycles>: 4, Specialty

<Chainsaws>: 4, Dreadnok: 4, COBRA: 4

Equipment

Gear: Gas Can Backpack

Weapons:

Grenades (4): 1d10x10 LETHAL Damage

Diamond Bit Chainsaw: 5d6+10+STR AP LETHAL Damage

GNAWGAHYDE

Dreadnok Poacher



Gnowgahyde could have single-handedly decimated the herds of all the endangered species of Africa, if his fellow poachers hadn't railroaded him off the continent for cheating at cards, being generally obnoxious and smelling bad. He was subsisting on his earnings as a freelance fur stealer when he was recruited by the Dreadnoks at an all-night donut and grape soda shoppe.

"He takes his hunting and tracking very seriously! Gnowgahyde won't bathe for a month before he goes out into the bush so the animals will not smell the soap on his body. He greases himself with rancid hog-fat and eats what he can trap and shoot in the wild. Gnowgahyde does this so that the chemical additives of processed foods won't alter his body chemistry and scare off the game with too human a scent. It's a good thing he's basically anti-social!"

Characteristics

Smarts: 2
Willpower: 4
Presence: 4
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 6
Body: 6
Constitution: 6
Movement: 5
Derived
STUN: 60
HITS: 60
Initiative: 7
Actions: 5
Attack: 9 (11 for Hunting Actions)
Evade: 9
Education: 6 (8 for Hunting and Tracking)
Perception: 6 (8 for Tracking)
Tiers: Basic Civilian: 4, Basic Terrorist: 4, General Military
Career: 4, Specialty <Tracking>: 6, Specialty <Hunting>: 6,
Dreadnok: 4

Equipment

Gear: Clip (Rifle), Arrows (10)
Weapons:
Combat Knife: 1d6+STR LETHAL Damage
Machete: 2d6+STR LETHAL Damage
High Powered Rifle: 10d6 LETHAL Damage, 10 Ammo
Compound Bow: 4d6 LETHAL Damage
Pet: Boar:30 Hits/30 Stun, Bite: 2d6+3 LETHAL Damage

MONKEYWRENCH

Dreadnok



File Name: Bill Winkie

Place of Birth: Rhyl, North Wales

Monkeywrench was born in Rhyl, North Wales, where he built explosive devices indiscriminately for a group of obscure terrorists. Having made himself a pariah in his hometown by the age of sixteen, drifted to London's East End to take part in a "new wave" movement, where he developed rudeness and crude anti-social behavior to levels unheard of in the western hemisphere. Eventually, his wanderings brought him to Australia where he joined up with the Dreadnoks.



"Monkeywrench was born on Guy Fawkes Day, which in Britain commemorates the foiling of the Gunpowder Plot to blow up the houses of parliament. The villain, Guy Fawkes, is hanged in effigy amidst the continuous detonation of fireworks. Could this explain Monkeywrench's pre-occupation with explosives and loud noises? His record collection is limited to "The 1812 Overture", "The Anvil Chorus", and "Wipeout".

Characteristics

Smarts: 2

Willpower: 4

Presence: 4

Hand-Eye Coordination: 5

Reflexes: 4

Strength: 5

Body: 5

Constitution: 5

Movement: 3

Derived

STUN: 50

HITS: 50

Initiative: 6

Actions: 4

Attack: 9 (Shooting), 8 (Others)

Evade: 8

Education: 6 (8 w/ Explosives)

Perception: 6

Tiers: Basic Civilian: 4, Basic Terrorist: 4, Specialty

<Demolitions>: 6, Dreadnok: 4

Equipment

Gear: Bomb Kit, Clip (Pistol)

Weapons:

Automatic Pistol: 2d6 LETHAL Damage, 10 Ammo

Grenades (5): 1d10x10 LETHAL Damage

Random Explosive: 1d10x10-3d10x10 LETHAL Damage

RIPPER

Dreadnok



File Name: Nod, Harry
Birthplace: Grim Cape, Tasmania

Dradnok Ripper has led a life of delinquency since nursery school, where he stole candy from his schoolmates. From there, he just kept expanding the scope of his criminal activities, paying the price many times with stints in various correctional institutions. He is motivated by greed, a dislike for civilized behavior, and the pure delight of destroying something with cutting tools and edged weapons, of which he has gathered a substantial collection. He's known for the blade he uses as a cross between a firefighter's axe and a can opener to rip open gates and tear apart safes.



"It ain't true that I hates everything. That's a load of rubbish. I likes grape soda and chocolate-covered donuts, don't I?"

Characteristics

Smarts: 1

Willpower: 4

Presence: 4

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 5

Body: 5

Constitution: 5

Movement: 3

Derived

STUN: 50

HITS: 50

Initiative: 6

Actions: 4

Attack: 9 (11 w/ Edged and Jaws of Life)

Evade: 9

Education: 5 (7 regarding cutting and opening)

Perception: 4

Tiers: Basic Civilian: 4, Basic Terrorist: 4, Specialty <Jaws of Life>: 6, Specialty <Edged Weapons>: 6, Dreadnok: 4

Equipment

Gear: Portable Air Compressor (Backpack), 2 Clips (Rifle)

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Grenade: 1d10x10 LETHAL Damage

Jaws of Life: 5d10 LETHAL Damage

Assault Rifle: 6d6 Armor Piercing LETHAL Damage, 30 Ammo

-High Density Cutting Bayonet: 5d6+STR Armor Piercing LETHAL Damage

ROAD PIG

Dreadnok



File Name: DeLuca, Donald
Birthplace: Goblu, Michigan

Arrest Record: Speeding, reckless endangerment, littering, assault, grand-theft-auto, usury, felony spitting, petty bribery, passing stopped school busses at high speeds.

When Road Pig was born, the doctor held him up and said "This is the ugliest looking baby I've ever seen!" He was expelled from kindergarten for milk-money extortion and dishonorably discharged from the Cub Scouts. After being kicked out of a low-life, outlaw gang for smelling worse than was acceptable by even their standards, he joined the Dreadnoks as a probationary member. They're having a hard time making up their minds about this one...



"Ugly? They banned him from football games because he stopped the clock! His mother had to tie a pork chop around his neck so the dog would play with him! He went to visit the Empire State Building and he got strafed! I'll tell you, beauty may be skin deep, but ugly goes clean to the bone!"

Characteristics

Smarts: 2

Willpower: 6

Presence: 6

Hand-Eye Coordination: 3

Reflexes: 3

Strength: 8

Body: 8

Constitution: 8

Movement: 2

Derived

STUN: 80

HITS: 80

Initiative: 5

Actions: 2

Attack: 7

Evade: 7

Education: 6

Perception: 6

Tiers: Basic Civilian: 4, Basic Terrorist: 4, Specialty <Melee>:
4, Dreadnok: 4

Equipment

Armor:

Chest Padding: 6 KD

Arm Pad: 6 KD

Weapons:

Cinderblock Club: 6d6+STR STUN Damage

Wrist Crossbow: 2d6 LETHAL Damage

THRASHER

Dreadnok and Thunder Machine Driver



Thrasher was a spoiled rotten as a child by his nice middle class parents in their nice middle class neighborhood. He was never disciplined, since his parents believed this would “stifle energies he might need later in life”. Thrasher was never denied anything he asked for, even though everything he asked for wound up causing some type of unexplainable destruction or minor disaster. He got everything he wanted...but that wasn’t enough! At a tender age, this “wild child” wandered into the swamps where he could do what he pleased. It was in the swamps where he met up with Zartan and the Dreadnoks and he was welcomed into the fold...

“Even by Dreadnok standards, this guy is pretty low. He derives a slight sensation, which almost registers as pleasure on his primitive central nervous system, from inflicting misery onto others.”

Characteristics

Smarts: 4
Willpower: 3
Presence: 3
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 3
Body: 4
Constitution: 4
Movement: 3

Derived

STUN: 40
HITS: 40
Initiative: 9
Actions: 4
Attack: 9
Evade: 9
Education: 8
Perception: 8
Tiers: Basic Civilian: 4, Basic Terrorist: 4, Specialty
<Engineering>: 4, Specialty <Mechanics>: 4, Dreadnok: 4

Equipment

Armor:

Leg and Chest Armor: 6 KD

Weapons:

Lacrosse Stick w/ Spike Ball: 4d6 LETHAL Damage
Vehicle: Thunder Machine: 20 KD Armor/70 SDP, 250 mph (Jet Engine), Twin Gatling Guns: 4d6x10 LETHAL Damage (5,000 Ammo)

TORCH

Dreadnok



File Name: Wilken, Tom

Birthplace: Botany Bay, New South Wales, Australia

Dreadnok Torch was remanded to Borstal (a reform school) at age fourteen. He escaped and went to sea in the Merchant Marines, where he learned the use of the cutting torch. He is an unrepentant thug whose penchant for sudden and unexpected violence is matched by the utter depth of his stupidity. His specialty and modus operandi: he works with an oxyacetylene torch as a general cutter, mostly on remodeling stolen cars and occasional safecracking. He also scavenges the swamps for fun and profit.



"What a fine sight that is, mate: a bog pile of cut-up metal where a perfectly good truck used to be."

Characteristics

Smarts: 1

Willpower: 2

Presence: 3

Hand-Eye Coordination: 4

Reflexes: 4

Strength: 5

Body: 5

Constitution: 5

Movement: 3

Derived

STUN: 50

HITS: 50

Initiative: 5

Actions: 4

Attack: 8 (9 w/ Torch)

Evade: 8

Education: 5

Perception: 5

Tiers: Basic Civilian: 4, Basic Terrorist: 4, Specialty <Cutting

Torches>: 5, Dreadnok: 4

Equipment

Gear: Fuel Tank (Backpack), Clip (Pistol)

Weapons:

Flame Thrower: 1d10x2 LETHAL Damage, 30 Bursts

-Target takes 5 points of continuous damage until fire is put out

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

ZANDAR

Zartan's Brother



Zandar is a master of camouflage and covert movement. In other words, he's good at hiding and sneaking up on people. Needless to say, he doesn't sneak up on people to do them any good. Zandar is an expert with silent weapons and is capable of remaining motionless for long periods of time. Like his brother Zartan, he has the ability to change skin color.

"Zandar was the kid who never got noticed. Teachers forgot he was there and never called on him. Nobody that has ever met him can remember what his voice sounds like. His anonymity was no accident. He worked at it all through his formative years and after he grew up....he got even better at it!"

Characteristics

Smarts: 5

Willpower: 4

Presence: 4

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 4

Body: 5

Constitution: 5

Movement: 4

Derived

STUN: 50

HITS: 50

Initiative: 10

Actions: 4

Attack: 10 (11 Silent Weapons, Stealth)

Evade: 10

Education: 10

Perception: 10

Tiers: Basic Civilian: 5, Basic Terrorist: 5, General Military

Career: 5, Specialty <Silent Weapons>: 6, Specialty

<Stealth>: 6, Dreadnok: 5

Equipment

Special: Chameleon Skin <+10 to Hide>

Gear: Bolt Quiver (Backpack)

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Automatic Pistol: 2d6 LETHAL Damage, 10 Ammo

Bolt Rifle: 4d6 LETHAL Damage, 10 Ammo

ZANZIBAR



File Name: Morgan Teach
Birthplace: Cayman Islands

Zanzibar was raised on a garbage scow and spent most of his formative years lurking on crowded piers with his hands in other people's pockets. He tried his hand at river piracy, stock fraud and smuggling, but found all of it too much like real work and not nasty enough for his tastes. His lucky break came when he delivered a load of bootleg gasoline to Zartan's filling station and was immediately taken on as a Dreadnok.



"This guy is so nasty that the other Dreadnoks hate his guts! He sneaks around at night and goes through their pockets for change. He takes one bite out of each chocolate covered donut and throws them back in the box. He brushes his teeth with grape soda and never changes his socks!"

Characteristics

Smarts: 3
Willpower: 5
Presence: 5
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 4
Body: 5
Constitution: 5
Movement: 5
Derived
STUN: 50
HITS: 50
Initiative: 8
Actions: 5
Attack: 9 (10 Pick Pocketing)
Evade: 9
Education: 7
Perception: 7
Tiers: Basic Civilian: 4, Basic Terrorist: 4, Specialty <Petty Crimes>: 5, Dreadnok: 4

Equipment

Gear: Clip (Pistol)
Weapons:
Knife: 1d6+STR LETHAL Damage
Hammer: 3d6+STR STUN Damage
Spear: 5d6+STR LETHAL Damage
Grenade (2): 1d10x10 LETHAL Damage
Automatic Pistol: 2d6 LETHAL Damage, 10 Shots
Vehicle: Dreadnok Air Skiff: SP 10 KD/ 50 SDP, Speed: 80 mph, Twin Machineguns: 5d6 LETHAL Damage (1,000 Ammo), Air 99 Homing Missiles (2): 2d10x10 LETHAL Damage

ZARANA

Zartan's Sister



Zarana is a professional assassin who gains access to her victims through skillful acting and masterful use of makeup and disguise. While her brother Zartan concentrates on the purely physical aspects of disguise, Zarana works from the method-actor's point of view: to completely become the object of her impersonation---to think, feel and react like another person. She is an expert in small arms, explosives and edged weapons. Like her two brothers, she also has the ability to change skin color.

"Zarana could have had a brilliant career on the professional stage if the evil in her nature hadn't been so strong. She throws tantrums, cuts ahead on lines, and never leaves a tip. She posed as an oral hygienist for six months on one assignment armed only with a reel of specially coated dental floss to incapacitate her unwitting victims. She escaped, dressed as a granny lady hobbling on a walker, right past the cops and into a cab. The cabbie remembered her.....she didn't leave a tip.

Characteristics

Smarts: 5
Willpower: 4
Presence: 5
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 3
Body: 4
Constitution: 4
Movement: 4

Derived

STUN: 40
HITS: 40
Initiative: 10
Actions: 4
Attack:
Evade:
Education:
Perception:
Tiers: Basic Civilian: 5, Basic Terrorist: 5, General Military
Career: 5, Specialty <Acting>: 5, Specialty <Small Arms>: 5,
Specialty <Explosives>: 5, Specialty <Edged Weapons>: 5,
Dreadnok: 5

Equipment

Gear: Make-up Kit, Clip (Pistol)

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Spur-Cutting Tool: 5d6 LETHAL Damage

Automatic Pistol: 2d6 LETHAL Damage, 10 Ammo