

Tab 1

Never Stop Blowing Up System Guide

Never Stop Blowing Up utilizes a similar system as Kids on Bikes with some important differences. Instead of the 6 stats used in KoB the Game has 9 stats for each character.

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Whereas in KoB these stats would each be assigned different dice, in NSBU these all start out as D4s. Stats level up when a dice roll explodes. In KoB if a dice roll lands on the highest number for that dice it “explodes” (Also called a Lucky Break) and players roll again and add it to the total. In NSBU when a dice explodes the stat for it levels up and you reroll with the next dice up and that dice permanently replaces the previous one for the stat.

Failing a roll will give your character a turbo token (💣) which may be spent to add +1 to a future roll result. Players may also aid other players this way but it will cost twice as much. Important to note that unlike in KoB dice rolls that reach their max by the addition of tokens will be considered exploded; however you are limited to how many turbo tokens you can add to a dice roll as you cannot take it over the maximum it would roll. At the end of a session or “episode” players may spend their remaining tokens on character upgrades but at the beginning of the next they start with only 1.

If a roll is 5 lower or higher than the difficulty then that results in either a crit fail or crit success. Before rolling players may take half their max die score plus bonuses and if this beats the difficulty they may skip the roll and Unexceptionally Succeed.





































Critical fails on a tough check result in injury each time the player is injured they lose health (♥) and gain an injury level

1. Superficial Injury-An injury with no mechanical implications, usually in the form of a cool scar
2. Severe Injury-An injury that hobbles a character, doubles the cost of using tokens
3. Adrenaline-The last stage before death-player takes 10 Turbo Tokens but rolls all rolls without advantages.
4. Incapacitated-Dead or Unconscious depending on what your enemy wants.

Injuries are healed over time or through medical intervention.

Good Luck.

Blank Sheet 3 Players

	<u>The funeral where nothing goes right</u>									
	Dice Pool									
STATS	STUNTS	BRAWL	TOUGH	TECH	WPN S	DRIVE	 SNEAK	WITS	HOT	
Character (Player) ♥♥♥♥ 										
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SHOP


Basic Character Abilities










These are taken for free during character creation at the Whim of the DM but after that cost tokens to buy a session.

- Trained (Insert Skill): permanent -1 difficulty on (Insert Skill) checks(2x🔥)
- Stealthy: -3 difficulty on sneak checks(5x🔥)
- Duelist: -3 difficulty on Weapons checks(5x🔥)
- Mastery (Insert Skill): permanent -5 difficulty on (Insert Skill) checks(8x🔥)
- Inspiring: each time you succeed on a check, an ally of your choice receives a Turbo Token(8x🔥)
- Neck Snapper: on a successful Brawl check, can harmlessly incapacitate an enemy(4x🔥)
- Martial Artist: spend a Turbo Token to force an enemy to resist your Brawl with Wits instead of Tough(4x🔥)
- Quick Healing: recover one injury level at the end of an encounter(3x🔥)
- Relentless: gain 2 Turbo Tokens when you fail a check(5x🔥)
- Demolitions: -3 difficulty on Tech checks when explosives are involved(3x🔥)
- Trouble Maker: Use a Turbo Token to locate and receive help within reason from a criminal network(6x🔥)
- Wealthy: Spend a Turbo Token to ease a bad situation with cash(6x🔥)
- Hacker: - 3 to Tech check when using technology in a way it was not designed to be used(6x🔥)
- Protector: -3 difficulty on a check when defending your friends(3x🔥)
- Grit: -3 difficulty when rolling Tough against Brawl(3x🔥)
- Interrogator: -3 difficulty on Wits checks to draw information out of an opponent(3x🔥)
- Smokin': -3 difficulty on Hot checks when it is a first impression(3x🔥)
- Protector: -3 difficulty against an enemy when defending friends(3x🔥)
- Resilient: Turbo Tokens spent to boost Tough checks on attacks against you are worth +2 (6x🔥)
- Transporter: -3 DC on Drive checks to avoid pursuers(3x🔥)
- Wildcard: you are a Wild Card (10x🔥)

The Suites

The Suites are collections of abilities and perks that players pool tokens to buy as a group. Each suite of purchased only after all players in a group have at least one dice of that level or higher. For example if every level D6 they may purchase the D6 suites but if only one has a D8 level skill they cannot yet purchase the D8 suite unlocks all three abilities of that suite for all players. If players cannot afford the full suite they can purchase for half the cost, doing this also halves the price of the full suite meaning they can buy the remaining abilities for at a later date.

	The D6 Suites 6🔥 for each player to take one ability from one suite 12🔥 for one full suite for all players	
	La Familia	Criminal Conspira
Ability 1	Once per session, you can roll Tough on someone's behalf	When in a new location, you may produce an item
Ability 2	Once per session, you can give a player your higher skill die	Once per session, you may add your Tough to a check
Ability 3	When expending Turbo Tokens to help an ally, you now exchange them at a 1:1 ratio rather than 2:1	In response to the first attack of an enemy, you may make a Hot check to dissuade the opponent from attacking

	The D8 Suites 8  for each player to take one ability from one suite 16  for one full suite for all players	
	Diesel Circus	The Continentals
Ability 1	After taking an injury, on the next roll you make, roll twice and take the better roll	When helping an ally on a Wits check with Turbo Tokens, it also increases their Wits die size of the roll
Ability 2	When you explode twice in a row on a single roll, double your Turbo Tokens. This effect can stack if you explode 4 times	If 2 characters make a Hot check in the same scene against the same target, they auto-succeed from that target.
Ability 3	If you make a successful Drive check, you can attempt a different skill check simultaneously	Weapons checks made with melee weapons have a difficulty by 3
	The D10 Suites 10  for each player to take one ability from one suite 20  for one full suite for all players	
	Alpha Squad	Marauders
Ability 1	In a scene where everybody in the scene (minimum three people) uses a different skill, the explosion threshold is reduced by 1.	When you beat an opponent by more than 10 on resolving an attack, you defeat an additional enemy in the scene
Ability 2	Once per session, 2 characters can roll the same skill and add the totals together	You gain a Turbo Token on any turn you destroy an object
Ability 3	Once per episode, you may have a scene where you suit up and everyone gains 2 Turbo Tokens as a result.	You may choose a part of any action to short-circuit electronics, or dissolve a scene
	The D12 Suites 12  for each player to take one ability from one suite 24  for one full suite for all players	
	The Ones	Tactical Command
Ability 1	Once per episode, you can choose to treat a natural 1 as a maximum roll on the die, causing it to explode.	Once per episode, characters can spend Turbo Tokens across scenes
Ability 2	Once per episode, on a natural 1, you may choose to reroll the failure with a different skill	Once per episode, characters can gift Turbo Tokens on a failure
Ability 3	Once per episode, on a natural 1, you may accept the failure and take half of the die's maximum value in Turbo Tokens	When a character ends a scene with 0 Turbo Tokens, they gain a Turbo Token.



The D20 Suite

14 ✨ for each player to take one ability from one suite
28 ✨ for one full suite for all players

Bustin' Makes Me Feel Good

Ability 1	On a natural 20, you can choose to restart that skill track, drop all the way back to a d4 and this time with that skill with advantage, permanently, rolling two dice and taking the better result the entire time with the same track multiple times, rolling an extra dice each time you restart
Ability 2	On a natural 20, you can choose to elevate all skills of the smallest die type present at the table for die. i.e. every skill that players have a d4 in now becomes a d6
Ability 3	On a natural 20 you can choose to become the GM for 60 seconds