

Points of Articulation: the Action Figures game

All characters in PoA are action figures (from Lego-sized to the 12" tall mega-toys).

Characters are rated in three areas: size (in inches), points-of-articulation (ie: moving parts) and accessories (things that come with the character but aren't actually attached to the character permanently). Players may not possess the same character, even if that character is in two different versions. The player with the less-articulated version should choose a different action figure.

Size

Size ranges from 1 to 12 and is equal to the height/lengths of the figure in inches (round up). Figures that are larger than 12 inches or smaller than 1 inch shouldn't be used.

Points-of-Articulation (PoA)

The character's PoA will be a number from 1 to 20 and is equal to the number of "joints" present on the action figure. A "joint" can be any of the following:

- Neck
- Left shoulder
- Left elbow
- Left wrist
- Right shoulder
- Right elbow
- Right wrist
- Waist
- Left hip
- Left knee
- Left foot
- Right hip
- Right knee
- Right foot

Most action figures will not possess more than 14 PoA (though this can increase due to extra limbs, wings or tails). Treat figures with non-moving parts ("statics") as having a PoA of 1. Treat flexible action figures ("bendies") as having 4 PoA (one per appendage).

Figures with ball-and-socket joints or other complex types of joints are not treated any differently than simple hinge-joint figures.

For each PoA a character has, the player should choose one specific action. The default actions (which must be chosen) are: run, climb, jump.

Suitable additional actions include hide, shoot, fight, punch, swim or fly.

Accessories

Accessories are the personal items packaged with your character. These include removable pieces of armor or clothing, weapons or pieces of equipment. Characters usually have no more than three but no less than one Accessory. Each Accessory must correspond to one and only one of your figure's actions.

Building vs. Buying

If you are simply creating a character based on an existing action figure, then just copy down the information as it applies to the character. If you are going to create your own, your GM may have you either Build or Buy the character. Building a character involves the normal process where you just pick a Size, a number of PoA and a number of Accessories. Buying a character means that each choice costs a certain amount of "money" and you are given a set amount of money to spend.

First, add the character's PoA and its total number of Accessories (usually between 0 and 3, maybe as high as 4 or 5). Multiply this number by the figure's Size and divide the total by 10.

The top-of-the-line, super-articulated mega-import figure will cost around \$28.80. The bargain-basement cheapie (a lil' green army man) will cost about \$.01.

Actions

Whenever you want your "guy" to do something, first make sure he's able to do it (as defined by his PoA). Then roll a 20-sided die.

If the result is over his PoA, then the action is performed without a hitch.

If the result is under his PoA, then the action is performed but the character becomes broken. A broken character temporarily loses one of its actions (cross it out) and its total PoA is also temporarily reduced. You do not have to cross out the action that you just performed, though it usually makes more sense to do so.

If you have an accessory, you may "use" that accessory to avoid being broken. In this case, roll another 20-sided die. If the result is less than 10, the accessory is temporarily lost (meaning that accessory is gone until the end of the game). If you ever roll a natural 20 on the 20-sided die, and you have lost an Accessory, you find it again.

Fights

Action figures wishing to fight must first have suitable actions with which to fight one another. If they have suitable actions, compare the sizes of the combatants. Have each player roll a twenty-sided die. If the result is equal to or less than their opponent's size, they have successfully hit their opponent. On a successful hit, the attacker does their size in damage to their opponent. The wounded character then suffers that many breaks. A totally broken character is one that has lost every PoA.

All Accessories and PoA are restored at the beginning of the next game, unless the Broken Toys rule is invoked. The Broken Toys rule states that no toys may be mended at all and that once lost, an Accessory remains lost. Personally, I don't think that's very fair.