

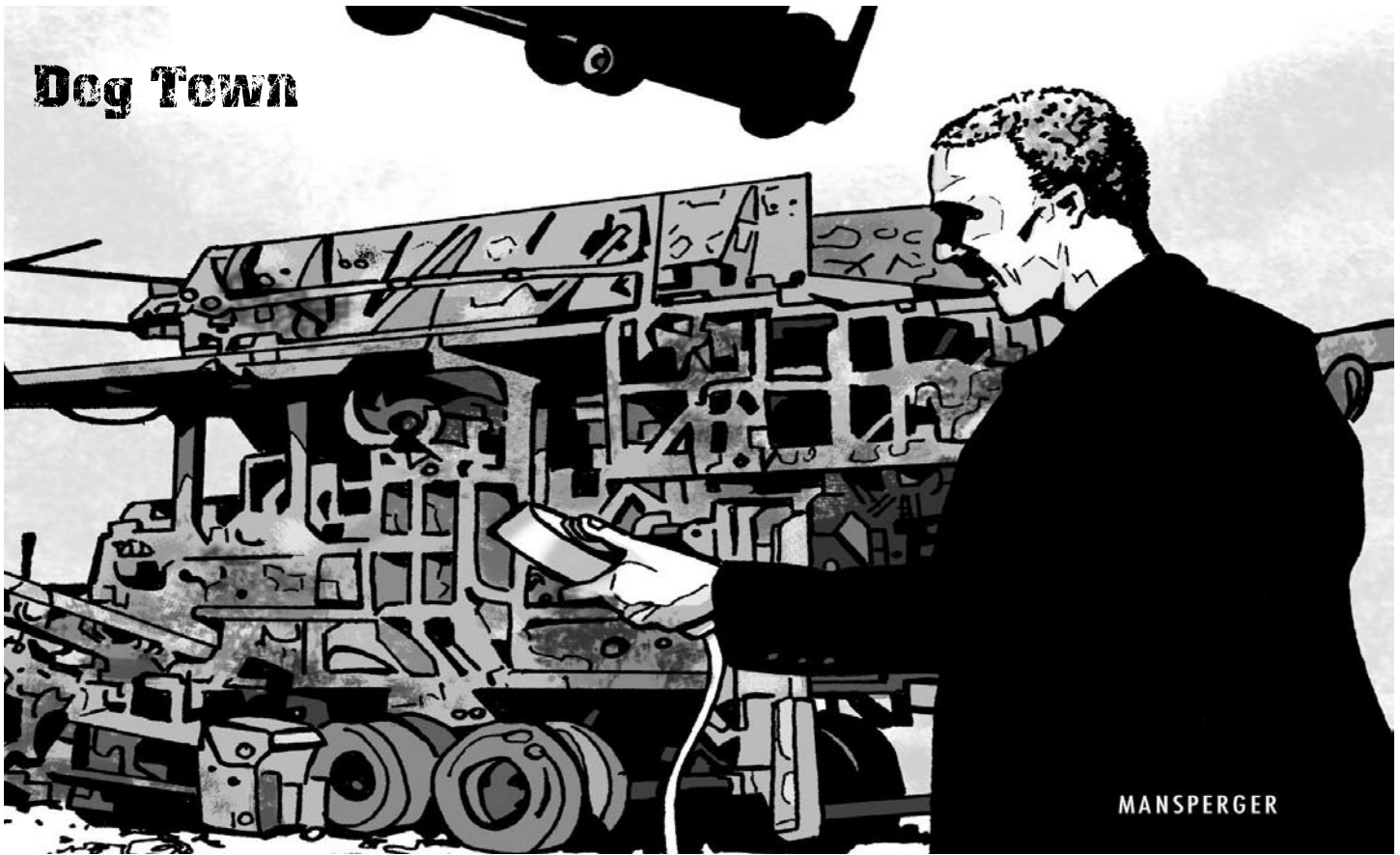
dog town

STRIPPED

by
jonathan ridd

**OLD
BLOOD
GAMES**

Dog Town



MANSPERGER

Strip ped

Credits

Produced By
Jonathan Ridd

Written By
Jonathan Ridd

Cover Design
Jonathan Ridd

Character Illustrations

Cliff kurowski
Gavin Hargest

Interior Art
Robert Mansperger

The
tenGINE

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Visit Cold Blooded Games at
www.coldbloodedgames.ty-pepad.com
Contact: coldblooded.games@ntlworld.com

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A Rotten, Low, Cold Blooded Game

For those of you new to this Dog Town is a crime roleplaying game set in the seedy underbelly of dangerous and decadent 1970's New York. It is a homage to gangsterism and street life as portrayed in uncompromising films such as Goodfellas, Scarface, Donnie Brasco, Taxi Driver, Thief and Carlito's Way and in such books as Murder Machine, Pimp and The Westies. What is in those films and books is in the game and in depth - the vices, the crimes, the greed, the betrayal and the violence played out in a decaying urban mess. Players are criminals - heisters, brokers, thugs and thieves, pimps and hustlers, flawed human beings that must hold back their own deep dark desires whilst attempting to cheat, beat, deal and steal a large amount of money that they're unlikely to walk away with.

You start fresh out the joint with \$40 bucks and a pack of smokes to your name, from there you must get your hands on \$100,000 in 90 days in to be in on a deal that will change your life. How low you stoop and what lines you cross are down to you. Rob banks, collect debts, extort businesses, burgle houses, kidnap drug dealers and other low lives for ransom - you as the players decide. But everything you do in Dog Town has consequences, step on the wrong guy's toes and your criminal might wind up stinking out the trunk of his Cadillac, make sloppy dumb ass moves and you'll get busted by the cops and sent upstate where you belong. Dog Town is a game where killers meet you with smiles and a handshake, where everyone is working an angle, and where the cops protect and serve their own interests. See DT:CR page 7 and DT:CR page 273 for more background.

Stripped

These are stripped down rules for Dog Town the Rpg of crime, money and violence and are to be used in conjunction with the other books in the series for setting information and flavour. The intention is to remove most of the crunch of character creation in the Core Rule book and to provide a more free wheeling rules lite version using **The tenGINE** (a system that combines aspects of Bust and the Split System) that can be quickly picked up and played, but can still be integrated with the Core Rule book and Stray Bullets when more depth and detail is wanted. EG. The comparative speed of motor vehicles and handgun ranges or the comparative difficulty of various security measures. To avoid unnecessary duplication of text from the core rule book DT:CR page numbers denoting the relevant section are included to enable cross referencing. Where the brackets have DT:FH next to them the page numbers refer to information in Dog Town: Felon's Handbook.

Creating a Criminal

First choose the level of criminal and consequently the difficulty and tone of the game you want to play. Like in the original rules each level of criminal has a number of development points from which to build a character with.

Punk. Gritty, realism, up against it and on the edge. The player criminal is an above average petty two bit punk looking to make a name for himself on the mean streets of Dog Town. The player criminal will often be out matched so will need to work the angles if he is to survive. Attributes 0 development points. Expertises 3. Flaws 2. **Up & Coming Punk** - Attributes 5 development points. Expertises 4. Flaws 2. **Dead End Punk** - Attributes -3 development points. Expertises 2. Flaws 3.

Gangster. Genre cinematic - a blend of coolness and realism. The player criminal is a tough, hard bitten ex-con that has been around the block a few times and knows what from who. He'll have a proven track record of doing bad deeds and a certain notoriety earned off the back of them. He has slick skills and a number of connections. He don't mind mixing it up neither, and a couple of punks are no more problem than just blood messing up his tailored suit. Attributes 10 development points. Expertises 5. Flaws 1. An example of play would be Carlito Brigante story and exploits in the film Carlito's Way. **Gifted Gangster** - Attributes 12 development points. Expertises 6. Flaws 1.

Complete Bad Ass. Action Hero, one man army. The player criminal is or is going to be a legendary figure in the underworld capable of instilling fear and respect in even Mob Bosses. He has extensive criminal talents, contacts and experience with some killer skills. A very mean mutha that could single handedly takedown a hit squad. Attributes 15 development points. Expertises 7. Flaws 1. An example of play would be Tony Montana's rise and fall in the film Scarface.



Attributes

Attributes represent broad ability in mental, physical and social endeavours and are rated from Stink to Legend. Players use development points to purchase ratings at the cost of 1 point per level, the starting level is an ok default setting of 0. This means that a gangster with 10 development points has 10 points to improve attributes with. 3 of these 10 points could be put into a single attribute to bring it up to a rating of 3 or split amongst three attributes to bring them up to ratings of 1. They can be spent in anyway you want. An average punk with 0 development points to play with can leave his attributes as they are or can adjust them by taking from one and adding the subtraction to another attribute. This adjusting of attributes can be done with any type of criminal. Dead end punks and bums being the screw ups that they are, are weaker, duller or slower than other low lifes and have to lose 3 and 6 points off their attributes respectively.

Stink	-3
Bad	-2
Short	-1
Ok	0
Some	1
Plenty	2
Slick	3
Solid	4
Mean	5
Crazy	6
Legend	7

All the attributes, derived attributes, skills and talents from Dog Town: Core Rules have been encompassed in 5 broad, stand alone attributes. Within each attribute there are functions for which the attribute can be used. For example Brutality has the functions Boss, Force and Threat. Each of these functions can be developed separately if desired or reduced as a flaw, but for the most part they perform at the level of the attribute and are tested on the middle result of three 10 sided dice. Some functions can be adopted by two or more attributes and reflects the different way in which the challenge can be approached. For example in an interrogation of another criminal Slyness could be used to trick that criminal into giving the information sought. Alternatively Brutality could be employed to beat and scare the information out of the criminal instead. Attributes can also be combined and averaged when they are in play simultaneously EG. Moves averaged with Brutality when playing football.

Brutality A criminal's liking, readiness and talent for brute force and ruthless, savage violence. Brutal criminals are explosive, forceful, menacing individuals that have the capability to instil fear, tough bad situations out, and inflict serious damage to person and property. Hardened and brutalized by a dog eat dog life of stress, violence and abuse these vicious and volatile individuals tend to earn names like "Animal", "Mad Dog", "Psycho" and "Toe Cutter." Those who lack brutality are gentle mild manner souls unprepared and uncomfortable with violence.

Functions: Balls, Blade, Boss, Cope, Escape, Force, All Shooting (Up Close) Take, Threat, Throw.

Moves Moves is your criminal's general athletic ability in climbing, scrambling, jumping and twisting his body to get out of a jam. Use this attribute if your gangster is jumping across rooftops, has a speeding car hurtling towards him, is trying to evade someone on foot, avoid gunfire and to play physical games like basketball, handball and baseball. Moves is also the attribute used for challenges involving hand/eye co-ordination, timing and distance, and as such it is used to aim a gun, steer a car and play pool.

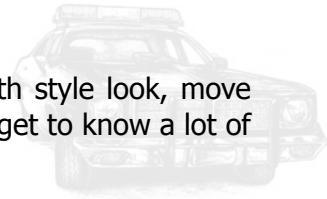
Functions: Creep, Dancing, Drive, Escape, Evade, Game, Handgun, Rifle, SMG, Swimming, Throw.

Slyness This is how underhand, devious, shrewd and criminally intelligent a felon is capable of being in his activities and dealings. Slyness is criminal skill and subterfuge covering activities such as hustling, break and entering, telling lies, concealing items, stealing and hiding. Slyness is used to get away with crimes by challenging the function concerned against the investigative ability of the cop with appropriate modifiers for the likelihood of getting caught or for getting away with it. See DT:CR 144 for more detail.

Functions: Break & Entering, Cheat, Conceal, Creep, Drugs, Impress, Running Rackets, Stealing.

Suss This is the criminal's radar, his street smarts, the inner voice that tells him when something ain't right. Suspicion tells him he's being tailed, set up or lied to. It is also having the sense to know what is bad for the criminal and helps avoid the excesses of the criminal lifestyle. Suss is also the ability employed to solve practical problems like car repair, rigging explosives and medical treatment. Cops operate on this all the time following hunches and their gut instinct that a particular low life is responsible for a crime.

Functions: Discipline, Explosives, Gambling (Play), Investigate, Learn, Patch Up, Shop, Suspicion.



Style Style is having charisma and gravitas, good looks and grace. Criminals with style look, move and talk with a confidence that draws people to them. Through their great social skills they get to know a lot of people, places and things of interest in both the straight world and the underworld.

Functions: Boss, Coax, Deal, Impress, Know Streets, Language, Perform.

Improving Attributes (Optional Rule)

Attributes can be improved with hard use. A rooftop prowler constantly shimmying up drainpipes, climbing through windows and leaping down fire escapes will slowly improve his Moves attribute. Attempting tough manoeuvres and stretching his ability will also do the same. A player can pick up an improvement point for good use (employed at least half a dozen times) of an attribute during a session of play and another if the attribute was stretched performing a tough challenge. An attribute is improved by a rating when 10 points are reached. The next improvement costs from scratch 20 points and the last 30 points.

Attributes can also be eroded slowly by inactivity if over several sessions of play they aren't used. For every session of play an attribute isn't employed take 1 improvement point away. If there are no improvement points to lose eat into the attribute itself until 10 points are lost and then reduce it by a rating. Lost ability is gained back twice as fast as gained ability.

Expertises

Expertises are the individual functions of an attribute that reflect the prominent skills abilities and experiences of the criminal. Expertises do not represent small proficiencies, minor abilities or short term interests. They are things the criminal is known for, does day in day out and is good at, and as such are few in the number taken. Developing a function into an expertise raises it from the default rating of undeveloped to one that is developed. Expertises can be developed further to advanced, superior and renowned ratings by spending expertises. Taking a function as a flaw makes the criminal developmentally lacking in that area. A double flaw usually indicates a disability or impairment EG. A morbidly obese criminal's ability to evade.

Development Rating	Point Cost	Play Value
Clueless	Double Flaw	-5
Lacking	Flaw	-3
Undeveloped	0	0
Developed	1	+3
Advanced	2	+5
Superior	3	+7
Renowned	4	+9

Clueless. If driving is used as an example the criminal would be completely inept and unable to get the car out of the driveway. (C).

Lacking. An atrocious driver that stinks up the highway in a cacophony of horn blasts and scraping metal. (L).

Undeveloped. The criminal can get about the city without writing any cars off but is not by any means a skilled driver. He is Mr. Joe Average. (U)

Developed. The criminal is or was a car thief, or perhaps has worked as a cab driver, trucker, courier or chauffer. He is a capable and experienced driver. Regular patrol cops generally fall into this category. (D).

Advanced. The criminal has raced on the track in competition or is sought after as a getaway driver. In opposition the cop pursuing is Highway Patrol and has received specialist training. (A).

Superior. A top draw driver that has won several honours on the racing track or a fearless getaway driver of some renown. The cop is a formidable highway veteran, trained to anti-terrorist levels or is an instructor. (S).

Renowned. The criminal has achieved some mythic feats of driving that have earned him legendary status in the underworld. (R).

Level	Dev. Points	Expertises	Flaws
Bum	-6	2	3
Dead End Punk	-3	2	2
Regular Punk	0	3	2
Regular Joe	-3 to 5	3	2
Whacko	0 to 5	3	2
Up & Coming Punk	5	4	1
Rookie Cop	5	4	1
Dangerous Whacko	10	4	1
Gangster	10	5	1
Businessman	10	5	1
Experienced Cop	12	6	1
Gifted Gangster	12	6	1
Professional	12	7	1
Complete Bad Ass	15	8	1
Legendary Cop	15	9	1

Becoming Slick

Through the course of the game expertises can be gained and improved if they are stretched and used effectively. When expertises are successfully used in this way get the player to make a Suss challenge, using the Learning expertise of this particular attribute against a 0 challenge rating to see if the criminal has learned how and where to improve the expertise. If successful add 1 to 2 points to an improvement total depending on what was accomplished, and the degree of success of the test. Save these points up until 10 are reached and the expertise is improved by a +1.

Auto Repair. Fixing or stripping cars and other vehicles for parts. Essential for suping up engines and ringing cars through chop shops, also useful for pricing and checking cars to see if they're dodgy. Work against an assigned challenge rating.

Balls. Balls is the extent of a criminal's courage, spirit, and machismo and gives the criminal the chutzpah and composure to come through some tough spots. It is often the difference between a brash upstart punk who thinks he is tough and a vicious shark eyed veteran of the streets who is. Used to be able to stand yer ground and tell serious people to go and fuck themselves, resist torture and make audacious moves on the street.

Blade. Slicing and skewering, cutting and gutting with a sharp bladed instrument. Knives, shivs, machetes and screwdrivers can turn someone into a bleeding mess in brutal hands. Compete against victim's force, evade or blade.

Boss. This is the tough charismatic authority that is needed to be top dog in any crew. A brutal boss exerts control through fear and intimidation while a charismatic boss does so from the admiration of those around him. Match boss against victim's balls stat when asserting authority or suspicion when making a persuasive argument. Those in a position of power often have the backing of those around them and above them and this will modify any challenge. See DT:CR page 125 for more detail.

Break and Enter. Popping a lock on a car door, taping a window pane before smashing it, or cracking open a safe. This expertise is used to bypass security measures like steering locks and sensors without creating a fuss. An essential talent for burglars, heisters and car thieves, this skill can also be used to secure a premises, case it, and know what tools are required for the job. Match against the challenge rating of the security. Cops, locksmiths and other professionals involved in the security industry also have this expertise though this is often more of a technical knowledge learnt through textbooks and training. See DT:CR page 152 -154 for more detail.

Cheat. Using scams to con people outta their green. From the simple switching a \$20 for a \$10 hustle, to

elaborate stings like insurance and credit card fraud. Appearing on the level and passing false for genuine requires confidence and a good line in B.S. Pretending to be Welfare Officer to get into some old lady's apartment uses this skill. As does an elaborate double cross of a crime partner, or a simple bag switch scam at a bus station.

Cheat differs from coax in that there is often no relationship between the fraudster and the mark, and a more structured scam is involved. This is cold calling, and is unlike messing the head up of someone your criminal knows like his girlfriend. Cheat is the structure and content of the scam or fraud, the stuff it needs to work and how it operates. The impress skill is used with cheat and is the shiny wrapping paper that makes the package look good or the glue that keeps it together when it starts to fall apart. Ex - con men are sometimes employed by casinos to watch out for other cheats. Match against victim's suspicion with edges or drags applied for victim's own cheat expertise to see if he knows what you're up to. Or alternatively use cheat versus cheat. See DT:FH page 14 for more detail.

Coax. Getting what you want out of someone the nice way. Raising, and the soft sell of your criminal's personality will make some fool give it up without realizing that they's been used. Coaxing requires a soft velvet voice and easy smile, and is the stock in trade of pimps, hustlers and those who abuse relationships of trust. Whereas this talent can persuade some dupe into handing over a \$10 bill, it cannot be used to argue a principle or secure a deal against a hard headed businessman. When not using this skill to mooch for money use it to be sociable and make friends. Work your criminal's expertise against the victim's discipline.

Conceal. Swallowing a balloon of coke or hiding smack in your crack. Conceal allows your criminal to hold a split razor blade underneath his tongue, or find a fiendishly good place to store a hot credit card in a car. This skill can also be used to disguise and misrepresent items, or distract attention from them. This includes the criminal's appearance and intended actions. Use this skill also to find things that are hidden. Work against suspicion if object could be visible, or conceal if the contraband is hidden underneath a floorboard or in a cornflake packet.

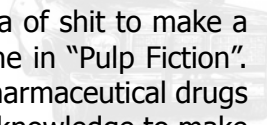
Cope. Like the t-shirt say shit happens, and in Dog Town there's as much bad business to deal with as there is trash on the sidewalks. Putting up with the ghetto nightmare of debts, threats and death, day in day out is wearing on a dude. Ya gots to be together to stand up to the stress and stay level headed, when everything seems designed to drag ya down. Can ya cope with the aftermath, of the sick shit that you yo self have to do to survive. The strength of the Brutality attribute plus this expertise will tell. Use this stat for sustained periods of stress that balls alone can't handle, and to manage those feelings generated after going through particularly horrible experiences. See DT:CR page 152 for more detail.

Creep. Softly, softly catchy monkey. Creeping up on some unsuspecting low life will guarantee your criminal gets the drop on him, and can mean "Its game over man". Creep is used by burglars and hit men to cover short distances quickly, quietly and with a low to the ground profile. Use of the shadows, background noise, and available cover enhances this skill, which can also be used to follow a victim around. Match against victim's suspicion.

Deal. Seeing and making a good deal, manoeuvring for advantage and hard bargaining. Sussing the value and the profit. This skill is used in strict business situations where coax would hit a brick wall, and make your criminal look like a schmuck or worse a pimp. Use also to determine success at selling swag from a trunk of a car to strangers, or when juggling narcotics on the street. Match deal against deal, suspicion or discipline and against an assigned challenge rating if working a pitch or corner. See DT:CR page 108 for more detail.

Discipline. This expertise is used to know when to say no to something that ain't good for your criminal. At least not in the long run as it takes willpower not to gamble or snort away all ya hard earned bread, and Dog Town is full of losers that haven't got either.

Drive. Tearing up the blacktop and screeching corners at insane speed in a pursuit, without flipping over takes a confident ability. Handling a set of wheels with flair will earn your criminal a reputation, and may even impress some shady employers. Select a favourite type of vehicle like cars for the full expertise rating; then drop a rating for a back up vehicle like trucks or motorbikes. Work against an assigned challenge rating or another driver's rating. See DT:CR page 133 for more detail on cars of the time.



Drugs. Knowing about narcotics, how to fix them and mix them or cut them with all kinda of shit to make a profit. Packaging and doses, prices and weights, effects, and treatments like the O.D. scene in "Pulp Fiction". The higher the ability the more likely your criminal will have knowledge of, and appreciate pharmaceutical drugs as substitutes for street varieties. At advanced and superior levels the criminal will have the knowledge to make certain synthetic drugs like crystal meth and pcp. Test against an assigned challenge rating. See the Narcotics chapter of DT:FH for more detail.

Escape. Twisting outta cuffs, manacles, straitjackets and other restraints including physical pins and holds that the authorities seem intent upon slapping on ya. Or with ya own kind ya could be tied and gagged to a chair, or chained to a hot radiator that ya really better wriggle outta soon. Can also be used in conjunction with the break and enter skill to escape from locked rooms. When escape is used to get out of an opponent's hold no injury is caused to the opponent.

Evade. A felon running from "The Man" may have to leap across rooftops, scale chain link fences and weave through crowds at a frantic pace to evade arrest. Traversing window ledges, sprinting blocks and diving through windows are the kind of desperate measures needed to outrun the law or summary justice by one's own kind. Evade is matched against evade in a pursuit and against assigned challenge ratings when negotiating urban terrain. See DT:CR page 141-142 for more detail.

Explosives. Working with dynamite, C4 and home made pipe bombs. With this expertise the criminal can rig explosive charges and can attach and set timers to them for a delayed explosion. Ingenious booby traps can be made and the devices disguised. This expertise can also be used to disarm bombs. Pit your criminal's skill against an assigned challenge rating if making, or another bomber's talents if diffusing.

Force. This is the malicious use of muscle to smash people and things up. Force measures the skill, bodily mass and power required to inflict damage through chokes, slams, strikes, throws and the unnatural extension of joints. There are no weight divisions on the street so the toughest thugs tend to be both mean and gorilla looking. This expertise also applies to wielding a piece of 2x4, a length of lead pipe or a bright, new, shiny hammer. This expertise is also used to lift, drag and push heavy objects. Force is challenged against force or against evade and escape if pinned.

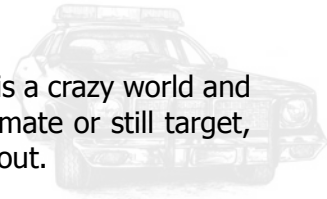
Gambling. Picked up through experience at blackjack tables, dog tracks and through illegal sports betting. This expertise allows the criminal to judge form, assess odds and read the game. The challenge rating will vary depending on the type of game being played. This skill is also used by bookies to fix odds and handicap races. Test against gambling expertise of bookie for bets or assigned challenge rating of the game. See DT:CR page 139 and DT:FH page 11 for more detail.

Game. Pool shark or handball hustler you've got to have good game to play for money. This skill allows the criminal to understand and play a particular sport competitively. Select one sport and shoot hoops like the Harlem Globe Trotters, or hit home runs like the Sultan of Swing. This skill can be taken twice to be an all round athlete. Game is matched against game. A tactical game like pool which involves decisions over shot selection and safety play can average Moves and Suss attributes and one like football can average Moves and Brutality when the linesmen are smashing into one another.

Handgun. Popping with a piece. The ability to shoot straight and take other thugs out with a 9 mil or .357. Applies only to revolvers and semi - automatic pistols. Use Suss attribute for recognition of makes and models, as well as their capabilities. Match expertise against assigned challenge rating for an inanimate or still target, against evade for an moving target and against another firearm expertise if there is a shootout. The closer the gunplay the more the unflinching intention to kill becomes important and Brutality can either take over as the responsible attribute or be averaged with Moves. The decision rests with the director.

Heavy Weapons. Fighting with the big boys in green in a tour of Nam, may have taught yo criminal how to use some heavy weaponry. Rocket launchers, flame-throwers and mortars are the kind of ordinance we're talking about here, and can be as dangerous to the user as to the target in untrained hands. This kind of weaponry is not

really sought after or used on the street, except by terrorist and militia loonies, but hey this is a crazy world and any thing can happen right. Match expertise against assigned challenge rating for an inanimate or still target, against evade for an moving target and against another firearm expertise if there is a shootout.



Impress. To big up yo'self and appear the real deal is vital. Look good and let them think you is good and you'll get through the door. This is style over substance or just selling what you got. Lie like a flat fish about your criminal's cred as a hit man to get a contract. Sell it well and your criminal might not have to pay with his life. Used to talk yourself in or out of situations like when ya criminal is interrogated by the cops, or just to jive and rap on the street. This expertise can be used to set yourself up before a deal by creating a good initial impression, before the bargaining takes place. The impress ability also allows a criminal to smell B.S. when another criminal is trying to come over all big on him, as those with a high impress are not impressionable schmucks themselves. Add edges to a criminal's Suspicion if he himself is a king of lies. Cops have this ability which manifests itself in an air of competence and sincerity. Compete against suspicion of target when selling yo self and the cop's investigation skill when being grilled.

Investigate. A cop skill covering all aspects of investigation from crime scene management, interviewing witnesses, and interrogation of suspects. Match against the expertise used to commit the crime with modifiers for the cautiousness and carelessness of criminal in committing the felony, and against the criminal's impress expertise to take his story apart. See DT:CR page 144 for more detail.

Know Streets. It is the criminal's knowledge and experience of his particular neighbourhood and the contacts he has made in it. Tested successfully the criminal will know who runs what card game, where to buy a piece with no questions asked, and who not to stiff on a loan. This stat is much like a taxi drivers accumulated knowledge of streets, routes and locations. The criminal's own neighbourhood is tested at challenge rating of 0, adjoining neighbourhoods are tested at challenge rating of 5. Neighbourhoods further out are tested at a challenge rating of 8. Cops also have this ability, and one's with high scores are plugged into the street knowing facts and faces.

Clueless. You don't know anyone or anything.

Lacking. Know 8 to 12 assorted punks, bums and losers and 2 to 4 hangouts.

Undeveloped. Know 12 to 16 assorted punks, 6 to 8 hangouts, and aware of 1 to 2 local gangsters.

Developed. Have 2 good connections, know 24 to 28 assorted punks and 2 gangsters. Aware of 4 to 6 local gangsters. Know 14 to 18 hangouts. Have 2 low level allies.

Advanced. Have 3 good connections, know 32 to 36 assorted punks and 4 gangsters. Aware of 8 to 12 others. Know 20 to 24 hangouts. Have 1 quite powerful ally and 1 small material edge like stashed cash \$500, or handgun. Aware of 1 boss.

Superior. Have 5 good connections plus 1 very good. Know 40 to 50 assorted punks, and 9 gangsters. Aware of 16 to 20 others. Know 1 boss and aware of 3 others. Know 28 to 32 hangouts. Have 3 quite powerful allies, and 1 powerful. Have 3 small material edges, or one good one like 3 ounces of coke hidden away.

Renowned. Have 7 good connections plus 2 very good. Know 50 to 60 assorted punks, and 15 gangsters. Aware of 24 to 28 others. Know 3 bosses and 40 to 50 hangouts. Have 3 powerful allies and 6 quite powerful. Have 3 good material edges or 1 excellent like a cool car. Know 34 to 38 places of interest.

Language. If ya grand parents or parents got off the boat from Italy or Puerto Rico, and settled in Little Italy or Spanish Harlem ya might still speak a bit of the mother language. All player criminals speak English, or close to it if youse are from Brooklyn, but need to take this expertise each time for every other lingo they wish to be conversant in.

Patch Up. Patching up your bleeding buddy until a paramedic arrives on the scene, can give him vital minutes and a fighting chance at the E.R. Immediate first aid treatment can stem blood loss and stabilize a goner, or resuscitate someone whose already gone. Work against an assigned challenge rating based on level of injury.

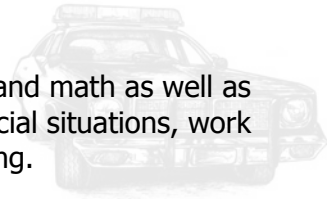
Perform. Is your criminal a comic, a soul singer, a sax player, a dance king at the disco, or a new wave street rapper and DJ dropping phat beats off the decks, then this skill is what he needs. This expertise can be taken twice or three times to be an all round performer like Mr. Entertainment Sammy Davis Junior. Match against an assigned challenge rating based on composition of crowd and other factors, or against the perform expertise of a competitor.

Rifle. To blow a guys head off with a large calibre hunting rifle or shotgun requires this skill. Also covers the use of semi-automatic assault rifles and machine guns fired in semi-automatic mode. Skilled criminals will recognize different rifles, know their capabilities and be able to maintain them in good order. Match expertise against assigned challenge rating for an inanimate or still target, against evade for an moving target and against another firearm expertise if there is a shootout. See DT:CR page 228 for makes and models.

Running Rackets. This is the ability to run ongoing criminal enterprises like illegal gambling, extortion, prostitution, pornography, gun running and cigarette smuggling. Successful rackets are both profitable and discreet and the ins and outs of conducting business on the street are discussed further on page 114 of DT:CR and in the Crime Pays chapter of The Felon's Handbook. Match ability against an assigned challenge rating based on competition, quality of product, location and other factors.



School. What your criminal when he was there learned at school. Covers reading, writing, and math as well as geography, history and other subjects. Affects how well a criminal can speak properly in official situations, work out finances and read notes, letters and subpoenas. Test against an assigned challenge rating.



Shop. What workshops and classes did your criminal attend in the big house to try and rehabilitate him. Carpentry, art, cookery, welding, basic electrician skills, select one. Squares also have this expertise which can encompass almost any practical skill from photography to sculpting.

SMG. To unload vast amounts of lead with the hope of taking scum out needs an aptitude in this skill. SMG's buck like a bronco in full fire and are difficult to keep on target at longer ranges. With experience a gangster can compensate and control his fire ripping his enemies to bits. Like rifle at professional and beyond the gangster will recognize guns, their capabilities and be able to maintain them. Applies to all machine pistols and automatic rifles like the M16 when fired in automatic mode. Match expertise against assigned challenge rating for an inanimate or still target, against evade for an moving target and against another firearm expertise if there is a shootout.

Stealing. Lifting and picking wallets and any other items out of victim's pockets or hand luggage. This expertise requires a deft hand and gentle touch, and can be profitable but risky enterprise. Stealing can also be used to boost stuff from stores without anybody getting wise. Match ability against victim's suspicion.

Suspicion. Being switched on to what's going on, or having your head stuck up your ass. Suspicion is being perceptive to the world and its detail and interpreting what is seen and heard in a distrustful way. Noticing blood on the carpet or a tell tale bulge underneath a punk's jacket and assuming the worst can be the difference between life and death. The full suspicion of the criminal is used when he says he is actively keeping his eyes open for trouble. When the criminal is chillin, shooting the breeze, not paying attention and otherwise slipping, he uses his passive suspicion to spot danger. Passive suspicion is at a skill level below active suspicion.

Swimming. Less a recreational activity and often more one of a necessity, when the car you are driving is forced off the road and into the East River. Or maybe that meeting on the barge didn't go too well and the cold murky swirl of the midnight water is the better option. Match against an assigned challenge rating.

Take. People are different. What will kill one person won't always kill another, in some criminals the shock from a significant wound can be more than their bodies can take and they die; while others can sustain a half dozen or more fairly serious injuries and still keep drawing breath. Vigour, tenacity and general hardness of body and mind can diminish the effect that injury, chemical abuse and privation has. Conversely a soft belly, weak chin and a strong bully boy preference for dishing it out rather than taking it can cause the criminal to collapse, or quit sooner rather than later. Match against a challenge rating of 2.

Threat. Putting the frighteners on someone to pay up or shut up. Intimidation is a valuable tool to loosen a tongue, or make another gangster back off from one of your rackets. Having the eyes of a cold blooded killer can be very persuasive, as can be a barely disguised threat that gives the right idea without having to say anything incriminating. Oozing violence and bad intentions will stop people from invading your space, and appearing as sinister as an SS torturer will get some super straight answers. Cops also use this ability to intimidate criminals. Match threat against balls.



Specializations

A specialization is the refining of an expertise to a particular situation, move, tool or condition and these are primarily picked up through a criminal's type. Initially a criminal gets 4 specializations to attach to expertises developed within that type. Only developed expertises can have specializations. A specialization is also automatically earned when an advanced rating in any expertise is obtained including expertises taken outside of the type. New specializations are also automatically generated on acquiring superior and renowned ratings.

A criminal can have several specializations within a single expertise. For instance the expertise break and entering can be used to break into cars, houses and safes through locks and windows and dealing with alarms and guard dogs. A specialization of this skill could be drilling into safes, picking Mortice locks, de-activating alarms or hot wiring cars. In taking a specialization the criminal has developed a knack for eye gouging in a street fight, bluffing in a game of poker or pulling a handbrake turn in a car chase. In game terms when a specialization is used it provides the player with the ability to modify the reading of the dice so a more favourable result is obtained. Instead of taking the middle value in a roll of 3d10 the player can take the average between the middle value and the highest value.

For example instead of taking the 6 in (4,8,6) as the result the player can take the average between the (8,6) as the result which would be 7.

A specialization can be taken twice or can be stacked with another applicable specialization to provide an enhanced modifier. Where this occurs the player gets to use the highest value of the three dice as his result. Opposing criminals and cops can also have specializations which they can use against the player. If this is the case the opposing criminal gets with a single specialization to take the average between the middle and lowest value. If a double specialization is used or they are stacked the opposing criminal gets to use the lowest value in a roll of 3d10. Opposing specializations cancel each other out on a one for one basis. When a specialization is being used it is in the case of a half number average rounded up or down to the benefit of the user of the specialization. So a 4,5,8 which produces either a 4.5 (opposing) or 6.5 (player) average are rounded to a 4 and 7 respectively. In a conflict situation where a specialization is used against another; after it has been employed once the person on the receiving end can make a suspicion vs. conceal challenge to get wise to the move with modifiers for each time it is used. On occasion they maybe able to this straight away if they know about the person they are facing. If they figure what's being done then the specialization no longer receives the modifier. This applies to move type situations where the technique is capable of being read and not to weapon type specializations like ball peen hammer. Specializations are created by the player with guidance from the director.

Criminal Types

In Dog Town there are no fixed career classes only general criminal types, and these don't restrict what your criminal can do and what expertises he can learn. Sure there are cheaters and beaters, stealers and dealers and each have particularly strong attributes and areas of expertise. But foremost criminals are opportunists that exploit a given situation when it arises. A drug dealer may kill out of necessity or profit, and a thug may set up a stolen car ring. A criminal type is a criminal that favours offending in a particular area of crime either because his nature and circumstances dispose him towards that crime or because he has found that he has a talent for committing that crime. There are 13 types of criminal and a player may select either one or two that best describe his criminal's offending instincts. For instance a player criminal could be an out and out hustler or one that was also an extortionist. In choosing a type the criminal benefits from bonuses that type has to offer and in various drags that the type tends to suffer from. If two types are chosen the bonuses and drags are split between them.

Suggested Attributes. What attributes the player ought to develop for the type.

Expertise Bonus. A player gets the same number of expertises for a criminal type as he did from the criminal level selected. EG. Gangster has 5 general expertises and 5 type expertises. These can be spent on the available expertises of one type or split between the expertises of two types.

Specialization Bonus. A player gets four specializations to split between one type or two.

Drags. The associated vices and problems that the type has a habit of having or picking up. Select one.



The Asshole

The asshole is a fucked up in the head felon destined for a lifetime of jail or a bullet behind the ear. This twisted loser is a maelstrom of hate oozing malice from every pore, he delights in destruction and violent behaviour sometimes simply for its own sake. From being just plain stupid and offensive, to being a dangerous whacko with something to prove assholes litter the criminal world committing such crimes as reckless driving, criminal damage, assault, public drunkenness, drug possession and lewd behaviour. Often escalating with the more psychotic to serious sicko crimes like wanton arson, aggravated battery and random acts of rape and homicide.

Suggested Attributes. Brutality, Slyness, Moves.

Expertises. Balls, Blade, Conceal, Creep, Driving, Escape, Evade, Explosives, Take, Threat, Cope.

Specializations. Dirty Fighter, Broken Bottles, Hotwiring Cars, Hiding Weapons, Tailing, Handcuffs, Shoplifting, Stalking, Arson, Ramming Cars, Torture, Provoke a Fight, Trash Room, Offend, Drink Alcohol.

Drags. Drugs, Alcohol, Hostility Rating (+2), Temper, Spite, Flaky, Big Mouth, Style -1, Suss -1, Suspicion (Lacking), Masochism, Stubborn.

"Do you know the best part of killing someone. The look on their face. It's that look. Not when they are threatened. Not when you hurt them. Not even when they see the knife. It's when they feel the knife go in. That's it. It's surprise. They can't really believe it's happening to them. She had that look, the girl, when she knew it wasn't just porno. You feel how hard I am."

Machine from the movie 8mm.



The Broker

The Broker for a price or percentage trades information and acts as a go between and fixer. Looking for a fence that can lay off specialist swag, or a talented wheelman for your next big score, then a broker is the guy you go and see. Brokers never get their hands dirty handling anything; they simply make the phone calls and the introductions. They buy insider information like the alarm layout to a bank and sell it on to criminals that can make use of it - job done. They also finance operations fronting the set-up money for numbers banks and drug buys in return for an agreed percentage of the profits. Need Suss, Style and Slyness with a great know streets for this line of work. Social and mental expertises are also an asset as well as the skills impress, coax and deal.

Suggested Attributes. Suss, Slyness, Style.

Expertises. Break And Enter, Conceal, Deal, Drugs, Impress, Know Streets, Language, School, Suspicion.

Specializations. Math, General Knowledge, Valuing Items, Bargaining, Alarm Systems, Lying, Financing, Removing Links, Introductions, Planning.

Drags. Take (Lacking), Brutality -1, Balls (Lacking), Greed, Power, Food, Obsessional Behaviour.

"Word has come to me you are a top-flight burglar. If you are, we can make you a millionaire in six months. We can show you where the jewels are, what is there and what to look for. And when we tell you there's jewels in the house we know they are there."

Chicago Outfit gangster Leo Rugendorf from book "The Home Invaders" approaches cat burglar Frank Hohimer with a deal.



The Dealer

The Dealer is a criminal who buys and sells drugs or stolen property for profit. Typically this criminal has the Slyness and Style to know what's what, and who to pass it off to. Know streets and deal are the most important expertises to possess along with impress, conceal and drugs. A fence or drug dealer are the options available, or legitimate business if the criminal has inclination to go somewhat straight.

Suggested Attributes. Brutality, Suss, Slyness, Style.

Expertises. Blade, Conceal, Deal, Drugs, Evade, Impress, Know Streets, Language, Suspicion, Threat.

Specializations. First Impression, Make Cop, Lose Tail, Drug Dealing, Valuing Items, Cutting Drugs, Finding Stash Places, Hagglng Price, Fixing A Hot Shot, Plugging Drugs, Disposing Of Drugs.

Drags. Notoriety, Drugs, Spender, Power, Greed, Discipline -2, Spite,

"I went along with that thing of yours about getting out cause I had nothing else. When I get out what am I gunna do? I don't know nothing else but dope, baby. Takin' it, sellin' it, bankrollin' so other small time pusher. Ya know, you've got this fantasy in your head about gettin outta the life and setting that other world on its ear. What the Fuck are you gunna do except hustle? Besides pimpin'? And you really ain't got the stomach for that."

Eddie from The movie "Superfly" asks Priest to reconsider going straight.



The Heister

The Heister is a criminal that robs at gun or knifepoint. Truck hijackings, muggings and stick ups of convenience, liquor stores and banks are the types of crimes that this thug/thief commits. Decent ratings in Brutality, Moves, Slyness and Suss are needed. Developed expertises in suspicion, know streets, threat, conceal, break and enter, drive, blade, handgun or rifle should be considered.

Suggested Attributes. Brutal, Moves, Suss, Slyness.

Expertises. Blade, Conceal, Creep, Drive, Evade, Force, Handgun, Patch Up, Rifle, Suspicion, Threat, Cope.

Specializations. Alarm Systems, Small Knives, Hiding Identity, Concealing Weapons, Concealing Criminal Movements, Finding Stash Places, Tailing, Cornering, Rapid Fire, Shotguns, Controlling The Room, Pistol Whip, Shove Out Of The Way, High Speed Reverse, Plan A Job.

Drags. Spender, Greed, Risk Taker, Drugs, Sadism, Power, Gambling, Attention, Stubborn.

"When you're dealing with a store like this, they're insured up the ass. They're not supposed to give you any resistance whatsoever. If you get a customer, or an employee, who thinks he's Charles Bronson, take the butt of your gun and smash their nose in. Everybody jumps. He falls down screaming, blood squirts out of his nose, nobody says fucking shit after that. You might get some bitch talk shit to you, but give her a look like you're gonna smash her in the face next, watch her shut the fuck up. Now if it's a manager, that's a different story. Managers know better than to fuck around, so if you get one that's giving you static, he probably thinks he's a real cowboy, so you gotta break that son of a bitch in two."

Mr. White from the movie "Reservoir Dogs."



The Hustler

The Hustler is a criminal that cheats, lies and deceives individual victims and organizations out of property and money. Typically the hustler is a person of Style, Slyness and Suss who is able to appear genuine and plausible. Expertises in coax, impress, conceal and cheat are essential to getting away with it. Cheating welfare, credit card fraud, flim flams, working a bunk game, insurance scams, setting up phony companies, bar room grifts are all ways to fleece people out of their money.

Suggested Attributes. Slyness, Style, Suss.

Expertises. Cheat, Coax, Conceal, Deal, Impress, Know Streets, Perform, School, Shop(Art), Stealing, Suspicion.

Specializations. Creating Documents, Bogus Official, False Medical Claims, Driving Licenses, Fake Seizure, Flim Flams, Embezzlement, Check Fraud, Rigged Bunko Games, Lying, Hype, Disguises, Mooch, Befriend, Hide Identity, Evaluate.

Drags. Notoriety (Liar), Greed, Take -1, Risk Taker, Big Mouth, Drugs, Womaniser.

"You show me a fucking guy that's greedy, and I'll rob him. No matter how, Ill find a way to rob him. Because if he's got greed in him, there's always a way. Just find the thing he likes the most. When a guys greedy, you could make him believe orange is black. I mean this is what kind of fuckin suckers there are. Show a guy something. I take guys to trucks. 'You see that truck, its loaded with televisions'. They believe it. Its loaded with tuna fish they believe it. Give me the money. 'See that that truck its loaded with pizza sauce. California all red, the best pizza sauce, whatever.'"

Mafiosi Nick Caramandi from "Blood and Honor."



The Pimp

The pimp is a criminal that profits from prostitution by playing a game with a ho's mind. The pimps hustle is to trick the ho into thinking she needs him to run her. A super Style and icy cold Brutality with threat, coax and impress expertises to match are required to break her down, and get the give on her hard earned dough.

Attributes. Brutality, Slyness, Style, Suss.

Expertises. Blade, Boss, Coax, Deal, Force, Impress, Know Streets, Suspicion, Threat, Running Rackets (Pimp Game).

Specializations. Mooch, Seduction, Flatter, Dress Sense, Hype, Lying, Jive, Backhand Slap, Switchblade, Put Down, Always Suspicious.

Drags. Spender, Drugs, Greed, Hostility Rating, Big Mouth, Temper, Attention, Stubborn.

"Dawn was breaking as the big Hog scooted through the streets. My five whores were chattering like drunk magpies. I smelled the stink that only a street whore has after a long, busy night. The inside of my nose was raw. It happens when you're a pig for snorting cocaine. My nose was on fire and the stink of those whores and the gangster they were smoking seemed like invisible knives scraping to the root of my brain. I was in a evil, dangerous mood despite the pile of scratch crammed into the glove compartment."

Iceberg Slim from his autobiography "Pimp."



The Thug

The thug is a criminal that uses violence or the threat of it to get money and respect. Typically the thug is big powerful brute that is able to throw his weight around and intimidate a victim through sheer size and menace.

Good ratings in Brutality, Moves and Slyness are useful to get the job done, and expertises such as suspicion, threat, force and blade will come in handy when warnings need to be given and legs broken. Body guarding, debt collection, door work, extortion, punishment beatings and contract murder are all possible lines of work for the thug.

Suggested Attributes. Brutality, Slyness, Moves.

Expertises. Balls, Blade, Cope, Creep, Explosives, Force, Handgun, Know Streets, Lifting, Rifle, SMG, Suspicion, Take, Threat.

Specializations. Dirty Fighter, Cut Throat, Avoid Bullets, Back Stab, Stun, Fire Fight, Ooze Violence, Quick Load, Take A Beating, Baseball Bat.

Drags. Power, Temper, Hostility Rating (+2), Sadism, Alcohol, Attention, Big Mouth, Stubborn.

"I think in all fairness, I should explain to you exactly what it is that I do. For instance tomorrow morning I'll get up nice and early, take a walk down over to the bank and... walk in and see and uh... if you don't have my money for me, I'll... crack your fuckin' head wide-open in front of everybody in the bank. And just about the time I'm comin' out of jail, hopefully, you'll be coming out of your coma. And guess what? I'll split your fuckin' head open again. 'Cause I'm fuckin' stupid. I don't give a fuck about jail. That's my business. That's what I do."

Nicky Santoro from the Film Casino.



The Thief

The Thief is a criminal that is into plain old fashioned stealing. If its someone else's and it isn't nailed down then its up for grabs. Typically the thief is a dude that is light on his feet and light with his fingers combined with a good dose of Slyness and Suss. Essential expertises are break and enter, evade, creep, suspicion, conceal, and steal. shoplifting, burglary, smash and grab, car theft and pick pocketing are ways to make disrespect for other peoples property pay.

Suggested Attributes. Slyness, Suss, Moves.

Expertises. Blade, Break and Enter, Conceal, Creep, Deal, Drive, Escape, Evade, Shop (Electronics), Stealing, Suspicion.

Specializations. Alarm Systems, Hot Wiring, Cracking Safes, Locks, Shoplifting, Slight of Hand, Pick Pocketing, Spot Tail, Hearing, Climb, Move Quietly, Hide Identity, Squeeze Through Narrow Gaps, Blend In With The Crowd, Crowbar, Screwdriver.

Drags. Greed, Risk Taker, Drugs, Gambling, Spender, Flaky, Stubborn.

"I got out, found a dime store, bought a cheap knife with about a 6-inch blade for \$1.32, a 12-inch long thin metal ruler for 33 cents, a package of safety matches, a 29 cent pen light. At a cheap clothing store I bought a pair of tennis shoes for \$3.71, a pair of gloves, and a ski-mask. Then I dropped everything in a paper bag, walked back to the bus station, got a phone book, went looking up doctors' and lawyers' names."

Frank Hohimer in his book "The Home Invaders" explains what he did on release after serving 11 years in prison for a crime he didn't commit.



The Runner

The Runner is an all purpose gopher and errand boy. He stands as lookout for an operation, hides cash in a stash pad, couriers drugs from one side of town to the next, carries a gun so his boss don't have to, and collects money or bets from his bosses customers. A peons job but one with opportunities to rise or rip off. Slyness and Suss are useful attributes not to screw up and get whacked. Expertises should include impress, conceal, drive, gambling, drugs and handgun as a cash carrying runner is often a tempting target.

Suggested Attributes. Slyness, Suss, Moves, Style.

Expertises. Coax, Conceal, Creep, Discipline, Driving, Drugs, Evade, Gambling, Handgun, Impress, Know Streets, Running Rackets, School, Suspicion, Threat.

Specializations. Make Cop, Cornering, Finding Stash Places, Lying, Math, Concealing Contraband, Smell Set Up, Keep Lookout, Eaves Dropping, Plenty Of Patience, Keep Mouth Shut.

Drags. Gambling, Drugs, Flaky, Spite, Womaniser.

"The cigarette doesn't care about the flash paper it just takes it. If were to run for me you might be wise to warm up to the idea, that I don't care for you Edward." "Ok I understand." "Now here what your job entails. Every morning Rocco your immediate supervisor will hand you an envelope with the sum of \$100,000, sometimes more. The denominations are divied up in the form of cash, chips and winning tickets. On the job you will wear a wire, a ear piece, carry a beeper. Your daily task simple. Run to each book jot down the lines and phone them to me. I will tell you what and how much to book."

Deep Throat from the movie "The Runner" explains his employment conditions to Edward his prospective recruit.



The Racketeer

The Racketeer is a criminal that has his fingers in a lot of pies. Typically the criminal is a gangster organizing several continuing illegal enterprises like sports betting, card games, loan sharking, extortion, large scale commercial theft and fraud. Deal, threat, cheat and violence related expertises are required to maintain these rackets. The gangster could be independent or more likely belong to an organized crime group like the Mafia.

Suggested Attributes. Brutality, Slyness, Suss, Style.

Expertises. Balls, Boss, Coax, Cheat, Deal, Force, Gambling, Handgun, Impress, Know Streets, Running Rackets, Suspicion, Threat, Cope, School.

Specializations. Contacts, Corruption, Running A Business, Fix Odds, Veiled Threat, Baseball Bat, Befriend, Dress Sense, Bid Rigging, Coded Messages, Torture, Two in The Head, Set Ups, Appear Respectable.

Drags. Notoriety, Moves -1, Attention, Greed, Gambling, Big Mouth, Power, Alcoholism, Womanising, Food, Temper, Stubborn.

"From now on, nothing goes down unless I'm involved. No blackjack no dope deals, no nothing. A nickel bag gets sold in the park, I want in. You guys got fat while everybody starved on the street. Now it's my turn."

Frank White from the movie King of New York.



The Wheelman

The Wheelman is a criminal that earns cash from his skills as a getaway driver. His job on a score is to sit tight and keep the engine of a high performance vehicle ticking over, in readiness to burn rubber when the rest of the crew burst out of the bank with duffel bags full of dough. In addition to being ace drivers wheelmen have to be able to keep their cool under pressure, resisting the panic to push the car and themselves too far. Local knowledge is also an essential asset as a Wheelmen must be familiar with every twist and turn, alley and short cut in the area to blow off the heat. On the side a wheelman can earn money as a courier of contraband such as guns, porn and drugs. When the cargo can be worth tens of thousands, and being pulled over could mean 20 years in the can you don't want a cowboy shifting the gears.

Suggested Attributes. Moves, Suss, Slyness.

Expertises. Auto Repair, Balls, Conceal, Drive, Escape, Evade, Impress, Know Streets, Suspicion.

Specializations. Spot Cop, Sup Up Car, Save Spin Out, Perform Stunt, Take Corners, Handle Speed, Makeshift Repair, Ram Off Road, Look On The Level, Good For The Job.

Drags. Risk Taker, Gambling, Big Mouth, Drugs (Stimulents).

"Why am I here?"

"Some people want to meet. They're from down town - done a few jobs."

"Shooters?"

"Yeah."

"I told you I don't like guns."

"I know, but they're looking to move up. They've got their eyes set on something special."

"They know my price."

"Everyone knows your price - even paid me \$300 just to get to you"

"You did."

The broker from the movie "Driver" meets the eponymous driver to recruit him for a crew planning a major score.



The Rat

This criminal trades information on his associates for breaks, favors, plain spite, or more often than not just cold hard cash. The clients are usually cops - detectives looking to get the dope on this month's Mr. Big. The criminal could be in a hole of his own and needing an out he turns rat - putting the finger on the fattest catch he knows. Alternatively he's on the department's payroll picking up regular envelopes for the low down on the juiciest happenings of the week. Top informers on the hottest jobs may even wear a wire and play the risky game of trying to get the dirt on the target.

Some play informer for their own ends, snitching on and sometimes even setting up rival criminals for the Five O to take out.

A rat may also work his own kind keeping a keen ear and watchful eye on who is doing what. Then dropping a dime to someone who will care.

Suggested Attributes. Suss, Slyness, Style.

Expertises. Coax, Conceal, Cope, Creep, Deal, Discipline, Impress, Know Streets, Stealing.

Specializations. Eaves Dropping, Hide Object, Tail, Negotiate Terms, Lie, Persuade, Lift Item, Keep Cool, Manipulate, Start Rumour, Disguise Information, Deny Being A Snitch.

Drags. Spite, Drugs, Big Mouth, Greed, Alcoholism, Flaky Attention (From Police)

"Look ... what if I was to help you out again?"

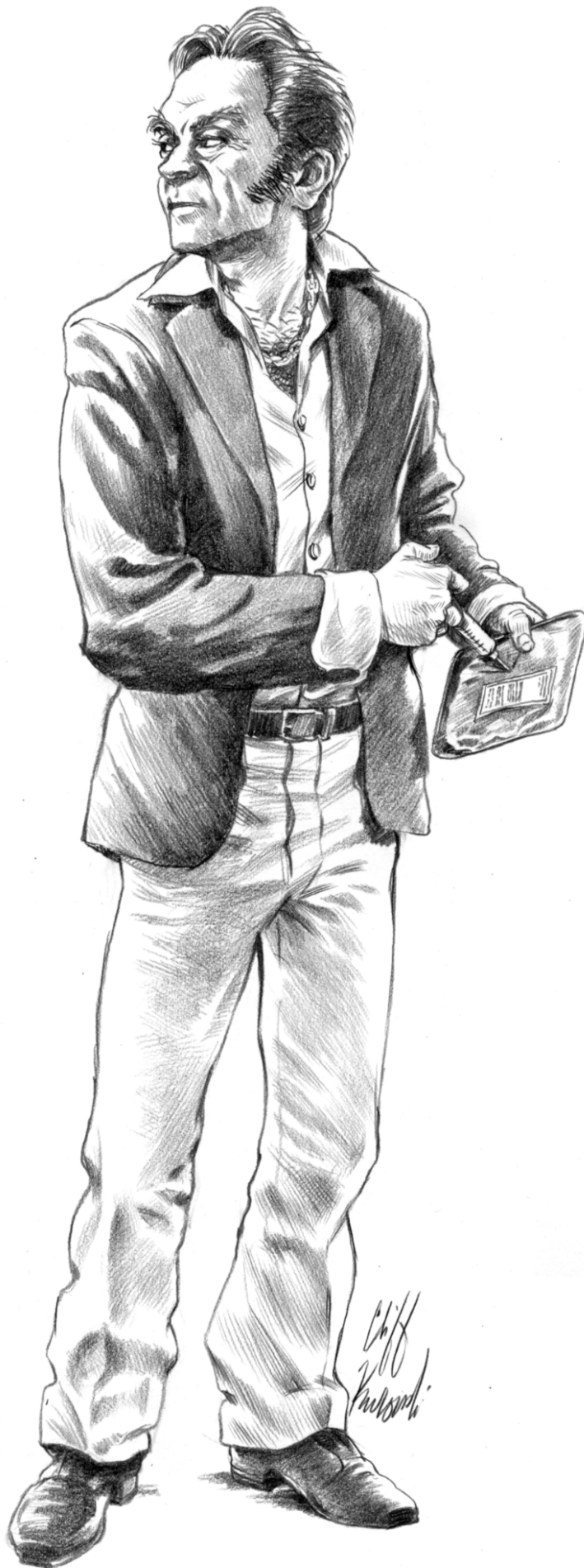
Big Al peered over the rims of the tinted glasses and smiled at him. "Who you gon bust, Fox?" he said. "You never brought me nobody buy rinky-dinks. The jail's full of junkie-pushers. We want some big people in here."

"I'm talkin' bout some big people," Foxy said.

Big Al's voice had a snap in it. "Look what you got? You got somethin' for me?"

Yeah I got somethin' to trade," Foxy said. It's deep too. Very, very heavy. But I ain't giving it up without some guarantees."

Foxy Newton from the book "The Jones Men" tries to cut a deal on a possession rap.



The Extortionist

This often borderline whack job targets wealthy families, businesses, and institutions in an effort to extort large amounts of money from them. The extortionist differs from the brutish, lean on tactics of the thug in that he employs a more sophisticated, covert and cowardly approach to the felony. This kind of extortionist holds supermarkets to ransom by injecting poison into chilled meat or by contaminating jars of baby food with ground glass. Bomb hoaxes, arson and sabotage are other ways to show the company that you mean business about ruining theirs. They are also fond of kidnapping and blackmailing victims to get the same result - a plain briefcase full of used tens and twenties.

The seriously unhinged amongst them may go a step further and direct a campaign of terror against the city and its people. Random rooftop killings with the aid of a sniper's rifle or the placement of pipe bombs in municipal buildings precede a threat that more is on the way unless the demand is met.

Extortion is waiting game so the felon needs to have a decent discipline, and the Slyness not to get the details wrong.

Suggested Attributes. Suss, Slyness, Brutality.

Expertises. Conceal, Cope, Creep, Deal, Discipline, Drugs, Explosives, Patch Up, Rifle, Shop, Suspicion, Threat.

Specializations. Spot Tail, Follow, Timed Devices, Disguise, Knowledge of Poisons, Hide Actions, Make Demands, Counter Surveillance, Observation Point, Negotiate Terms, Kidnapping, Planning, Truss Up Victim.

Drags. Spite, Greed, Power (Control over others), Sadism, Obsessional Behaviour, Style -1, Stubborn.

"To the city of San Francisco. I will enjoy killing one person everyday until you pay me one hundred thousand dollars. If you agree say so tomorrow morning in personal column San Francisco Chronicle, and I will set up a meeting. If I do not hear from you it will be my next pleasure to kill a Catholic Priest or a"

The Mayor of San Francisco reads out a blackmail demand made by Scorpio in the movie "Dirty Harry".

Bug

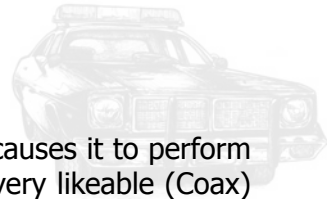
Yeah sure you be working the angles and making the moves on the street to make a trunk load of money but are you motivated by anything other than cold hard cash. Are you out for revenge on the bad to the bone mother-fucker that topped your brother for a stinking drug corner? Are you sick inside with all the bad deeds and bodies that you've got on you? do you need redemption? do you need to make amends and do some good? Perhaps your family was all fucked up and you drove it apart some more and now you want to put it together again starting with you poor sister and that shitheel biker boyfriend of hers that beats on her. It could be that you are owed money, it could be a pissy amount but that's not the point you live by a code, they burned you and now they are going to pay one way or the other - the Mob doesn't scare everyone.

A player criminal is likely to have a bug up his ass about something and this needs to be worked out of his system. The bug could be part of the detail in his hostility rating or it could feature in his vices - it could be a separate thing entirely. If it isn't worked out in some way it will eat at the criminal inside and find ways of coming out in misdirected anger, self-harm and substance abuse. Other criminals and cops can have bugs too and their obsessions can be difficult to deal with.

A bug is be a powerful thing, a fire in the belly and a hate in the heart that can push a criminal beyond his usual limits. When exorcising the bug the criminal benefits from a total of 7 desperation points that can be spent to influence effort rolls. The 7 points reflect the extent and fervour of the bug and once spent it is exhausted. The points are spent on a one for one basis with each capable of improving an outcome by 1 point. They can be spent individually, in bunches or all in one go.

The player puts forward when he wants to call upon some desperation and it is then down to the director to decide if it is applicable to the situation. Use cope and discipline against appropriate challenge ratings to deal with a bug.





Flaws

In the stripped version of the game a flaw is a weakness in a function of an attribute that causes it to perform below the ability of the attribute by -3. For example a criminal with a Style of 3 could be very likeable (Coax) and entertaining (Perform) but be lacking in ability as a leader (Boss). The Boss function becomes lacking and performs at a rating of -3. All criminals must take the number of flaws associated with their criminal level separate to any possibly taken as drags from their criminal type. Flaws can be for a truly lousy ability be doubled up for a -5 rating.

Breaks

Street life on the corners, in the alleyways, in the smokey back rooms is callous, unforgiving, senseless, and often abruptly violent. Overdosing on a bad shot of H, getting stabbed for a wristwatch, getting shot over an insult, or perhaps busted on a bullshit rap can bring your time in "The Game" to an end unless brother you can catch a break.

A break is an out of the ordinary event when things don't follow as expected and go against the odds. A break can get your ass out of jail when a key witness drops dead from a heart attack. A break can mean the two bullets put in the back of your head don't enter the brain and leave you alive instead with a fractured skull and a serious headache. A break can also make cool shit happen too - cracking the combination to a top notch safe or delivering a pitch perfect hustle on a hard nosed businessman.

When something bad happens to the criminal a break can be used cancel, alter or lessen the effect. What happens instead will depend on the circumstances and should be agreed by the player and director with the ultimate decision going to the director.

When the criminal wants or needs something cool to happen he can use a break to modify how the dice are read or he can ask that something fortuitous happen like an opponent's gun jamming that will also affect the challenge. Again this is to be discussed with the director with the director making the final decision.

A break to avoid some bad shit can be used retrospectively as a save but a break to make something cool happen must be declared upfront and allows the player to add the two highest dice together out of the three rolled as his result. For instance a 5,3,10 where a break was used would allow the 5 to be added to the 10 for a 15 result plus or minus any other modifiers. When a specialization is used with a break all the dice are added together. If an opponent employs a specialization when the criminal uses a break to do something cool the user of the break takes just the highest number of the three dice. The dice mechanics are explained further in the next chapter.

Only player criminals have breaks and they start the game with between 1 and 3 breaks depending on how generous and player friendly the director is. Once spent they need to be earned back through the following:

Accomplishing a difficult task without the aid of a break (1 break point).

Being generally cool, hardcore, devious and ballsy. (1 break point).

Earning money, gaining territory, evading the law, or doing something noble and self-sacrificing.(1 break point).

At the director's discretion for living the life (1 break Point)

Once 10 break points are earned the player gets a break.

Vices

The lifestyles of the wannabee rich and infamous are fuelled by excesses in booze, drug consumption, pretty ladies, extravagant spending, hopeless gambling and greed. Those that can't say no invariably lose the plot and get completely detoured from their original destination of wealth, respect and power, down a blind ally that eventually leads to their ruin.

Most street people smoke having usually first lit up when other kids were still blowing out candles on their birthday cakes. From wino's in the gutter that smoke other people's throwaways, to 60 a day gravel voiced Mafiosi who live off espressos and Lucky Strikes. Roll a 1d10 and on a score of 3 and over your criminal sparks the cancer sticks up like Humphrey Bogart. This vice is in addition to any other vices that the gangster may have. Players must pick one vice in addition to any picked up as drags through choosing a criminal type. Vices are

resisted with a discipline challenge - the challenge rating of which will depend on the degree of desperation, temptation and provocation in the circumstances involved. Vices are an integral part of the game in that they are the motivation for the majority of committed crime. They are also not always a bad thing when not over indulged providing pleasure and key moments in "The life" that can earn break points.

Alcoholism. The player criminal loves the sauce, and goes on mad benders lasting a couple of days knocking them back to blackout. Alternatively he is a functioning drunk supping throughout the day to keep the buzz on. Whichever, the demon drink is an everyday part of the criminal's life and the urge must be controlled daily at an appropriately high difficulty. Stress and hanging out in bars will not make this any easier, but support and being into something else will.

Drugs. The player criminal loves to pop pills, or needs to take the edges off his day. The warm carefree embrace of The Big H, or the monged out oblivion of Quaaludes, will sooner or later turn your criminal's life into toilet food when he gets hooked. Becoming completely strung out on drugs, will nosedive your criminal's career faster than a rabbit gets fucked. Test against against a fairly high difficulty to just say no.

Greed. Wanting more than you need is every gangsters disease, but some have it worse than others, and they don't fly straight no more. A little skimming is to be expected, but ripping off, cheating, and cutting people out of the picture altogether because your love of the green makes you incredibly mean is bad business. Adjust difficulty depending on the amount of Dead Presidents at stake, modified by the risks that have to be taken. Greed in gangsters often clouds and overrides common sense, making them easier to scam with the tempting hook of a money making deal. Deduct 2 points off the suspicion in such situations.

Risk Taker. The criminal is an adrenaline junkie that fixes on action. Taking high stake scores with security up the ass or ripping off big time drug dealers with a penchant for homicide gets the criminal's juices going. The risk is just as important as the score, which means that the felon is unlikely ever to go straight or live long enough to grow old. Test against an appropriate challenge rating to have some sense.

Womanizer. Chasing tail like Tom does Jerry no matter what the cost, or falling hard for that one special lady, that breaks hearts like a short order cook breaks eggs. Feeling like you got five dicks, or just being a love struck fool that can't let go, women is trouble for you period. The longer the history or the hotter the gal, the more your dick is likely to do the thinking. Or alternatively your criminal gets his kicks from working girls, strip joints and porn.

Stubborn. You've got to have your own way and be your own man and this bloody mindedness often gets you in trouble when you won't



bend for sense nor money. It could be that you prize principles and freedom more than going along with everyone else for an easy life, or it could just be that you are just hard fucking work and must have things as you want them. Whichever, you are the fly in the ointment of many a plan and this invokes anger and sometimes respect from criminals and cops alike. Identify some issues and test against an appropriate challenge rating.

Power. You have to be in control, and top dog in any gang or crew. The juice is what drives you to climb the criminal ladder, stepping all over the people who get in your way. You like people to know that you can do things for them, and to them with just the click of your fingers. You are a man of respect with a Capone complex, and a love of the Godfather. This ambition is risky; it will either pay off big time or get you killed. Where there is an opportunity to get ahead make a discipline roll at an appropriate challenge rating.

Temper. Certain things really push your buttons, and then the red mist descends. Going loco because some dude checks out your woman for a split second longer than he should have, means getting into a lot of beefs, even when it's clearly a lousy idea. Test Discipline at a difficulty appropriate to the provocation involved.

Gambling. Betting isn't a harmless pastime for you, it's a compulsion, and you've got the potential to be a hopeless degenerate gambler. When you're ahead you don't quit, and when you lose you don't stop until you're flat broke, or worse into some unsavoury character for serious numbers. Test discipline against an appropriate challenge rating.

Spite. There's something wrong with you. You get a perverse kick in seeing someone fuck up and fall flat on their face. Envy, resentment, or plain malicious spite causes you to plot underhand ways to sabotage or rip off an operation. Your deviousness unless you go too far, is not generally self destructive or detrimental to your own interests where there is a lot on the line. But if you don't like a guy, which is most of the time, you find it difficult not to be difficult and throw a spanner in the works. Your poisonous perp might just like to hide car keys, spread rumors, or go for full out betrayal. Test against an appropriate challenge rating.

Flaky. A general term covering a multitude of sins in the criminal world, impatience, unreliability, laziness, or perhaps a dude that is a highly strung emotional five car pile up. If a wise guy tells your flaky criminal to sit tight and lie low for while, being cooped up like battery chicken, with only the four walls for company, could do his head in. Test against the discipline roll accordingly in situations where the screw up, has a chance to screw up.

Big Mouth. You beat your gums like a gnat beats its wings. Your problem is you just don't know when to shut up, and when you shouldn't have said something in the first place. You love to tell it as it is and speak the truth, though it is usually a grossly exaggerated version created by an inflated sense of importance. In a world where talk is trouble, and silence is safe, being a motor mouth can get you killed in a dozen ways. Test discipline against an appropriate difficulty of to avoid bragging what a big shot you are.

Spender. You live large and like nice things, designer leather, gator shoes, an expensive ride, good champagne, a luxurious pad. Money burns a hole in your pocket period; to you there's no point to having cash, unless you can flash a fat roll of C notes and tip like you was a dumper truck. Needless to say your criminal is going to have difficulty in making the stake. Test against the discipline roll to hold back those extravagant impulses.

Food. You live with your head in the kitchen fridge, and all the fast food joints know you by your first name. A burrito is your best friend, and you ain't had enough until your zipper is busting open. To stop sticking iced doughnuts in your fat mouth test discipline against difficulty 4 or higher depending what's on offer. Continued failure will result in weight gain at the rate of a pound every week.

Obsess ional Behaviour. Whether its washing hands 25 times a day or arranging the soup in the cupboard so all the labels face the right way, you have a problem with order, cleanliness or repetitious, superstitious behavior. If so cursed test against the obsession at a high difficulty to resist the robotic routines that run your life. Alternatively the criminal suffers from one of the many common phobias.

Sadism. Your criminal is a sick, cruel sonovabitch that gets his rocks off using people's arms as ashtrays. The criminal resorts to torture and Buckwheat killings as the first method of solving problems, when reasoning or a

clean hit could achieve the same thing. Add a rating onto threat, and two points onto the criminal's Hostility Rating. The criminal is exempt from scruples and guilt and doesn't have to bother with cope challenges for the things he does. Test Discipline at an appropriate challenge rating.



Masochism. Your criminal has a perverse liking for pain and this can lead the criminal into some dark territory. The criminal often feels the need to be punished generated from deep seated emotions of guilt and self-loathing. This manifests itself in the criminal seeking ways to harm himself: putting his fist through a window, picking an uneven brawl, throwing himself down a flight of stairs or paying a dominatrix to lash him. Add a rating level to Take and one rating onto Balls. Test cope against an appropriate difficulty to resist doing something stupid.

Attention. This gangster loves the limelight and the flash and glitzy lifestyle that goes with it. He likes hanging out with celebrities and seeing his picture in the paper next to a big, juicy headline. Such a high profile gets the attention of the cops who don't like having their noses rubbed in it. Worse still is damage limitation from your own side who don't like the heat your bringing down on them. Roll discipline against an appropriate challenge rating.

Criminal History

Players are encouraged to create a history for their criminals though this is by no means mandatory as thinking this stuff up isn't everyone's thing. They can do this if they want to at the creation stage or after a few sessions when they have got a feel for their criminals. Histories include age, ethnic background, family set up, schooling, military service, stints in correctional facilities, notable crimes, membership of gangs and crews, friendships and hostilities. See DT:CR (65-75) for more detail.

Influence

The octopus spreads its tentacles in all directions; the grasp of its influence and corruption is pervasive and far reaching. Gangsterism at its highest level sits arm in arm with every strata and institution of society. Lucky Luciano worked with U.S. Navel Intelligence during the Second World War to rid the ports of German spies and saboteurs. Carlos Marcello the New Orleans Boss was rumored to have worked with the C.I.A. in a plot to assassinate the Cuban revolutionary Fidel Castro. Sam "Momo" Giancana the feared Chicago Outfit Boss is believed by many through his immense influence to have secured blocks of important Italian and labor union votes in Kennedy's closely won Presidential election campaign of 1960. At lower levels police chiefs, judges, local politicians and labor union leaders have been bought or manoeuvred into position by ruling mob bosses. Rackets go unmolested, trials collapse, the right people get appointed into prominent positions, and nothing gets built, moved or serviced without the necessary cash kickback. At the lower end neighborhood influence makes the Gangster seem like the local mayor and police chief rolled into one. Nobody sells drugs or sets up a craps game in the neighborhood, without his say so and weekly tribute.

Aggrieved people will go to him, like the mother who went to see the South Boston Crime Boss Whitey Bulger about her junky neighbors leaving used syringes around the houses for her kids to find. The police had ignored her and she had gone to Bulger, who was regarded as the Sovereign of "Southie" to sort the problem out. Bulger and his goons visited the junky, stuck a gun in his mouth and told him to pack his bags by the end of the week, or he wouldn't be going anywhere ever again. The difference between influence and notoriety is whilst serial murderer Ted Bundy is infamous, perhaps more so than many mob bosses, he has absolutely no power whatsoever to influence change or get things done. See DT:CR (94) for examples of the kind of things that can increase and decrease influence.

Influence Ratings

Negative. The criminal is seen as a clown by his contemporaries, incompetent and embarrassing his involvement is deemed detrimental to any enterprise or undertaking. Range -30 to 0 influence points.

None. The criminal has no pull or weight in the neighborhood. Range 0 to 20 influence points.

Some. Your criminal may be the guy to see for some cheap smokes or to arrange an introduction with a connected guy. In any case local people are starting to take you seriously. Range 20 to 50 influence points.

Strong. Your criminal belongs to a strong crew, or is singularly a true badass that doesn't pay to get into clubs. People will come to you to borrow money or for protection. You run several rackets, have crooked lawyers and low level cops on the payroll. Your gangster has influence in a union and can lay his hands on most things given a little time. Range 50 to 100 influence points.

Enormous. There isn't much your boss can fix, settle or control within his and adjoining neighborhoods. Your boss is powerful being able to pull strings in both the underworld and the legitimate world. The boss's organization dominates the neighborhood controlling all its rackets, with other rackets and criminal interests in nearby districts, townships and cities. Influential Labor Unions are controlled, political campaigns funded with the triumphant politicians in a position to appoint grateful judges and police chiefs to their positions. Range 100 to 150 influence points.

Supreme. A global gangster with interests and influence in other countries. Guys like Frank "The Prime Minister" Costello one time boss of the Genovese Crime Family of New York, who used to go to the racetrack with the most powerful cop in the country F.B.I. Boss J. Edgar Hoover. Or Cocaine Emperor Pablo Escobar who became a Columbian Congressman, set up a charitable foundation that transformed Medellin slums, and was so dangerous and influential, that the American and Columbian governments had to cooperate over a number of years to bring him down. Range 150 plus influence points. Player criminals should start the game with an influence rating of none or perhaps in the right circumstances a rating of some.

Notoriety

Notoriety is a by product of doing very bad things that people get to hear about. For some it is unwelcomed attention that could put them up as a target for the cops, for others it is what they always wanted from the start. A criminal can earn a reputation for a number of things being a stone cold killer, a police informer, a good earner, an ambitious mover, a treacherous snake or a decent criminal that does some good things as well as bad. Good and bad deeds earn reputation points according to how audacious and outrageous the act is. The more reputation points that a criminal accumulates the more notorious he becomes. Criminals can start out as fairly anonymous progressing to known, notorious, infamous and legendary.

Anonymous. Only those closest to you may have any idea what you're really like or likely to become. Limit to staying unknown 10 reputation points.

Known. Those you hang around and associate with and a few of your victims, enemies and local law enforcement officers know what you're about. Limit to staying just known 40 reputation points.

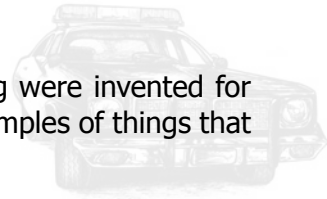
Notorious. Most of the local neighbourhood and law enforcement has gotten to hear about or witnessed your activities, and you are instantly recognisable in the neighborhood. Your name is also known by quite a few people in the know in other neighborhoods. You will be mentioned a couple of times in a factual book about crime and your exploits with others of your kind will inspire articles about the rise in crime and degeneration of society. Limit to staying notorious 100 reputation points.

Infamous. Widely known throughout the city by criminals and law enforcement alike. Your activities have received coverage from newspapers and local television stations and cause concern in law abiding citizens everywhere. Close to being or are public enemy number 1. A book will be written about you some day or at least a chapter in a crime anthology. Limit to staying just infamous 250 reputation points.

Legendary. A status earned through being absolutely despicable, ruthless, powerful, influential and successful in the business over a period of time. Several books and movies will be made about your life and exploits.

A reputation built on pulling off daring commercial burglaries will earn the criminal respect and admiration from others in the criminal fraternity. A degree of respect will have an influence how other crooks behave towards the criminal, e.g. want to buy him a drink or want him in on a score. A reputation built on sex offending, dealing drugs to kids or mugging old people for their welfare books will undoubtedly earn the criminal revulsion and disgust from so called decent criminals and the rest of the community. A degree of disgust will have an influence

on how other criminals and cops deal with the individual. Terms like mutt and douche bag were invented for these types of criminals and they are unlikely to be done any favors. See DT:CR (98) for examples of things that can increase and decrease a reputation.



Hostility Rating

Having a good or bad attitude based on the attributes of Brutality and Suss. This is a measure of how many people the criminal has pissed off over the years, and are hostile towards him as a result. It is also the number of people that the criminal is pissed off at, and feels hostile towards. This is because hotheads, addicts and flaky personality types let people down, act on impulse, are very often stoned, violent and temperamental. Combine this with tremendous Brutality giving tenacity, courage and belligerence, and you have a volatile mix. On the flip side cool, measured, tolerant criminals are able to act rationally, and can keep their feelings in check. They rile less people, and in turn take things less personally themselves. This is not a contradiction with style, as style is the quality of being hip. Stars are certainly this, as well as difficult, indulgent and outspoken. To work out how much of a pain in the ass your criminal is, simply take the difference between a low Suss attribute and a high Brutality attribute for the hostility rating of the criminal. Criminals with high Suss and low Brutality scores aren't a problem, as they have the discipline to keep a zip on their lip. Any low life with a Hostility Rating of 8 or more is a walking war zone, and would be as popular as a gay pride march in fundamentalist Tehran.

A hostility rating is an attribute that is not tested, but used as an indicator of how much of a bad ass or asshole the criminal is, and has been. However if the player criminal is one tough cookie that could teach even Charles Manson a thing or two about evil; then although he would be despised, whilst in a position of strength those that would move against him might not out of fear.



Zero or lower. A clean slate, no one has really got it in for you, and you're not particularly pissed at anyone yourself.

One. You've picked up a couple of enemies that would like to see things blow up in your face. They will bad mouth and rat you out, cut you out of deals, but not necessarily hurt you, or lose sleep about the fact that you are walking around breathing air. There are also a couple of mutts that have made it onto your shit list, that you won't be sending Christmas cards to.

Two or Three. You've managed to aggravate a couple of people to the extent that they wish you physical harm. Thoughts of revenge don't occupy their every waking moment, and they won't go out of their way, to take risks to injure you. But if things are right, bada bing, look out hospital food. There are also two or three guys yourself, that you'd like to catch up with for old times sake, and break a pool cue over their heads.

Four or Five. You're very unpopular with some hardcore people. A half a dozen or so would like to see you six feet under and are prepared to put you there given the chance. You have a serious beef with a handful of douche bags, whose very existences you'd love to shorten. Let them not pass you in a moment of vulnerability.

Six or Seven. Your name causes homicidal rage in up to half a dozen people, who are actively seeking to kill you in long unpleasant ways. Open contracts will be put out, and snitches paid for your whereabouts. Expect to be rolled up into the trunk of a car for a ride you won't return from. You yourself have an abnormal hatred for several people, that drives you to find ways to have them abducted, and suspended by a meat hook from a place where the sun don't shine.

Eight and More. Find a cabin in the sticks and stay there for the good of you and everyone else.

Bankroll

Straight out the gate your criminal has to be making moves as all he'll have is the clothes he got sentenced in, a few personal effects like a watch, pen or lighter, and \$40 bucks release money. If he's been around he'll have some other stuff stashed some place, but he'll have to get that first, that is if it ain't been boosted.

Status

All criminals have a police status ranging from:

None. The felon is not currently sought after or being monitored by the authorities.

Investigated. The cops are covertly gathering information on the criminal's activities through surveillance techniques, by speaking to informants and through the use of undercover officers and stings. Investigation can be more overt with obvious tailing, harassment, questioning and pressure resulting in the criminal and his associates feeling a lot of heat.

Wanted. The criminal is hotter than Reggie Jackson's swing in the World Series. Cops have been briefed at role call that the criminal is wanted for a crime, jumping bail, breaching parole or not paying his fines. Patrol cops and if serious enough detectives, will visit the criminal's hangouts and question his associates concerning his whereabouts. The criminal if he really bad will make the top ten wanted list, and have his mug shot circulated on TV and in the papers.

Parole. Your felon fooled the parole board and was let out early for good behavior. Conditions of parole can vary but can include restrictions on travel, compulsory urine tests for drug use, having to reside in a halfway house with a curfew, weekly interviews with a parole officer, and forced employment at an agreed workplace unless the criminal has a viable alternative. Parole is violated by failing to comply by the conditions and does under most circumstances result in parole being revoked, and the crim being hauled back to jail to serve the remainder of

his sentence.



Identifying Features

Jail house tats, knife scars, cigarette burns, missing ear lobes can all be used to identify the felon as the douche bag he is when he turns up in the river minus his head and hands. Recorded by cops for this and other purposes of identification.

Warning Markers

The bad guys get these markers from the cops based on their priors. A felon's sheet will have these warnings highlighted, and will come through to a cop when he runs your details through the radio.

Violence. Aggravated Assaults, Battery, Attempted Murder and Robbery are the kind of felonies that will make a cop treat you with caution.

Aliases. Some criminals have an alternative persona worked out to convince the cops that they is just a regular square and not the conniving thief that they are. Familiar names and addresses to avoid hesitation under pressure are used time and time again by a lying lowlife. Some are tagged and linked to the criminal using them so the cop knows whom he is really dealing with. If a criminal uses the details of another criminal these can be checked against the identifying features on that criminal's rap sheet. So if Larry Guffer got a missing ear lobe and you ain't, get ready for a ride down town.

Escaper. Some felons won't quit and will make a break for freedom at the first opportunity. Cops are extra careful with these guys as an escaped felon means loads of paperwork and a roasting from the Captain.

Drugs. Possession charges or intelligence relating to use will get one of these markers.

Contagious. Bums and junkies carrying contagions like hepatitis and scabies will make a clean living cop put the gloves on.

Mental. The criminal is loco.

Suicidal. Wrist slasher and tablet gulper remove all items that can cause harm.

Firearms. The criminal has a history of carrying or using guns.

Weapons. The criminal likes his knives and bats.

Resists Arrest. Makes a cop wary and either very nice while he summons back up or very heavy handed in taking you down.

Felonies and Arrests

These are your criminal's prior arrests and convictions for misdemeanors and felonies from petty public drunkenness to homicide. Actual crimes are the ones that he has gotten away with and should vastly outnumber the ones he's been hauled in for.

A player decides to make a criminal. Having read through the series he leans towards creating a made Italian American Mafioso working under Brown Bay Mangalone Family Capo Nino "Baldy" Bompensiero.

Chooses criminal level of Gangster.

Decides name, age, ethnic background, height and weight of criminal.

Develops attributes with 10 development points from a default level of 0.

Chooses 5 expertises from the entire range of expertises available from default rating of undeveloped.

Take specializations in any that reach advance expertises.

Chooses 1 flaw in any expertise.

Chooses 5 expertises from the Racketeer criminal type and 4 specializations from those expertises.

Take specializations from any expertises that become advanced.

Selects a drag from that type.

Comes up with a bug for the criminal.

Chooses a vice from all that are available.

Agrees number of breaks to be given.

Work out details of hostility rating and know streets.

Choose status, notoriety, influence, warning signals and identifying features.

Describe arrests and felonies committed.

Rap Sheet



Criminal CHARLES "CC" CONCINI **DOB** 08/23/36 **POB** EAST WATER
Heritage ITALIAN AMERICAN **SEX** MALE **Height** 5'10 **Weight** 191 LBS
Offender Category RACKETEER **Rating** GANGSTER

BRUTALITY (1) MOVES (1) SLYNESS (4) SUSS (1) STYLE (3)

EXPERTISES (GENERAL)

GAMBLING (D) SUSPICION (D) TAKE (D) IMPRESS (A)

EXPERTISES (TYPE)

RUNNING RACKETS (A) CHEAT (A) FORCE (D)

SPECIALIZATIONS

SUCKER PUNCH EXTORTION CONTACTS ODDS FIXING
LYING CHEQUE FRAUD FLIM FLAM SCAMS

Flaws EVADE **HOSTILITY RATING** NONE **MODIFIERS** "SHOT UP" -3
"GAMBLING DEBTS" -1

VICES SMOKING GAMBLING SPENDER

BUG FEELS HE HAS BEEN LOOKED OVER FOR TOO LONG AS A CAPO BY THE MANGALONE BOSSES.

Influence STRONG **Notoriety** KNOWN **BREAKS** TWO **STATUS** NONE

Identifying Features WINE BIRTHMARK LEFT SIDE OF NECK

Warning Signals ALIASES USES THE NAME "CHARLIE COLLINS"

Felonyes And Arrests THEFT X1, FRAUD X2, EXTORTION X1, ARSON X1, ASSAULT X1
BOOK MAKING X1

Actual Crimes AGRRAVATED ASSAULT X7, BURGLARY X25, FRAUD X62, THEFT X70, BOOK MAKING X2372
ACCESSORY TO MURDER X2, EXTORTION X169, LOAN SHARKING X974,
CIGARETTE SMUGGLING X14, THEATS TO KILL X9, ARSON X5

Rap sheet



Criminal DOB POB
Heritage SEX Height Weight
Offender category Rating

BRUTALITY MOVES SLYNESS SUSS STYLE

EXPERTISES (GENERAL)

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.....

EXPERTISES (TYPE)

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SPECIALIZATIONS

.....
.....

Flaws HOSTILITY RATING MODIFIERS

VICES
.....

BUG
.....

Influence Notoriety BREAKS STATUS

Identifying Features

Warning signals

Felonyes And Arrests

Actual Crimes



Stuff

- GUNS
- GUNS
- Weapons
- Weapons
- DOUGH
- Loans
- Debts
- DRUGS
- Threads
- Threads
- Cars
- Cars
- TOOLS
- TOOLS
- Valuables
- Valuables
- Hideouts
- Businesses
- Businesses
- Businesses
- Rackets
- Rackets
- Rackets
- Rackets
- Rackets
- Rackets
- Rackets
- Cash spent
- Net Worth



ASSOCIATES

BUMS

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PUNKS

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Gangsters

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BOSSES

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Doin A Lil Semin



This stripped version of Dog Town uses 3 ten sided dice to resolve situations that challenge the criminal. This is referred to as a 3d10. The three dice are rolled and the middle value is taken as the result. A 4,3,8 rolled equals a 4 result.

Whenever a question arises about whether the criminal is able to do something, see something, resist something or overcome something he is challenged. Challenges are produced from conflicting interests and personal trials. The cop wants to catch the criminal the criminal does not want to be caught. The criminal struggles with the physical and psychological demands of traversing around the narrow ledge of a 5 story high building.

When a criminal is challenged he meets it with the rating of the most appropriate attribute and expertise and if possessed specialization. EG. Moves of 3 + advanced pool expertise +5 with a trick shot specialization. The rating put forward is 8.

The rating is then compared to the rating of the challenge and the difference in ratings if any is taken forward as an ability modifier. The ability modifier is then applied to the middle value of the 3d10 effort roll for a result. For instance a criminal with a 5 rating challenging a criminal with a 3 rating would gain a +2 ability modifier going into the 3d10 effort roll.

Result	Failure	Result	Success
-5 to -4	Spectacular	6	Slight/Draw
-3 to -2	Decisive	7 to 8	Slight
-1 to 0	Significant	9 to 10	Moderate
1 to 2	Moderate	11 to 12	Significant
3 to 4	Slight	13 to 14	Decisive
5	Slight/Draw	15+	Spectacular

Charles Concini is trying to deceive his Capo Nino Bompensierio about what he's was up to last night. Concini uses his Slyness attribute of 4 with an advanced impress expertise of +5 on top of it. Pitted against this is Bompensierio's Suss attribute of 2 and an undeveloped +0 suspicion that hasn't been developed into an expertise. The difference in these two ratings is a favourable +7 ability modifier for Charles. A 3d10 effort roll is made and the 1,10,2, rolled are added to the ability modifier of +7 for a result of 9 and a moderate success.

Outcomes

In a challenge there are six possible outcomes. Outcomes vary in scope and severity and are accumulative. The system uses a single resolution roll so outcomes are applicable to the player and challenge in a sliding converse scale. Results of 7 and above are classed as success for the player, those 4 and below for the challenge and the 5 and 6 in between a draw. Scaled success and failure allows for more granular and accurate outcomes in challenges involving combat, chasing and business.

In many challenges though all that is required or perhaps even wanted by the group is a simple, straightforward success or failure. In such cases the player has to **Get 6** to pull it off and anything below that to fail. Where there is no possibility of a draw (breaking into a safe), but a scale of success or failure is wanted (time taken) results of 5 and 6 become slight failures and successes respectively.

+19/-8 Spectacular **. As spectacular and only of importance when taking into consideration take and other diminishing factors that can reduce the outcome.

+17/-6 Spectacular *. As spectacular and only of importance when taking into consideration take and other diminishing factors that can reduce the outcome.

+ 15/- 4 Spectacular. (Dead or knocked the hell out) The result is extraordinary, dramatic and conclusive. The director or player is free to describe an appropriately severe, emphatic and stunning outcome. EG. A head



spinning profit, stabbed through the heart, utterly humiliated, completely fooled or mesmerisingly performed. What is created is of unsurpassed quality and durability, works much better than expected or is completed 50% quicker than anticipated.

+ 13/- 2 Decisive. (Critically injured and incapacitated) An equally impressive or disastrous performance leaves the victim clinging onto his life, business, pride. Injuries could include a deep stab wound to the chest that severs the aorta artery, a multiple fracture of the skull, or several lesser breaks accompanied by internal bleeding. Alternatively the recipient could be severely restricted in a pin or knocked out by a blow if the intention was not to injure. In any case the recipient or challenge is convincingly dealt with and overcome, incapacitated and out of the action. What is created is of very good quality and durability, works better than expected or is completed 25% quicker than anticipated.

+11/0 Significant. (Seriously injured or knocked down and stunned) The result is of consequence being serious and substantial in scope. A good profit, a debilitating gunshot wound to the stomach, convincingly conned, disarmed or caught unawares. The director or player is free to describe anything that does not severely maim or kill. The loser in the ordeal suffers through injury and error a -3 penalty. What is created is of good quality and durability, works slightly better than expected or is completed 10% quicker than anticipated.

+9/+2 Moderate. (Injured or stunned and staggered) A fair result that produces a reasonable gain. Injuries could include a gunshot wound to the shoulder or sustaining a broken leg. Other outcomes could include feeling intimidated or having a point made in an argument undermined and rebutted. The loser in the ordeal suffers through injury and error a -2 penalty. What is created is of reasonable quality and durability, works as expected and is completed in the time anticipated.

+7/+4 Slight. (Slightly injured or dazed) One side achieves a small victory that is slighter in scope and margin than was probably intended. The intention to double tap a foe in the chest with a Colt .45 results in the foe being winged in the arm instead. The intention of figuring out who was behind a set up nets only a solitary clue. Generally speaking the outcome appears hurried, of poor quality, only partially resolved or possibly leaving the person with another problem. Injuries can include a broken nose, badly bruised ribs, a broken ankle or several superficial stab wounds. The loser in the ordeal suffers through injury and error a -1 penalty. What is created is of barely acceptable quality and durability, works below what is expected and takes 25% longer than anticipated.

+5/+6 Draw. The challenge becomes a competitive struggle with neither force gaining the upper hand in the challenge. Examples of this could include an exchange of gunfire that leaves both parties unscathed, or climbing the back of a building and getting stuck on a balcony. If appropriate the scene is continued but with initial edges like surprise or rear attack being lost. In some situations a director may wish to stretch the range of the draw to reflect an unlikely no win situation like two drunk gangers popping at each other with handguns in darkness and from some distance away. In such instances slight successes become draws and moderate successes become slight successes and so on.

As well as both sides failing it is also possible especially in combat challenges that both sides may succeed EG. shoot each other. So if the director considers it appropriate a 1d10 is rolled and on a roll of 5 and under no injury to either side is caused. On a roll of 6, 7 and 8 each side sustains a slight wound and on a roll of 9 and 10 a moderate injury is suffered by both.

Critical Charts

If for some perverse reason you want to use the critical injury charts from DT:CR for some flavour you can integrate them with this rule set by taking the five hurtful outcomes available from slight to spectacular, and allocating them each portions of the critical chart according to where you think are the divides. Then assign the critical from within the outcome that you feel appropriate.

Single Gunshot Injury Chart

Slight	1-16	Significant	30-39	Spectacular	51-78
Moderate	17-29	Decisive	41-50		



Rated And Progressive Challenges

Challenges can be split into two types - the rated challenge is a single roll challenge and the outcome is how the criminal has performed the challenge. The progressive challenge works towards a decisive outcome and rolls are made until one side reaches that outcome unless the challenge is aborted or interrupted in some way. Most challenges are single roll challenges the exception being violence where a decisive outcome is sought.

Challenge Ratings

When up against something other than another person with their own set of attributes and expertises you will have to assign a difficulty rating to the challenge to represent how hard it is to accomplish.

Rating	Rating
Dead Certainty	-5
Easy	-2
Straightforward	0
Middling	2
Hard	5
Problematic	7
Solid	9
Extreme	11
Immense	13
Forget About It	15
Craazy	18

Open Ended Rolls

Whenever two ones or two tens are rolled another d10 is rolled and the result added on. EG. 7,10,10 roll another and say get a 5 for a 15 result.

Reunds

These are elastic pieces of time and are as long as they ought to be in the circumstances or are described to be for effect by the players and director.

- \$ Hotwiring a car 30 seconds to 10 minutes.
- \$ Playing a poker game 1 to 20 hours.
- \$ Running a loan shark operation 1 day to 1 week.

Initiative And Actions

In this stripped down version of the system there are no separate reaction rolls to make or slots to spend. Instead the number of actions that have to be undertaken complicate the challenge and complications create modifiers. Consider these two examples:

- \$ Criminal 1 and criminal 2 are both pointing guns at each other.
- \$ Criminal 1 is pointing his gun, criminal 2 has to draw his gun.

In the first example there are no complications to the challenge. In the second example criminal 2 has to draw his gun before he can point it and fire. The delay in firing creates a complication and a modifier to the challenge and it now becomes more likely that criminal 1 will succeed in shooting criminal 2.

And again:

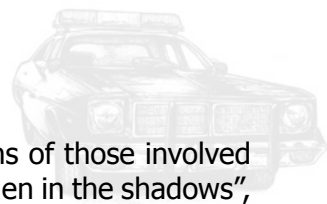
- \$ A criminal has to fight passed a doorman to get out of a nightclub.
- \$ A criminal has to fight passed two doormen to get out of a nightclub.

In the second example the criminal has to take on two doormen in two separate challenges. The complication arises in having to deal with them at the same time and this will modify the second of the challenges.

And finally:

- \$ Cop chases criminal down the street.
- \$ Cop has to first get out of the car to chase the criminal down the street.

Because the cop has to get out of the car it creates a delay and this will slow him down even if only to a slight degree.



Modifiers

These are favourable and unfavourable descriptions created out of a situation by the actions of those involved and from the situation itself. They can be momentary modifiers like "Point blank range", "Hidden in the shadows", "Drunk as a skunk", "Hostile crowd", "Got a knife and you don't" and "Unsuspecting", or longer lasting like "Fallen out of favour", "Shot in the thigh" and "Under indictment". Modifiers are rated in accordance with the impact they are likely to have on the outcome of the challenge. In rating a modifier the director can, but does not have to take into account the degree of player success or failure used to bring it about.

A description like "Got a broken ankle" can be a decisive modifier for some challenges like Evade but only a slight modifier for shooting and not one at all when making a deal. Modifiers can be stacked on top of one another.

Charles Concini walks into an Italian owned convenience store in Brown Bay to sell the owner a van load of boosted cigarettes. As a neighbourhood guy the owner knows Charles is a made guy with Bompensiero's crew. Before any talk of cigarettes the Director creates the description "Dealing with a made guy" and rates it at a +3 modifier for Concini.

Modifier	Rating
Slight	-1/+1
Moderate	-3/+2
Significant	-3/+3
Decisive	-4/+4
Spectacular	-5/+5
Spectacular *	-6/+6
Spectacular **	-7/+7

Concini likes to bet on the dog races at the Longford Greyhound Park. He befriends a dog trainer and using the Style attribute and coax gets information that a dog with previous mediocre form was just being held back to bring its odds up. The director creates the description "Hot inside tip" and rates it a favourable modifier of +3.

Sample Modifiers

Description	Impact	Rating
"Longer blade than yours"	Reach advantage	+1
"Sharp suit"	Look the part	+1
"Rifle vs. handgun at 40 yards"	Favourable range	+3
"Firing more lead"	Greater chance of a hit	+1
"Bringing down a lot of heat"	Liability to others	-2
"Close range"	Easier to shoot	+2
"Long range"	Harder to shoot	-2
"No room to swing"	Can't use the weapon	-2
"Known spot to sling drugs"	Increases trade	+2
"Last thief found in dumpster"	Increases fear and loyalty	+3
"Wearing heavy boots"	Difficult to creep quietly	-2
"Wearing distinctive clothing"	Stand out in crowd	-2
"Rumoured to be a rat"	Not trusted	-3
"Vouched for"	Trusted	+2
"Different racial backgrounds"	Possible animosity/distrust	-1
"Too many competitors"	Cuts into profits	-2
"Underpaid"	Affects loyalty	-1
"Soft recoil from a .22"	Accurate weapon	+1

Style Bonus

Clever, colourful, immersive description of proposed dialogue and actions in a scene can earn a player at the director's discretion a style bonus. A style bonus counts as a +1 modifier to a challenge.

"I draw heavily on my Lucky Strike so the end is bright and hot. Then with casual violence I sneer and flick it forcefully into Attaglia's smug fat face saying, "Eat that cock sucker."



Attitude

Challenges can be approached in three different ways. A criminal could take a cautious, safety first approach in an attempt to minimize embarrassment or harm to himself. He could balance zeal and caution in an even approach, or he could assume a high risk, homicidal, do or die strategy in an effort to completely overwhelm the challenge. Players are free to decide on which approach to take with a challenge unless the challenge has a modifier from a previous challenge placed on it like "Lost his nerve" or "Has gone bananas" which then forces the criminal to tackle the challenge in a particular way.

Cautious. Failures and successes are reduced by one degree EG. From spectacular to decisive or from slight to draw.

Even. Results stay as they are.

Homicidal. Failures and successes are increased by one degree EG. From significant to decisive or from moderate to significant.

A draw result is unaffected by any approach, so when you get a draw it always stays that way.

Concini is into his bookie for ten grand on the Monday night football. The loss is making him itch to bet heavy on the basketball to even it out. The director deems that Charles is being challenged by his gambling vice. Charles doesn't want to give into it so he states he is going to resist the urge. The director rules that this is a hard test of his discipline and gives it a challenge rating of 5. Concini's Suss attribute is 1 and he hasn't any expertises in discipline to assist him so his overall rating is 1. The two ratings are compared and a -4 ability modifier is created. Charles rolls a 3d10 and gets 3,1,5 for an 3 result. This when added to the -4 ability modifier produces a -1 decisive fail. Concini's palms begin to sweat and he heads out the door to drop thirty large ones on the Knicks.

Combining Attributes

Two attributes can be combined and averaged if they could both be active within the challenge at the same time. They are first averaged and then any expertise added on. This can be put forward by the player by the methods he is using to overcome the challenge and this can add a tactical level to play, but the decision to allow rests with the Director.

EG. Averaging Slyness and Moves to get away on foot from a cop through a winding alleyway with nooks to hide in and trash cans to tip over.

EG. Averaging Brutality and Moves in a close quarters gun fight where both quickly taking cover and aggressively putting down lead are necessary to come out on top.

The Three Stages Of Resolution

There can be three stages to resolving a challenge. The first and the last are not always applicable.

The Set Up. Before the actual challenge takes place a criminal or other character can attempt to set himself up with a favourable modifier by recruiting a different attribute to trick, intimidate, appraise, out manoeuvre etc.

Charles Concini is trying to extort a Brown Bay Drug Dealer named Andy Siemazck at a local bar called The Bamboo Lounge. The tough drug dealer is unfazed by Concini's veiled threats so the Mafioso tries a different approach to get his point across. Concini wants to sucker punch the Pollack so he uses his Slyness attribute and conceal expertise to distract Siemazck. "Hey no sweat big guy, let me get you a drink and we'll see if we can still do some business. What ya want?, I'm having the Hennessy over there."

Charles's overall conceal rating with an undeveloped expertise is 4 is compared with Siemazck's Suss of 0 and developed suspicion of 3. The +1 ability modifier is added onto a 3d10 roll of 8,2,8 for a result of 9 and a moderate success. The drug dealer takes his eyes off Concini and turns his head to look at the upturned bottle of brandy fixed above the bar. The director creates the modifier "Not going to see it coming" and places a -4 penalty on the Brutality of Siemazck.



The Challenge. This is what the criminal wants to do to get ahead, or has to do to stay alive.

Seeing Siemazck turn Charles Concini cocks his shoulder and attempts to slug the drug dealer in the jaw with a hefty sucker punch. Charles's Brutality is 1 with an expertise in force and a specialization in sucker punching. Concini opts to take a full on homicidal approach to smacking the Pollack. Siemazck's Brutality of 2 with a developed force is hindered by a -4 unfavourable modifier of "Not going to see it coming." The two ratings of +4 and +1 are compared and Concini takes a +3 ability modifier into the effort roll. The sucker punch specialization allows the two highest numbers of the 4,2,8 rolled to be averaged and Concini is able to take 6 as his result. The effort roll of 6 and the +4 ability modifier produce a 10 total and a moderate outcome, but because Concini took a homicidal approach the success is increased by one level to a significant outcome.

The Effect. Outcomes can be modified by factors that are likely to aggravate or diminish the effect. These are factors that can be applied to any situation where the effect can be worsened or lessened by something not figured or given full consideration in the resolution stage.

For instance the challenge rating of jumping between two high rooftops is based on the distance between them. The effect of failing the jump has little to do with the distance jumped and margin of failure, but with the height of the building and the surface impacted upon.

Another example would be performing a simple driving manoeuvre at high speed. The speed may only figure slightly in the challenge rating itself but would feature as a strong aggravating factor in any failure.

Yet another example would be a criminal given a lethal hot shot dose of pure heroin. The resolution stage would be a challenge between Slyness of the dealer and the Suss of the drug taker. The degree of failure is pretty irrelevant when considering the effect that the drug will have; it is all about the potency of the dose.

Similarly a criminal falling off a scrambler motorbike whilst crossing the beach at Brown Bay would have the effect diminished by the soft sand and any protective equipment he was wearing.

For all things there is the "Effect as is" and for a firearm it is a 9mm handgun firing regular ammunition. This means that a moderate success with this weapon is not aggravated or diminished and stays a moderate success which the victim then has to take. However A .25 calibre handgun is a significantly less powerful weapon and the effect of a moderate hit is diminished by a level to a slight success. A .44 Magnum on the other hand is an aggravating weapon and its power increases the effect by one level. So a moderate injury would be aggravated to a significant one.

Aggravating and diminishing factors are not limited to physical injury. For instance being soundly beaten and caught out in a argument watched by a room full of wise guys. The crowd isn't a factor in the resolution stage - the opponent is. The effect of the outcome is aggravated by the public humiliation.

Some factors only aggravate or diminish a level a proportion of the time being not quite so powerful or weak as factors that automatically do. Factors aggravate on a successful even number and factors diminish on an odd number. These are marked with a *. If two partially aggravating or diminishing factors are applied together they have the effect of being fully aggravating or diminishing.

EG. A player criminal using a gun loaded with hollow point ammunition will cause an aggravated injury if the successful outcome is an 8,10,12,14,16 etc. If he was using .32 calibre handgun it would diminish the injury caused on a successful outcome of 7,9,11,13,15 etc.

Aggravating

Sitting under 3lbs of exploding semtex	7 levels
Falling 80 feet off a building	6 levels
Lethal hot shot dose of heroin	5 levels
Run over by an 18 wheeler truck	4 levels
Crashing a car at 100 mph	4 levels
Falling 40 feet onto the sidewalk	3 levels
Closely guarded secret exposed	3 levels
15 shot burst	3 levels
Grenade	2 levels +*
10 shot burst	2 levels +*



.338 magnum rifle	2 levels + *
7.62mm rifle	2 levels
Crashing a car at 60 mph	2 levels
Six shot burst	2 levels
Point blank range	1 level +*
Shotgun	1 level +*
Assault rifle	1 level +*
Fireman's axe	1 level +*
Samurai sword	1 level +*
Falling 20 feet onto the sidewalk	1 level
00 buckshot	1 level
.44 magnum	1 level
SMG	1 level
Three shot burst	1 level
Close range	1 level
Saber	1 level
Hollow point ammo	*
.357 magnum	*
.45 Colt Auto	*
Hand axe	*
Two shots	*

As Is

Run over by a car at 30mph
Falling 15 feet onto the side walk
Falling down a flight of stairs
Bowie knife
Machete
Single shot
.38 handgun
9mm handgun
Shot with regular ammunition
Shot at medium range

Diminishing

Seat belt and roll cage	3 levels
Military issue armour	2 levels - *
Falling onto cardboard boxes	2 levels
Fountain pen	2 levels
.22 handgun	1 level - *
Extreme range	1 level - *
Covert body armour	1 level - *
Run over at 20 mph	1 level
Long range	1 level
Best friend in support when stressed	1 level
Protective clothing	1 level
Falling 10 feet onto the sidewalk	1 level
Slashed with a razor	1 level
Broken bottle	1 level
.25 handgun	1 level
Run over at 25 mph	*
.32 handgun	*
Armour piercing ammo (no armour to bypass)	*



Injury

There are two types of injury lethal and less lethal. Injuries are accumulative, so two moderate injuries will equal a decisive injury, a moderate injury on top of a decisive injury will take it to a spectacular* injury and death.

Lethal. Bullets, knives, meat cleavers, grenades, falls and vehicle assault cause lethal injuries. This means that an incapacitating injury through shock and trauma is also a life threatening injury through blood loss and major organ damage.

Less Lethal. This injury scale is used for concussive assaults such as punches, kicks, slams, knuckledusters, bats and hammers where the victim becomes incapacitated long before becoming dead. Injuries are inflicted at a slower rate and require an assailant to continue to beat an unconscious or otherwise disabled victim to kill him. Use the Standing outcomes first with stun penalties and then move onto the Incapacitated outcomes if you don't want the guy to come back. Stun penalties are applied to the next round of action and then diminish by a level each round after that.

Lethal

Outcome

1. Slight
2. Moderate
3. Significant
4. Decisive
5. Spectacular

Injury Level

- Slightly injured
- Injured
- Seriously injured
- Critically injured
- Dead

Penalty

- 1
- 2
- 3
- Incapacitated

Less Lethal

Standing

Outcome

1. Slight
2. Moderate
3. Significant
4. Decisive
5. Spectacular

Effect

- Rattled -1
- Hurt/Staggered -2
- Knocked Down/Stunned -3
- Temporarily Knocked out/Incapacitated
- Knocked the hell out/Incapacitated

Injury Level

- None
- None
- Slightly Injured
- Slightly Injured
- Injured

Incapacitated

6. Slight
7. Moderate
8. Significant
9. Decisive
10. Spectacular

- Knocked the hell out/Incapacitated
- Coma/multiple breaks
- Coma/internal bleeding
- Coma/Shock
- Death

- Injured
- Seriously Injured
- Seriously Injured
- Critically Injured
- Death

Aggravating

Roll of quarters	*
Knuckle duster	1 level
Lead pipe	1 level
Baton	1 level
Brick	1 level +*
Baseball bat	1 level +*
Pickaxe handle	1 level +*
Hammer	2 levels

As Is

Unarmed attacks

Diminishing

Slaps	2 levels
Pulled punches	1 level *
Telephone book	1 level



Take

Take is rolled against a challenge rating of 2 with the outcome of the injury aggravated or diminished by the success or failure of the challenge.

A decisive success (+13) diminishes the injury by two levels.

A moderate success (+9) diminishes the injury by one level.

A slight success, draw or slight failure keeps the injury level as is.

A moderate failure (+2) aggravates the injury by one level.

A decisive failure (-2) aggravates the injury by two levels.

There is an audible crack of bone against bone as Concini slugs the drug dealer square in the jaw. Siemazck matches a Brutality of 2 with no expertise in take against the standard challenge rating of 2 for a +0 ability modifier. An effort roll of 5,2,10 produces a $5+0 = 5$ total and a draw outcome. The significant outcome is neither diminished nor aggravated and remains the same. All foggy eyed Siemazck's legs give way and he rolls out onto his back and will be at a -3 penalty for the next round.

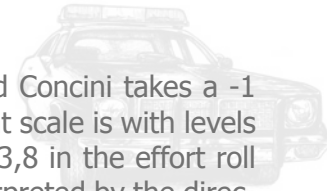
Deterioration And Recovery

Significant and decisive injuries will worsen unless successfully patched up at the respective challenge ratings. Slight and moderate successes stabilize the injury whereas significant successes and above will reduce the injury a level.

Injury	Deterioration	Patch Up	Recovery
Slight.	Nil	0	1 week
Moderate	Nil	2	3 weeks
Significant	5 hours	7	6 weeks
Decisive	30 minutes	11	12 weeks

Charles Concini goes along with fellow crew member Louis "Louie Numbers" Cafaro to a sit down with wayward Moorfield numbers boss Linwood Davis but he fails to show at the diner on the east side of Moorfield where they had agreed to meet. The Mafiosi are getting into Cafaro's Continental when they are crept up on by three of Davis's hitters.

Charles has a Suss of 1 and a +3 expertise in suspicion for an overall total of 4. The gunmen have Slyness



ratings of 2 with creep expertises for an overall rating of 5. The ratings are compared and Concini takes a -1 ability modifier into the effort roll. The director decides that draws are not applicable but that scale is with levels of success indicating how close the gunmen get without being detected. Concini gets a 2,3,8 in the effort roll producing a 2 outcome when the -1 ability modifier is taken away. A moderate failure is interpreted by the director into a medium range of 12 yards before deciding to open up on the unsuspecting wise guys.

One of the gunmen lines up Cafaro with a sawn off shotgun. The gunman has a Brutality rating of 3, the expertise rifle at an advanced level and the specialization sawn off shotgun. The shotgun gets the modifier "Shouldered weapon" rated at this range at +1 and the modifier "Nice spread" for a further +1. The gunman also elects to fire twice creating the modifier "Letting him have both barrels" for a +1. The gunman compares an overall rating of 11 against a challenge rating of 2 for a +9 ability modifier. The gunman rolls 5,2,3 for the specialization and gets a 4 for the average of 5 and 3. Taking the 4 as a result the outcome is a 13 and a decisive success. This is then aggravated by only 1 level by the power of the shotgun (odd result) and by a further level for the two shots to a Spectacular * outcome. Cafaro attempts to take the injury by matching his Brutality of 3 without an expertise against the standard challenge rating of 2 for a +1 ability modifier. A 10,6,9 are rolled and the 9 result with the ability modifier becomes a 10. This moderate success diminishes the injury from a Spectacular * to a Spectacular injury. The blasts shred Cafaro's shoulder and blow the back of his head off. Cafaro slumps across the open door of the Lincoln his head bleeding cranial matter onto the leather seat.

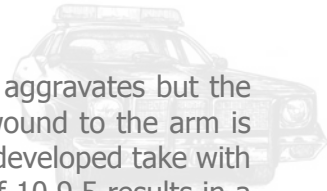
The other two of the gunmen fire at Concini and both are shooting .45 Colt semi-automatics. The first gunman has a Brutality of 1 and a handgun expertise for a rating of 4. The second has a Brutality of 2 and no expertise in handgun and because of this the director rules that the recoil from the powerful handgun maybe a problem for an inexperienced shooter at this range and applies the -1 modifier "Big kick".

The first lets go a 3 shot burst and gets a +1 modifier "Putting some lead your way" up his rating to 5. The Director decides that range is a challenge rating of 2 for the gunmen. A 4,5,5 effort roll is added to the +3 ability modifier for a 8 result and a slight success. The slight success gets aggravated by the .45 Colt on an even result and again by the three shot burst to a significant success. Concini tries to take the injury and matches a Brutality rating of 1 with an expertise in take against the standard challenge rating of 2. A 7,7,1 effort roll is added onto a +2 ability modifier for a total of 9 and a moderate success. Concini is able to shrug off the worst effects of two bullets ripping into his thigh and stomach and diminish it to a moderate injury.

The second gunman opens up with three shots gaining a +1 modifier "Should hit with one" to offset the -1 penalty for "Big kick". Against a challenge rating of 2 he takes a -2 ability modifier into the effort roll. A roll of 5,3,8 produces with the -2 ability modifier a 3 result and a narrow miss.

Concini decides to pull out his .38 and charge at the gunmen like a wounded bull. Concini has a Brutality of 1 and no expertise in handgun. The action is complicated by the -1 modifier "Got to pull out the piece" and a -2 injury modifier for a rating of -2. Concini realizes he's screwed if he doesn't catch a break so he asks the director to use one in the challenge to manipulate the dice. On top of this he fires three rounds at the most dangerous gunman to give him a further +1 modifier to give an overall rating of -1. The gunman's Brutality 1 and with the +3 expertise on top and firing back with a 3 shot burst of his own for an overall rating of 5. Concini matches ratings and takes a -6 ability modifier towards an effort roll. The challenge is contested with the possibility of a draw so a 7 is needed for success. Concini decides to take a homicidal approach and the gunman an even approach. Concini rolls a 9,7,4 for a $9+7 = 16$ result and a moderate success of 10 after the ability modifier has been taken away. The burst then automatically aggravates this success by a level and the homicidal approach by another level again to a decisive success. The Gunman has a Brutality of 1 and an undeveloped take which produces a -1 ability modifier to take into the effort roll. An effort roll of 1,5,2 equals 1 result and a moderate failure to sustain the trauma. The decisive success is further aggravated to a spectacular success and the director describes the gunman contorting and falling as the three bullets ripping through his chest take deadly effect.

The second gunman fires at the same time with another three shot burst and Concini has another complicated action to perform gaining the modifier "Up against two guns" for a -3 penalty. Concini's rating of -2 is reduced by this penalty and injury to a rating of -5. The gunman puts forward a combined Move and Brutality rating of 2 with the undeveloped handgun expertise and a penalty for the heavy handgun for a +1 ability, and takes a cautious approach by crouching and edging backwards while he fires. The two bursts are equal modifiers and so benefits neither side. After comparing ratings Concini takes a -6 ability modifier into the effort roll. Concini needs another break and uses his last on a 4,1,7 effort roll. This produces a 11 result and a 5 draw outcome when the ability modifier has been taken away. The director considers that it is likely that that both maybe hit in the exchange so he rolls a 1d10 getting a 6 and the blaze of gunfire wings them both. The slight success against Concini isn't



aggravated by powerful .45 Colt as the challenge outcome was an odd number. The burst aggravates but the cautious approach and homicidal approach cancel each other out and the slight success wound to the arm is raised to a moderate wound. Concini tries to take the wound matching a Brutality of 1 and developed take with a -2 injury penalty against the standard rating of 2 for a +0 ability modifier. An effort roll of 10,9,5 results in a moderate success. A bullet tears through the muscle of the Mafioso's arm but doesn't have the effect it should only counting as a slight wound.

The gunman's slight wound is aggravated by the burst and homicidal approach to a significant injury but then diminished by the defensive approach of the gunman to a moderate success. The Gunman has a Brutality of 2 without a take expertise for a +0 ability modifier. A 3,6,6 effort roll produces a draw outcome and the outcome remains the same. One shot of the burst grazes the neck while the another smashes into the jawbone sending the gunman reeling backwards. Badly wounded and out of bullets Concini turns and staggers for safety.

Recap

- \$ Create the challenge and decide what attribute it tests and if possessed expertise and specialization.
- \$ Think about factors that could complicate and modify the challenge.
- \$ Put a rating to the challenge and find the ability modifier.
- \$ Decide whether to use a break.
- \$ Decide whether or not the challenge is to be set up.
- \$ Decide if the resolution roll is a straight attribute roll or a combination attribute roll.
- \$ Decide whether challenge is single or progressive.
- \$ Decide if the outcome is a simple success or fail, or is scaled.
- \$ Decide the approach to the challenge, cautious, balanced or homicidal.
- \$ Consider if the outcome is diminished or aggravated by anything.
- \$ Decide whether a take challenge is necessary.

