

# Leveling Up

Gangbusters uses the term Level to refer to the fame and power of a character. A character's level is also an indication of how successful that character has been at his or her career. It measures how much professional respect that character has among NPCs in the same career. All PCs begin the game as first level characters. Characters can advance in levels by earning Fame by doing what their respective templates do best.

*For example, PCs with careers in law enforcement earn fame by catching crooks, prohibition agents for busting up those who violate the Volstead Act, reporters by publishing major stories before the competing newspapers and gangsters for getting illegal cash and so on.*

The Judge will award fame based on the characters actions during gameplay. Awarded fame is cumulative and the total dictates the level attained as per the **CHARACTER ADVANCEMENT TABLE**.

Typical fame awarded by the Judge is given below.

- 1 per combat encounter survived for easy, 2 for hard, 3 for crazy tough.
- 1 per social encounter, for positive outcomes that don't end in violence.
- 5 per speak easy closed or opened.
- 2 per level of the criminal for a felony arrest
- 2 per News scoop published
- 3 per News story published
- 1-5 for excellent roleplaying
- 2 per brewery or speakeasy closed
- 1 per \$5,000 acquired by criminal means
- 1 per Criminal convicted
- Earn reward for capture of a criminal 1 per \$1,000 reward

When a character earns fame equal to what is needed they level up. When they level up the character can do one of three things: Pick 1 stat to improve roll 1d10 and add to it or Pick a skill to improve roll 1d 10 and add to it. Pick a new skill (the new skill starts at 20+ 1d10)

## CHARACTER ADVANCEMENT TABLE.

Level	Fame needed	To people in your profession you are
1	0 xp	Known to a few people
2	10	
3	25	Known city wide
4	50	
5	75	Known county wide
6	150	
7	250	Known state wide
8	350	
9	400	National Figure
10	500	

### False Arrest. \*\*

Characters receive no fame for arresting those who are not guilty of the crime they were arrested for. This is true even if the innocent person is convicted in court. The judge should not tell characters when or if they have arrested the wrong person.

### Killing Suspects.

If the suspect is killed in the attempt to arrest them, the character earns fame as though he had made the arrest. The character does not receive fame if the defendant was not guilty. Or if the judge decides, the character did not need to kill the suspect to protect himself or the public.

### Sharing fame

Many times there is more than one character involved in the investigation, arrest or conviction, each character involved gets the same fame.

### Optional rule: Demotion.

Any law enforcement character who makes a grave mistake may be demoted to a lower rank. Some examples of serious mistakes are arresting a politician without enough evidence to convict them, killing innocent bystanders in a shootout or getting caught taking bribes. The judge must use his discretion in this area, and may allow the player to make a Luck check to avoid the demotion.