

NOTORIETY

by Senda Shallow

Notoriety is a rules light game of theft and assassination. Take out the robber baron, pull the train heist, or just plan the assassination of that IT guy you really can't stand -- but be careful! Become too notorious and law enforcement will shut you down!

What you need: To play, you will need at least one ten sided die and some kind of marker for the notoriety board (pennies, paper, whatever). Optionally each player can track their notoriety number separately.

Setting up: One person will need to run the game and tell the story. This person will be referred to hereafter as the Game Master (GM). As a group, decide on a basic setting parameter (scifi, fantasy, present, steampunk etc.) and a team background (trained assassins, avengers, professional thieves etc.). As individuals, each player will determine their basic role in this group dynamic. Each player can select three broad skills in which they can invoke divine intervention once per game, adding +2 to the result of their roll. These skills should be reasonably specific but broad enough to cover unexpected instances -- such as opening doors, driving, escaping, climbing, fast talking, or seduction. The GM will have final word on whether or not a skill is appropriate.

To begin play, the GM presents the members of the elite team with a target and basic information on potential obstacles. You can increase the number of obstacles based on the number of players, using about two for a single player, and adding one with each additional player, or play them entirely by ear. The goal of the game is to succeed at this task without getting caught -- assassinate the prime minister, sneak away with the solid gold platters, or break an innocent out of jail, it's all up for grabs. Fail or partially fail a task in this mission, and you may gain notoriety.

When you attempt a task, like opening a lock or climbing a wall undetected, roll a ten sided die to determine if you succeed. For example, if you are trying to climb a wall undetected, here are some sample results:

1-3: Failure Not only does the wall prove too difficult to climb, but did that guard over there here

1-3	Fail +3 Notoriety
4-7	Partial Success +1 Notoriety
7-9	Success
10	Critical success -1 Notoriety

you fall back? Sounds like he might be coming over to check.

4-7: Partial Success You don't succeed in climbing the wall, but at least no one heard you. *OR* You got to the top of the wall just fine, but you didn't notice the laser at the top -- is that an alarm going off?

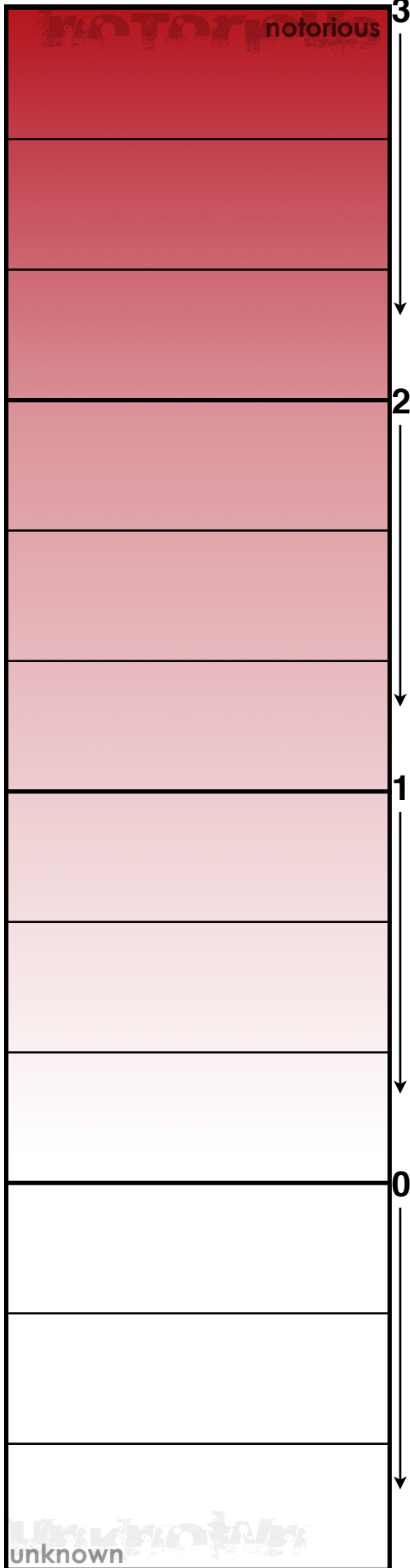
7-9: Success You found just the right spot to climb where the wall was worn away and didn't make a sound.

10: Critical Success You succeed spectacularly. You climb the wall silently, barely touching it, and are able to hear the tell tale hum of the electrified trap at the top in time to avoid it.

In addition to controlling how your actions play out in a non partisan way, your roll will also effect your notoriety as noted on the chart. A failure will raise your notoriety 3 steps, a partial success 1 step, and a success not at all. It is the GM's job to justify this notoriety gain -- if there is simply no condition that can explain it, there is no notoriety gain. On a success roll, you have the option to instead take a partial success result to lower your notoriety by 2 steps. On a critical success (10), lower everyone's notoriety by 1 at no negative (unless you wish to keep it).

As your notoriety gets higher, it can both negatively and positively impact your rolls. For example, if you are rolling to intimidate someone, you can add the level of your notoriety to the roll to aid your result. If you are trying to fast talk someone or disguise yourself, subtract this number. These bonuses and negatives are applied at the

notoriety level



GM's discretion, based on how logically being notorious would help or hinder your task. If your notoriety ever goes higher than the last step, you are about to be taken by law enforcement -- police are mid action to slap on the cuffs. Your team has one action each to prevent your capture or the jig is up! Since this is a cooperative role playing game, any player character's capture by law enforcement will result in a failure to complete the mission.

Combat: Combat is determined by the same success and failure system as standard actions and in the same way. Notoriety gained in combat might be a gun going off without a silencer, or a guard successfully calling a warning or radioing for help. On a partial success or success, deal the result of your roll plus your current notoriety level in damage. On a critical success, deal your roll in damage plus twice your current notoriety level. A standard non player character can take 12 damage points, and a standard player character can take 20.

A few notes for the GM: At your discretion, feel free to hand out +1 to rolls on actions you consider to be particularly bad ass. It can also be helpful to roll a d10 with 50/50 odds when you are not sure if you should hand the players exactly what they want or make them work harder for it. As an example: a player asks if there is a window conveniently located in this room. The GM asks if they prefer high or low. The player chooses high. The GM rolls a d10 and gets a 9. There is a window perfectly located in this room. **OR** GM rolls a 4. There is a window but not convenient. **OR** GM rolls a 1. There is not window in this room.

Additionally, while you may absolutely write your own scenarios, sometimes you don't have a lot of warning before sitting down to play. The table below can help you come up with some quick scenarios and obstacles on a random roll. As a general rule, start with two obstacles for the first player, and add one additional for each additional player. The same obstacle may be implemented in multiple ways (guarded could be actual people, sensors, or security cameras), so it is possible to use one obstacle type multiple ways in a single game.

Finally, the purpose of Notoriety is to play together to accomplish a purpose. When in doubt, rule in favor of the story or whatever will be the coolest.

roll	obstacle	target
1	guarded	rich man's cash stash
2	locked	corrupt government employee
3	trapped	gem stone shipment
4	moved	person that stopped production on your favorite thing
5	hidden	that guy at work that makes everyone crazy
6	password	mob boss
7	weather	Casino Vault
8	suspicion	royal palace
9	duplicated	terrorist organization
10	secret	evil groundskeeper