



BY DAVID KIZZIA AND BOB RICHARDSON

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Spirit **OF 77**

By David Kizzia and Bob Richardson



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“...It’s all about the big ass laughs and monkeyfun...”



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Introduction

April, 1977. A chilly afternoon. Private investigator John Sampson leaned against a light post on the corner of 75th and Benson, brass knuckles clenched tight in his right fist in one pocket, his gold-plated revolver tucked into the other. From above, the tinny sound of a transistor radio drifted down from a half-opened window.

“Aw yeah, baby! You’re listening to WRTR 110AM with Wolfgang at the top of the hour...”

Sampson’s contact Fredo, a lieutenant in the Corsair street gang, was late. Sampson had been hired to find where the mob boys were hiding glam rocker Fata Morgana, and he was pretty sure Fredo could tell him. Morgana’s sleazy manager was getting antsy. Her FeelGood Records debut was days away, so it wasn’t cool that she was in the wind.

“You looking for someone, puto?”

Boppers. Two of them. They were tall and lanky in frayed peacoats, one of them holding a battered aluminum bat, the other twirling a short length of chain. Sampson couldn’t believe they’d managed to creep up on him without him noticing.

“Your friend Fredo isn’t coming, tough guy,” said the one with the chain. “Asking too many questions outside his turf got him messed up real bad.”

His partner tapped the the business end of the bat against his palm.

Sampson nodded, slipping the brass knuckles over his fingers. Things were about to get messy.

*Above, the voice of the DJ rattled on. “We gonna keep it comin’ at you with a little Ma-
ceo and the Macks and ‘Cross the Tracks,” he growled. “Let’s GET IT ON!”*

Welcome to the **Spirit of 77**, the year after America’s 200th birthday and Nixon’s second term. It’s a strange and violent time in American history, made even stranger with X-Tech and the Glam movement. Gas prices have skyrocketed to nearly a dollar a gallon and the Cold War standoff with the Soviet Union has begun to heat up since “Nixon’s Doublecross” in Saigon.

But the hottest part of America is in the City’s trash-lined streets and midnight highways, where cool tough guys from the street join crazy daredevil drivers and glittered starry-eyed rockers to fight the Mafia underworld, weird sci-fi aberrations and a corrupt system that keeps everyone on their toes.



What is Spirit of 77?

The Best Parts of a Bad Decade

Evel Knievel and Pam Grier. Alice Cooper and Bruce Lee. The Dukes of Hazard and the Six Million Dollar Man. Shaft. **Spirit of 77** is a combination of muscle cars and Mack trucks, CB radios and kung fu fighters, cross-country road races and big scores in the big city with a killer soundtrack. Can you dig it?

Non-Stop Full Throttle Action

Put the pedal to the metal and drop the hammer. We got places to go, ammo to use and buckets of fuel to burn. This isn't a game about exploring deep personal relationships between characters; it's about fast-drawing gangsters leading angry cops on a non-stop high-speed chase through rain-slick city streets, swaggering away from explosions in slow motion and striking a cool pose while delivering an awesome one-liner at just the right time.

Being Cool Over Bean Counting

Math is hard and nobody really cares how many iron rations you have in your bedroll. Time spent keeping track of nonsense like ammo, fuel and money is better spent blowing suckas away and burning rubber. Running out of ammo only happens when it's appropriately dramatic, and if you run outta gas it's because you've just arrived where someone is in desperate need of a boot to their ass.

Watergate and Weird Science

What's more amazing, the superscience of X-Technology that brought us things like Skylab, bionics and computers that can fit on your desk or "Tricky Dick" Nixon beating the Watergate rap with a public apology? Both are complete mysteries, making the '70s into the weird world it is in **Spirit of 77**. Politics and truth-seeking have become even more dangerous since the manufactured flap over that hotel break-in, and the end of Vietnam went weirder than anyone could've predicted.

Music In The Streets

In 1977, music is a powerful force that not only inspires and motivates, but in some cases can even be weaponized. Musicians everywhere devote themselves to the pursuit of hitting the big time, and in every club and on every corner, the omnipresent voice of the City's soul can be heard. The DJ, always wise, always mysterious and always taking requests.

Say What? - Wheaton's Law In Effect

Spirit of 77 is not a historically accurate representation of the 1970s. It's a fictionalized fantasy world and a chance to play kung fu fighters or clever detectives, good ol' boys or disco divas. It should never be an opportunity to indulge in racial or sexual stereotypes. Bigotry in any form isn't fun or funny.

Truth and Justice in the American Way Nixon Beats The Rap - Watergate and other Travesties

BY WOLFE T. ELLIS
Staff Reporter

We have seen the greatest magic trick conceived since Faust made a collect call to Satan himself in exchange for a couple of bucks and a spot on the Jack Paar show. This time Old Scratch made a personal appearance to pull a rabbit out of a hat and stole our wallets in the process, using his favorite tool on Earth - Tricky Dick Nixon and his merry band of cutthroats and swindlers.

Believe me friends and neighbors, when Tricky Dick sat down in the living room of Mr. And Mrs. Suburbia, I thought we were about to see a good old fashioned bloodbath like the gladiator days of old. Who knew the old shyster had another Checkers speech in him. When The Washington Post first started their investigation into the Watergate Hotel break-in, none of us were surprised to learn the President's den of thieves would break into the Democratic headquarters, but we all thought The Big Dick would circle the wagons and try a cover-up, maybe even go through with bribing the burglars for their silence. None of us expected him to detail the actions of what he termed, "a few bad apples using the White House as an excuse for perfidy." like the snake-oil salesmen of old, he started his well-rehearsed routine with the call for honesty and the good intentions of being upfront with the American public. The last American president who rode up front was Jack Kennedy in Dallas, and look how well that turned out.

But sell it he did, on national television in between commercials for Gravy Train and

the new Sears catalog - American democracy for sale while you wait. The request for a Senate Hearing was nothing but the elaboration of a bad liar, too bad it was drowned out by an overeager Press Corps who buried the lead and fell for the swindle. And with that, Watergate is now a footnote in history, actions taken by an overzealous re-election committee that have had their throats cut by their Ratfink-In-Chief in front of a television camera. Who can claim different.

And today the American public have bought into the lie. Why not, it was on TV. Time Magazine reports a recent poll puts the President at a 72% approval rating after the press conference. He took advantage of the prom queen and her parents have sent a thank you card after the fact. Today no one asks whatever happened to the Washington Post reporters since Nixon's song and dance in glorious technicolor. I can't say I was close to Bob and Carl, but after a pink slip and their home phones disconnected, I think I'm safe to assume the worst. Let's hope they survived the night.

So we fell for it, the suckers bet and everyone that goes with it. Years later when the 21st century asks how Nixon survived a potential disaster and skated through his second term, with barely a hesitation to hold him accountable for the travesties inflicted upon the US constitution and the American Public, the answer will be grim and succinct. It happened because he we let him do it.

God Bless America.

Wolfe T. Ellis, reporter at large.



Let's Get It On - How to Play Spirit of 77

What is Role-Playing?

At its core, role-playing is “let’s pretend” with rules. A group of players work together to create a story, with each participant taking on the role of one or more of the characters involved. Usually one player will lead the game, playing all the minor characters and antagonists (non-player characters), adjudicating the rules and guiding the overall plot. In **Spirit of 77**, this person is the DJ, and his or her primary responsibility is to determine what happens when there is conflict or uncertainty involved in any events that take place.

The other players each play a single character (a player character) of their own. Player characters work together within the game, although they don’t necessarily get along or even like one another.

The Fiction and the Conversation

While reading these rules, you will often see references to the Fiction - the combination of the story and any established details that the group of players have created while playing the game. This includes the names and personalities of the characters involved (both player and non-player), the locations explored and any objects discovered during gameplay. While playing, you always need to put the Fiction first. If something doesn’t make sense for the fictional situation you’ve created, then it doesn’t work no matter what the rules say.

The Conversation is how the Fiction is created, the back-and-forth discussion between the players of the game as they add and build upon each other’s statements to create a larger narrative. Some games formalize this process, making people take turns and dictating exactly what can be accomplished in a given amount of time, but the conversation of **Spirit of 77** is much more flexible. Players can talk out of turn, interrupt, add to or correct each other’s statements. Only when there’s conflict or uncertainty do the rules kick in and dice get rolled.

Getting Started

Starting a game is easy: Get two or more players, including yourself. One person is going to be the DJ. They basically run the game. Everyone else is a player, but don't worry, because the DJ is always involved in what's going on.

First, print and assemble the Rap Sheets (character playbooks). Rap Sheets consist of two sections - Roles and Stories. Pass them around for everyone to read, then everyone chooses a Role and a Story. While multiple players can have the same Story, it's best not to duplicate Roles, though if multiple players want to play the same Role, they can come up with a reason their characters are working together. Because sometimes you want to play kissing cousins, husband-and-wife teams or crime-solving teenagers traveling with their talking dog.

You'll also need paper, pencils and at least two six-sided dice. We also highly recommend you bring your 1970's music collection and something to play it on. Music isn't required for **Spirit of 77**, but it makes a difference. It's like watching that groovy color TV your parents had in the den instead of the old black-and-white unit in the basement.

Playing the Game

The Rule of Fun

The single most important rule for **Spirit of 77** (or any game for that matter) is that it should be fun. Playing games shouldn't be a chore and shouldn't limit your options. If something in the rules is not fun for your group, then ignore it, change it, or make up something new, whatever makes things fun. If you come up with something you feel is especially fun, please share it with us, and maybe we'll incorporate it into a future book.

To Do It, DO IT.

The other important thing to remember is that the Fiction comes first, and everyone in the game is responsible for it, not just the DJ. If you want your character to do something, do it. Don't be afraid to define the scene yourself, add scenery, props and even characters if they make sense for the Fiction and let you do what you want.

Example:

Bob is playing the Good Old Boy Beau Dupree, on the run from some thugs chasing him in a pickup truck. He declares that Beau is taking advantage of a ramped driveway to get his car up on two wheels and fit through a narrow alley so the pickup can't follow. It had not been established that there was an alley or a ramp in the area but Bob wanted to do it, so he did it. YEEEE-HAAAAAAA!

The Basic Rule

Tumbling Dice

Often during a role-playing game, disputes will come up: What happens next? Who is successful? Where did they go? To resolve these issues, we have one simple rule: If it's important, roll the bones (or dice).

The basic rule of **Spirit of 77** is resolved like this:

Describe what you are doing, then roll two six-sided dice (2d6) and add the results.

If the result is 10 or higher (10+) it is considered a full success and your character does exactly what you described.

If the result is higher than 6 but lower than 10 (7-9), it is considered a partial success and you either partially succeed in your task or you succeed with a cost.

If the result is a 6 or lower (6-) it is considered a failure, and you fail to get the results you want, plus the DJ can take actions against you.

That's it. You can play **Spirit of 77** just fine using only this rule. Everything else in this book expands on this simple idea to give you more options and to cover specific situations, but if you want to play super fast and loose, this is the only rule you really need.

DID YOU KNOW?

Famous Tough Guy El Fantasma starred in a series of adventure movies in Mexico, including "El Fantasma y Los Lobos Bailar" and "El Fantasma Contra El Barbero de Frankenstein".

When You Should Roll the Bones

You should only roll the dice when it's important, such as:

When it's difficult. The player characters in **Spirit of 77** are heroes, highly competent at what they do. They're not going to arbitrarily fail to accomplish simple tasks. Do not roll the dice for something that anyone can reasonably do given enough time and resources.

Example:

Unlocking your front door does not require a roll. But cracking a safe before zombie dinosaurs knock down the building does.

When there are consequences for failure. Consequences are what make an action exciting. If failing will not result in something bad happening, then it doesn't matter if the character fails or not. They'll just try again until they get it right, anyway. Do not roll the dice if the character can just attempt the task again without consequences.

Example:

Climbing a rope up a six-foot wall does not require a roll, but walking a tightrope between two tenth story rooftops does.

When there is conflict between characters. When two characters want different outcomes to a situation, let the dice decide.

Example:

Beau and Brock are both trying to pick up the attendant at the Black Diamond Car Wash. They each make a roll to seduce her.

DID YOU KNOW?

Good Old Boy Beau Dupree was approached to be the celebrity spokesperson for Beatle Wax until he made a pass at the company president's wife.

Dice Results

In any dice roll, three types of results can occur:

Full success - Rolling a 10 or higher is easy to understand, you do exactly what you set out to do.

- You hit the bullseye.
- You win the race.
- You jump the chasm.

Partial success - Rolling 7-9 can be a bit trickier, the most common example is that you partially succeed at your task.

- You hit the target, but miss the bullseye.
- You tie the race.
- You don't make it across the chasm but end up safely on a ledge below.

Another outcome is that you succeed but with a cost: You or one of your friends could take some harm, lose a piece of gear or run out of ammo. The DJ can assess any cost he or she feels appropriate.

- You hit the bullseye, but it uses all your ammo.
- You win the race, but wreck your car at the finish line.
- You leap the chasm, but drop some of your gear in the process.

Often specific moves will also state what types of results are associated with a partial success.

Failure - Rolling 6 or lower means your efforts failed. The consequences of that failure will be determined by the DJ, usually in the form of the DJ reacting with his or her own move.

- You miss the target completely and the shot hits something unintended.
- You are disqualified from the race and your car is confiscated.
- You fail to leap the chasm and are now injured at the bottom.

“Don't fear failure. — Not failure, but low aim, is the crime. In great attempts it is glorious even to fail.”

- Bruce Lee

When You Fail - The Cruel Tutelage of Experience

Occasionally, you're gonna roll badly. Despite your best efforts, in-game advantages and lucky rabbit's feet, rolling a 6 or lower will mean that not only you failed in your action, but the DJ is about to make life more complicated. At these moments, it's easy to assume the dice hate you. They don't, but love can take strange forms.

The upside to a bad situation is that by failing a dice roll, a character gains XP (failure develops experience). So despite being punched in the ear, crashing your car into a moving train while jumping a ramp or falling over in your platforms when making a grand entrance into the discotheque, a failed dice roll earns 1 XP for the character. Write down the XP, chalk it up to experience and then toughen up, buttercup.

Example:

Corrina Vanderbilt is trying to break into Hizzzoner the mayor's penthouse apartment, hanging upside down to pick the window lock. Using her Hustle, Corrina rolls a 4. Corrina fumbles with her lockpicks and they tumble down into the darkness. Although she has failed in picking the lock, Corrina gains 1 XP for her efforts... but now needs to find a way down from the window ledge.



Characters: Roles and Stories

All characters are based on their Role, defining what they do and how they solve problems. Depending on the Role, a player's character will have certain strengths or abilities that reflect that focus. Those strengths will differ when compared to other Roles, and those comparisons will differ depending on the situation.

Basic Roles

Bopper - Old school gang members with brass-knuckle determination

Good Old Boy - Speed demons and stunt drivers into fast cars and daredevil chases

Honeypot - Charismatic manipulators using good looks and whatever else to succeed

Rocker - Hardworking musicians dreaming of stardom and the big time

Sleuth - Wisecracking gumshoes uncovering mysteries and solving crimes

Tough Guy - Hardcore fighters who like the pain and hand it out like free candy

Vigilante - Justice-obsessed citizens serving hard vengeance

Example:

In the movie "Hooper," Burt Reynolds plays a Hollywood stuntman skilled at fast-paced car chases and death-defying stunts. That can translate to a Good Old Boy, a character highly skilled in driving. In a barroom brawl, Hooper gets into a bar fight with NFL football legend Terry Bradshaw, who promptly hands him his backside. Although Hooper is a superstar behind the wheel, his strength in bare-knuckle fighting pales in comparison to a Tough Guy like Bradshaw.

In addition to a Role, every character also has a Story - a background that elaborates on the character's skills and abilities that also provides additional strengths to reflect their history. Although certain characters may seem similar because of their Role, their Story makes them unique.

Basic Stories

All-Star - A big-name athlete now playing a deadlier type of game.

Ex-Con - Out of stir and now rebuilding their life, one way or another.

Former Badge - Ex-cop, now working on the other side of the tracks.

Glam - It's all about being fabulous and in the front of the pack.

Humble Beginnings - Small-time hitting the big time, with plenty of danger involved.

Kung Fu - Years of training have made your body a lethal weapon.

One Bad Mother - You've got a rep on the street and the ability to back it up.

War Vet - Out of the jungle, straight to the street. Some things don't change.

X-Tech - All in the name of science. Weird science.

Example:

In the movie "Rocky", both Rocky Balboa and Apollo Creed shared the same Role of Tough Guys. However, their Stories were different - As a long-time professional athlete, Apollo could be considered an All-Star in his background Story. Rocky however was a local brawler in the streets of Philadelphia and part-time muscle for local thugs, making him One Bad Mother.

In the TV series "Switch", Eddie Albert and Robert Wagner were private eye partners, using their brains and deception to "out-con the cons". That makes them both "Sleuths", but while Robert Wagner's character was a former con artist himself (an "Ex-Con"), Eddie Albert was a retired Bunco cop who had arrested Wagner several times before he went straight, a "Former Badge". Although they were working together, both brought unique skills to the table which made them a formidable pair.

Attributes

Attributes are numbers used to describe your character, they are used to determine what your character is good or bad at. There are five categories for Attributes:

Might = [Strength] - Uh! Take it! You got the strength to make it happen? You got the stones to outlast your opponent? Then you got the Might! Alllllright!

Hustle = [Agility] Whether its bopping your way through a Rumble or showing your stuff on the dance floor, Hustle makes it happen.

Smooth = [Charisma] Wanna know if you're easy on the eyes? Or if you're Kool and the Gang? That's how Smooth you are.

Brains = [Intelligence] Don't be the fool, take them to school! Show them how smart you are by showing you've got the Brains.

Soul = [Spirituality] You won't get anywhere if you don't have the spirituality behind what you do to give it meaning. There's peace, there's love, and then there's Soul.

Stats are ranked from -1 to +4:

- 1 **Below average**, you are at a severe disadvantage in this area.
- 0 **Completely average**, you're not exceptional but you're not deficient either.
- +1 **Talented**, you've got some practice in this category.
- +2 **Pro**, you've got a lot of experience in this area, and could make a living doing something associated.
- +3 **Exceptional**, you excel in this category. You could be the top of a profession associated with this attribute, and other people may come to you for advice regarding your area of expertise.
- +4 **Superhuman**, these levels are not attainable by mere mortals under normal circumstances, only assistance from others will let you achieve this kind of rank and then only temporarily.

Examples:

- *Everyone knows that El Fantasma is the toughest guy in town. He's not especially fast or brilliant but as a luchador he's pretty charismatic and creative. His stats are; Might +3, Hustle 0, Smooth +1, Brains +0 and Soul +1*
- *Riley Russell might be the smartest kid in the room and quick on his feet but he's just a little guy and awkward around anyone he doesn't know. His stats are; Might -1, Hustle +2, Smooth -1, Brains +3, Soul +1*
- *Corrina Vanderbilt is a grifter and part-time cat burglar. She's charming, very agile and extremely flexible. Her stats are; Might 0, Hustle +2, Smooth +2, Brains +1, Soul 0.*

How Attributes Affect Rolls

When you make a move, the move's description will list which Attribute to apply to the roll, (e.g. Roll +Might or Roll +Soul). When you make a move, roll the bones and add whatever modifiers apply to the roll. Normally Attributes can not go above +3, but preparation or help from allies can boost your roll higher. But no matter what, the highest bonus you can have for a roll is +5.

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Might

Might has two primary uses; it can be used for physical activities like jumping, lifting or hitting things, or it can also be used to resist damage such as shrugging off a punch or powering through a bullet wound.

Might is used to:

Deliver a Beatdown

Take a Hit

Get in Their Face

Might is the most important attribute for the Tough Guy, but is also important for the Bopper and anyone who wants to be able to dish out damage in hand to hand combat or take a beating.

You should roll +Might when you:

- Lift, push, pull or otherwise move something using your own hands or tools.
- Hit, smash, crush or otherwise damage an object or person with your own hands or tools.
- Resist the effects of physical harm, the environment or elements.
- Commit feats of strength or endurance, such as holding your breath, consuming vast quantities of food and drink or enduring intense pain.
- Use the real threat of imminent violence to intimidate or manipulate someone.

Examples of Using Might

Beau wrecked his car while racing the Midnight Grits Run and is trapped inside the wreckage. Luckily, El Fantasma has arrived to rescue his friend. El Fantasma grabs hold of the twisted metal that pins Beau down and rolls +Might. He rolls a 7 and adds 3, giving him a 10. El Fantasma easily pulls the metal away from Beau so he can crawl out.

Mackie has to get out of the burning warehouse before the chemical tanks explode, but his exit is blocked by a locked door. Mackie throws himself against the door in an attempt to knock it down. He rolls +Might to break it down. He rolls a 6 and adds 2, giving him an 8. Mackie breaks down the door but dislocates his shoulder in the process, taking 2-harm.

Corrina Vanderbilt has been tied to a concrete block and thrown into the river. Her only hope is that she can break the cord before she drowns. She rolls +Might and gets a 6. She doesn't break the cord, and is sinking fast. Hope her friends arrive soon.

Hustle

Hustle is used for moving quickly and accurately, shooting guns, throwing knives, sleight of hand, and avoiding danger. It can also be used by kung fu characters in place of +Might.

Hustle is used to:

Smoke His Ass
Get Outta the Way

Hustle is the most important attribute for the Good Old Boy and Vigilante roles, but it's also useful for anyone who wants to be good at shooting, driving or getting out of the way of danger.

You should roll +Hustle when you:

- Run, leap or otherwise move quickly to get from one place to another.
- Dodge, tumble or otherwise attempt to avoid danger by moving quickly.
- Throw, shoot or deflect projectiles.
- Sneak, hide or try to remain unseen.
- Operate normal mechanical devices (including vehicles) quickly and/or accurately.
- Utilize kung fu techniques.

Examples of Using Hustle

Black Cherry Stone is chasing a couple of cat burglars across the roof of a brown-stone. The burglars zipline from one rooftop to the other and then cut the rope in an attempt to lose her. Black Cherry rolls +Hustle to leap across the gap. She rolls 8 and adds 2, giving her a 10. She easily makes it across the gap to the surprise of the cat burglars.

Mackie has been challenged to a game of HORSE to win the help of the Highhaven High-Tops, a rival Bopper Gang obsessed with basketball. Mackie rolls +Hustle to make the necessary shots. He rolls a 7 and adds 2, giving him a 9. He doesn't win the game but he comes close enough to impress the High-Tops and they offer to help in exchange for a sizeable donation to the "court maintenance fund".

El Fantasma is trying to use a magnetic crane to drop a wrecked car so that it will trap Agent Perry and his FBI backup in the junkyard and allow Beau to escape. El Fantasma rolls +Hustle to see how accurate his drop is. Whoops, he rolls a 6. He drops the wreck too early and traps Beau in the junkyard with the FBI agents.

Smooth

Smooth is used for seducing people, manipulating, impressing, intimidating or otherwise getting people to do what you want.

Smooth is used for:

Getting What You Want

Smooth is the most important attribute for the Honeypot, but is also useful to the Rocker or anyone else who wants to be good at social interactions.

You should roll +Smooth when you:

- Try to tell a convincing lie, or bluff someone.
- Seduce someone.
- Haggle over the price of goods and services.
- Intimidate or threaten someone when you can't or don't intend to follow through.

Examples of Using Smooth

Corrina Vanderbilt needs to keep the bouncer at the Zero Cafe distracted long enough for Beau and Riley Russell to get into the back room. She rolls +Smooth to chat him up. She rolls a 7 and adds 3, giving her a 10. She easily keeps his attention while Beau and Riley stroll right past him.

El Fantasma needs to get to the waterfront before the Malachi thugs throw Corrina in the river, but he's mobbed by a group of rabid Luchador fans. He bellows at the fans to get out of his way. He rolls +Smooth in order to scare the fans away. He rolls a 7 and adds 1, giving him 8. He manages to get through the crowd but it takes longer than he wanted and he might not get to the waterfront in time.

After being captured by the Shadow Kings, Riley Russell needs to convince them that he doesn't know where his friends took the truckload of bootleg Starveya memorabilia. Riley rolls +Smooth getting a 6. The Shadow Kings are not convinced and decide that they're going to beat the information out of Riley.

Brains

Brains is used when figuring out problems, calculating odds or analyzing clues. It's also used when searching for things and utilizing knowledge.

Brains is used to:

Scope Out the Scene

Give Someone the Third Degree

Brains is the most important attribute for the Sleuth, but is also useful for any character that wants to be knowledgeable or aware of their surroundings.

You should roll +Brains when you:

- Operate complex devices such as computers, sensors and radios.
- Search or examine something.
- Repair, build or dismantle something.
- Perform first aid or other medical treatments.
- Work with X-Tech devices.

Examples of using Brains

Riley Russell is staring at a tactical nuclear device wired to detonate. He analyzes the mechanism to determine how to defuse the bomb and save the city. He rolls +Brains and gets a 7. Adding 3, his result is a 10. He reaches into the guts of the machine, clips the red wire and the countdown clock stops with seconds to spare. Whew!

Black Cherry Stone is on the hilltop watching for the approaching convoy she intends to ambush. She rolls +Brains to spot the convoy before it's in position. She rolls the dice and gets a 7, adding 1 to her result is an 8. She sees the approaching truck but misses the SWAT sniper in the nearby farmhouse, she takes 3-harm from his first shot.

The Poindexters gang have challenged Mackie with a few algebra questions to earn their help against the Corsairs. Mackie rolls +Brains, and the dice come up as 6. Not only has Mackie failed but his answers have offended the Poindexters and slide rules have been drawn.

Soul

Soul is used when acting creatively, performing songs, spiritual pursuits, and working with Glam. It's also utilized when maintaining calm or a sense of peace.

Soul is used to:

Free Your Mind

Soul is most important to the Rocker Role, but is also useful to anyone who wants to be creative or self aware.

You should roll +Soul when you:

- Try to entertain someone by singing, dancing or acting.
- Create a creative work, such as an original song, painting, sculpture or work of fiction
- Engage in spiritual pursuits, such as meditation, introspection and communion with nature.
- Rely completely on luck to accomplish a task.

Examples of using Soul

Johnny Valentine needs to impress Ahmed, the owner of Rajah's Ballroom, so he whips out his six string and lays down some blues. He rolls+Soul and gets a 7, adding 3 gives him a 10. Ahmed is blown away by Johnny's performance and immediately books him as Saturday's opener.

"Typhoon" Gryphon has been dosed with an experimental truth serum to convince him to tell that bastard Francis Clayton (the dirtiest cop in town) who has the stolen Egyptian headdress. Typhoon rolls+Soul to remain calm and in control of his actions. He gets a 7, adding 2 for a result of 9. He manages to keep his mouth shut about the headdress but spills the beans about Black Cherry Stone's plans to ambush a truckload of bootleg Starveya merchandise.

Beau has been tasked with creating a counterfeit modern art masterpiece to switch out for the real one stolen by the Corsairs. He rolls+Soul getting a 6. His finger painting techniques won't even fool a bunch of drunken pirates like the Corsairs.

Other Modifiers To Your Roll

Sometimes a move will tell you to add additional modifiers to the roll, such as roll +Hustle and add your car's power, or roll +Might and subtract your opponent's armor. Some moves may also allow you to roll an alternate Attribute for a move. When this is specified, you can always opt to roll the normal attribute.

Example:

Beau is running a blockade set up by some Illinois Nazis, and decides to ram his way through. He rolls a 4 and adds 3, a result of 7. But Beau's car, Traveller, has a power of 2, raising the roll to 9. Although Traveller's fender gets banged up, Beau slams his way through the Illinois Nazis' parked Caprice Classics.

Wait, What's a Move?

Moves are specific rules for common (and sometimes uncommon) actions you may want to take - things like hitting people, convincing people to do what you want or searching an area for clues. moves can also be rules for special abilities or stunts that are unique to a specific character.

Moves are broken down into three categories:

Basic Moves - Everyone has access to Basic moves and can attempt them at any time the fiction allows. Basic moves cover most actions a player may want to take.

Character Moves - Character moves are available when a player selects a specific Role or Story for their character, or have been added as part of character advancement. These moves may be general modifiers or special abilities available in certain situations.

Custom Moves - Custom moves are moves that are tied to an environment, non-player character, item or other situation that may come up during play. Custom moves are available to anyone that meets the triggering conditions.

Individual moves are made up of two parts - the Trigger, which describes what the character needs to do within the Fiction to activate the move, and the Result, which describes what happens when the move is successfully triggered. Many moves will also include a roll which determines if the move is successful or not. Additional information regarding each move is included

within the Move Index, which includes in-game examples of the move at work.

Rolling with Something Extra

Some moves will give you an advantage in specific circumstances. These bonuses can be temporary or permanent. This is called **Rolling with Something Extra**. When a move says to “roll with Something Extra,” roll three dice instead of the normal two and drop the lowest die. Multiple effects that let you roll with Something Extra do not stack. You can only roll a single additional die.

Rolling with Something Less

There are some situations (such as when you are severely wounded) that require you to roll with Something Less. In that case, you roll three dice and discard the highest. If a situation calls for you to roll with Something Extra AND with Something Less, then they cancel each other out and you roll normally (even if you have multiple effects for Extra or Less).

Examples:

Johnny Valentine graduated from the City Police Academy before finding his true calling as a blues guitarist. As a Former Badge, Johnny's been trained in search techniques and has “The Frisk” move, giving him Something Extra on any roll to search for hidden objects. He gets this bonus when frisking a member of the Shadow Kings for hidden weapons, checking Beau's car Traveller for a bomb, and when searching through an apartment for hidden cash.

By flicking a burning cigarette into the face of a Malachi thug, Buster Kincaide has successfully used his special move called “Wouldja Look at That”. When he rolls +Might for his follow up move to punch the guy in the breadbasket, he rolls three dice getting a 6, a 4 and a 2. He discards the 2 and keeps the 6 and 4, giving him a total of 10 – a full success.

While infiltrating the cemetery, vigilante Black Cherry Stone uses the butt of her pistol to knock out one of the Banshee gang members guarding the entrance to the crypt. Since she's using a gun to solve a problem, she rolls with Something Extra. Later when she attempts to shoot the chain that holds open the mausoleum door, she again rolls with Something Extra.

Hold

Moves will sometimes refer to Hold. Hold is a way of distributing the effects of a move, you “hold” onto the effect until you’re ready to use it. If a move says to “gain a number of Hold” keep track of how many points you have for that move, then spend those points as the situation warrants to gain the effects described in the move.

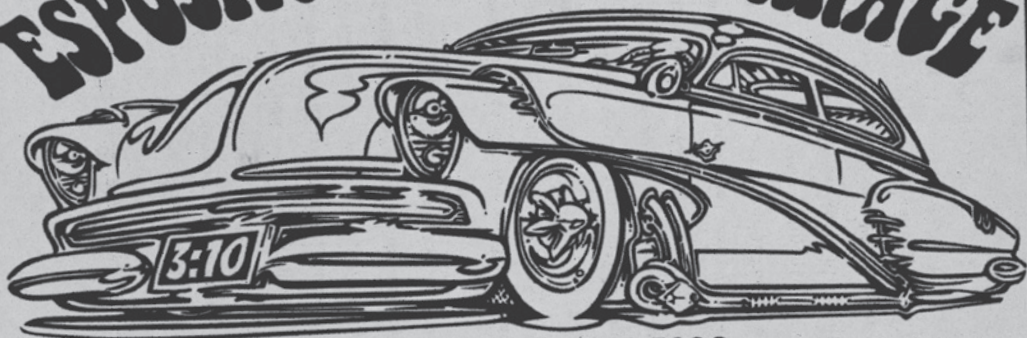
Hold from one move can not be used to gain the effects of a different move.

Unless otherwise stated, all hold is lost at the end of the Scene.

Example:

*When Lt. Columbo is interrogating suspects on television, he’s Giving Them The Third Degree (a Basic move in **Spirit of 77** terms). As he asks questions, he is spending “hold” with each question. Invariably, Columbo will wait until the last possible moment to ask the most damaging question (usually when he’s about to leave). Basically, Columbo is waiting until the end of the Scene before using his final “hold”.*

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Basic Moves

Every character has access to a set of Basic moves that cover most situations they'll run into in a typical game:

Deliver a Beatdown - used to trade blows with somebody.

Smoke Their Ass - used to shoot somebody.

Take a Hit or Get Outta the Way - used to avoid damage.

Keep Your Cool - used when you need to deal with a difficult situation, or for dangerous situations that are not covered by other moves.

Get In Their Face - used to get something from someone through force or threat of force.

Give Someone the Third Degree - used to interrogate someone to get information.

Free Your Mind - used to contemplate the current situation and find a solution.

Getting What You Want - used to get someone to do what you want by trading leverage such as sex, money, or favors.

Scope Out A Scene - used to investigate a scene or situation.

Help a Brother Out - used to assist a teammate.

DID YOU KNOW?

Before getting thrown out of high school, Colin "Mackie" MacGreggor was an all-star wrestling champion in the state. He can occasionally be seen using half-nelson and full-nelson holds while leading the Salthill Casuals in a rumble.

Deliver a Beatdown (MIGHT)

When you swing at somebody with the intent of killing, knocking out or disabling them, roll +Might.

On a 10+ you deal your damage to the enemy AND choose one of the options below:

On a 7–9, you deal your damage to the target OR choose one of the options below:

- You avoid any counter-attack.
- Deal great harm (+1 harm).
- Deal 1 stun harm.
- Disarm your target.
- Blind, hold or otherwise disable your target (they deal -1 harm).
- Give or take something your target is holding or wearing.
- Push, pull or otherwise move your target where you want them.

On a 6 or less you deal no damage and your opponent can counter-attack and/or the DJ can make a move of his choice.

Note: When attacking an unaware or helpless foe, a roll is not necessary (although one might be needed to sneak up on that foe). The target is automatically disabled, unconscious or dealt damage depending on the declared intent of the attacker.

Smoke His Ass (HUSTLE)

When you take aim and shoot at an enemy at range, roll +Hustle.

On a 10+ you have a clear shot. Deal your damage.

On a 7–9, choose one:

- You deal your damage but have to move to get the shot, exposing someone (often yourself) to danger.
- You have to take what you can get: deal 1-harm damage.

Take a Hit or Get Outta the Way (MIGHT or HUSTLE)

Sometimes someone just wants to punch you in the face. It happens. There are two ways of handling that urge in other people - either by Taking the Hit, or Getting Out of the Way. Taking the Hit means you shrug off the damage from a wound, which means a +Might roll. Or you might want to Get Out of the Way by trying to dodge a source of danger, which instead requires you to roll +Hustle.

Either way, on a 10+ you will avoid the harm completely.

On a 7-9 you take half the harm (minimum 1) or you take no harm but the DJ can pick one:

- You're knocked down.
- You drop what you're holding.
- Somebody else takes the hit.

On a 6 or lower, you suffer the full effects of the danger. Hope you've got some Bactine.

Keep Your Cool (ALL)

When you act despite an imminent threat or work under pressure, say how you deal with it and roll. If you do it...

- ...by powering through, use +Might.
- ...by getting out of the way or acting fast, use +Hustle.
- ...with quick thinking, use +Brains.
- ...through mental fortitude or serenity, use +Soul.
- ...using charm and social grace, use +Smooth.

To Keep Your Cool, roll and add the appropriate Attribute.

On a 10+, you do what you set out to.

On a 7-9, you stumble, hesitate, or flinch under the pressure: the DJ will offer you a worse outcome, hard bargain, or ugly choice.

Get In Their Face (MIGHT)

When you attempt to get someone to act through violence or threat of violence, roll +Might.

On a 10+ you choose two and then the DJ chooses one:

On a 7-9 the you choose one and then the DJ chooses one:

- They don't force you to carry out your threat.
- They give you what you want (or what they think you want).
- They don't try to deceive you.
- You deal them 1-harm.
- They flee or otherwise get out of the way.
- They offer you an alternative.
- You avoid any repercussions.

Getting What You Want (SMOOTH)

When you have leverage and try to seduce or manipulate someone, tell them what you want and roll +Smooth.

On a 10+ They do what you want and pick two:

On a 7-9 They do what you want and pick one:

- They act immediately.
- They do not demand immediate payment.
- They perform especially well.
- They are happy with the bargain.

Give Someone the Third Degree (BRAINS)

When you analyze a person's responses while interacting with them roll +Brains.

On a 10+ hold three.

On a 7-9 hold one.

While you are interacting with them, spend one hold to ask the player or DJ one question.

- Is your character telling the truth?
- What does your character intend to do?
- What does your character want me to do?
- How could I get your character to do _____?

Some moves may allow you to ask additional or different questions.

Free Your Mind (SOUL)

When you relax through indulging in a forbidden vice and open up your mind to contemplate the current situation, ask the DJ a question and roll+Soul.

On a 10+ the DJ will give you a truthful and mostly clear answer.

On a 7-9, the DJ will give you a truthful but incomplete and/or vague answer.

Scope out a Scene (BRAINS)

After investigating the current Scene, roll +Brains.

On a 10+, ask 3 questions to the DJ.

On a 7-9, ask 1.

When investigating the current Scene:

- What's the fastest escape route out of here?
- Is there anything hidden here?
- Who's in charge around here?
- Who's the toughest person in the room?
- Who's the most vulnerable person in the room?
- Who knows more than they're letting on?

Help a Brother (or Sister) Out (HOOKS)

When you directly assist someone you have Hooks with, roll +Hooks (the number of Hooks you have with that character).

On a 10+ they roll with Something Extra.

On a 7-9 they roll with Something Extra but you also expose yourself to danger or have to pay a cost.

Character Moves

Character moves are moves that can be added to a character when a player either selects a specific Role or Story for their character, or add that move as part of their character's advancement. These moves may be general modifiers or special abilities available in certain situations that come up during role-play broken down into Moves You Get and Moves You Choose.

Wait, What's the Difference Between Moves You Get vs. Moves You Choose?

Glad you asked. Certain moves are inherent to a character's Story or Role, and can't be developed as part of their growth. Tough Guys for example, are always "Hardcore." It's that extra sumthin'-sumthin' that always makes them a Tough Guy. So when you choose to play a Tough Guy, it's a Move You Get automatically.

A Move You Choose is any move that is available as a choice for a Role or Story. The difference is, as you build experience you can potentially choose moves from other Roles or Stories provided they're not Moves You Get automatically if you pick that Role or Story.

Example:

The special move known as "Master of Disguise" is a Move You Choose for the Sleuth. "Crime Scene Investigation", on the other hand is a Move You Get and could not be selected by a character with a Role other than the Sleuth.

Custom Moves

Custom moves are moves that are tied to an environment, non-player character, item or other situation that may come up during play. Custom moves can be specific in conjunction with a single person place or thing, or they can be general and applied to common situations. Custom moves are available to anyone meeting the triggering conditions. The DJ should inform you of any custom moves when they are available (See Custom Moves in the AM DJ Chapter).

Example:

Beau Dupree is in a high speed swamp boat chase, the DJ informs him that he can use the "Chase and Race" custom moves. Beau immediately jumps a ramp that's improbably lying about in the swamp backwater in order to Gain the Lead.

The Player's Agenda

Playing **Spirit of 77** goes beyond stats written on a sheet of paper and rolling dice. As a player in **Spirit of 77**, you should maintain an agenda focused on the following goals at all times, as a mutual agreement among the DJ and players to keep the fun and the action going from start to finish:

Active Participation - The world of **Spirit of 77** is filled with kung fu fighting nuns, bionic glam rockers and fast-driving racers who keep pet chimpanzees in their passenger seat. You owe it to yourself to explore this high octane world, using your character's motivations and goals as a basis for action. Things only get done when you actively do them, so always participate in every Scene.

Go Big or Go Home - Some games encourage a subtle touch, with nuanced levels of intrigue that require careful consideration and delicate maneuverings. But we think that's for wimps. **Spirit of 77** is a game to be played at maximum volume at all times. When faced with a choice of a behind-the-scenes feint with slight reward but low risk, versus bold what-the-hell actions that could fail spectacularly but would be amazing if they work out ... go for the gusto. If you fail, you get XP. If you succeed, you're a big damn hero.

Share The Mic - Chances are you're playing in a group of two or more. In the heat of the moment, it's easy to get caught up in a personal narrative or go off on a wild tangent. However, as a player you also have a commitment to the group narrative which should involve your fellow players whenever possible. Caught up in chasing your long-term nemesis in a foot race through the subway? Use your fellow players to cut him off at the pass. Interviewing a person that may know the whereabouts of your long-lost sister? Bring them along and play good-cop, bad-cop. Always try to contribute to everyone's fun.

Stick it to The Man - Well, this goes without saying.

Time and Timekeeping

There are no rounds, turns or sequences in **Spirit of 77** - time like everything else is a slave to the story. A slow motion gunfight might take many minutes to resolve, while a long drawn out training montage may just take a few seconds. Instead of specific time measurements, **Spirit of 77** uses a more abstract system:

Scene - A Scene is the amount of time spent in a single location - a street corner, the police warehouse, a secret moonbase, etc. Moves that say they last until the end of the Scene end when the characters move on.

Session - A Session is a single real world game session, usually consisting of several Scenes. When the Session ends, Buzz and Hooks are resolved and XP is awarded.

Adventure - An Adventure is a single ongoing story which will often consist of several Sessions. At the end of an Adventure with the DJ's approval, players can choose to change to a different character.

Campaign - A group of linked Adventures that include the same characters is called a Campaign.



Saturday Night's Alright for Fighting - Combat

Combat in *Spirit of 77* tends to be quick and brutal. Unlike most RPG's, *Spirit of 77* does not have an initiative system or other mechanical method of determining the order of actions during a rumble. Instead the Fiction defines who acts first - ambushes, throwdowns and sneak attacks are the typical order of the day, and the characters who are initiating combat are the ones who will act first. Once combat has been engaged, the exact order of action is determined by the outcome of player and NPC moves and adjudicated by the DJ.

Attacks - PC's vs. NPC's

When a PC attacks another character they make an appropriate move, usually Deliver a Beatdown or Smoke Their Ass. The results of the move determine the effects on their target.

When an NPC attacks, no roll is made - instead, the DJ declares the attack against the target, if the target is a PC, they can then make a move such as Take a Hit or Get Outta the Way to avoid the attack.

Dealing Damage

The damage potential of a weapon is measured in Harm levels. The more damage a weapon is capable of inflicting, the more Harm it does. When an attack is successful, the target takes the Harm level of the weapon in wounds.

Example Harm Levels:

0-harm - Paper cut, punch from a typical person

1-harm - Broken bottle, fall from 10 feet, really good punch from a strong person

2-harm - Light pistol, big knife, falls from 20 feet, punch from a heavyweight boxer

3-harm - Heavy pistol, rifle, large sword, kick from Bruce Lee

4+ harm - Explosives, rockets falls from more than 20 feet

Special Damage Types:

Fire damage ignores normal armor, and a character who has been lit on fire takes increasing damage over time (first 1-harm, then 2-harm, and then 3-harm, etc).

Stun damage is non-lethal damage that can knock a character unconscious but not kill them. All stun damage is healed at the end of the Scene. Stun damage and regular damage are added together to determine a character's wound level.

Example:

During a street brawl with the Banshees, Mackie throws a molotov cocktail at Wrathbone, one of the Banshee lieutenants. Wrathbone is enveloped in flame despite his heavy leather trench coat, he takes 1-harm and is lit on fire. If he doesn't stop, drop and roll, he'll take 2-harm when he makes his next action.

El Fantasma is trying to teach Riley Russell how to protect himself at the Five Angels Gym. El Fantasma has boxing gloves on, which do stun damage. Forgetting his strength, Fantasma lays a right cross directly into Riley's nose dealing three stun harm. Riley is knocked off his feet but once they finish their bout and head back to Aunt Agatha's, all the stun damage is healed. All the same, Agatha scolds El Fantasma and doesn't allow him a slice of her plum cobbler.

Armor

Armor can be used to mitigate damage, each point of armor will reduce each source of damage by one point.

Example Armor Levels:

- 1-armor - Leather jacket, racing suit, flak jacket
- 2-armor - Riot armor, chainmail
- 3-armor - Antique plate armor, X-Tech environmental hazard suit

Example:

Beau Dupree is wearing his padded racing suit (1-armor) when he gets thrown from the Highway 41 overpass. He would normally take 3-harm but the armor reduces that to 2-harm.

Weapon Range

Every weapon has a range that it is effective from, whether it's a sniper rifle, long sword or a potato gun. Targets outside of that range (either too far or too close) cannot be affected by that specific weapon. Some especially versatile weapons may have multiple ranges listed.

Since combat in **Spirit of 77** is fiction-based as opposed to using hard exact numbers, range is measured loosely in five categories:

Intimate - Up close and personal, you could have a whispered conversation and nobody else could hear you.

Hand - Hand-to-hand range, you could easily speak softly and still be understood.

Close - Outside of arms reach but not much farther, you could speak normally and easily be heard.

Far - Within sight but too far to interact with. You could still hold a conversation if you both shouted.

Extreme - Can only be seen with binoculars, nothing short of a gunshot could be heard by the target.

Example:

Black Cherry Stone is chasing down a diseased orangutan and she needs to take it out before it can infect anyone. She sees it across the alley, her pistols have a range of close so she's well within range and takes her shot.

El Fantasma has been confronted by a kung fu nun from Saint Bernadine's private academy. She's wielding two nunchucks (2-harm, hand) and he's unarmed (0-harm, hand/intimate). Despite his distaste for striking a lady, El Fantasma charges at her, closing the range to intimate where the nunchucks are useless but his superior luchador grappling moves are still muy bueno.

Say What - Go With The Flow

Combat works exactly like every other aspect of the game with the same basic flow:

The DJ narrates the beginning of the action.

- The player gives their response.
- If a move is triggered, dice are rolled.
- The DJ narrates the action based on the player's results.

Fighting Unarmed and Using Improvised Weapons

Fighting unarmed (as in with just your bare fists) counts as fighting with a weapon that is 0-harm and has a range of hand/intimate. To deal damage unarmed, you either need to roll a success (full or partial) and choose to “deal great harm” as your option or you need to have a move that augments your damage.

Anyone can pick up just about any item lying around and use it to strike an opponent. Beer bottles, pool cues, lamps, ladders and two-by-fours are all good examples. An improvised weapon is considered to have 1-harm, a range of hand and either the clumsy or fragile trait.

Example:

El Pulpo Morado is in the ring fighting an exhibition match against welterweight boxing champ Tony “The Spanish Fly” Garcia. El Pulpo Morado chooses to Deliver a Beatdown, so he rolls +Might and gets a 10. El Pulpo Morado chooses to deal great harm and inflicts 1-harm on the boxing champ.

While investigating the case of the “Super Serious Cereal Killer” Riley Russell trapped in a pit with a ferocious schnauzer named “Pinky”. Remembering what El Fantasma taught him Riley makes a fist and swings at the dog. Rolling +Might he gets a 7. Riley chooses to deal great harm so he hits the Pinky for 1-harm but takes 1-harm back as Pinky tears a chunk out of his leg.

While at the Shady Rest Funeral Home and underground casino, Gio Bang has been accused of using X-Tech to cheat at seven card stud. His opponent tips the table over and approaches Gio. Gio reaches for the nearest thing he can find and grabs a porcelain cat statue (1-harm, close, fragile) from a nearby shelf. He rolls +Might to strike the big gambler and gets a 10. Gio deals 1-harm and choses to avoid a counter attack by jumping behind a roulette table, showing his X-ray goggles into his jacket pocket.

DID YOU KNOW?

Despite her reputation as a fierce vigilante, Black Cherry Stone actually got her nickname while working the ice cream counter at Trustee Drug Store.

Example Combat:

While searching for leads on the exotic animal smugglers, Beau Dupree, Black Cherry Stone and El Fantasma end up in a bar fight at the Double Deuce Saloon with Fat Leo, Toby the Mute and a bunch of Road Gators (a local biker gang). The Road Gators are considered a smaller Bopper gang with thick leather jackets – that translates to a small gang that can cause 2-harm with 1-armor. (Small gang: 2-harm, 1-armor).

El Fantasma doesn't hesitate and wades into the middle of the fray swinging a barstool at the group of bikers. ¡ARRIBA! He chooses to Deliver a Beatdown and rolls +Might. He gets a 10 (full success) and decides that he's going to deal great harm. The gang takes 3-harm, which is reduced by 1 due to their armor for a total of 2-harm. Not bad, two guys are out cold and another is badly bleeding, but the remaining three guys are still ready to keep fighting. They counterattack El Fantasma by swinging beer bottles and pool cues at him. The DJ decides that he manages to avoid any damage but, because it has the clumsy trait, the barstool gets knocked out of his hands.

Beau thinks he can shut this down if he can just put their leader Fat Leo out of commission, so he grabs a half full bottle of bourbon and swings it at the side of Fat Leo's head. Beau rolls +Might to and gets a 7 (a partial success), The bottle shatters as it hits Leo. He goes down like a lead balloon but Toby is right there and slashes Beau's hand with a broken beer bottle, so Beau takes 2-harm (luckily it's not his driving hand).

Black Cherry has no time for this nonsense – she draws one of her twin Peacemakers and fires a few shots into the air, intending to get everyone's attention to stop the fight. She rolls +Smooth to Get What She Wants and rolls a 6 (a failure). Her shots hit the light fixtures on the ceiling, causing them to drop. She barely manages to jump out of the way before being crushed and drops the gun behind the bar. (Luckily, this earns Cherry an XP point).

El Fantasma is now disarmed but still fighting the bikers. He goes for a haymaker on one of the remaining guys, rolling +Might he gets a 7 (a partial success). Knowing that he can't deal enough damage to overcome the gang's armor, he instead chooses to avoid their counter attack.

Beau is facing Toby, his hand is tore up and he knows he's not going to be able to take Toby by himself. He grabs a nearby pool cue, whistles to get El Fantasma's attention and tosses the stick to his friend. Beau rolls +Hustle to Keep his Cool and gets an 8 (partial success). He manages to get the stick to El Fantasma but leaves himself open for Toby to punch him in the gut. Beau takes 1 more harm.

El Fantasma now has a pool cue and is ready to bust some more biker heads. He swings at the remaining guys and rolls +Might, getting a 9 (partial success). He chooses to deal normal damage, hitting the gang for 2-harm, which is reduced by their armor to 1. They counter attack and deal 2-harm back, which is reduced by his armor to 1-harm. The gang is in pretty bad shape but they're holding together and keep fighting. El Fantasma on the other hand has barely taken a scratch. ¡HECHO EN MEXICO!

Black Cherry Stone scrambles under the bar to retrieve her gun (a gift from her CIA boyfriend, God rest his soul). She finds it covered in what she hopes to be spilled beer.

Beau takes another swing at Toby and rolls +Might, getting a 6 (a failure). Toby grabs Beau by the collar and proceeds to repeatedly punch him in the face, dealing 2-harm and leaving Beau "Bruised and Bloodied".

Black Cherry Stone is tired of this love-tapping bull - With her gun back in her hand, she stands up behind the bar and places the barrel up against Toby's temple. "You better put a leash on this or I'll air out your brainpan." She rolls +Might to Get in His Face and gets a 9 (partial success). Toby drops Beau and motions for his friends to stop fighting while he raises his hands in the air and backs away from Black Cherry.

...cut to commercial.

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Wound Levels

When a character is wounded they take a number of Harm, reduced by their armor which is then subtracted from their wound levels. PC's have 8 wound levels, but most NPC's only have 5. (They're little people, what do you expect?)

When a PC Suffers Harm:

PC's (and major NPC's) are more resilient than average people, they can easily survive up to 4-harm levels. Beyond 4-harm, things will get worse without attention.

Minor Wounds

0-harm: Healthy - Looking good, looking good.

1-harm: Bruised - Battered but ultimately okay. 1-harm will heal on its own with a day's rest, a quick visit to a doctor or the application of a First Aid Kit, but you'll feel it the next day.

2-harm: Bloodied - You're going to need some stitches, a night in the hospital or a week of rest will let you recover.

3-harm: Bruised and Bloodied - You're really bleeding, you'll need medical attention to recover, but you're not going to get worse. A week in the hospital will fix you up.

4-harm: Broken - Possibly broken bones or a concussion. A month in the hospital will be required to fully recover from 4-harm. **Make all rolls with Something Less** (roll three dice and drop the highest) while you have 4 or more Harm.

Serious Wounds

5-harm: Down - You've got internal injuries, possibly unconscious and you're bleeding out. If you don't receive help you'll take 1 additional Harm at the end of the Scene.

6-harm: Dying - Hope your will is up to date. If you do not receive medical attention you will die at the end of the Scene.

7-harm: Dead - If a medic can get to you immediately they might be able to save you with CPR, otherwise, start looking at new Rap Sheets.

8-harm: Destroyed - Not only are you dead, but your body has been physically destroyed. It looks like a closed casket funeral is in order.

Gonna Bust You Up: Scars and Wounds

When your character is beyond 4-harm, things start to get ugly real fast. When a character has 4 or more Harm and receives new damage they can instead choose to take a Scar and ignore the entire wound. Remember: Scars are permanent.

Gimped Up: -1 Hustle

Broken Down: -1 Might

Hard to Look At: -1 Smooth

Punch-drunk: -1 Brains

Whitebread: -1 Soul

Example:

El Fantasma was once in a rumble with Bigfoot, cuz you know. That happens. He had taken 4-harm, and was soaked in blood (both his own and Bigfoot's). He knew Bigfoot was on his last legs so El Fantasma pushed forward in Delivering a Beatdown in the form of a back-breaking body slam. He rolled a 7, a partial success but allowing Bigfoot a counter attack. Knowing that a final blow from Bigfoot's massive razor sharp claws could kill him, El Fantasma decided to take a Scar instead, ignoring the damage from the attack completely. El Fantasma walked away victorious but with some vicious scars making him permanently "Hard to Look At". And that, kids, is why El Fantasma wears a luchador mask.

DID YOU KNOW?

1977 saw the high profile deaths of Groucho Marx, Charlie Chaplin, Marc Bolan from T. Rex, and Bing Crosby. Elvis Presley is still up for debate.

When a NPC Suffers Harm:

Most NPC's are civilians, the good and not-so-good residents of the City. Because civilians are average people, they're less resilient than PC's, with only 5 total wound levels.

1-harm - Bloody and bruised, will recover given enough time.

2-harm - Down, likely unconscious, could be fatal if unattended.

3-harm - Dying, will be dead at the end of the Scene without attention.

4-harm - Dead, no way to recover. Grab their wallet.

5-harm - Body destroyed, probably quite messily. Ick.

Tender Lovin' Care: Healing

Using a First-Aid Kit heals a single Harm level to a minorly wounded character, or stabilizes a seriously wounded character. Stabilized characters do not risk additional effects of their wounds such as additional Harm or dying.

Using a First-Aid Kit under normal circumstances requires no roll and consumes a single use of the kit. Using a kit under fire or in stressful situations requires a Keep Your Cool roll.

Healing more than one minor wound, or healing any serious wounds requires a qualified doctor and some sort of medical facility.

Stun damage heals completely at the end of each Scene, but you can use a normal First-Aid Kit to completely heal someone of all their stun damage in the middle of a Scene.

Example:

Johnny Valentine was mauled by an animatronic bear, taking 3-harm. He's bleeding all over the back seat of Beau's car Traveller while they flee from the cops. Corrina gets the First-Aid Kit and tries to bandage up the worst of Johnny's wounds. Corrina rolls +Brains and gets a 7. Johnny heals 1-harm but the DJ determines that it consumed two uses of the First-Aid kit.

After Riley Russell got worked over by some Malachi goons dealing 5-harm, they left his unconscious body on Black Cherry Stone's doorstep. Black Cherry grabs a First-Aid Kit and tries to keep Riley alive long enough to get him to the doctor. She stabilizes him, and consumes a single use of the kit. Black Cherry vows to make the Malachi family pay.

While fighting the giant robot gorilla, El Fantasma was hit square in the chest with a tear gas canister and took 4 stun harm, leaving him reeling and on the edge of consciousness, Beau Dupree grabs the first aid kit out of Traveller's trunk and uses it on El Fantasma. Beau marks off one supply from the kit and El Fantasma heals all four stun damage.

Heat - Look for Trouble, Trouble Finds You

Sometimes your actions are going to generate the wrong kind of attention, from either the Man, the Mob or other types of bad news. When that happens, you generate Heat - negative reputation points that the DJ can use to make your day a lot harder.

Generating Heat

Heat is generated by player's actions, usually an outcome from a partial success or outright failure after making a move. When you receive Heat, the DJ will let you know. As a character collects Heat, life gets more complicated in the City. Average citizens either stare or refrain from eye contact altogether, adversaries start acting with more hostility than normal and the Man starts paying attention.

Apply Some Heat

When a DJ Applies Heat to a character, it represents complaints, eyewitnesses or evidence of wrongdoing that direct the attention of the police toward them. The DJ can apply any amount of Heat he or she wishes to a character but 1-3 points is recommended for most instances.

Example:

Beau Dupree is racing across the city in his Sweet Ride "Traveller" to intercept a van containing a stolen Panda from the zoo. Beau rolls an 8 to Keep His Cool and the DJ decides Beau succeeds but with a cost. The DJ informs Beau that he just blew past a black-and-white while doing 75 in a school zone. They didn't get his license plate number but they called in a description of Beau's car. Beau now has 1 Heat.

Black Cherry Stone needs to know where the exotic animal smugglers are storing their goods, so she busts into local bookie Hank "Crab" Tuttle's place, puts her stiletto boots to a few asses and then places her gun against his temple. She rolls 6- to Get in their Face and the DJ decides to give her the info but Apply Some Heat as well because the Crab was paying protection money to the cops. Because Cherry rolled a failure, the DJ decides to be more harsh and gives her 3 Heat.

Effects of Heat - Burned By the Heat

The DJ can spend Heat any time when the player triggers a move. The DJ can spend Heat one for one to apply -1 to a character's roll, prior to the player rolling the dice.

Example:

El Fantasma gained Heat after beating up some street punks in broad daylight, and now wants to bribe the zoo's security guard into letting him and Riley Russell into the panda enclosure to search for clues. The DJ spends 1 Heat to give him -1 on his attempt to Get What He Wants. El Fantasma rolls a 10, but the added Heat turns his 10 into a 9. The guard will let them in, but demands a couple of extra bucks if El Fantasma doesn't want him going to the cops afterward.

Effects of Heat - Laying Down the Law

The DJ can also Lay Down the Law, which uses Heat to send the police, FBI, or other agents of the Man after the player characters. Although one Heat is enough to get their attention, Heat tends to build up and the more Heat is spent on this action, the more severe the response.

1 Heat - Investigate: Send a squad car to the area or a flatfoot to knock on a few doors which may prove inconvenient if shenanigans are under way. If the uniformed officers run into the characters, they may ask some pointed questions that could potentially escalate if the players don't answer correctly.

2 Heat - Hassle: Send a couple of plainclothes to push the characters around a bit. They can usually be warded off by a well-placed bribe or a potential trade-off on certain items or "favors", however they will not look the other way if a more serious criminal offense is underway.

3 Heat - APB: The player characters are now considered "persons of interest" and all the cops in the city are on the lookout for them. If spotted, the police will engage in pursuit. If captured, it's extremely doubtful the players will be able to talk their way out of a drive downtown although they may not be arrested unless the police are provoked.

4 Heat - Detain: There is an active warrant for the players' arrest, with an additional search warrant issued for their premises. If captured, the characters will definitely be booked and thrown in the toms, with a potential rough-up in their cell if they're not careful. Characters must be extremely careful on where they hide, how they move and who they trust.

5 Heat - Manhunt: A citywide manhunt has been triggered, with a SWAT team raid or federal agents additionally called in. The players' names and faces are being mentioned in television news reports and on the front page of every paper. The player characters will be lucky if they only get roughed up on capture, and all police have been warned the characters are armed and dangerous (whether they are or not), and may have been given orders to shoot to kill. It will officially be a long day.

Example:

Beau and Black Cherry have been framed for selling panda meat and have accumulated 5 Heat between them. Without any leads, they head to Cherry's pad to regroup with their friends El Fantasma and Riley Russell. The players turn to the DJ and say "What happens?"

The DJ decides it's a good time to Lay Down the Law - somebody knocks on the door and then announces "Open up, this is the police, we have a search warrant." Immediately after the announcement, the police start firing. Well, at least they knocked.

Burning Heat

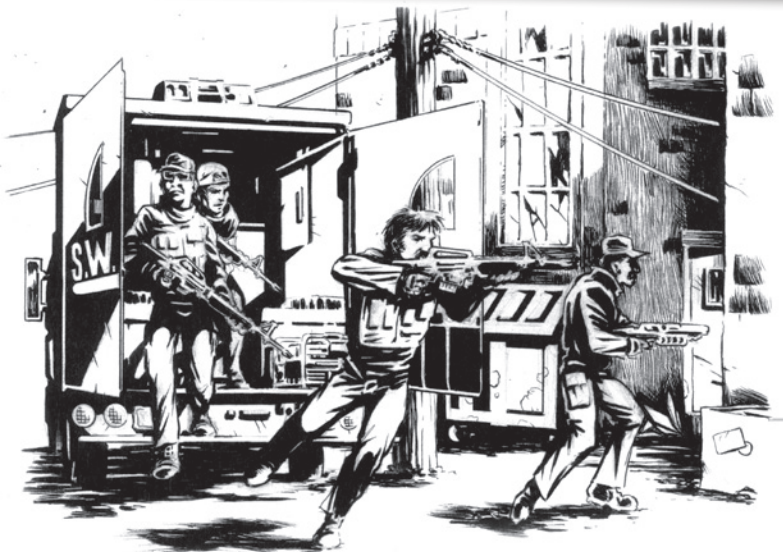
Heat remains with a character until spent by the DJ, but some moves and situations may allow you to decrease Heat on your character.

Example:

Crooked Judge Patrick "Hangman" Harker wants the players to rescue his wife's beloved komodo dragon "Teddy". The DJ decides to "Offer Them an Opportunity" and Judge Harker will make 3 Heat go away if they can return Teddy safely.

Say What - I Shot the Sheriff

Heat is meant to represent general interest and antagonism from the authorities, when they have motivation to harass but not actually prosecute a character. But always remember the Fiction comes first - When a character has blatantly broken the law, regardless of their Heat level, the authorities will pursue and attempt to arrest them.



X-Tech - We Have the Technology... and Don't Know What it Is.

Although uncommon and generally unknown to most civilians, X-Tech is the amazing hyper-science that continues to leak into the hands of heavy hitters like yourself. Although its precise origin is unknown, X-Tech is always considered beyond the realm of understanding of most people. Even though your character may have exposure to some elements of X-Tech as part of your Story or Role, X-Tech is still mystifying.

Examples:

*Steve Austin aka "The Six Million Dollar Man", is enhanced with amazing bionic technology that gives him abilities beyond the normal human being. In **Spirit of 77**, that makes him a Tough Guy with a background Story of X-Tech.*

*In the 70's cartoon, **Dynomutt**, the title character is the robotic dog that serves crime-fighting superhero, the Blue Falcon. In **Spirit of 77**, that makes DynoMutt an X-Tech Prototype: Animal Companion.*

Before he escaped New York as Snake Plissken, Kurt Russell starred in a handful of live-action Disney movies as a teenager blessed with amazing abilities. In "The Strongest Man in the World", his breakfast cereal was imbued with an X-Tech Strength Serum that gave him superhuman Might.



Vehicles

Car chases, cross-country races, and demolition derbies, how could you have an adventure in 1977 without an awesome car, boat or even a helicopter? Just like a character, vehicles have stats, Harm levels, armor and traits of their own. Sometimes they even have their own moves and a sweet horn that plays “Dixie”.

Vehicle Stats

All Vehicles have three basic stats - **power**, **looks** and **armor**.

Power represents how much force the vehicle can apply - how fast it can go, how much acceleration or towing ability it can pull. You’ll often use power to perform stunts, race against other vehicles or try to do anything that involves a vehicle’s performance. When two vehicles with differing power stats are competing (such as a race), The vehicle with greater power adds +1 to all rolls, and the vehicle with lower power subtracts 1 from all rolls.

Looks represent how attractive the vehicle is - mag wheels, chrome trim and custom paint jobs contribute to greater looks. Use looks to impress somebody with your vehicle. A vehicle that has taken more than 1-harm suffers -1 to looks until repaired.

Armor represents both the ability of a vehicle to sustain damage without stopping and its ability to protect its passengers. Vehicle armor acts exactly as character armor it reduces that amount of harm dealt to the vehicle.

Vehicles also have a set of traits that further define special features. Some traits have mechanical effects, but most are there to help describe the advantages and limitations of vehicles. The DJ may trigger moves based on vehicle traits, or may influence the consequences of a partial success. You can find a full list of vehicle traits as well as example vehicles and rules for customizing them in the Gear section of the Character Creation chapter.

Say What? - Vehicle Power and the Fiction

One more time for the folks in the back - the Fiction comes first. A semi truck and a sports car may both have 2 power, but that doesn’t mean they’ll perform in the same way. That Cabover Peterbilt is never going to keep up with a Pontiac Firebird and that Firebird is never going to be able to pull a trailer full of Gettysburg Beer across the rocky mountains. But put them together, add a Jerry Reed theme song and you got yourselves a winner.

Performing Stunts

Most stunts, such as jumping a canyon, pulling a bootlegger turn or popping a wheelie while balancing on a tightrope high above the city streets, can be accomplished with a single Keep Your Cool move adding the driver's Hustle.

Example:

Gio Bang needs to get the Lucky 7 through a narrow alleyway to avoid the diamond smugglers that are following him. He rolls +Hustle and gets a 9 - Gio brings the Lucky 7 up on two wheels and slips through the narrow opening, managing to bust up the suspension in the process (dealing 1-harm to the Lucky 7).

Vehicles in Combat

Two tons of Detroit steel backed up by three hundred horsepower makes for an effective weapon in any situation. When you want to ram somebody with a vehicle, make a Deliver a Beatdown move but use the vehicle's power instead of Might. *Note: Good Old Boys also add their Might to the roll while behind the wheel of a ramming vehicle.*

A vehicle's base damage is equal to its power.

- When ramming a target significantly smaller than your vehicle, deal +1 harm damage and take 1 less harm to your own vehicle.
- When ramming a target significantly larger than your vehicle deal -1 harm damage and take +1 harm to your own vehicle.
- Unless the player chooses to avoid a counter-attack, the vehicle also takes an equal amount of damage.

Example:

Beau Dupree needs to rescue Corrina and Johnny Valentine from a pair of animatronic singing bears from the local Good Time Station pizza parlor. He puts Traveller (2-power, 2-looks, 1-armor) in gear and revs the engine. With the squeal of burning rubber, he floors it straight at the bears as they take a moment for a musical interlude. Beau rolls +Power and gets a 10 - Beau chooses to "deal great harm" and inflicts a total of 4-harm to the androids - two for Traveller's power, one for great harm and one more because the robots are significantly smaller than a car (although Big Bubba Bear is pretty sizeable). The animatronic bears smash apart as bits of banjo bounce against Traveller's windshield.

When a Vehicle Suffers Harm

Vehicles have harm levels just like a character except when damage is dealt to a vehicle some of that damage can also be dealt to the occupants of the vehicle.

1-harm: Just a Scratch - 0-harm can blow through to passengers.

2-harm: Body Damage - 1-harm can blow through to passengers.

3-harm: Seriously Broken - 2-harm can blow through to passengers.

4-harm: Breaking Apart - 3-harm can blow through to passengers.

5-harm and more: Kablam! - Full harm can blow through to passengers, plus they can suffer additional harm if the vehicle explodes or crashes. Wait, are you driving a Pinto?

Example:

Beau Dupree just hit three killer robot bears with his car, Traveller (2-power, 2-looks, 1-armor). He dealt 4-harm to the bears, but also took harm to Traveller in the process. Traveller takes 2-harm - 4 because of the damage he dealt to his target, reduced by 1 because the bears are significantly smaller than a car and reduced by an additional 1 because of Traveller's armor. That means 1-harm goes through to Beau in the driver's seat.



Safety in Numbers - The Gangs of the City

Whether it's street gangs, picket lines of teamsters, a convoy of truckers or rioting college students, any time a group of characters get together and try to fight as a unit they are considered "a gang".

In the back alleys and lonely stretches of highway, street gangs fight to maintain ownership over territory (or "turf") from competing Boppers, the police, and local underworld forces. Not all Bopper gangs are necessarily involved in criminal behavior, often local kids band together for survival and protection in these harsh neighborhood or as an effort to find status in a bleak environment. Biker gangs, car clubs and even the vigilante "citizen's patrol group" fall under the definition due to their preference to use manpower as its primary weapon.

Gang Stats

Gangs have three stats - **size**, **damage**, and **armor**.

Size - Describes roughly how many members the gang has. Larger gangs deal more damage to smaller gangs.

Damage - How much damage the gang does when fighting.

Armor - How much armor the gang has.

Gang Size

Gangs are rated in size from smallest to largest depending on how many members they have.

A few guys (less than 5)

A Small gang (5-15)

A Medium gang (15-25)

A Large gang (25+)

When a bigger gang fights a smaller gang, they deal an additional harm level and receive one less harm from their opponent for each size difference.

Example:

Mackie and a few of his Saltbill Casuals (Small gang: 2-harm, 1-armor) have been caught in the wrong part of town by a whole boatload of Corsairs (Medium gang: 2-harm, 1-armor). The Corsairs are a larger gang so they deal +1 harm, and the Casuals deal -1 harm. Mackie better consider how to get out of there without a fight.

Later Mackie and his Casuals corner Peg-Eyed Pete, a Corsair lieutenant. The Casuals are a Small gang, and Peter would be considered "just a few guys" (despite being only one person). The Casuals deal +1 damage to Peter and he deals 1 less damage to them. Peter might end up with a peg for his other eye.

Damage

Damage describes how much harm a gang deals in combat. This can be related to the training and skill of the gang members or the degree of armament they possess.

Example:

The Salthill Casuals are armed with knives, crowbars and a couple of cheap pistols, which give them 2-harm. The Shadow Kings on the other hand are all equipped with kung fu weapons and are highly trained in their use, they deal 3-harm.

Armor

Armor describes how well the gang is able to deal with damage dealt to it. The armor attribute can be related to actual armor worn by the gang members or their ability to avoid damage through training and skill.

Example:

The Corsairs wear heavy woolen and leather doublets, giving them 1-armor. In comparison the City's Riot Squad have full bulletproof body armor and riot shields, so they have 2-armor.

Traits

Additionally, gangs maintain traits that describe their Attributes, much like a weapon or vehicle. The DJ may trigger moves based on gang traits, or may influence the consequences of a partial success.

Unruly - As a default, gang-members are undisciplined and prone to question authority, even against the internal authority of the gang itself.

Mobile - The gang's nomadic at heart - they have bikes, cars or other transportation.

Desertion - This gang tends to be loose-knit with its roster, with members coming and going as they choose. This can cause a serious problem in the event of a impromptu rumble where immediate numbers are required at a moment's notice.

Obligation - A gang like this owes a favor to someone powerful, be it the Man, the Mob or maybe something worse. This will overshadow their dealings and may sully their reputation if word gets out.

Notorious - A gang like this has a bad reputation among other gangs. This can present problems when trying to negotiate peacefully, or gain additional assistance in a pinch.

Respected - A gang that has earned the respect of the people they work or live near. A respected gang can count on the local civilians to support them when they need it.

Unknown - No one knows of the gang, they have little to no reputation on the street, this can make it hard to recruit new members. Respect is hard-earned in the eyes of fellow Boppers and the criminal underworld.

Savage - A gang like this is especially bloodthirsty and has little regard for the life of others, which is definitely a problem when facing the Man or dealing with normal civilians.

Grounded - Your territory is far away, your gang has no access to transportation or are otherwise isolated.

Example:

The Road Gators are a criminal biker gang that operates on the northbound stretch of highway 51 outside of the City. They are unruly, mobile and savage. They don't smell good, either.

Gangs in Combat

In many ways, a gang acts as a weapon - when a gang makes a move to inflict harm they are treated as a single entity with a harm rating, armor and health levels and take actions as a single entity as well. When a situation calls for a gang to make a roll, the player controlling the gang makes the roll (even if they're not present).

Example:

Big Jon Pendleton and his biker gang, The Iron Devils, have ridden to the rescue of El Fantasma and Black Cherry Stone who've been surrounded by a group of Illinois Nazis. The Iron Devils are a Small gang that deals 2-harm and has 1-armor. The Illinois Nazis are a Small gang that deals 3-harm and has 0-armor. Good thing El Fantasma and Black Cherry Stone are there to lend a hand.

Players in Gangs

A player character can join a gang, either as its leader or as a regular member.

- When a player character leads a gang in combat, they can add +1 harm or +1 armor to the gang. When leading a gang a player character takes the same amount of harm the gang does.
- When a player character joins a gang as a regular member they receive the same harm and armor ratings as the gang and suffers one less harm than the gang does.

Although it's not usually the best option, five or more player characters can form a small gang of their own instead of acting individually in a combat.

Example:

Big Jon Pendleton and the Iron Devils (Small gang: 2-harm, 1-armor) are facing off against the Brixton Motor Browns, a minor league Derbyball team (Small gang: 2-harm, 2-armor). Big Jon opts to lead the gang into combat, giving them +1 armor.

Riley Russell gets swept up into a group of protesters (Large gang: 2-harm, 0-armor) as they charge a line of riot police (Large gang: 2-harm, 2-armor) guarding the new nuclear power plant. Riley tries to keep his head down and avoid getting hurt. When the riot police lay into the protesters they deal 2-harm, Riley takes a nightstick to the back of his head for 1-harm. Wrong place, wrong time, Riley.

When a Gang Suffers Harm

Gangs have harm levels just like a character, gang harm represents both the physical well being of the gang members but also their morale and will to fight. Deal enough damage to a gang and they will make a break for it or surrender even if some members are individually unharmed.

1-harm: a few injuries, one or two serious, no fatalities.

2-harm: many injuries, several serious, a couple of fatalities.

3-harm: widespread injuries, many serious, several fatalities.

4-harm: widespread serious injuries, many fatalities.

5-harm and more: widespread fatalities, few survivors.

Gangs act like a single unit, and can suffer damage just like a player character or NPC. With a strong, present leader, a gang will maintain its cool if it suffers up to 4-harm. At 4-harm, the gang may attempt to scatter or run to protect themselves. Luckily Boppers can keep their gang together by imposing their will on it as its Warchief (a special move for Boppers - See Character Creation: Bopper)

Example:

As leader of the Bowery Goons, Slappy and the rest of his gang have broken into a wealthy couple's house when the police show up and start firing "warning shots" into the building, dealing 3-harm. The gang has 1-armor so the gang takes 2-harm, resulting in injuries and a few fatalities, Spencer and Guzak are dead, Pete is bleeding bad and a couple of the other guys are busted up. As their leader, Slappy takes 3-harm reduced by his 1-armor resulting in 2-harm to himself. He's Bloody but still standing and his gang is still together.

If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak and absent, it'll hold together if it suffers 1-harm or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.

Example:

Slappy sent the rest of the Goons to go rough up a bodega owner suspected of being involved with his lieutenant Guido's disappearance, while Slappy remained in hiding from the police. At the bodega, the rest of the Goons learned that the bodega was actually a front for the Mob and engaged in a rumble with the Mob thugs. Without Slappy acting as leader, the Goons lose their courage pretty quickly. After suffering 2-harm, they scattered.

Healing, Replenishing and Recruiting

For minor wounds, healing up a gang's wounds is just like healing a character - a few members get stitches or maybe spend some time in traction and they're back on the street. When things get serious and a gang takes a major amount of harm, members will get snuffed out. If enough members die, the gang size will need to change to reflect the losses.

Recruiting new members either to replace existing ones or increase a gang's size however, is a time consuming process best handled during downtime between sessions.

Say What - More than Just Numbers

Gangs are often treated just like weapons, but they're a lot more than that. A gang consists of a group of individuals and can be used for all manner of activities - members can be used to scout, flank an opponent or be used for lookouts. Gangs can allow you to effectively be in two places at once, but remember that when operating without their leader gangs are a lot less effective and occasionally cause trouble as a result of a partial success or failure.



Turn Out The Lights, The Party's Over - Ending the Session

You're all out of Shasta and the cheese puff bowl is down to the last crumbs. You've had a long night of sticking it to the Man and now it's time for everyone to get the hell out of your house.

When the Session has reached a point where it's appropriate to shut things down, do the following:

Check Your Buzz - Everyone looks at their Buzz and gives the DJ at least one example of how they followed their Buzz. Each character that has an appropriate example gets 1 XP (with a maximum of 1 XP per Session for their Buzz).

Check Your Hooks - Everyone looks at their Hooks and give the DJ at least one example of how they kept up one of their Hooks during the Session. If they did keep up at least one Hook they gain 1 XP (with a maximum of 1 XP per Session for their Hooks).

- If two characters agree that a Hook has been fully resolved and no longer applies to the character's relationship, both characters gain 1 XP and the Hook is removed. The character who lost the Hook must now create a new one with any character they choose.
- Each character can only gain XP for resolving one Hook in a session. Additional Hooks that are resolved get no additional XP but still need to be replaced.
- At the end of any Session you can add a completely new Hook to your character based on the activity during the Session. A player can never have more than five total Hooks between all other characters.

Check your Total - Each player also counts the XP they accumulated in the Session (Remember, you get 1 XP every time you roll a failure on a move) and then determines if they're eligible for advancement. (see Movin' On Up - Experience and Advancement).

Example:

After defeating the giant robot gorilla and bringing its creator to justice, the game session comes to an end. Let's follow Beau's post-game review:

Beau Dupree checks his Buzz: "Adventure". He points out to the DJ that during the game, Beau traveled to an undersea laboratory, definitely someplace he's never been before. The DJ agrees, so Beau marks 1 XP.

Beau checks his Hooks, and points out that he finally paid back Brock Chestwell for the money he borrowed several sessions ago, Brock agrees that the Hook "I owe Brock for car repairs" is resolved and they both mark 1 XP. Beau then replaces the Hook on his Rap Sheet with a new one: "I need to keep Black Cherry Stone from hurting innocent people." Cherry laughs and wishes him good luck with that.

Beau counts up his XP: 1 for his Buzz, 1 for upholding his hook plus an additional 1 for resolving that Hook and 2 for rolling failures during the session, for a total of 5 (almost enough to level up).

Beau decides that the time he spent with Corrina trapped in Traveler's trunk should be worth a new Hook, "Corrina and I shared a moment" and adds it to his Rap Sheet. El Fantasma rolls his eyes but says nothing to his amigo.



Movin' On Up - Experience and Advancement

You managed to save the Mayor's daughter, bring funky justice to the bad guys and blow up half the city. Well done! After all that, you've learned a few things from trial and error and consider yourself a wiser person for it (despite the bruising). That's called "Experience" and it's a hell of a teacher.

Advancement - Get Your Nickel's Worth

Every character starts at level 1. To get to the next level for your character, add a nickel's worth (5) to your current level; that's how many XP you need to earn to get to the next level. So if you're level 1, add your nickel's worth (5) to your current level and disco! You need to earn 6 XP to get to the next level.

Once you've gone up a level, your XP is set back to zero. At the end of the session, choose one of the following to add to your character:

- Choose a new move from your Role or Story
- Gain a new Thang
- Increase any Attribute from 0 to +1

Although you can raise an Attribute from 0 to +1, you can not raise an attribute from -1 to 0 through normal advancement. Having a negative attribute is a permanent disadvantage, and would take exceptional conditions to overcome.

Example:

Gio Bang is level 1, and has gained a total of 6 XP in the last two Sessions. At the end of the second session, Gio advances to level 2, and chooses an advancement option. Gio chooses a new Good Old Boy move; "Till the Tires Fall Off", which will come in handy considering how he drives the Lucky 7.

Ringo Tragedy is level 3, after a long string of failure rolls he's gained a total of 8 XP this session, at the end of the session he advances to level 4. He chooses to raise his Might from 0 to +1.

Say What? - Nobody Walks Away Empty Handed

No matter what, every character gets a minimum of 1 XP per Session, so if you don't manage to maintain your Buzz, uphold your Hooks or even get a single failure roll during the whole Session, you still get 1 XP as a lovely parting gift.

Level 5 - Playing In The Big Leagues

That's what we're talking about - at level 5 you're no longer just any schmoe, you're one of the heavy hitters of the City. Once you have reached level 5, you can alternately choose one of these items instead of one of the normal options:

- Choose a new move from a different Role or Story. Any new move has to be a Move You Can Choose (See Moves You Can Choose vs. Moves You Get) that has not already been taken by another active character.
- Take on a completely new Role.
- Midnight Train to Georgia - Retire your character safely.

Example:

Nothing stops John Sampson P.I. especially a lack of XP. He's currently level 6 and has gained 11 XP over the last three Sessions. At the end of the Session, he advances to level 7 and chooses as his advancement option "Out For Blood" - a move from the Vigilante Role.

Personality Crisis - Taking a New Role but Same Ol' Story

Taking on a new Role means giving up your current Role and instead becoming a different Role. When you've switched Roles, you lose any of the Moves You Get from the old Role (like automatically being "Hardcore" if you're a Tough Lady) and gain the Moves You Get from the new Role (like "Queen of the Scene" if you're becoming a Honeypot). Although you can gain moves from other Stories, you can't change your Story to a new one. Remember, your Story is your background and always stays the same - you can pretend you came from a Glamorous background, put secretly you'll always be the preacher's daughter from Humble Beginnings.

Example:

The Mysterious Rudolpho is a level 7 Honeypot, he just finished the session with 12 XP so he levels up. He decides that being a Honeypot isn't enough for him anymore and that he'd rather become a Sleuth. So he chooses a completely new Role and loses the Honeypot move, "King of the Scene" (and its corresponding +1 Smooth). In response, he now gains the Sleuth moves "Not The Average Bear" and "Crime Scene Investigation". All his other moves remain the same.

Midnight Train to Georgia - Retiring Your Character

Although you can retire your character at any time, once they're retired they become an NPC under the control of the DJ, and let's face it, you know your DJ is nothing but trouble. The DJ can choose to do all sorts of things with your character - killing them, making them a future villain or make them cut their hair and go legit.

Once you reach 5th level you can retire the character safely. The character still becomes an NPC under control of the DJ, but you as a player have say in what they will do in the future. You can have them ride off into the sunset, become a mentor for your next character or have them retire to a private island, granting fantasies to wealthy visitors.

Example:

Rufus "Toothless" White is level 7 and has enough XP to advance to level 8. Rufus is getting too old for this stuff, he decides that now that he's square with the mob and has some money in his pocket it's time to retire, buy the old Silver-Star Tavern like he always wanted to and live out his golden years playing piano and serving drinks to the next generation of Rockers.

Say What - XP Requirements

Level 1	0 XP
Level 2	6 XP
Level 3	7 XP
Level 4	8 XP
Level 5	9 XP
Level 6	10 XP
Level 7	11 XP
Level 8	12 XP
Level 9	13 XP
Level 10	14 XP



Characters Come Alive!

You've downloaded and printed up your Rap Sheets, gathered everyone around the dinner table and put Peter Frampton on the turntable. Now it's time to make some characters! First, a quick explanation on the different components that make your character.

Attributes

Attributes were covered in more detail earlier, but here is a refresher:

Might - Describes how physically strong and tough your character is.

Hustle - Describes how quick and accurate your character is.

Smooth - Describes how attractive and charming your character is.

Brains - Describes how intelligent and aware your character is.

Soul - Describes how creative and spiritual your character is.

Stories, Roles, Buzz

Characters in **Spirit of 77** are primarily defined by three things - their Story, their Role and their Buzz. You will gain moves from both your Story and your Role, while you will gain experience by maintaining your Buzz.

Story describes where your character came from and where they gained their abilities. Your Story often defines a character's outlook on life and how they go about their business.

Role describes what your character does in the world. Your Role defines what you do to interact with the world.

Buzz describes what your character's motivation is. Your Buzz describes why you do things in the world.

Basic Stories

All-Star - A big-name athlete now playing a deadlier type of game.

Ex-Con - Out of stir and now rebuilding their life, one way or another.

Former Badge - Ex-cop, now working on the other side of the tracks.

Glam - It's all about being fabulous and in the front of the pack.

Humble Beginnings - Small-time hitting the big time, with plenty of danger involved.

Kung Fu - Years of training have made your body a lethal weapon.

One Bad Mother - You've got a rep on the street and the ability to back it up.

War Vet - Out of the jungle, straight to the street. Some things don't change.

X-Tech - All in the name of science. Weird science.

Basic Roles

Bopper - Old school gang members with brass-knuckle determination

Good Old Boy - Speed demons and stunt drivers into fast cars and daredevil chases

Honeypot - Charismatic manipulators using good looks and whatever else to succeed

Rocker - Hardworking musicians dreaming of stardom and the big time

Sleuth - Wisecracking gumshoes uncovering mysteries and solving crimes

Tough Guy - Hardcore fighters who like the pain and hand it out like free candy

Vigilante - Justice-obsessed citizens serving hard vengeance

Basic Buzz

Adventure - You seek new experiences, you want to see the world and everything it has to offer.

Cold Hard Cash - For whatever reason you need money, and lots of it.

The Crown - You are working toward a specific honor or achievement in your field.

Escape - You want to leave your old lifestyle behind.

Fame and Glory - You seek fame and glory and everything that comes with it.

Honor - You live by a code, a strict one that requires adherence at all times.

Justice - Criminals get away with too much and your goal is to stop them.

Love/Lust - Love in this world is hard to find, sometimes lust will have to do.

Payback - You've got a score to settle, and somebody is going to pay with blood.

Peace of Mind - You are haunted by something that preoccupies your thoughts.

Redemption - It's hard to overcome past mistakes, especially the big ones.

Respect - You want to be a big shot, everyone should know your name.

Thrills - Life is one big thrill ride, let's play!

The Truth - The streets are full of secrets and you know just where to find them.

Vindication - You want to redeem your reputation after being dragged through the mud.

Examples:

The Bandit is a Good Old Boy with Humble Beginnings, looking for Fame and Glory.

Billy Jack is a Tough Guy and Former Vet, looking for Peace of Mind.

Foxy Brown is a Vigilante that's One Bad Mother, looking for Payback.

The Baseball Furies are Boppers with Glam, looking for Respect.

Jim Rockford is a Sleuth that's an Ex-Con, looking for Cold, Hard Cash.

Hooks

Just like in life, everybody has an opinion - good or bad - about the people around them. That opinion is what motivates our interactions with them as well as our overall behavior when in their presence. To reflect this, each character has what's called a Hook with other player characters.

Each Role has sample pre-written Hooks that can be shared with the other characters or you can create your own to reflect your character's relationship with the rest of the group. For more details on writing your own Hooks, see Step 4 - Sharpen Your Hooks.

Gear and Thangs

Your Gear includes everything that you normally carry around with you, including weapons, armor and clothing, gadgets and kits. Gear can range from simple things like pocket knives and leather jackets to complex items like killer death rays.

Thangs are special items - people or abilities that are an integral part of your character, a cool car, a faithful sidekick or a magical talking flute. The major difference between Gear and Thangs is that a Thang can never be permanently taken away from you. Your Sweet Ride might get blown up or your Sidekick might get beaten bloody with a crowbar, but by the next adventure it's all back to normal.

Character Creation:

- **Step 1: Know Your Role** - Select your character's Role and your character's moves and Attributes, adding additional modifiers to your Attributes where needed.
- **Step 2: What's Your Story** - Select your character's Story and moves, adding additional modifiers to your Attributes.
- **Step 3: Choose Your Buzz** - Each character has a simplified motivation that drives them, called a Buzz. This will affect how your character improves.
- **Step 4: Sharpen Your Hooks** - Each character has connections to other player characters, called Hooks. This will motivate how your character reacts to them.
- **Step 5: Pick Your Stuff** - Characters select their equipment and special extras called Thangs.
- **Step 6: Lay it All Down** - After you create your character, the DJ will have a Q&A session with you to fill in the blanks.

Step 1 - Know Your Damn Role!

A Role is what your character does right now or has done in the recent past, and includes how they fit into **Spirit of 77**. Rap Sheets for your role can be downloaded at www.Spiritof77game.com.

- If you want to solve problems with a bunch of thugs at your command... choose **Bopper**.
- If you want to solve problems with your crazy driving skills... choose **Good Old Boy**.
- If you want to solve problems with your ways of manipulation... choose **Honeypot**.
- If you want to solve problems with your musical talent... choose **Rocker**.
- If you want to solve problems with quick thinking and deductive reasoning... choose **Sleuth**.
- If you want to solve problems with your fists of iron... choose **Tough Guy**.
- If you want to solve problems with a street howitzer in your hand... choose **Vigilante**.

By selecting your Role, you will have access to moves specific to that type of Role. Once you've picked your Role, take a look at its moves and choose from the list. As you choose your moves, think about how that will affect your role-play and why your character would have that as a move.

Is That The Way You Look?

To speed things up each Role has suggested looks that can help define your character, including names, clothes and other distinguishing features. However, feel free to describe your character according to the Fiction that works best for you and the game as a whole.

Say What? Equal Rights and a Helluva Left - Genders
Before you ask, all Roles are intended to be gender neutral and can be created/played any way. We do tend to reference "Tough Guys" and "Good Old Boys" in the masculine gender. (We listened to a lot of Waylon Jennings music growing up). No offense intended.

Truth and Justice in the American Way This week: Saigon and Nixon's Double Cross

BY WOLFE T. ELLIS
Feature Reporter

Step right up folks, for two-bits I'm gonna read your minds. You're probably thinking that I have a vendetta against our American President, the honorable Richard Milhous Nixon and his band of merry cutthroats and swindlers. I hear you cry out in the darkness, Wolfe! Can't you let the bandwagon go just once? Tricky Dick has managed to do the one thing old Jack and Lyndon never could, get the American people out of the Vietnam quagmire, give us peace with honor and provide us with a stronger hand in the international card game known as the Cold War!

It's true. No one could have predicted that while Tricky Dick pet our collective heads and soothed our concerns about watergate, he was saving the coup de grace for Ho Chi Minh and the People's Army w the daring counter-assault wi the evacuation of our embassy in Saigon. You have to respect the Big Dick's ability to be so utterly ruthless even when back into a corner. Snakes and politicians are their most dangerous when backed into a corner, willing to bite at anything that moves. But not our American President, he is a spitting cobra of another caliber. Our Man in the White House managed to sit across the negotiation table in Paris and boldface lie to his adversaries in a way unknown to mortal man. And to that I salute the bastard, well done. When the People's Army rolled into that embassy after waving goodbye to the final US army helicopter as it disappeared into the horizon,

how could they know they were about to face their most terrifying 72 hours of their lives, engaged in street-fighting combat unlike what even God has ever seen. This was their great mistake, friends and neighbors. Charlie may have owned the jungle, but Our man in the White House is a street-fighting man, as dirty as they come. Poor bastards. And the footage that has come out of that skirmish makes a slaughterhouse look like damn Julie Andrews movie, without the dancing penguins and loveable singalongs.

Six months later the dust has settled but the mystery lingers. Vietnam lies in terror of how America's dogs of war managed to carve out the city of Saigon away from the people's glorious republic, and whether they'll be let off the leash to finish the job. The Russians and Chinese continue their call to the General Assembly decrying American tactics and war crimes galore. But when the doors of The Kremlin close and the vodka comes out, it is not indignation that falls the air. Rather it is concern - concern over the terrible rumors of what the Lazarus Unit, the pet name for America's silent killers in Far East lands, concern of what they are capable of and the dark, greasy shroud Tricky Dick has managed to surround both them and the acquired city of Saigon.

And gasp they should.
God Bless America,
Wolfe T. Ellis
Reporter-at-large



Introducing the Bopper

There's strength in numbers, my babies. And in a city like this, you need to be strong. When you join a gang in the city and wear colors on these mean streets, you join a brotherhood of Boppers that have your back at all times... at least for as long as they respect you. And now, this Public Service Announcement...

Boppers are street-level gang members that work best in large numbers, with a combination of street savvy and fighting skills. Being a Bopper has its own internal rules and dangers, particularly among other Boppers who are more than willing to rumble and possibly kill outside Boppers who dare to wear other gang colors on their turf.

Example:

Oi! There's a lot of punters out there, claiming their gang is tough. But few gangs are tougher than the Salthill Casuals, lead by Colin "Mackie" MacGreggor. Easily recognizable by their blue and white scarves, Mackie leads his band of football hooligans into any rumbles, singing their anthem off-key and at the top of his lungs as he starts swinging. "Somewherrre over the rainbowwwwwww..."

Creating a Bopper

To create a Bopper, choose a **name, look, Story, moves, gang, Buzz, Hooks and gear.**

Suggested Names:

Swan, Ajax, Cleon, Snow, Frenchie, Cyrus, Rizz, Rembrandt, Sonny, Tig

Look:

Clothes: shiny satin jacket, dingy t-shirt, jean vest, leather jacket, jump-suit

Face: chiseled, babyface, pug-nosed, chubby-cheeked, pock-marked

Hair: bald, high afro, pony-tail, greasy, shaggy hair

Build: wiry, squat, gangly, rugged, soft

Eyes: intense, wild, sleepy-eyed, sharp, black-eye

Bopper Moves:

You Get:

Gang: The Bopper is either a leader or high-ranking member of one of the City's street gangs, members of your gang are available to accompany you on adventures or as back-up in an emergency. By default, your gang consists of about 15 violent bastards with simple weapons and bad attitudes (Small gang: 2-harm, 0-armor, unruly).

First, choose two benefits:

- Your gang consists of 30 or so violent bastards. [Benefit: Medium instead of Small.]
- Your gang's well-armed. [Benefit: +1-harm.]
- Your gang's well-armed. [Benefit: +1-armor.]
- One of your gang members carries an exotic weapon, such as explosives, molotov cocktails or a machine gun. [Benefit: the weapon in question.]
- You have the respect of the entire gang [Benefit: Remove 'unruly' as a trait]
- Your gang's nomadic at heart; they have bikes, cars or other transportation. [Benefit: It gets +mobile, and your home turf is considered the area they roam.]

Then, choose one:

- Your gang's loose-knit, with members coming and going as they choose. [Vulnerable: Desertion]
- Your gang is in significant debt to someone powerful. [Vulnerable: Obligation]
- Your gang has a bad reputation among other gangs. [Vulnerable: Notorious]
- Your gang is especially bloodthirsty and has little regard for the life of others. [Vulnerable: Savage]
- Your territory is far away, your gang has no access to transportation or are otherwise isolated. [Vulnerable: Grounded]

Warchief: Your gang will follow you under normal circumstances, but there may be times you need to command your gang to stick their necks out, based on your words alone. When you try to impose your will on your gang, roll +Might.

On a 10+, all three:

On a 7–9, choose one:

- They do what you want.
- They don't fight back over it.
- You don't have to make an example of one of them.

On a 6 or less, someone in your gang may make a dedicated bid to replace you for Alpha.

...and choose one:

Home Field Advantage: When you prepare to defend yourself in a rumble that takes place on your home turf, roll +Smooth:

On a 10+, pick two of the following results:

On a 7-9, pick one:

- Your gang brings reinforcements, increase the size of your gang by one level (Small becomes Medium, Medium becomes Large).
- Your gang digs into its weapon cache, adding +1 harm to attacks.
- Your gang fortifies its position, providing +1 armor.

Colors: When you encounter another Bopper, influential street figure or other gang member, roll +Smooth.

On a 10+ they recognize your colors, and you say what they've heard about you. (roll with Something Extra when dealing with them for the rest of the Scene).

On a 7-9, they recognize you, the DJ will say something truthful that they know about you.

Marked Territory: When you enter into a new part of the city, you have the option of marking the territory with your gang's emblem. When you return to that part of the city, roll with Something Extra on all rolls while in this part of the city. This lasts for as long as your graffiti remains visible, DJ's discretion.

Semper Fi: Your gang is more loyal than most. When in your presence your gang will always fight to the last man. When your gang takes action in your absence, they remain intact at 4-harm instead of 3-harm.

One for the Team: When you or your gang would take damage, you can transfer 1-harm dealt to you to the gang itself or transfer one harm dealt to your gang to you.

Plan On a Napkin: When you make a plan of attack and explain it to the rest of your team, roll +Brains.

On a 10+, hold 3.

On 7-9, hold 1.

While executing the plan, you can spend 1 hold to allow a member of your team roll with Something Extra on any move.

Attributes:

Now that you've chosen to be a Bopper, it's time to select your Attributes. Attributes describe the core of your character in **Spirit of 77** - is your Bopper the strong, silent type that makes the neighborhood girls sigh? Or maybe the friendly joker that everyone knows and likes? Your choice of Attributes will determine this, so pick smart!

Choose one of the following arrays of Attributes and distribute them between Might, Hustle, Smooth, Brains and Soul however you want. Keep in mind the moves you've already selected and their associated Attributes and don't forget, *although you can raise an attribute from 0 to +1 later, you cannot raise an Attribute from -1 to 0 through XP.*

Ready for Anything: Take one point for every Attribute. Boom, you're done. This is good for getting your Attributes together quickly and promotes an overall balanced set of skills.

1, 1, 1, 1, 1

Taking Point: Pick one Attribute as your specialty, and add +2. Choose two secondary Attributes and add +1. This is good when you know you'll be focusing on a specific skill like fighting or thinking things out, but still want to maintain a well-rounded character. (Just in case).

2,1,1,0,0

Heavy Muscle: Pick one Attribute as your specialty and add +2. Choose 1 Attribute you're not so good at it and give it -1. Give the other Attributes +1 and keep your weak spot covered by your guys.

2,1,1,1,-1

Better Than The Rest: Pick the two Attributes you're planning to use the most and add +2. Choose one Attribute you're not so good at and give it -1. Forget the others, they're not important. Leave them at zero.

2,2,0,0,-1

The One and Only: You have a special purpose in your gang that sets you apart. Pick the two Attributes you're planning to use the most and add +2. Choose 2 Attributes you're not so good at it and give them -1. What's left? Eh, give it +1.

2,2,1,-1,-1

Hooks:

- I know one of _____ dirty secrets.
- _____ did a solid for the club, now I owe them.
- I can learn a lot from _____.
- _____ owes the club, and better pay back with interest.
- _____ might be an ass, but they're our ass.

Gear:

Starting cash: \$150

Leather jacket, vest or other apparel showing your colors (1-armor)

Switchblade (1-harm, hand, concealed) and a serious weapon:

- Magnum (3-harm close, reload, loud)
- SMG (2-harm, close, area, loud)
- Sawed-off (3-harm, hand, reload, concealed, loud, messy)
- Crowbar (2-harm, hand, messy)
- Machete (3-harm, hand, messy)
- Hockey stick (2-harm, hand, area)

Or

Starting cash: \$50

Road Bike

Leather jacket (1-armor)

Weapon of your choice:

- .38 Revolver (2-harm, close, reload, loud, concealed)
- Sawed-off (3-harm, hand, reload, concealed, loud, messy)
- Bike Chain (2-harm, hand)

DID YOU KNOW?

The Salthill Casuals play an annual double-header against the Highhaven High-Tops once a year (one game of soccer, one game of basketball). It usually ends in a brawl.



Introducing the Good Old Boy/Girl

I know the story, baby - hot grease and gasoline run in your veins, and your heart is a fully blown supercharged V-8. Your daddy taught you to drive before you learned to read, and you've been running flat out ever since. Racing, smuggling or bootlegging, if it involves going fast and evading the law there is nobody better for the job than a Good Old Boy like you.

They may not be the smoothest members of your group, and they may be fresh off the turnip truck in the big city, but when you need someone that's willing to drive 120 mph the wrong way down the New Jersey turnpike, you need a Good Old Boy in the driver's seat.

Example:

Aw shucks, you just can't go wrong with Mistuh Pierre Beauregard Dupree behind the wheel, known to his close friends as Beau. Up from the Louisiana bayou, this Good Old Boy is all smiles until he gets behind the wheel of his supercharged '71 Hemi 'Cuda, Traveller. Then you better look out and try to hold on, because there's nothing faster on these streets!

Creating a Good Old Boy

To create a Good Old Boy, choose a **name, look, Story, moves, Sweet Ride, Hooks and gear.**

Suggested Names:

Bobby Ray, Billie Joe, Curly, Hoss, Remy, Stoker, Jolene, Truvy, Bo, Luke, Daisy

Look:

Clothes: racing jacket and jeans, dirty overalls, white seersucker suit, cowboy hat and boots, trucker hat and flannel

Face: bucktoothed, childish, real purty, hound-dog ugly, oil-stained

Hair: messed up, long hair, mullet, greasy, slick comb-back

Build: slim, tall drink of water, big 'un, hunched over, mighty fine

Eyes: wild-eyed, sparkling, sharp, sleepy-eyed, dazed

Say What? - Good Old Boys and Yankees

Not all Good Old Boys have to be from the South, although it's definitely the archetype thanks to Smokey and the Bandit, Evel Knievel and the Dukes of Hazzard. Feel free to base your character on what works for your personal tastes, whether they're Las Vegas car thieves, West Coast surfer dudes or Midwest farmer's daughters with a penchant for pushing the redline.

Good Old Boy Moves

You Get:

Sweet Ride: All Good Old Boys start with a Sweet Ride at no cost. For details see the section on Vehicles later in this chapter.

Hot Wheels: When in the driver's seat...

- If you need to **Deliver a Beatdown**, add your car's power to your roll.
- If you need to **Keep Your Cool**, add your car's power to your roll.
- If you **Get in Somebody's Face** add your car's power to your roll.
- If you try to **Get What You Want**, add your car's looks to your roll.
- If you **Help a Brother Out** add your car's power to the roll.

And Choose One:

Damn the Double Nickel: When you charge straight into the thick of things without regard for your own safety, you get +1 armor. If you happen to be leading a gang or a convoy, they get +1 armor too.

Super-Slab: Thanks to your CB, you've got a network of eyes on the road in every direction. When you reach out on the CB airwaves to assess the situation ahead of you, roll +Smooth.

On a 10+, get a reliable report of what's going on down the road.

On a 7-9, get a secondhand report which may be incomplete or contain some misinformation.

Well Stocked Trunk: Due to your pre-planning and connections, your Sweet Ride comes automatically equipped with a Repair Kit, First-Aid Kit and 1 additional kit of your choice. These kits are automatically restocked at the beginning of each adventure.

Starsky *AND* Hutch: You have two additional Sweet Rides.

'Til The Tires Fall Off: When you're behind the wheel of a vehicle, it will continue performing fully until it receives 5-harm. After receiving 5-harm, the car literally falls apart the next time you come to a complete stop.

Attributes:

Now that you've chosen to be a Good Old Boy, it's time to select your Attributes. Attributes describe the core of your character in **Spirit of 77**: Is your Good Old Boy sharper than a mule kick? Or maybe he's sweet-tongued and devilish? Your choice of Attributes will determine this, hotshot.

Choose one of the following arrays of Attributes and distribute them between Might, Hustle, Smooth, Brains and Soul however you want. Keep in mind the moves you've already selected and their associated Attributes and don't forget, *although you can raise an Attribute from 0 to +1 later, you cannot raise an Attribute from -1 to 0 through XP.*

Good on All Terrains: Take one point for every Attribute and put it in Park. This gets your Attributes together quickly and promotes an overall balanced skillset.

1, 1, 1, 1, 1

Just a Bit Better: Pick one Attribute as your specialty, and add +2. Choose two secondary Attributes and add +1. This is good when you know you'll be focusing on a specific skill in game (like driving), but still want to maintain other useful skills (like surviving).

2, 1, 1, 0, 0

Watch Your Blind Spot: Pick one Attribute as your specialty and add +2. Choose one Attribute you're not so good at and give it -1. Give the other Attributes +1 and keep an eye on the rearview.

2, 1, 1, 1, -1

Built for Speed: Pick the two Attributes you're planning to use the most and add +2. Choose one Attribute you're not so good at and give it -1. Forget the others, you won't use 'em. Leave them at zero.

2, 2, 0, 0, -1

These Hands Were Meant To Drive: Anything else just doesn't matter. Pick the two Attributes you're planning to use the most and add +2. Choose two Attributes you're not so good at and give them -1. Whatever's left, give +1. Now let's burn some rubber!

2, 2, 1, -1, -1



Hooks:

- _____ is like family to me.
- I have something to prove to _____.
- _____ is my good luck charm when I'm behind the wheel.
- _____ owes me for a little job I did for them.
- I'll drive to Hell and back for _____, no questions asked.

Gear:

Starting cash: \$50

Leather bomber jacket, motorcycle jacket or racing suit (1-armor)

1 weapon:

- Sawed-off (3-harm close, reload, messy)
- Hunting Rifle (2-harm, far, loud)
- Hunting Bow (2-harm, close/far, infinite)
- Antique Pistol (2-harm, close, loud, valuable)
- Antique Rifle (2-harm, close/far, loud, valuable)
- Crowbar (2-harm hand messy)

Repair Kit (2 supply)

DID YOU KNOW?

In 1977, "Smokey and the Bandit" debuted starring Burt Reynolds, Sally Field, Jerry Reed and Jackie Gleason. It was the second highest grossing movie of 1977, following "Star Wars".

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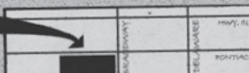
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Introducing the Honeypot

Oh, you're cool, baby. Yes you are. You got moves they ain't ever seen. If you think you can work what you got, make them do what you want with just a lick and a smile. You're a big ol' pot of sweetness, sugar. Doesn't matter if you're a gigolo or just a sweet sexy thing. Why get your hands dirty when you look so clean?

Whether you're a rich heiress using your trust fund and good lucks to cause shenanigans or a social-climbing hairdresser trying to start his own salon, Honey Pots are all about using seduction and charisma to get what they want.

Example:

Smooth and dangerous, that's how you describe the glamorous Corrina Vanderbilt, con artist and cat burglar extraordinaire. Using her wiles to learn the secrets of her targets before a midnight heist, Corrina is the best at her trade, leaving no evidence behind other than a hint of Chanel No. 5 lingering in the air.

Creating a Honey Pot

To create a Honey Pot, choose a **name, look, Story, moves, Buzz, Hooks** and **gear**.

Suggested Names:

Rock, Dirk, Lance, Steen, Xaviera, Elvira, Emmanuelle, Desiree, Natasha

Look:

Clothes: High-priced threads, vintage clothes, beach wear, dance wear and glittery roller skates, velvet tuxedo or ball gown

Face: Captivating, boyish, girlish, perfect, mesmerizing

Hair: Jheri curl, afro, schoolgirl pigtails, long and flowing, feathered, "Dorothy Hamill" bowlcut

Build: Petite, tall body, Olympic athletic, curvaceous, knock-out

Eyes: intense, knowing, sparkling, doe-eyed, magnetic

Honey-pot Moves:

You Get:

Queen/King of the Scene: Either because of their personality, beautiful looks or maybe it's just a touch of the Glam, Honey-pots get +1 to Smooth (Max +3).

...And Choose 2:

Sometimes Less is More: The less you wear the harder you are to hit. When you are naked or nearly naked, gain 2-armor. When you are topless or wearing revealing, non-armor clothing, gain 1-armor. If you are wearing any armor, use it instead.

Angel Eyes: When you gaze longingly into the eyes of someone who means you harm, roll +Smooth.

On 10+, they drop their weapon and take a step back.

On a 7-9, they redirect their hostility elsewhere.

Another Satisfied Customer: You've got a salesman's smile, and can convince anyone that they're getting the best part of a deal. When you successfully strike a deal with a character to Get What You Want, you may always choose the option "They are happy with the bargain", in addition to the options chosen as a result of the move.

One Won't Kill You: Sometimes a little social lubrication is needed. When you successfully convince someone to share in a vice (cigarettes, alcohol, etc.), roll with Something Extra when dealing with them, and gain +1 hold when Giving Them the Third Degree.

Tell Me I'm Pretty: When someone uses flattery to encourage you to do your best, they may roll +your Soul when Helping A Brother Out.

Attributes:

Now that you've chosen to be a Honeypot, it's time to select your Attributes. Attributes describe the core of your character in **Spirit of 77**. Is your Honeypot built and statuesque? Maybe they're too cool for school, and quick with the comeback. Your choice of Attributes will determine that lingering memory you leave behind.

Choose one of the following arrays of Attributes and distribute them between Might, Hustle, Smooth, Brains and Soul however you want. Keep in mind the moves you've already selected and their associated Attributes and don't forget, *although you can raise an Attribute from 0 to +1 later, you cannot raise an Attribute from -1 to 0 through XP.*

Streets or the Sheets: Take one point for every Attribute and disco, you're all done! This is good for getting your Attributes together quickly and promotes an overall balanced set of skills. Let's start shaking it!

1, 1, 1, 1, 1

Not Just a Pretty Face: Pick one Attribute as your specialty, and add +2. Choose two secondary Attributes and add +1. This works when you know you'll be focusing on a specific skill, but still want to maintain a well-rounded character for certain... other things.

2, 1, 1, 0, 0

Stiff Competition: Pick one Attribute as your specialty and add +2. Choose one Attribute you're not so good at and give it -1. Give the other Attributes +1. Hey, nobody's perfect. Well, almost nobody.

2, 1, 1, 1, -1

Fox On the Run: Pick the two Attributes you're planning to use the most and add +2. Choose one Attribute you're not so good at and give it -1. And the rest? Well, leave them at zero. Go get 'em, hot stuff!

2, 2, 0, 0, -1

Dreamboat: Pick the two Attributes you're planning to use the most and add +2. Choose two Attributes you're not so good at it and give them -1. Whatever's left on the table, give +1. You're worth it.

2, 2, 1, -1, -1

Check it! - Remember as a Honeypot you get an additional +1 to Smooth.

Hooks:

- _____ and I grew up together.
- _____ knows a secret I don't want getting out.
- I can always trust _____ to tell me the truth.
- _____ has a secret I intend to find out.
- Despite what I do, _____ makes me feel like myself (not my image).

Gear:

Starting cash: \$200

Fashionable clothing

1 holdout weapon

- .38 revolver
- Throwing knives

Say What? - Honeypots and Sex

"So what, these characters are nothing but sluts?"

No. Well they can be, sure. But more importantly they're social manipulators who use their good looks, charisma and sexuality in order to further their pursuit of their Buzz.

"So they're users."

To an extent. But they may not necessarily be bad people.

"Are they only women?"

Heck no.

"Name an example that's a guy."

Warren Beatty.

"In which movie?"



All of them.

- 5:00** **2** **IN PURSUIT OF: STARVEYA**
Douglas Flacone hosts an examination into the famous pop singer and claimed evidence of her alien origin.
- 4** **SUNSHINE STATION — Children**
Daniel and Willoughby win a mail-order grand prize - a live elephant that takes a shine to the local trolleyman.
- 6** **DIBUJOS ANIMADOS — Cartoon**
- 9** **57** **THE KABOOM SHOW — Variety**
Contestants perform variety show acts in the hope of winning \$500. With Ducky Harris.
- 11** **DANCE TRAIN — Music**
Special guests: Karma
- 12** **TV GARDEN SHOW**
- 13** **48** **SKATETOWN — Cartoon**
The Dogtown boys face off against their big rivals at the state fairgrounds.
- 5:30** **3** **HEAVENLY SOUL — Religious**
- 4** **MISTER SMARTYANTS — Cartoon**
- 5** **P.T. SWIZZLESTICK - Children**
- 9** **57** **BUNKO BANKER — Game**
- 13** **48** **BIG TOMMY TUNES — Cartoon**
The gang learns about respect for people in authority after being reprimanded by the police.
- 6:00** **2** **LOCAL NEWS**
- 4** **ACTION 4 NEWS**
- 5** **MOVIE — Western**
"Mesa City Stage." (1948)
- 6** **NOTICIAS**
- 9** **EVENING NEWS**
- 11** **SHOOT THE MOON — Game**
- 12** **COUNTRY HOUSE WORKSHOP**
- 13** **48** **MYSTERY MOVIE — Mystery**
"The Sultan's Castle" bw 1955 Angela Thorpe, Teddy Burns
- 6:30** **3** **BILLY LAZARUS SALVATION HOUR**
- 12** **THE EVENING REVIEW**
- 7:00** **2** **THE CITY TONIGHT — Magazine**
- 4** **THE DIANA SHOW!**
Guests joining co-host Paulie Peterson are singer-composer John Daniels, author Jim Waters ("Made in Berlin") and the mime troupe L'andouille
- 6** **LUCHA LIBRE**
- 9** **SPIN TO WIN — Game**
- 11** **LAUGH CITY — Comedy**
Special Host: Sidney Torres
- 12** **BATTLESTATIONS — Documentary**
Follow the crew of the USS Delaware as they fight in the Pacific during WWII
- 7:30** **3** **THE BIBLE STORY — Children**
"The Throne of Eglon"
- 9** **SUPER SLIDERS — Game**

- 8:00** **2** **EIGHT IS A LOT — Comedy**
Jamie throws the family in a storm after announcing she wants to join the Texas Tornado Cheerleading team.
- 4** **BIG HAWK MOUNTAIN — Drama**
Prester Joe saves two horse thieves from a blizzard, prompting one to renounce his ways. But Marshal Ray doesn't believe him.
- 5** **MOVIE OF THE WEEK — Comedy**
"The Bombs of St. Mary" 1962 Dino Crosby Lee Bronson
- 6** **CALIENTE!**
Special Guests Savio LaJolla, Ramona, Los Fuegos perform
- 9** **57** **Asphalt Gardens — Comedy**
The whole family holds a bake sale to send Dee Dee to an expensive summer camp.
- 11** **CODE THREE — Drama**
Officers Cruz and Usher go undercover to expose underground horse racing.
- 13** **48** **NEW ADVENTURES OF JALISCO KID — (repeat)**
- 8:30** **9** **57** **TAMMANY GIRLS — Comedy**
Cheryl becomes the Mayor's new press secretary, with disastrous results
- 12** **WHAT'S IN A NAME — Talk**
With special guests Luther Blissett and Karen Eliot

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Introducing the Rocker

Tell me, Rocker. When you bought that first six-string from the second-hand store, did it feel good in your hands? It's a one-way ticket, if you don't stop rocking and keep on the road. Who knows, if you become a rock star I might play one of your hit songs. But in the meantime, keep those stars in your eyes, your feet on the ground and reach for the heavens. Here's Ethan with traffic...

Rockers are the working musicians of 1977, utilizing their musical talents to pursue their big stage dreams. Rockers may have day jobs they're using to get by, but they live and die for the gig next Saturday night.

Example:

He's got a broken nose and a broken heart, but when Johnny Valentine takes the microphone, everyone stops to listen. A modern-day crooner with sad-dog eyes that can never catch a break, but he can always make the ladies cry with a soulful song. When Johnny's part of your crew, you know he's bringing the groove.

Creating a Rocker

To create a Rocker, choose a **name**, **look**, **Story**, **moves**, **Buzz**, **Hooks** and **gear**.

Suggested Names:

Star, Stevie, Ace, Tommy, Rufus, Sly, Ziggy, Dusty, Carly, Joni

Look:

Clothes: glamorous threads, street clothes, vintage clothes, black leather, jumpsuit

Face: weathered, dreamy, exotic, made-up, average joe

Hair: bald, afro, ponytail, long hair, mullet

Build: lean, muscular, lithe, stalwart

Eyes: intense, glittery, sad and knowing, foggy, hypnotic

Rocker Moves:

You Get:

Mesmerizing: You don't just perform, you share your deep personal feelings with those around you, Rockers start with +1 Soul (Max +3)

...and Choose 2:

Backstage Pass: In the night-time world, they always believe you're either with the band or "on the list". You can always get into or backstage at a venue such as a concert, theater or nightclub. Getting other people in with you will require a successful Getting What You Want move.

God of Thunder: If it's too loud, then they're too old and it's time to use it to your advantage! When you play on your instrument, turn up the volume and roll +Soul:

On a 10+, multiple targets within the scene get deafened, staggering around at a disadvantage.

On a 7-9, only one target gets deafened.

Black Belt in Crazy: When you sit out a fight to play an inspiring tune to fire up your friends, while performing, everyone on the team rolls with Something Extra and gains the area trait for their melee attacks.

This Song's For You: When you dedicate a song and sing it to someone, you can use +Smooth instead of +Brains when Giving them the Third Degree and you can also roll with Something Extra on your next +Smooth roll involving them.

Groupie Magnet: Rockers tend to gather groups of dedicated fans around them who will do nearly anything to please the Rocker.

Groupies count as a gang of "a couple of guys" (1-5 members). Though they are nearly worthless in combat (1-harm, 0-armor), they can always be used for other tasks. When you suggest that a groupie do a favor for you, roll +Smooth.

On a 10+, they do exactly what you want.

On a 7-9, they ask you for a favor in return.

Attributes:

Now that you're going for the bright lights as a Rocker, it's time to select your Attributes. Attributes describe the core of your character in **Spirit of 77**. Is your Rocker a pretty face for the teen magazines? Or maybe a musical genius with a head for the business numbers? Your choice of Attributes will determine this, rockstar.

Choose one of the following arrays of Attributes and distribute them between Might, Hustle, Smooth, Brains and Soul however you want. Keep in mind the moves you've already selected and their associated Attributes and don't forget, *although you can raise an Attribute from 0 to +1 later, you cannot raise an Attribute from -1 to 0 through XP.*

Session Player: Take one point for every Attribute. Easy like Sunday morning. This is good for getting your Attributes together quickly and promotes an overall balance between treble, mid and bass.

1, 1, 1, 1, 1

Goes to Eleven: Pick one Attribute as your specialty, and add +2. Choose two secondary Attributes and add +1. This is good when you know you'll be focusing on your muse but still want to maintain some skills offstage.

2, 1, 1, 0, 0

Great In Your Genre: Pick one Attribute as your specialty and add +2. Choose one Attribute you're not so good at and give it -1. (Who needs a ballad). Now give the other Attributes +1 and head to band practice.

2, 1, 1, 1, -1

Hot Blooded: Pick the two Attributes you're planning to use the most and add +2. Choose one Attribute you're not so good at and give it -1. Leave everything else at zero, you crazy diamond.

2, 2, 0, 0, -1

Solo Artist: Pick the two Attributes you're planning to use the most and add +2. Choose two Attributes you're not so good at and give them -1. Round it off by giving whatever's left +1. Rock and roll! WOO!

2, 2, 1, -1, -1

Check it! - Remember as a Rocker you get an additional +1 to Soul.

Hooks:

- _____ and I went to summer camp together.
- _____ has some connections I need to meet.
- Among all the phonies I deal with, at least _____ keeps me grounded.
- I can always trust _____ to tell me the truth.
- I still owe _____ some money.

Gear:

Starting cash: \$100

Fashion clothing of your choice

Appropriate instrument

Flyers for your next gig

DID YOU KNOW?

The Top 20 songs for 1977:

- | | | |
|----|---|--|
| 1 | Rod Stewart | Tonight's The Night (Gonna Be Alright) |
| 2 | Andy Gibb | I Just Want To Be Your Everything |
| 3 | Emotions | Best Of My Love |
| 4 | Barbra Streisand | Love Theme From "A Star Is Born" |
| 5 | Hot | Angel In Your Arms |
| 6 | Kenny Nolan | I Like Dreamin' |
| 7 | Thelma Houston | Don't Leave Me This Way |
| 8 | Rita Coolidge (Your Love Has Lifted Me) | Higher And Higher |
| 9 | Alan O'Day | Undercover Angel |
| 10 | Mary MacGregor | Torn Between Two Lovers |
| 11 | K.C. and The Sunshine Band | I'm Your Boogie Man |
| 12 | ABBA | Dancing Queen |
| 13 | Leo Sayer | You Make Me Feel Like Dancing |
| 14 | Jimmy Buffett | Margaritaville |
| 15 | Electric Light Orchestra | Telephone Line |
| 16 | Pablo Cruise | Whatcha Gonna Do? |
| 17 | Peter McCann | Do You Wanna Make Love? |
| 18 | Stevie Wonder | Sir Duke |
| 19 | Eagles | Hotel California |
| 20 | Marvin Gaye | Got To Give It Up, Pt. 1 |

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The Color Out of Space |
| 22355
[ASTRA] Electric Mugwumps
Slight Burrito Taste | 22212
[F] Monroe Doctrine
Surrealistic Window | 22666
[ASTRA] Knights of Tragedy
Million Dollar Maniacs |
| 22353
[NCC] Delightful Ones
Queens of Velvet | 22887
[NCC] Turtledove Singers
Official Soundtrack | 22334
[MC] Tino and Rozz
Greatest Hits |
| 22334
[NCC] Harlan Jenny
Live at the Zero Cafe West | 22533
[F] The Buzzards
El Dorado Cafe | 22986
[NCC] Toothless White
Wizard of Blues |
| 22754
[MC] Cashew Brothers Band
Friends and Neighbors | 22761
[F] Gemini
Live at Budokan | 22671
[F] The Dirty Sleeves
Johnny and the Purple Ape |
| 22104
[NCC] The Rounds
Songs to Say I Love You | 22808
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Taste | 22856
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Introducing the Sleuth

Oh, you've got it all figured out don't you, baby? The world is full of secrets and you intend to find them all. Bring the truth out into the light of day for everyone to see. Well let me tell you something, some secrets don't want to be found.

Sleuths pay homage to all the great TV detective shows where dogged detective work and asking a lot of questions keep you moving forward (although sometimes into the face of danger). Sleuths come in all shapes and sizes, from bald-headed players with Armani suits and a lollipop to rumpled mumblers in raincoats with a walleye. But they all share the same pursuit of answers to the mysteries of the City.

Example:

When there's an impossible mystery, teen computer genius Riley Russell is here to save the day as the crime-solving expert in red tennis shoes. With his 250 IQ and his Aunt Agatha in her lime-green station wagon, nothing gets past Riley's keen skills of observation and encyclopedic memory (provided he can get out early of his afternoon gym class).

Creating a Sleuth

To create a Sleuth, choose a name, look, Story, moves, Buzz, Hooks and Gear.

Suggested Names:

Jim, Barnaby, Danno, Steve, King, Nick, Velma, Dee-Dee, Nancy, Daffine

Look:

Clothes: shabby trench coat, off-the-rack, turtle neck sweater, formal-wear, Acapulco shirt

Face: hard, approachable, weathered, scarred, childish

Hair: bald, afro, crewcut, cheap haircut, expensive coiff

Build: slim, short, tall, fit, chubby

Eyes: sharp, offset, piercing, bleary, "seen too much"

Sleuth Moves:

You Get:

Not the Average Bear: The Sleuth gains +1 to Brains (maximum +3).

Crime Scene Investigation: When Scoping out the Scene of a recent crime, you can additionally choose to ask these questions:

- How long ago did the crime take place?
- How many people were involved in the crime?
- How did the perpetrator or the victim of the crime enter and leave the scene?
- Who is the most obvious suspect?

...and Choose 1:

Wouldja Look at That?: When you create a distraction before striking somebody, roll with Something Extra and deal +1 stun damage.

Master of Disguise: When you take the time to create a convincing disguise for yourself or others, roll+Brains and mark one use of your Disguise Kit.

On a 10+, only the most scrupulous examination would reveal the disguised person to be anyone other than who they say they are.

On a 7-9, it's good but not perfect; the disguised person rolls with Something Extra for any rolls to convince someone they are who they say they are.

It's Only Logical: When you make a rational and logical argument in favor of a decision you may roll +Brains instead of +Smooth to Get What You Want.

Encyclopedic Memory: When you delve into your vast storehouse of personal knowledge while analyzing something, roll +Brains.

On a 10+, the DJ will tell you something interesting and potentially useful about the subject that's relevant to the situation. Then tell the DJ how you know this.

On a 7-9, the DJ will only tell you something interesting. Then tell the DJ how you know this.

No Bull: When you Give Someone the Third Degree, on a 12+ you can ask the question "Is your character telling the truth" without spending hold.

Attributes:

Now that you've chosen to be a Sleuth, it's time to select your Attributes. Attributes describe the core of your character in **Spirit of 77**. Is your Sleuth rough and tumble, a blunt instrument to get to the truth? Or maybe devious and crafty, tricking people into revealing their secrets? Your choice of Attributes will determine this, but what's best is the mystery...

Choose one of the following arrays of Attributes and distribute them between Might, Hustle, Smooth, Brains and Soul however you want. Keep in mind the moves you've already selected and their associated Attributes and don't forget, *although you can raise an Attribute from 0 to +1 later, you cannot raise an Attribute from -1 to 0 through XP.*

Part of a Balanced Breakfast: Take one point for every Attribute, case solved. This is good for getting your Attributes together quickly and keeps everything balanced.

1,1,1,1,1

I've Got A Knack for it: Pick one Attribute as your specialty, and add +2. Choose two secondary Attributes and add +1. This is good when you know you'll be focusing on thinking things out, but still want backup when things get a little hostile.

2,1,1,0,0

Oh, Just One More Thing: Pick one Attribute as your specialty and add +2. Choose one Attribute you're not so good at and give it -1. Give the other Attributes +1 and keep everybody guessing.

2,1,1,1,-1

Worth Every Penny: Pick the two Attributes you're planning to use the most and add +2. Choose one Attribute you're not so good at and give it -1. Forget the others, they're not important on fifty bucks a day, plus expenses. Leave them at zero and move on.

2,2,0,0,-1

Brilliant but Flawed: Pick the two Attributes you're planning to use the most and add +2. Choose two Attributes you're not so good at and give them -1. The remainder get +1. The game is afoot.

2,2,1,-1,-1

Check it! - Remember as a Sleuth you get an additional +1 to Brains.

Hooks:

- I know one of _____'s dirty secrets.
- Because of how they think, _____ helps me work out my harder cases.
- _____ is my next door neighbor.
- I might be the brains but _____ makes it happen.
- I need to keep _____ out of trouble.

Gear:

Starting cash: \$100

Non-armor clothing

.38 revolver (2-harm close reload loud concealed)

Handheld camera or tape recorder

One kit of your choice: First-Aid (2 Supply), Burglar Kit (2 supply) or Disguise Kit (3 supply)

Twenty Years Later: Still No Leads on Tick-Tock Strangler

by Terry Kasabian
Daily Observer Staff Writer

This month observes the grim anniversary of five unsolved murders that still baffle local police and federal investigators, leaving little hope of any resolution for the victim's families. Despite hundred of interviews and questioning of dozens of potential suspects since 1957, police say they have learned little to no information about the so-called "Tick-Tock Strangler" who claimed five victims under the Campbell Tower in Clocktower Park.

All five victims shared common physical characteristics as well as being known offenders for prostitution and other vice-related activities. Twenty years later, Police Detective Michael Naz, then a fresh recruit from Callahan

Police Academy, still remembers the grisly crime scenes that served as a grim initiation to policework after discovering the first body. "I still remember every detail, each victim under the tower, waiting to be discovered after the stroke of midnight. Sometimes I still wake up when the grandfather clock chimes twelve, thinking I'll find a body at my feet."

City Homicide still maintains an open file on the murders, revisiting the clues and information on the first of July, every year. Although no new information has been gathered for some time, they still retain hope that a new break in the mystery is possible. "We haven't forgotten," Naz sternly warns the unknown assailant. "And the dead have an even longer memory."

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Introducing the Tough Guy (Tough Lady)

Think you're a hard man, baby? Walking the streets requires more than just taking a few punches. A real tough guy can dish it out as well as he can take it. But not all tough guys rely on sheer physical strength, some of these brothers have embraced the ways of kung fu using their speed and training to dish out plates of whup-ass to anyone standing in their way.

Tough Guys (or Tough Ladies) are stand up fighters and can have many different backgrounds, from bare-knuckled brawling in the Southwest to being small-time racket muscle in the City. They may not seem like the smartest guys in the room, but don't underestimate them. The first rule of Sweet Science is to not get hit in the face... and that's a pretty smart idea.

Example:

In the City, everyone knows about the legendary luchador philanthropist - El Fantasma! Whether he's traveling the world in international adventures, fighting in the squared circle with his valet, Mini-Fantasma at his side or behind the bank president's desk of The Bank of Santo Domingo, one shout of his battlecry "¡HECHO EN MEXICO!" means El Fantasma is ready to rumble! ¡ARRIBA!

Creating a Tough Guy

To create a Tough Guy, choose a **name, look, Story, moves, Buzz, Hooks** and **Gear**.

Suggested Names

Brock, Rocky, Jake, Bruce, Chuck, Tiger, Britt, Katrina, Barb, Maria

Look

Clothes: casual threads, martial arts gi, athletic gym clothes, sweat-stained, slightly ripped

Face: busted up, rugged, square-jawed, hawkish, broken nose

Hair: high afro, long hair, mullet, bowl cut, flat top

Build: lean and cut, thick, barrel-chested, muscular, statuesque, ripped

Eyes: merciless, dark, bloodshot, cotton-eyed, squinty

Tough Guy Moves

You Get:

Hardcore: All Tough Guys start with +1 Might (Max +3).

...and Choose 2:

Stone Cold Crazy: When you Deliver a Beatdown with the intent to kill or destroy your target, inflict +1 harm.

Always Armed, Always Dangerous: In your hands anything becomes a deadly weapon. When you pick up a nearby object to wield as a weapon, roll +Brains.

On a 10+, Pick 3:

On a 7-9, Pick 2:

Then describe the object.

Basic Improvised Weapon (1-harm, hand, clumsy)

- It's heavy (+1 harm)
- It's sharp (+1 harm)
- It can be easily thrown (range close)
- It's long (+area)
- It's not Clumsy (-clumsy)

Bustin' Loose: When you use pure strength to destroy an inanimate object or obstacle, roll +Might.

On a 10+, choose 3:

On a 7-9 choose 2:

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

Tougher than Leather: You have +1 armor, either by your choice of kung fu training, special metal bracelets that reflect bullets or maybe you're just too bad-ass to feel the pain.

One at a Time or All at Once: When you are confronted by overwhelming forces (such as a gang) you count as a gang (Small gang, 2-harm) with armor equal to your normal armor rating.

Ain't Got Time to Bleed: When you have more than 4-harm, you suffer no negative penalties (although you still risk additional harm and death at 5-harm or more).

Attributes:

Now that you've chosen to be a Tough Guy, it's time to select your Attributes. Attributes describe the core of your character in **Spirit of 77**. Is your Tough Guy strong? Of course he is. Is he smart? Maybe, maybe not. Your choice of Attributes will determine this, slugger.

Choose one of the following arrays of attributes and distribute them between Might, Hustle, Smooth, Brains and Soul however you want. Keep in mind the moves you've already selected and their associated Attributes and don't forget, *although you can raise an Attribute from 0 to +1 later, you cannot raise an Attribute from -1 to 0 through XP.*

Solid, Jackson: Take one point for every Attribute. Done and done. This is good for getting your Attributes together quickly and into the ring.

1, 1, 1, 1, 1

Right One for The Job: Pick one Attribute as your specialty, and add +2. Choose two secondary Attributes and add +1. This is good when you know you'll be focusing on a specific skill in-game like fighting, but still want to maintain a well-rounded character... for some reason.

2, 1, 1, 0, 0

Achilles Heel: Pick one Attribute as your specialty and add +2. Choose one Attribute you're not so good at and give it -1. Give the other Attributes +1. Hey, even Kareem Abdul-Jabbar couldn't stand bright light in Game of Death.

2, 1, 1, 1, -1

I'm Here for Two Things: Pick the two Attributes you're planning to use the most and add +2. Choose one Attribute you're not so good at and give it -1. Forget the others, you don't plan to back up. Leave them at zero. Now take 'em out!

2, 2, 0, 0, -1

Built for Ass-Whuppin': Looks like you skipped Leg Day, but who cares. Pick the two Attributes you're planning to use the most and add +2. Choose two Attributes you're not so hot at and give them -1. Give the remainder +1 and come out swinging.

2, 2, 1, -1, -1

Check it! - Remember as a Tough Guy you get an additional +1 to Might.

Hooks

- _____ has my back when things get ugly.
- _____ and I grew up together.
- _____ has potential to be something better. I'm going to make that happen.
- I need to protect _____.
- _____ sees a side of me I don't show anyone else.

Gear

Starting cash: \$50

Heavy leather jacket (1-armor)

one practical melee weapon (knife, crowbar, pipewrench etc)

First-Aid kit (2 stock)

or

Starting cash: \$50

Karate gi and belt in your choice of color

2 old school weapons (sword, nunchaku, sai, bo staff, throwing stars)

DID YOU KNOW?

Long before becoming a respected banker, El Fantasma hosted an afternoon Spanish children's cartoon show. One of his biggest "Fantasamigos" was future sleuth Riley Russell who taught himself Spanish by watching the show.

MAN VERSUS BEAST WHO WILL PREVAIL?

Sarasota Ross
PRESENTS

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Introducing the Vigilante

Only three types of people shoot folks on a regular basis, sugar. Cops, murderous psychos and vigilantes, You don't work for The Man, and you ain't no murderous psycho so that must make you a vigilante. Oh I understand, somebody's gotta take out the garbage. But you know what they say about those who fight dragons, baby... sometimes you become one.

Whether it's from stress, frustration or maybe just for weird kicks, the big city occasionally makes people snap and start doling out their own version of street justice, regardless of whether or not they have the legal right to do so. Although they occasionally "clean the streets" through violent beat-downs, it's more common to see a Vigilante brandishing a nasty gun, then disappearing into the night after their actions.

Example:

When she's cool, she's hot. She's the bad-ass Black Cherry Stone, Queen of the Dead-End Streets. Since her CIA boyfriend was mowed down by street thugs, nothing is stopping Cherry from getting a little payback. With her twin Peacemakers and thigh-high boots, Black Cherry is cleaning up this town one bullet at a time.

Creating a Vigilante

To create a Vigilante, choose a **name, look, Story, moves, Buzz, Hooks** and **Gear**.

Suggested Names

Travis, Frank, Bernard, Rupert, Max, Foxy, Jodie, Raven, Helena, Maddie

Look

Clothes: uniform, formal wear, business clothes, army jacket and fatigues, long black trench coat, colorful costume

Face: hard, broken, deceptively youthful, handsome, scarred

Hair: mohawk, afro, crewcut, long hair, mullet

Body: slim, compact, heavy, muscular, thick

Eyes: dark, intense, dead-looking, angry, haunted

Vigilante Moves

You Get:

It's All in the Reflexes: When you use a gun to solve a problem or overcome an obstacle, roll with Something Extra.

...And Choose 2:

Out for Blood: When a Vigilante is in combat, they're not messing around. When you single out a target for elimination and shoot them you do +1 harm.

Feelin' Lucky Punk?: When you successfully Get In Someone's Face, you've managed to scare the hell out of them for good. Roll with Something Extra against them permanently.

Eagle Eye: When you take time to study and observe your target, Roll +Brains.

On a 10+ you identify a weakness and deal +1 harm against that target for the rest of the Scene.

On a 7-9, you spot a weakness but will need to expose yourself or someone else to danger in order to exploit it.

Both Guns Blazing: When wielding a gun in each hand, your attack gains +area.

Wake-Up Call: When you fire a warning shot to get your target's attention, Roll +Hustle.

On a 10+ they stop what they're doing (fleeing, fighting etc) and are shaken, roll with Something Extra on your next move.

On a 7-9 they merely stop what they're doing.

Attributes:

Now that you've chosen to be a Vigilante, it's time to select your Attributes. Attributes describe the core of your character in **Spirit of 77**. Is your Vigilante starting the morning with a hundred push-ups? Or maybe burning the midnight oil to plan their attack? Your choice of Attributes will determine how you're locked and loaded.

Choose one of the following arrays of Attributes and distribute them between Might, Hustle, Smooth, Brains and Soul however you want. Keep in mind the moves you've already selected and their associated Attributes and don't forget, *although you can raise an Attribute from 0 to +1 later, you cannot raise an Attribute from -1 to 0 through XP.*

Ready for Anything: Take one point for every Attribute, and take the safety off. This is good for getting your Attributes together quickly and out on the street in no time.

1, 1, 1, 1, 1

When All Else Fails: Pick one Attribute as your specialty, and add +2. Choose two secondary Attributes and add +1. This is good when you know you'll be focusing on a specific skill in game (like fighting or thinking things out), but still want to maintain backup skills in case the plan goes south.

2, 1, 1, 0, 0

Don't Hit Me There: Pick one Attribute as your specialty and add +2. Choose one Attribute you're not so good at and give it -1. Give the other Attributes +1, and wear your sidearm at all times.

2, 1, 1, 1, -1

True Force: Pick the two Attributes you're planning to use the most and add +2. Choose one Attribute you're not so good at and give it -1. Leave the rest at zero, you'll figure them out later.

2, 2, 0, 0, -1

Pointed in One Direction: Total organization. Pick the two Attributes you're planning to use the most and add +2. Choose two Attributes you deem unnecessary to the Cause and give them -1. The remainder, give +1.

2, 2, 1, -1, -1

Hooks

- Only _____ truly understands what I'm trying to do. I need that around me.
- _____ knows something I need.
- _____ is my best ally in my efforts.
- I used to work with _____.
- I need to act as _____'s protector.

Gear

Starting cash: \$50

Appropriate outfit

One primary firearm

- Magnum (3-harm, close reload loud)
- Shotgun (3-harm close messy loud)
- Sawed-off (3-harm close reload messy loud)
- Submachine Gun (2-harm close autofire loud)
- Hunting rifle (2-harm far loud)

One secondary weapon

- 9mm semi-automatic (2-harm close loud)
- .38 revolver (2-harm close reload loud concealed)
- Many throwing knives (1-harm hand/close infinite concealed)

Say What? - Vigilante vs Vigilantism

"So what's a Vigilante, anyway? You mean a psychopath?"

Here's how to lay it out. A Vigilante is a role focused on using guns to solve problems. Vigilantism is the act of taking the law into your own hands. Many characters partake in vigilantism but only the ones who do it while packin' heat are called a Vigilante. For instance, Batman is a Tough Guy who performs vigilantism but the Punisher is a Vigilante who shoots people in the face.

"So I'm supposed to shoot people in the face?"

Only if they're bad guys.

"How do I know the difference?"

Do you?

Step 2- What's Your Story?

Story is your character's background, their origin, and an additional source of their abilities.

Rap Sheets for your Story can be downloaded at www.Spiritof77game.com.

Big-time sports, cereal boxes and instant replays?

That's an **All-Star**.

Hardened by jailtime for crimes you did or didn't commit?

That's an **Ex-Con**.

No longer a part of the force but still well-trained?

That's a **Former Badge**.

Over-the-top appearance and lifestyle?

That's **Glam**.

Had a quiet upbringing but now living the dream?

Those are **Humble Beginnings**.

Disciplined in the martial arts, mentally and physically?

That's **Kung Fu**.

Got street cred and a slow, easy strut?

That's **One Bad Mother**.

Seen some real combat overseas?

That's a **War Vet**.

Strange gadgets, science fiction and blinking lights?

That's **X-Tech**.

Like your Role, your Story will give you access to certain specialized moves. Some of these moves may add an additional modifier to your Attributes, or give you a unique ability or specialization.

It's All About Being An All-Star

Look at you, you had your face on a cereal box and everything until you had that knee injury. Or was it the time the Man pulled over your Trans Am while you were holding? Fast rise, fast fall, Momma used to say. Now you're picking up the pieces, trying to keep sharp while waiting for a spot in the roster to open.

All-Stars are former professional (or semi-professional) athletes, be they football quarterbacks, Derbyball runners, Olympic decathletes or even scratch bowlers. All-Stars may be past their prime but the skills they learned on the court can be invaluable out on the street.

You Get:

Playing Hurt: Once the adrenalin kicks in, you shift into overdrive. When you've experienced 2 or more +harm, roll with Something Extra for all Might and Hustle rolls for the remainder of the Scene.

...and Choose 1:

Walk it Off, Son: When you berate someone about suffering a minor injury (2-harm or less), roll +Smooth.

- On a 10+ they ignore the damage completely (heal up to 2-harm).
- On a 7-9 they ignore the injury until the end of the Scene.
- On a 6 or less, it really is a big deal and they take 1 additional harm.

Ignore The Crowd: Working under pressure is your specialty. When everything is on the line and only you can overcome the obstacle, roll with Something Extra.

Rope-a-Dope: When you make your opponent believe you are more vulnerable than you really are, Roll +Brains.

- On a 10+ roll with Something Extra against the target for the rest of the Scene.

- On 7-9 you roll with Something Extra on the next attack against the target.

Cheap Shot Artist: You're skilled at sneaking in a dirty hit on the big plays. When successfully Taking a Hit or Getting Out of the Way from a melee attack, deal 1-harm to your opponent.

Hail Mary: When you use a thrown weapon, you may extend the range one distance category (close becomes far, far becomes extreme).

Gonna Fly Now (requires Playing Hurt): Increase one Attribute from +1 to +2.

Eye of the Tiger (requires Playing Hurt): Increase one Attribute from +2 to +3.

It's All About Being An Ex-Con

Where did it all go to Hell for you, baby? Right place, wrong time? Fell in with a bad crowd? Well now you're out, and you know you don't want to go back. But it's so hard to stay clean in these dirty streets. Keep your eye out for the Man and make your way the best you can.

Whether a career criminal or someone wrongfully accused, Ex-Cons have spent time incarcerated - possibly in a state penitentiary for car theft, a federal lockup for racketeering, or maybe an overseas work camp for trafficking contraband. Surviving in prison means learning a lot of skills and making the right kind of friends. Now that you're out in the public again, what are you going to do to stay out of trouble?

You Get:

Friends on the Inside: When you contact your former inmates for information about a crime or a possible criminal introduction, roll +Smooth.

On a 10+, the DJ will tell you something useful about the crime or make the connection.

On a 7-9, the DJ will tell you something that may or may not be useful about the crime, or may require a favor of their own.

...and Choose 1:

Jailhouse Juryrig: Being on the inside makes you learn to make do and repurpose things to get the job done. When you scrounge around looking for a specific item such as a tool or part roll +Brains.

On a 10+ it's not exactly what you needed but it's close enough.

On a 7-9 it can get the job done, but it'll only work once or for a short time.

Jailhouse Tattoos: When Getting in Someone's Face, you can roll +Heat instead of +Might.

Dirty Fighting: When you attack someone with a melee weapon, the weapon gains +armor piercing.

Hold Out: You can conceal objects on your person, whether it's your drug stash, a weapon or a roll of cash. When you're searched, roll +Brains.

On a 10+ you may conceal up to three items with the concealed trait or one item without it.

On a 7-9 you may conceal up to two items with the concealed trait.

On a 6- you may conceal one item with the concealed trait.

Beautiful Disaster: The worse you look, the hotter you seem. For every harm you take, you gain +1 Smooth. When the damage is healed, the additional Smooth is lost.

Discreet About Heat: You know how not to get caught (most of the time). When a move would normally cause you to gain Heat, Roll +Smooth.

On a 10+, you receive no Heat.

On a 7-9, you receive one less Heat or no heat if you're willing to pay the DJ's price.

Repeat Offender (Requires Friends on the Inside): Increase one Attribute from +1 to +2.

Career Criminal (Requires Friends on the Inside): Increase one Attribute from +2 to +3.

Say What? - Former Badges and the Law

"Why can't I play a Current Badge?"

In 1977, the judicial system is pretty screwed up. Police corruption is rampant, and good people get ground down by the wheels of bureaucracy and graft. Eventually, a character has to make a choice of whether they want to work for the Man or be on their own. Remember the end of Dirty Harry, when Clint Eastwood throws his badge into the river in disgust? This is what happens afterward.

"You mean I get a monkey?"

If you want one, sure.

It's All About Being A Former Badge

They say there's a choice every cop needs to make after he's been on the street long enough to see the way things work out here - upholding what's right and upholding the law. But we all know that its hard to do both, don't we? Ain't no crime to walk away, as long as you know where you're going.

City police, county sheriffs, federal agents and even parole officers, you once worked for The Man. You've been trained to uphold the law, but now that you're out of the force how will you apply those skills?

You Get:

Friends on the Force: Former cops still have contacts in the local law enforcement department. When you deal with local police, roll with Something Extra.

...and Choose 1:

Packing Heat: Former Badges have practical experience on the firing range with their weapons, which provide a range bonus to pistols - When firing a pistol you may extend the range from close to far.

The Frisk: Former Badges still know how to check for weapons or other items hidden on a person, even if they no longer have the right to search them. When you search for something hidden, roll with Something Extra.

Last Boy Scout: When you act to protect a civilian that cannot protect themselves, roll with Something Extra.

License to Carry: Any pistol weapon you own is licensed, you can not be busted for having it in your possession and will be allowed to carry it in most public places.

Smell Like a Straight: When you are about to receive Heat from the DJ, roll +Soul.

On a 10+, negate 1 Heat.

On a 7-9, the Heat is transferred to another character.

Promotion (Requires Friends on the Force): Increase one Attribute from +1 to +2.

Gold Shield (Requires Friends on the Force): Increase one Attribute from +2 to +3.

It's All About the Glam

Pretty is as pretty does? Yeah, only ugly people say that. Takes a special kind of something—something to always be the shining star in a dark kind of night. They don't hate you because you're beautiful, but you're beautiful 'cause they hate you. Eat your heart out, small-timers.

Glam is more than just face paint and a sequined outfit with an outrageous attitude, it's an enigmatic force that surrounds us, binds us together and makes the world a funky place. Or maybe it's just a lot of smoke and mirrors, glitzy clothes and greasepaint. No matter its source, the power of Glam has spread throughout the world and taken on a life of its own. You've got a touch of the Glam, what will you do with it?

You Get:

Who Looks Fabulous?: By adopting a Glam lifestyle, your character has an outward appearance more extravagant than others. While you are wearing your Glamorous Wardrobe, anytime you are called upon to roll +Smooth you can roll +Soul instead.

...and Choose 1:

Sparkle Motion: By spinning around in a circle, you have the capability of changing your clothing from your normal fabulous threads to a more conservative appearance, complete with eyeglasses. In this new appearance, you are unrecognizable compared to your former self until you change back.

Toast of the Town: When you announce your presence in the beginning of a Scene, roll +Smooth.

On a 10+, everyone in the Scene stops what they're doing to pay attention to your big entrance.

On a 7-9, you can pick one person who stops and pays attention.

Mind Reader: The powers of Glam give you an insight into people you talk to. You may roll +Soul instead of +Brains when Giving Someone the Third Degree.

That Ain't Right: The Glam has given you an unsettling presence to be around. When you make a show of freaking people out to intimidate them, roll+Soul.

On a 10+, hold 3.

On a 7-9, hold 1.

Spend 1 hold to roll with Something Extra on social moves during this Scene.

Superfly: Fire, explosions, machine-gun fire, it doesn't matter - you always keep your cool. No matter what happens, you, your hair and your clothes always look perfect.

Dazzling Comeback: When you've been disabled, restrained, knocked unconscious or otherwise taken out of the fight, raise your hand, point to the sky call upon the power of glam and roll+Soul.

On 10+, you recover enough harm to keep fighting, stand up, or break your bonds and roll with Something Extra for the rest of the combat.

On a 7-9, you recover enough harm to keep fighting, stand up or break your bonds.

One of the Pretty People (Requires Who Looks Fabulous?): Increase one Attribute from +1 to +2.

Starchild (Requires Who Looks Fabulous?): Increase one Attribute from +2 to +3.

DID YOU KNOW?

At last year's New Year's Eve Ball at the Savoy Grande, fashion designer Cashmere caused quite the stir among the City elite when she arrived with Derbyball player Jason Thunder as her date. Luckily, Jason's Armani tuxedo was tailored perfectly (thanks to Cashmere).

It's All About the Humble Beginnings

Oh I've heard it before, baby. Leaving the small town for the bright lights of the City. Whether you came from the cornfields or upstate, this is a new education you're about to receive. But you best be careful, poor little greenie. There's no make-up finals when you're getting schooled in the street.

You didn't grow up on the mean streets of the inner city, or lug a machine gun through a southeast Asian jungle, and you don't know the first thing about robots and ray guns. You might have spent your youth on a farm in the country, or a three bedroom ranch house in the suburbs, but that doesn't mean you don't know a thing or two. Now you're in the big city and you've got plans.

You Get:

Heart On Your Sleeve: Underneath it all, you're still a good person. Roll with Something Extra when you do something to help a civilian.

...and Choose 1:

Hard As a Coffin Nail: When you Take a Hit roll with Something Extra. Additionally when you roll 7-9 to Take a Hit, and choose to avoid all damage, you select the result instead of the DJ.

Squeaky-Clean: You've worked hard to maintain a wholesome image to the public. The DJ must use double Heat to affect you.

He Looked So Normal: When you try to get lost in a crowd or hide in plain sight, roll with Something Extra.

Girl(or Guy) Next Door: Because of your wholesome appearance and "Well, gosh" demeanor, you can usually get people to open up to you. When Giving Someone the Third Degree you gain one extra hold, even on a failure.

Wingman: When you give a friend a much needed hand, roll with Something Extra to Help a Brother Out.

Beginner's Luck: When gambling or otherwise relying on chance to determine success roll with Something Extra.

Clean Living (Requires Heart on Your Sleeve): Increase one Attribute from +1 to +2.

Saint in the City (Requires Heart on Your Sleeve): Increase one Attribute from +2 to +3.

It's All About Kung Fu

Aye-Keedo, Karate, Jeet Kune Do, it's all greek to me baby. You've spent years of your life training and practicing to master the martial arts. Your body is a weapon and your mind is serene, hopefully that will be enough in the mean streets.

Urban samurai, wandering monk or even Special Forces killer, you've spent most of your life training and developing your body into a weapon. You know a variety of kung fu techniques that make you a danger to anyone standing in your way.

You Get:

Way of the Fist: When you utilize a Kung Fu technique instead of brute force, you may roll +Hustle instead of +Might.

...and Choose One:

Thousand Points of Silence: When you strike a pressure point on your opponent roll+Hustle.

On a 10+ they are paralyzed until the end of the Scene unless you release them.

On a 7-9, a part of their body (your choice) is paralyzed until the end of the Scene unless you release them.

My Body is a Temple: Through fasting and meditation you have learned the ability to expel toxins from your body. When you meditate to eliminate the effects of exposure to poison, drugs, alcohol or other substances roll +Soul.

On 10+ you suffer none of the effects.

On 7-9 you can choose one:

- Suffer half the effect
- Delay the effect for the rest of the scene.
- Shake off the effects in half the time.

Floating Cherry Blossom: You have mastered superhuman acrobatic techniques that allow you to jump and fall great distances as well as slowly traverse incredibly fragile and precarious surfaces. You can easily jump or fall one story or walk across delicate surfaces (fresh snow, china teacups, clotheslines) without making a roll. Jumping or falling longer distances or running across delicate surfaces will require a +Hustle roll.

My Hands are Deadly Weapons: You have learned advanced hand to hand techniques, when you roll 12+ while Delivering a Beatdown, select two options from the list. Also choose one additional technique:

- **Dragon's Fist Technique** - Your basic unarmed damage is 1-harm.
- **Mantis Form Technique** - Your unarmed attacks gain the range close.
- **Serpent Strike Technique** - Your unarmed attacks gain the armor piercing trait.
- **Crane Form Technique** - Your unarmed attacks gain the area trait.
- **Tiger Form Technique** - Your unarmed attacks gain the forceful trait.

Note: When leveling up you may take this move more than once, selecting a different option each time.

Fortune Cookie Logic: When trying to Free Your Mind, no extra chemical assistance is required outside of taking several minutes to meditate on the situation and when rolling 12+ you may ask a second question of the DJ.

Zen Awareness: When you take action while in the dark, blinded, or with your eyes closed, roll +Soul.

On a 10+ you can act normally.

On a 7-9 you can act but you may have missed something important around you.

Spirit of the Dragon (Requires Way of The Fist): Increase one Attribute from +1 to +2.

Be Like Water (Requires Way of The Fist): Increase one Attribute from +2 to +3.

DID YOU KNOW?

Dragon Lady Ming Su is the only Kung-Fu master to be featured in a Mistress Sparkle-cake advertisement. (In comic book form, of course.)

It's All About Being One Bad Mother

You're so cool. You're a complicated soul, only understood by your lover. Whether you come from the mean streets of Chicago, Spanish Harlem or Philly, it's all the same - you started hard from the wrong side of the tracks and do what it takes to survive. You're bad...and reeeeeeal good at it.

Bikers, brawlers and bad asses. Doesn't matter your nationality or gender, being One Bad Mother is as much about having a reputation for kicking ass as it is knowing how to back it up. Either from fear or respect, when you walk down the street, people get out of your way. Whatever you do, you do it with style and finesse. You treat your enemies with relentless brutality and your lovers with red hot passion. You're not just from the streets, you are the streets.

You Get:

Power to the People: The Man doesn't like you but the people do - When interacting with civilians, roll with Something Extra if you have any Heat.

...and Choose 1:

I Heard You Were Dead: When you meet someone important, roll +Smooth.

On a 10+, they've heard of you and you roll with Something Extra for the rest of the Scene when dealing with them.

On a 7-9, They recognize you but you only roll with Something Extra on the next roll.

Drink You Under The Table: When resisting the effects of alcohol, drugs or other illicit substances roll with Something Extra.

It's A Promise Not a Threat: It's common knowledge that you don't bluff. When you roll a 12+ when Getting in Someone's Face, you choose two options and the DJ chooses zero options from the list.

So Hot You're Cool: You wear trouble like a pair of Ray-Bans. When the DJ spends Heat against you, roll with Something Extra on your next move.

Sex Machine: When you seduce someone using the Get What You Want move and roll a 12+ the target not only gives you what you desire, but they become a permanent ally.

Superbad: When you kill, incapacitate, disable or otherwise violently eliminate an opponent you may make an immediate follow up attack against a different valid opponent.

King of the Corner (Requires Power to the People): Increase one Attribute from +1 to +2.

Movin' Uptown (Requires Power to the People): Increase one Attribute from +2 to +3.

It's All About Being A War Vet

Welcome back, soldier, now that you've rotated back to the world. Whether it was two years or 24 hours ago, you can still close your eyes and imagine yourself back in the shit. Nightmares still bugging you, baby? I'm so sorry to hear that, best I can do is play you a song...

Whether it was Vietnam, Korea, Normandy or some battlefield no one's heard of, you've been in the thick of it, watching bullets fly and good men die. War Vets have learned a lot of skills and made a lot of friends in the service. But now they're stateside and trying to rebuild their lives.

You Get:

I Got a Buddy...: You've served with people all over the country, when you call upon an old military buddy to do you a small favor describe how you met and roll +Smooth.

On a 10+, your friend can get you specialized access to information, minor supplies a place to stay or other items determined by the DJ.

On a 7-9, it's going to cost you or you're not going to get exactly what you want.

...and Choose 1:

Crazy Brave: When you lead the charge into combat, those you lead can add your +Soul bonus to their next action.

Regular at The VA: War Vets have access to veterans administration medical services. When you go to the VA hospital for medical attention roll +Brains.

On a 10+ take all 3:

On a 7-9 pick 2:

On a 6- pick 1:

- You get in without waiting
- You don't have to pay for care
- No questions were asked

Motor Pool: Thanks to your time in the Army and jury-rigging jeeps in hot situations, when you try to repair a vehicle without the proper tools, roll +Brains.

On a 10+, you manage as if you had a fully stocked toolbox.

On a 7-9, you're missing something critical - the repairs are temporary and could give out at any time.

Brothers in Green: When you meet someone else who served in the military, roll +Soul.

On a 10+, you've got friends in common - roll with Something Extra on social interactions with this character permanently.

On a 7-9, you reminisce about your time in the service. Roll with Something Extra for the rest of the Scene.

Army Medic: When successfully using first aid on a seriously wounded character, heal 1-harm as well as stabilizing them.

No Man Left Behind: When helping a wounded comrade, you can choose to roll+harm (the number of harm they have taken) instead of +Hooks to Help A Brother Out.

Second Tour (Requires I Got a Buddy...): Increase one Attribute from +1 to +2.

Earned Your Stripes (Requires I Got a Buddy...): Increase one Attribute from +2 to +3.

DID YOU KNOW?

Despite their differences, swingin' ladies man Brock Chestwell and private detective John Sampson P.I. served together in Vietnam. They both have matching lighters engraved with the words, "GET SOME". (It means something different to Brock, though.)

It's All About The X-Tech

Only people with no imagination stop at the final frontier, my babies. Nah, It's the smart kids who earn the coolest toys. Computers that can fit on your desk? Orbiting space satellites? And Eight-track cassettes in every car? What on Earth and beyond are you space cadets going to think of next?

Robots and bionic men, phone phreaks and computer geeks. The future is right in front of us and X-Tech is the way to get there. X-Tech characters have expertise in the super-science that's starting to escape the private labs and government research centers where it's being developed. Be careful not to singe your eyebrows off.

You Get:

X-Tech Expert: When working with X-Tech, roll with Something Extra.

...and Choose 1:

Bionics: You have been rebuilt, better than you were before. Thanks to high-tensile steel in your body framework you automatically have an additional health level, meaning it takes 2-harm to leave you Bruised. In addition, choose one augmentation:

- **Extendable Limbs** - Your limbs are mechanical and can extend or stretch, allowing you to reach across rooms, or step over obstacles. Your melee attacks may be extended to a range of close.
- **Bionic Muscles** - Your muscles have been replaced with mechanical motors. You can run faster, and jump higher as well as lift, push, pull or throw weights greater than a normal person. When utilizing your Bionics to exceed human physical capabilities, roll with Something Extra.
- **Bionic Eye** - You have a bionic eye that gives you telescopic vision and allows you to see as well in darkness as you do in daylight.
- **Healing Factor** - You've received advanced micro-medical-accelerator treatment. You automatically stabilize any serious wound.
- **Metal Teeth** - You have metallic teeth and bionic jaws, you can bite through most anything you can fit in your mouth.

Note: When leveling up you may take this move more than once selecting a different option each time.

Strength Serum: When you consume your radioactive strength serum, roll+Soul.

On a 10+ gain +2 Might for the remainder of the scene.

On a 7-9, gain +1 Might and suffer from a side effect determined by the DJ.

Gremlin: Maybe your bio-rhythm is off or you're negatively ionized. When X-Tech is used directly against you, Roll +Soul.

On a 10+, the device fails to work for that Scene.

On a 7-9, the devices' effect is lessened.

Prototype: One of your Things has been enhanced with X-Technology, giving it abilities/qualities beyond the norm. (see X-Tech: Prototype)

Hot Tech: You've got connections in the X-Tech black market. When trying to acquire a piece of advanced technology, roll +Smooth.

On a 10+ it's available at a normal price.

On a 7-9 it's available but the cost is exorbitant.

We Can Rebuild Him (Requires X-Tech Expert): Increase one Attribute from +1 to +2.

Better, Stronger, Faster (Requires X-Tech Expert): Increase one Attribute from +2 to +3.

DID YOU KNOW?

High school detective Riley Russell first met Corrina Vanderbilt during The Case of the Red Handed Handbag. Although Riley proved Corrina was the thief, he also proved to the court she was not guilty in the murder of jewel store owner, Barry Lamens.

Step 3 - Choose Your Buzz

Your character's Buzz is the one- or two-word motivation that drives your character, which can be elaborated upon as part of your character creation. Although it can be as complex as the players want to make it, it needs to be succinct enough to fit into the following catchphrase:

"In a world gone mad, [Character name] is looking for [Buzz]."

"In a world gone mad, John Shaft is looking for Payback."

"In a world gone mad, The Warriors are looking for Escape."

"In a world gone mad, them Duke Boys are looking for Adventure."

A character's Buzz may occasionally conflict with the best intention of the player or group, but that's where the fun begins. Your Buzz may cause you to act irrationally, but acting in accordance with your inner motivations is always a better option than rational, logical thinking. At the end of every game session, the DJ can award XP when players act in accordance with their Buzz, especially for extreme situations. (Because who doesn't like wacky antics).

Example:

For her Good Old Girl, Shannon has selected Thrills as Jolene's Buzz. During gameplay, Jolene volunteers to distract two cops while Shooter McQueen and Klaus Trauma break into the Wolkov's Wonderland toy factory. To do so, she sneaks over to their patrol car, hotwires the ignition and takes off at top speed. "I've always wanted to do this!" Jolene exclaims as she drives off, leading the rest of the City's patrol cars on a wild goose chase. At the end of the game session, the DJ awards Shannon an additional XP for her efforts.

In the parking lot of the Double Deuce Saloon, Doghouse Rawlins and Big Jon Pendelton are approached by that bastard Francis Clayton (the dirtiest cop in town) about a lucrative proposition involving some stolen cars in the police impound lot. Doghouse's Buzz is all about Payback, and wants to tell Clayton where he can stick those cars. Big Jon, however is all about the Cold Hard Cash, and is willing to hear the offer out. After Clayton leaves, Doghouse fumes at his partner, while Big Jon reminds Doghouse about his back alimony payments for his ex, Lucille.

Buzz - Pick 1 and add to your Rap Sheet:

Adventure - You seek new experiences, you want to see the world and everything it has to offer. Gain experience in any session where you travel someplace new or meet new people unlike anyone you have met before.

Cold Hard Cash - For whatever reason you need money, and lots of it. Gain experience in any session where you successfully earn cash by applying your abilities.

The Crown - You seek to better yourself through martial supremacy. Gain experience in any session where you overcome a superior foe in single competition.

Escape - You want to leave your old lifestyle behind. Gain experience any time you take actions that distance you from your past.

Fame and Glory - You seek fame and glory and everything that comes with it. Gain experience in any session where you grandstand, or otherwise promote yourself to others.

Honor - You live by a code that requires adherence at all times. Gain experience in any session when you successfully put that moral code above your wants and desires.

Justice - Not only does crime pay, it pays too well. Criminals get away with too much and your goal is to stop them. Gain experience in any session where you cause a criminal to get what they deserve.

Love/Lust - Love in this world is hard to find, sometimes lust will have to do. Gain experience in any session where you successfully gain something through the use of seduction.

Payback - You've got a score to settle, and somebody is going to pay with blood. Gain experience in any session where you advance towards confronting your target.

Peace of Mind - You are haunted by your past that plagues your dreams and preoccupies your thoughts. Gain experience in any session when you successfully take actions to resolve the experience or put it past you.

Redemption - It's hard to overcome the mistakes of the past, especially the big ones. Gain experience when you take steps to put things right.

Respect - You want to be a big shot, everyone should know your name. Gain experience in any session where you are recognized in a positive light by others.

Thrills - Life is one big thrill ride. Gain experience in any session where you do something just to see if you can succeed.

The Truth - The streets are full of secrets and you know just where to find them. Gain experience in any session where you uncover something about the world and reveal it to others.

Vindication - Somewhere in your past you developed a bad reputation, either fairly or unfairly earned. Gain experience when you successful disprove that stigma.

Step 4 - Sharpen Your Hooks

Your hooks with other characters represent the previously formed relationships that bind your group or characters together. Although you can start a new game of **Spirit of 77** with your characters first meeting, it's usually a lot faster to establish relationships at the start and then get right into the action.

Me and You and a Dog Named Boo - The Value of Hooks

Hooks are utilized in a couple of ways during gameplay - they initially give you a reason to be working with each other. You're not just a bunch of folks who met in a bar, even if that's how you initially met. Just like in life, everyone has a web of relationships that keep the group "hooked together".

Hooks are also vital in Helping a Brother Out, the Basic move that lets you lend support to a fellow player. Although you can always take actions to help someone, there's a greater advantage if you have at least one Hook with the target. Helping A Brother Out means committing yourself to the other person's success or failure.

Example:

El Fantasma has a Hook: "Riley Russell is fragile and needs protection." When Riley is attacked by an angry gorilla, El Fantasma attempts to Help a Brother Out and push Riley out of the way. After El Fantasma makes a successful roll to help Riley out, Riley rolls with Something Extra to Get Out Of The Way.

Hooks are also part of character advancement - you gain XP at the end of a Session if you've upheld at least one of your Hooks during gameplay.

You also gain additional XP in a Session when you manage to resolve a Hook with another player and replace it with a new one. For a Hook to be resolved, both players and the DJ must agree that it no longer applies.

Example:

While tallying up XP at the end of the Session, El Fantasma points out he upheld his Hook with Riley Russell by protecting him from the mad gorilla thus earning 1 XP.

Corrina Vanderbilt has a Hook with Johnny Valentine - "I want Johnny to get his big break." After arranging an exclusive headlining gig at Rajah's Ballroom, Corrina and Beau consider the Hook resolved, gaining Corrina 1 XP.

Writing Good Hooks

In the description of each Role, we've provided a list of example Hooks, but don't let that limit your choices. The best Hooks are tailored to your character and the characters in your group.

Writing a good Hook can be tough, especially when starting a new Campaign. Good Hooks not only bind two characters together, they tell a tiny story of their own - they let you expand and build out more aspects of both characters.

Example:

Beau Dupree has a hook with Big Jon Pendleton, "I owe Big Jon money." Throughout the campaign it's revealed that Beau owes Big Jon money for car parts he "acquired" from Big Jon's Junkyard.

Hooks don't have to be permanent relationships. They can be resolved, changed or updated during the game. And remember, resolving a Hook is rewarded by the gaining of an XP.

Example:

With Big Jon's help, Beau Dupree wins the Colonel Roscoe's All-American Road Rally Roundup and uses some of the prize money to pay back Big Jon for the parts he pilfered (even throwing in an ice cream sandwich for Jon's dog, Winston). At the end of the Session with the previous Hook resolved, Beau replaces it with a new Hook - "Big Jon can always be trusted in a pinch".

Hooks don't have to be positive, it's possible to be at odds with someone and still be hooked to them in some ways. We've all known that person who's a jerk, "but they're our jerk damnit!" Just remember at its heart, **Spirit of 77** is an action-adventure game not a soap opera. Hooks are meant to keep the group together, not put them at each other's throats.

Ideally you should have a full five Hooks after creating your character, that gives you the most opportunities both to Help a Brother Out and to gain XP. But don't worry, you can always add a new Hook at the end of a Session.

Hooks define your Character's relationship with another character in the group. That relationship does not have to be reciprocated (there are a lot of one-way relationships out there). Hooks also allow you to Help A Brother Out - for every Hook shared with the target player, add a +1 to your dice

roll - It's always easier to help someone out that you know and care about, even if you just care about keeping an eye on them.

Following your Hooks also gives you XP at the end of a game session, provided you've been acting in accordance with your Hook. Sometimes you may want to punch another character square in the throat, but if you kept your cool because your Hook dictates differently, the least we can do is offer you an XP for your trouble (even if he started a major street brawl by poking someone in the eye).

Every character needs to start with at least one Hook with at least two other characters that will indicate how they will be interacting with one another. Players can have more than one Hook with another character, provided the Hooks don't contradict one another (although good role-play can justify wanting to protect another character while desperately wanting to beat the crap out of them at the same time). Players can have a maximum of 5 Hooks with the other players, and can also be developed or expanded upon when working with the DJ to Lay it All Down.

Example:

As a Hook, El Fantasma "doesn't think Riley Russell has what it takes to survive in this world, I should protect him." Because of this, El Fantasma tends to be over-protective toward Riley, especially in combat situations. During a fistfight with X-Tech-powered robots in the Amazo Waxworks, El Fantasma foregoes the opportunity to capture the mad scientist Dr. Schadenfreude once and for all, in order to protect Riley from being overwhelmed by the robotic wax figures of Sonny and Cher.

After hearing Johnny Valentine's rendition of "Malaguena Salerosa" at a Mexican restaurant, El Fantasma vowed he would do whatever it took to get Johnny a record deal. When El Fantasma finds out that record producer Whitey Deluca is having dinner at El Guapo Mexican Cantina he bribes the mariachi band with some autographed T-shirts and dresses up in their costume to help Johnny perform the song in their place. ¡Viva El Mariachi!

Step 5 - Pick Your Stuff (Thangs and Gear)

Obviously you need some equipment, and luckily we got some for ya. Stuff breaks down into two categories:

Thangs - Unique items that are a permanent compliment to your character (including people, pets and objects).

Gear - Replaceable items that equip your character but without a special attachment or quality.

It's Your Thang

Characters can have exceptional features or resources that can transcend their Story or Role. Those items, or "Thangs," are those little extras that add the cream in the moonpie.

An Automatic Thang

Each character starts with one Thang, which is a permanent part of what makes your character who they are and as such they can never be permanently lost, stolen or destroyed. No matter what happens, somehow your Thang will return.

Example:

Beau's Thang is a Sweet Ride, his '71 Hemi Cuda "Traveller." After it gets thrown in the river by a robotic gorilla everyone is surprised to see Beau driving it again next week, good as new. When asked about it, his response was simple: "I got really good insurance."

In addition to your automatic Thang, at any time you are given the option to choose a move during Character Creation or Advancement, you can may choose an item from the Thang list instead.

Say What - What's In a Name?

The General Lee, Clyde, Lucille, Mjölnir; Thangs are more than mere objects, they're part of your character and they deserve a name. Give them a good one.

Choose One:

Animal Companion: Whether it's a well-trained hound dog, a talking parrot or a belligerent ape, you've acquired an animal that travels with you. Name and describe your animal companion to the DJ.

When you give your Animal Companion a command in a stressful situation, roll +Smooth.

On a 10+ pick 3:

On a 7-9 pick 1:

- Your companion obeys immediately.
- Your companion is not harmed or hindered.
- Your companion performs particularly well.
- Your companion performs happily.

Aptitude: You're especially practiced, trained, or talented at something that is not reflected in your stats. Pick a skill, profession or area of expertise, when rolling for this skill you are always treated as having the appropriate Attribute at +2.

Assistant: A faithful butler, wisecracking secretary or maybe a reluctantly helpful family member assists you. Unlike a sidekick, an assistant doesn't normally go where you go. Instead, assistants work off-screen to help you accomplish goals in multiple places at once.

Bidness: A dive bar, a towing service, or a family restaurant, You've set up shop that gives you a permanent location to do business, along with a couple extra bucks in your pocket -you start every game session with at least \$40 in the till. This place of "bidness" can either be associated with your Story or Role (e.g. gymnasium for All-Stars), or can be completely removed (e.g. key shop, photo booth, etc.).

Connections: Whether on the streets, in the clubs or among the rich and famous you know people, and people know you. When you reach out to an old friend for information, roll +Smooth.

On a 10+, you know just the guy and the DJ will give you some useful info.

On a 7-9, you know a guy but the info will cost ya.

Credentials: You are a professional and you have the paperwork to prove it. You can choose to be a licensed Private Investigator, a member of the Press, a bail enforcement agent or something similar. These credentials will often allow you access to people, services, and locations that would normally be off limits.

Fame: Something you've done has made you famous to some small degree. Fame can be a double-edged sword, you can never predict if it will bring you positive or negative attention.

When you encounter someone for the first time who may have heard of you roll +Soul.

On a 10+ they have heard good things about you and you can roll with Something Extra on your next roll dealing with them.

On 7-9 they have heard of you but nothing specific.

Lab/Workshop: You have a workspace dedicated to your profession. This might be a machine shop where you fabricate race cars, a recording studio, or even a crime lab. Describe what your workspace is used for to the DJ.

Sidekick: Whether it's your plucky little sister or the orphan kid you caught picking your pocket, you've got a sidekick who follows you around emulating everything you do. Sidekicks can be useful in a fight, but they can also become a target. Name and describe your Sidekick to the DJ.

Signature Weapon: You have a weapon or other piece of equipment that has been custom tailored for you. Choose a commonly available weapon or other piece of gear, then add, remove or exchange one trait on that item.

Skilled Doc/Lawyer/Tech/Mechanic on call: You've got a companion who is always available to patch you or your Gear up. Choose a Medical, Legal, Technological, or Automotive professional who is always available, works for free and never asks questions.

Special Instrument: You've either found, purchased or built the perfect music instrument for yourself. Work out with the DJ what makes it special.

Sweet Ride: You've acquired a really great car, truck or bike (or in the case of the Good Old Boy, an additional one). Choose a type of vehicle, describe its make, model and appearance, and you can add, remove or exchange one of its traits (see Vehicles under Gear).

Wealth: Through an inheritance, investments or just a lifetime of non-stop hustling you've acquired a considerable amount of money. You drive luxury cars, live in a swank pad and eat the finest foods. Most of your wealth is tied up at any one time so you can't buy just anything but you start every game session with at least \$100 in your pocket.

Say What? - For the Love of Money

"How come I can't buy this other stuff with a whole lot of money?"

Clever idea, but money can't necessarily replace the experience of getting something that stands out from the rest. Wealth can get you a butler for example, but it won't get you someone like Alfred Pennyworth- a consistently loyal, highly skilled confidante that you can trust with your life over and over in your midnight pursuit of justice. Same goes for a Sweet Ride - you can buy a nice car, but it won't have the specialized improvements that give it that extra something. And Fame bought with money never lasts and will often backfire. Ask Rula Lenska.

"Who?"

Exactly.

Gear

Gear includes all the personal equipment your character uses to fulfill their role. This can include weapons, armor, tools, clothes and any other useful knick-knacks you carry around. When starting out, there is a suggested selection of gear included with your Role in order to get you playing as quickly as possible. If you want something that isn't already on the list, work with your DJ while Laying it All Down to make changes. If you're looking to acquire new gear during gameplay, the downtown department store probably has everything you're looking for.

Ammo, Fuel and other Expendables

Men and women of action don't have time to keep track of how many arrows are in their quiver or how much fuel is in the tank. Except for justice, nothing mundane is really scarce in 1977 so there's no need to spend time keeping track of minutiae. If the DJ thinks it's important to the story that you run out of gas or bullets (usually as a DJ move), they will let you know. Obviously the Fiction comes first, and items like explosives, heavy ordinance or X-Tech ammo may be of limited supply.

Basic Equipment

Here is a short list of items a character might start with:

- Armor
- Commonly available weapons
- Old school weapons
- Big time weapons
- Kits and repair equipment

Armor

Armor helps you keep your insides on the inside and not spilt all over the floor. Unless otherwise stated, you can not get the benefits of more than one worn piece of armor at a time.

Motorcycle jacket (1-armor)

Leather chaps (1-armor)

Bomber jacket (1-armor)

Flak jacket (1-armor)

Racing suit (1-armor, fireproof)

Firefighter's suit (2-armor*, fireproof) *armor applies to fire damage only

Riot gear (2-armor, heavy)

Commonly Available Weapons

It's fairly certain you'll need some protection on the mean streets, luckily these types of weapons are available at the local sporting goods store.

Blunt Weapons

Club, hatchet, baton, ball peen-hammer, crowbar, huge wrench or other heavy smashing weapon (2-harm hand, messy)

Boxing gloves (1-harm, hand, stun)

Brass knuckles (1-harm, hand, concealed)

Sharp Weapons

Big knife (2-harm, hand)

Switchblade (1-harm, hand, concealed)

Straight razor (2-harm, intimate, concealed)

Machete (3-harm, hand, messy)

Throwing knives (1-harm hand/close, infinite, concealed)

Handguns

.38 revolver [Smith and Wesson Model 10, Colt Detective] (2-harm, close, reload, loud, concealed)

9mm semi-automatic [Beretta 92, Walther P38, Browning Hi-Power] (2-harm, close, loud)

Antique pistol [Colt Peacemaker, Colt Navy] (2-harm, close, reload, loud, unique)

Magnum [Colt Python, Smith and Wesson M29] (3-harm, close, reload, loud)

Rifles

Antique rifle [Winchester 1873, Henry repeater] (2-harm close/far, loud, two-handed valuable, unique)
Sawed-off shotgun (3-harm, hand, reload, concealed, loud, messy)
Hunting rifle (3-harm, far, loud, two-handed)
Shotgun (3-harm, close, loud, messy)

Other

Molotov cocktail (2-harm, close, area, fire, finite)
Mace canister (1-harm, hand, stun, finite)

Old School Weapons

These types of weapons are more unique, both in obtaining and how to use them. They can potentially be acquired from a good karate school or a shady pawn shop.

Sword (sabre, katana, broadsword, etc.) (3-harm, hand)
Nunchucks (2-harm, hand, concealed, dangerous)
Sai (2-harm, hand, precise)
Staff (2-harm, hand, area, two-handed)
Chain (2-harm, close, area, clumsy)
Kama (2-harm, hand, messy)
Throwing stars (1-harm, hand, infinite, concealed)
Hunting bow or crossbow (2-harm, close/far, two-handed)

Big Time Weapons

Looking to get your hands on street howitzers like these? Good luck without special contacts in either the military or the underworld. *Word of caution: Pulling one of these out will definitely raise your chances in gaining Heat should things go wrong.*

Submachine gun [Tommy Gun, M3 Grease Gun, MP40, Sterling] (2-harm, close, autofire, loud)
Assault rifle [M16, AK-47] (3-harm, close, autofire, loud, two-handed)
Hand grenade (3-harm, close, area, loud, messy, finite)
Machine gun [M-60, M1919] (3-harm, close/far, autofire, loud, messy, two-handed)
Grenade launcher (4-harm, close/far, area, loud, messy, two-handed)
Rocket launcher (4-harm, far, reload, area, loud, messy, heavy, two-handed)
Flamethrower (3-harm, close, area, fire, dangerous, messy, two-handed)
Silenced sniper rifle (3-harm, far, armor-piercing, two-handed)
Silenced 9mm (2-harm, close, concealed)

Weapon Traits

Weapon traits are neither “positive” or “negative”, they are inherent characteristics of the weapon itself. A weapon’s trait can work in both directions - for example a two-handed firearm can be used more effectively as a melee weapon in a pinch, but is not easily concealed or hidden. In the event of DJ shenanigans (either as a DJ move or as a consequence involving a partial success), any weapon’s trait may be used as a negative based on how nasty your DJ plans to be.

Area - Either through a wide arc of fire or an explosive burst of shrapnel, the weapon affects everyone in an area.

Armor Piercing - Weapons with the armor piercing trait ignore one point of armor. Some weapons may have multiple armor piercing traits which will ignore multiple points of armor.

Autofire - Can be used as an Area weapon but requires reloading afterwards. The police also don’t look kindly on regular citizens using a weapon with this kind of firepower.

Concealed - The item can be easily hidden on your body, in a pocket, or in a waistband. It will not be noticed without a thorough pat down or other directed search.

Clumsy - A clumsy weapon is difficult to hold and utilize, clumsy weapons are prone to being dropped when a miss is rolled.

Dangerous - The weapon can be dangerous to its user as well as its target: On a missed roll dangerous weapons often do damage to their wielder.

Fire - This weapon deals fire damage which ignores normal armor and can light targets on fire dealing continual damage.

Fireproof - Fireproof armor can be applied to fire damage as if it was normal damage.

Finite - This weapon can be used a limited number of times, typically once and is then discarded or destroyed.

Fragile - A fragile weapon or armor tends to break on a failed roll.

Forceful - A forceful weapon delivers massive blows that will knock down or knock back targets.

Heavy - Heavy weapons require a stable firing position; they can not be used while moving. When wearing heavy armor, the user cannot run, jump or move quickly.

Infinite - The item is disposable and you have as many as you need or it can not run out of ammunition.

Loud - Use of the weapon will be heard: It will alert guards, set off sound detectors and bring the police if used in a public place.

Messy - Messy weapons are particularly destructive, especially to people. Evidence of attacks (even misses) from a messy weapon can not be easily concealed.

Precise - The weapon benefits from accuracy more than brute strength, you may use +Hustle when Delivering a Beatdown with this weapon.

Reload - After each use the character must take an action specifically to reload or reset the weapon.

Stun - The weapon deals non-lethal damage

Two-handed - The weapon requires two hands to wield effectively.

Unique - The weapon is unique, it can easily be identified and traced back to it's owner.

Valuable - The item is rare, made of valuable materials or otherwise worth more than most weapons and armor.

Glamorous Wardrobe

Nothing succeeds like excess, and the more outrageous the clothing the better. If your Story isn't about the Glam, a glamorous wardrobe may not improve your abilities directly, but they can make the difference in standing out in the discotheque, catching people's eye while on stage or putting the fear into someone due to your outrageousness. And you'll look cool.

Options include:

- White greasepaint and dark lipstick
- Red, white and blue with large embroidered stars
- Sparkly sequins and satin robes
- A cape
- Tall top hat
- A full face mask
- Vintage Renaissance clothing

Kits

Kits are collections of generic tools, parts and other essential supplies for performing some specific activities the exact contents are determined by the situation that calls for their use. Each kit has a number of stock which represents how many times it can be used before requiring replenishment. While a kit has stock, it's assumed to have whatever is needed to accomplish the current task which then depletes one stock from the kit. Most kits can be restocked at an appropriate shop.

Repair Kit (2 stock) A toolbox and assorted spare parts for repairing vehicles.

Electronics Kit (2 stock) Soldering iron, wires, breadboards and various components for building, repairing or analyzing electronic devices.

First-Aid Kit (2 stock) A box of bandages, splints, and painkillers. When used, this kit heals one point of harm damage gained during the current Scene or stabilizes a dying character consuming 1 stock. Using in a stressful situation (like during combat) requires Keeping Your Cool.

Doctor's Bag (3 stock) A big bag of medical tools, bandages, and some serious painkillers. When used, this heals one point of harm damage or stabilizes a dying character consuming 1 stock. Using in a stressful situation (like during combat) requires Keeping Your Cool.

Disguise Kit (3 stock) Makeup, wigs, and clothing that allow you to take on the appearance of almost anyone.

Lockpicking Kit (2 stock) Tools, shims, picks and other items necessary for breaking and entering, safecracking or burglary.

Replacing or Acquiring New Gear

Obtaining additional or replacement gear in a game is pretty straightforward: Go to a store and get it. Some equipment is more difficult to obtain, like specialized weapons or hardware and requires going to either a speciality store (like a gun store or pawn shop) or acquiring through illegal means. Gear that uses X-Tech is considered rare and not easily obtained through either legal or illegal means.

DID YOU KNOW?

Rocker Johnny Valentine won his signature guitar in a poker game, betting every nickel he had on two pair - a pair of red deuces and a pair of black deuces.

Vehicles

You can't have a car chase without a car, and it's pretty tough to jump a row of school buses without a really great motorcycle. Much like characters, the vehicles in **Spirit of 77** have stats (and sometimes their own personalities). Whether it's a VW Beetle or a Peterbilt semi, they all have stats in the following areas:

Power - Power represents the raw motive force of the vehicle - top speed, acceleration and hauling ability all fall under power. When racing or chasing another vehicle, compare their power - if one vehicle has less than the other subtract the difference from all it's rolls.

Looks - Looks determine the attractiveness of your vehicle, this is most often utilized by Good Old Boys to enhance their skills, but can come into play when attracting attention or showing off the vehicle.

Armor - Armor for vehicles is like armor for people, it reduces incoming damage by its amount.

Traits - Traits further define a vehicle, they include traits that are generally advantages (e.g. quick, off-road), often disadvantages (e.g. fragile, cramped) and a few that can count as both (e.g. valuable, inconspicuous)

Here are the basic statistics for common vehicles:

Compact Car (1-power, 0-looks, 0-armor, cramped)
[Beetle, Civic, Mini, Pinto]

Sedan (1-power, 0-looks, 1-armor, inconspicuous)
[LTD, Impala, Fury, Volvo wagon]

Sports Car (2-power, 2-looks, 0-armor, quick, cramped, unreliable)
[Corvette, Porsche, Jaguar]

Muscle Car (2-power, 1-looks, 1-armor, loud)
[Mustang, Barracuda, Charger, Challenger, GTO, Roadrunner]

Luxury Car (1-power, 2-looks, 1-armor, sluggish, valuable)
[Seville, Thunderbird, Continental, Limousine]

Truck or Van (2-power, 0-looks, 1-armor, sluggish)
[Pickups, microbus, camper van, ambulance]

Off Road Vehicle (1-power, 1-looks, 1-armor, off-road)
[Jeep, dune buggy, 4x4 Trucks]

Race Car (3-power, 1-looks, 0-armor, unreliable, fragile, cramped, loud, gas guzzler, unlicensed)
[This includes Formula-1 cars, sports racers, and drag racers]

Big Rig (2-power, 0-looks, 2-armor, huge, sluggish)
[Mack, Kenworth, Peterbilt]

Road Bike (2-power, 1-looks, 0-armor, mobile, loud)
[Harley Davidson, Indian, BMW]

Dirt Bike (1-power, 1-look, 0-armor, mobile, quick, offroad)
[Honda, Yamaha, Kawasaki]

Power Boat (1-power, 1-looks, 1-armor)

Swamp Boat (1-power, 0-looks, 0-armor, amphibious, loud)

Customizing Vehicles

When deciding on a vehicle you can also choose from the following options:

- Convertible (automobiles only): +1 looks (2 max) -1 armor (0 minimum)
- Drop a Hemi in it: +1 power (2 max) +unreliable
- Customized: +1 looks (2 max) +valuable -inconspicuous
- Jet Powered: +1 Power +fragile, +unreliable, +loud, +gas guzzler, +unlicensed
- Armor Plated: -1 power +1 armor, +sluggish

Sweet Rides

A Sweet Ride is more than just a normal vehicle, it's a standout example - Sweet Rides are almost always better in some way than similar vehicles. *When a character takes a Sweet Ride, they can add, remove or change one trait in their vehicle.*

Vehicle Traits:

Much like weapon traits, vehicle traits do not have mechanical effects per se, but they do help describe the advantages and limitations of vehicles. The DJ may trigger moves based on vehicle traits, or may influence the consequences of a partial success.

Amphibious - An amphibious vehicle can be used on land or on water when used off its normal surface reduce its power by 1.

Cramped - The car is a two seater, or at least it should be, so don't expect to be getting much action in the backseat of this thing.

Fragile - The vehicle is built from low quality or super lightweight materials. It's subject to damage from any rough driving.

Gas Guzzler - Cars with single-digit MPG ratings are still common in 1977, so to be a gas guzzler requires a vehicle to consume mass quantities of fuel. Gas guzzlers require costly refueling after every use.

Huge - In the age of land yachts, to be huge is to be REALLY HUGE. Huge vehicles don't fit in normal garages and may have trouble fitting into small spaces like alleys or parking lots.

Inconspicuous - You keep losing this car in the grocery store parking lot. This type of car is so common nobody takes a second look at it.

Loud - Mufflers? Who needs mufflers? This thing is a beast, and people can hear it coming a mile away.

Mobile - Bikes or other extremely small vehicles are able to fit into places that automobiles can not, like sidewalks, staircases or, hotel lobbies.

Off-Road - The vehicle performs as well off road as on it.

Quick - Quick vehicles are especially maneuverable, they're great at cornering and accelerating.

Sluggish - The vehicle is made for either size or comfort, but not for performance, so it won't take the corners too fast.

Sturdy - Some vehicles have been reinforced, beyond mere armor. They may look like boats, but they're a battering ram when things get heavy.

Unlicensed - Your vehicle did not start of as street legal and is subject to being pulled over by the Man when driven in the City.

Unreliable - Either because of shoddy workmanship or finicky high performance components, the vehicle requires extra maintenance and attention to keep it running.

Valuable - Valuable vehicles are exactly that, valuable. Don't leave them in the bad part of town, they're particularly susceptible to theft.

Example:

Beau Dupree is putting together his Sweet Ride, he wants a 1971 Hemi 'Cuda. He chooses a Muscle Car frame, providing 2-power, 1-looks, 1-armor, with the drawback of Loud. Beau decides to get a custom red white and blue paint job giving it +1 looks and the Valuable trait. As this is a Sweet Ride, he also decides to add the trait Sturdy. This brings the stats of his Sweet Ride to 2-power, 2-looks, 1-armor with the traits Loud, Sturdy and Valuable. Beau looks at the car and decides to name it Traveller.

Shooter McQueen decides to start with a semi (2-power, 0-looks, 2-armor, huge, sluggish) giving it a custom jet black paint job with flames on the front (+1 looks), and as it's a Sweet Ride he drops the sluggish trait, making it 2-power, 1-looks, 2-armor, huge. With a thundering roar of the engine, Shooter knows this baby can carry his motorcycle Grendel and speed boat to hell and back. Obviously, this is Grendel's Mother and she's ready to roar.

Prototypes:

X-Tech Prototypes are amazing Things that have been enhanced beyond the norm. Because they are so high-tech, only X-Tech specialists with specialized gear can repair them. You can't just take your nuclear powered dune buggy to just any service station to get the spark plugs replaced.

Animal Companion - Your animal companion is actually robotic, granting them +1 armor. And it's a robot.

Connections - Computer Commlink - Worn like a wristwatch, the computer comm link allows you to communicate with an orbiting satellite and its banks of supercomputers that monitor all activity in the City. When you speak into the commlink and ask it a question, roll +Brains.

On a 10+, the computer will answer three questions:

On a 7-9, it will answer 1:

- Where is [person] located?
- Who is [person]?
- What is [object]?
- Where is [object]?

Lab - X-Tech Lab - You've got access to a high-tech lab that allows you to build, repair and analyze X-Technology.

Signature Weapon - Your weapon can do more than just shoot standard ammo. Select one:

- **Bounce:** Your weapon fires non-lethal rubber projectiles that can bounce against walls and objects.
- **Frost:** Your weapon can fire ice rounds that can either as blunt object projectiles within an area or create temporary simple objects (like walls or columns) made of ice.
- **Hellfire:** Your weapon can fire flaming rounds that ignite all targets within an area.
- **Knockout Gas:** Your weapon fires a sleep gas that can render a target incapacitated for the duration of a Scene.
- **Paste-Pot:** Your weapon can fire glue-like rounds that can immobilize an object.

Sweet Ride - Your vehicle is a prototype or concept car not available to the general public. For each Prototype you own, choose two special modifications:

- Submersible - Your vehicle can be switched to an aquatic mode for traveling underwater.
- Anti-Theft System - Electronic locks and sophisticated driver identification systems secure your vehicle. Nobody can access the contents or drive your car without your assistance.
- Communication System - Not just a standard CB radio, but a full suite of multi-frequency radios, scanners and even... a car telephone.
- High Tech Ejection Seats - With the push of a button you or any of your passengers can instantly rocket out of the vehicle and safely descend to earth via parachute.
- Radio Control - Your vehicle can be remotely piloted, but you do not benefit from your own traits when doing so.
- Tracking System - The vehicle is equipped with a very advanced radar and radio navigation and tracking system, you can view maps of the immediate area, triangulate radio signals, or track homing transmitters.



Step 6 - Lay it All Down

Like your character's moves? All the math add up? Ready to get started? Excellent! Time to work with the DJ to fill in the blanks. While creating your character, you probably started thinking about details that bring your Rap Sheet to life - what they do day to day, why they're in the City, and how their Buzz translates to what they're aiming to accomplish. As the DJ asks questions, take notes on what you discover about your character as you continue discussing the details.

During this Q&A session, you may also finalize your Hooks with the other players or discover new ones, or you may determine different Hooks as your fellow player describe their characters to the DJ. Feel free to change your Hooks to what works better for the group. DJ's can learn more about the Lay it Down Q&A in The AM DJ section.

This is also where your character's theme song may get decided. If you have suggestions, make your request to the DJ. Otherwise, your DJ may pick one for you. Listen to the background music while everything gets laid down.

Final Check

- Know Your Role?
- Know Your Story?
- Know Your Buzz?
- Picked Your Moves?
- Got Your Stuff?

Right on! Time to roll into the City!



The AM DJ - Running a Game

What is a DJ?

You've read the rules on how to play the game, but you're still missing one thing: the DJ. The DJ is the player that brings **Spirit of 77** to life. They play the cast of non-player characters (or NPC's), describe the scenes, adjudicate the rules and keep the story flowing. The role of the DJ may sound like a daunting task, but don't worry, it's a lot easier than it sounds and we're going to lay out a framework to help you manage it all.

What does the DJ do?

The DJ serves multiple roles for the game (which we detail in DJ's Roles.) However the DJ's primary responsibilities are the following:

- **Set the scene** - the DJ describes everything that's happening around the player characters. If there are non-player characters, the DJ describes what they are doing.
- **Maintain the rules** - This means both the DJ's rules and the player's rules, assuring that the game is played consistently and fairly.
- **Utilize your prep** - When questions come up about background material, off-stage activity or NPC motivations, the DJ pulls from prepared material, notes and improvisation to provide information and in-game direction.

The DJ's Rules

Just like the players in **Spirit of 77**, the DJ has rules that she must follow in the form of the DJ's Agenda, the DJ's Principles and the DJ's Moves.

Fiction First - The Rule of All Rules

The first rule of **Spirit of 77** that overrides everything else (except the rule of fun) is Fiction First. If the established Fiction does not allow for something to happen, it can't happen. If you've established that the room has no doors, then no matter what, nothing can come through the door. It doesn't matter what the results of a move are if the Fiction doesn't allow it.

The DJ's Agenda

The DJ's Agenda consists of your goals as a DJ. It's what you're trying to accomplish in each game. Keep it in mind whenever you are describing a scene, making a move or creating your prep:

Make the world of Spirit of 77 seem real - The in-game world should always feel alive with descriptive narration, populated by the cast of thousands found everyday in the City streets. The action taken by the players' characters should always have consequences that feel natural and never arbitrary or contrived.

Fill the characters' lives with action - Every player should feel their character is the central character in a slam-bang action epic that keeps them laughing, guessing and in suspense. The name of every role starts with "The" for a reason - the characters are the epitome of their archetype. There are lots of drivers, but only one "Good Old Boy." Lots of people solve crimes, but only one deserves the title "The Sleuth."

Play to find out what happens - This means you let things develop at their own pace within the game, in order to see how things turn out. Certain actions or inactions will have consequence when taken or not taken. Allow for these events to be dictated by the internal pacing of the gameplay.

Make it worth it - The rewards for success must always outweigh the penalties for failure. Players should never fear failure enough that they determine the best action is no action.

Stick it to The Man - This still goes without saying.



The DJ's Principles

In addition to the Agenda, **Spirit of 77** recommends the following set of Principles when acting as DJ. While your Agenda is what you should be doing, these Principles indicate how you should be doing it.

Get down with the funk - Always attempt to create an entertaining vibe for both yourself and the players. The game is more than just the story narrative.

Address yourself to the characters, not the players - Encourage your players to think as their characters by addressing their characters directly. You're not talking to Amber, for example. You're talking to Black Cherry Stone, "Queen of the Dead-End Streets."

Tell the undisputed truth - When the DJ describes a situation, he must do so truthfully. When asked a question he must answer it truthfully. Never hide information from the players. The characters might lie to each other, NPC's (played by the DJ) might lie to the characters, and the characters (or their senses) might even lie to themselves, but the DJ must be truthful in all things. This doesn't mean that the DJ can't keep secrets, give incorrect information from NPC's or that the DJ gives out all the information without prompting. But when the players ask for what their own characters witness or know, the DJ needs to be completely honest.

Make your moves, but narrate the action - Never say the name of your moves, just describe what's happening. Nothing is more entertaining than when players jump to conclusions about information they receive or actions they've witnessed. As the referee of the game, you should never intentionally mislead your players but always allow them the opportunity to make assumptions of what they're witnessing. Separate the game narrative from being just a collection of game mechanics. Remember that the rules exist to serve the story, not the other way around.

What's the angle? Everybody is working an angle to get what they want and maybe a little extra. Even civilians have their own agendas which you should be considering when they interact with the player characters. Give your NPC's objectives to complete, give them names and goals, even if the goal is just to get to the next day in one piece.

Ask provocative questions and build on the answers - Some of the greatest victories and most spectacular failures the players will experience will be based on the actions they take. Always engage in active listening and encourage them to elaborate on their choices when possible. When a player makes statements about their character, take note and use those details in the future.

Respond with shenanigans and intermittent rewards - As the DJ, your task is to screw with the characters, not the players. Your players will enjoy when things go insanely wrong for their characters, but always allow and reward them for ingenious ways of getting out of trouble (even if they don't always work).

Be a fan of the players' characters - Always remember your players are playing the ultimate versions of their Role. Even though your role is to complicate their lives, always give them room to not just overcome their adversities but also shine while doing so. Don't deny your players actions - instead of saying "no," say "Yes, but..." Tell them the consequences of their action and then let them decide.

Think offscreen too - Stuff is always happening in the City, whether or not the characters are involved. Always consider what may be happening offscreen with the major NPC's, and how it may affect the plans and actions of the player characters. Nothing happens in a vacuum.

Sometimes, disclaim decision making - Sometimes it's better not to be the one that makes the decisions in-game, allowing you the opportunity to see what happens. If your NPCs are fully-fleshed out in your head in terms of their Agenda and personalities, their decisions and how they react to the players' decision are occasionally pre-ordained by the situation.

Ride the wave - Your players are crafty and creative individuals, and they're going to take you places you didn't expect or prepare for. Go with it.

The DJ's Moves

DJ moves can happen at any time when the group looks to the DJ to tell them what happens, or if they fail at a move. As the DJ, you're free to use any, all or even none of them based on your judgment on how the pace is progressing in the game.

Separate them - ("Hey where did Monty go?") When running at break-neck speed, people occasionally miss the subway before it takes off, get lost on route to the rendezvous point and occasionally get delayed in the midst of their plans.

Capture someone - ("You have the right to remain silent...") The police. The feds. The Mob. Bopper gangs. Other street vigilantes. Someone has noticed the player's shenanigans, no matter how careful they've tried to be. It's only appropriate these third parties get involved if for nothing else, answers to some uncomfortable questions.

Put someone in a spot - ("I know you're out for payback, but this brother is the only one who can solve your problem...") Nothing complicates a character's plans more than having to act counter to their Buzz. If the players have been forgetting their character's motivations for actions, make them face the conundrum they're currently facing.

Trade harm for harm - ("Now it's my turn.") Nobody likes getting hit in the face, not even civilians. When a rumble starts, make sure the NPC's get a chance to take their shots as well.

Announce off-screen badness - ("Tragedy strikes the schoolyard today, film at eleven.") When off-screen threats kick into high gear without the players' direct involvement, the ramifications should affect their activities, either as new complications to their goals or as an announcement they missed something pertinent (that's going to pop up later down the line).

Foreshadow future badness - ("This ain't over.") Although a situation may look resolved, give yourself the opportunity to revisit a situation or conflict by foreshadowing its return in one form or another.

Inflict harm creatively - ("You hit me in the ear! Why the ear, man?") We hurt the ones we love, and DJ's love their players' characters. When dealing damage, describe the wound and its location, making it as real (and memorable) as possible.

Take away their stuff - (“I swear I parked it right there.”) The characters have some great items. The more they flash them around, the more other people are going to want them for their own.

Make them acquire stuff - (“If only we had a car battery to jumpstart this bionic leg...”) Great plans often get complicated by the logistics involved. The more complicated the plan, the easier the minor details can bring things to a grinding halt.

Activate their Gear’s traits - (“Wait, how am I supposed to conceal a crossbow under a raincoat?”) - Traits for both weapons and vehicles are neither positive nor negative; they’re merely aspects of what they are. Activating those traits in less than helpful ways encourages the players to be less dependent on stuff.

Tell them the possible consequences and ask - (“Are you sure you want to go down into that dark basement?”) Players should always assume the worst, be helpful and remind them that their actions could be a catastrophic idea that could get everyone killed and then tortured. Even if they’re not.

Offer an opportunity with or without a cost - (“Let me make a proposition here.”) While in the pursuit of their goals, offer potential opportunities either as a result of their actions or as a potential complication to their current goals. Adversaries can be swayed with player actions that can further the NPC’s personal goals as well.

Turn their move back on them - (“Look when I said punch him in the face, I didn’t know he was the gang leader.”) Impulsive actions may have costs associated in the long run. Never let the players off the hook for shooting from the hip. (But always encourage it.)

Kick a Threat into High Gear - (“Meanwhile, on the other side of town...”) Review all of the active threats and determine if any of them may be taking actions that could potentially move them further toward a Gear Shift. This may directly involve the players but could also be working behind the scenes.

Make a threat move - (“When did he learn to do that??”) Most threats have moves of their own. These can be made as hard or soft moves when appropriate.

Play a song - (“That Bowie song is starting to freak me out.”) For NPC’s with theme music or even just as an ambience enhancement, taking a moment to play a recurring musical track after the players have taken actions lets them know that something is on the horizon...maybe something unpleasant.

Apply some Heat - (“Ya know, Maybe we shouldn’t have stolen a cop car for our escape.”) Heat is often caused as part of a partial success or failure, and provide later consequences for less than smart choices.

Lay down the Law - (“Knock, knock, Dirtbag...”) If players have been acquiring Heat, it may be time to have the consequences of those actions come calling. The City’s Finest might serve an arrest warrant or start investigating suspicious activities. This is particularly useful if the players have been acting reckless in their pursuits.

Have the Man stick it to them - (“Don’t you understand officer, I can’t move my car out of the loading zone because it was trampled by the giant robot gorilla?”) In **Spirit of 77**, players should never forget they’re fighting against The Man - bureaucrats, unfair judicial systems and unnecessary traffic citations. Always make sure they feel slightly subversive in their actions by keeping them on guard when dealing with the Man and his flunkies.

Say What? - No Bones About It For The DJ
You’ll notice that unlike the player’s moves, DJ moves never refer to rolling dice. In general, the DJ doesn’t roll dice - when the DJ takes an action, there’s no uncertainty. The move happens, and it’s up to the players to react to the action. The one time the DJ is likely to roll the dice is when making moves for NPC’s against other NPC’s.

Choosing and Making Moves

When a DJ chooses a move, they should think about the consequences of the action that triggered the event. Make sure it applies to what you're trying to accomplish in your Agenda and Principles. In a perfect scenario, moves continue to snowball on top of one another, building in an overall progression on both the characters' moves and your own. Consequences may affect them immediately, but don't need to. Instead, make a note of the move's consequence and reveal it later.

When making a DJ move, always remember your Principles:

- Don't speak the name of the move, just describe the action and ask what they do next.
- Always address the characters, not the players. Remember, the moves are happening to them.
- After every move you make, always ask the players, "What do you do?"

Soft Moves vs. Hard Moves

This is important, so pay attention. Once you dig the following concept, everything else is a breeze. When the players want to know what happens next, it's generally time for what's called a soft move. A soft move is an action that flows logically from the previous events that have already occurred and give the players an opportunity to react before consequences occur.

By itself, a soft move is not a bad discovery or event because it allows the players the opportunity to respond to the new information you've provided them. If it's a threat, it means the characters either have time to avoid it or at least take some sort of action in response to the soft move.

After telling the players what has occurred as the soft move, the DJ should stop before the effect/consequence of the move and ask the Players, "What do you do?"

The players may choose to run, hide, dodge or a thousand other reactions. But if they do nothing or fail at their reactionary move, then it's time for a hard move. Hard moves have immediate consequences to the players that cannot be avoided and are irrevocable. (They also should follow logically from the series of events.) Dealing damage is always a hard move for example, if it means the player is taking the hit without taking an action.

Example:

Beau Dupree is driving Traveller down the backstreets of the City in hot pursuit of mafioso Legs Rhinestone who has kidnapped his partner Riley Russell, when Beau asks the DJ what happens next. The DJ decides to make a soft move – “Beau, they haven’t picked up the trashcans in this alley, a stack of a dozen filled trash bins are in front of you as you go barrelling down the alley at breakneck speed. What do you do?”

“I’m going to keep going. I don’t have time to lose.”

The DJ now opts to make a hard move as result of Beau’s choice. “The trashcans slam into the front of the car grill, causing Beau’s beloved Traveler to take 2-harm.”

Can you dig it? We knew that you could.

We Must Never Break the Chain - Cascading Moves

When you’re really lucky, one pop to the face when Delivering a Beatdown will bring down the glass jaw of some goombah trying to bar you from getting into the nightclub. (And it looks really out of sight.) But more likely, it’s going to start off a chain of events that transition through multiple cascading moves between players and NPC’s. Partial successes will often dictate follow-up opportunities for both players and NPC’s that will continue the slam-bang action of a rumble, chase or Scene.

Example:

Our favorite barroom brawlers are at it again – This time, Doghouse Rawlins and Big Jon Pendelton have accidentally started trouble with two Boppers from the Shadow Kings. As Big Jon tries to calm things down by Keeping His Cool, he inadvertently refers to their karate gi’s as “girlie pajamas,” causing the Shadow Kings to take a swing at Big Jon. Big Jon rolls to Get Out Of the Way with a partial success – he misses Jon and strikes Doghouse instead in the face. Doghouse grabs a barstool and rolls to Deliver a Beatdown on the Shadow King that hit him. Rolling a failure, Doghouse misses the Shadow King, leaving himself open to a counterattack from the Bopper. The Shadow King punches Doghouse square in the back of the kidneys, causing him to take 2-harm. These guys are no Road Gators, they definitely know how to fight.

Golden Opportunities

A golden opportunity occurs when a player allows the DJ to set up a situation or ignores the consequences of a DJ move. When a golden opportunity is presented to the DJ, it's time to make as hard a move as the DJ wants. Typically, the harder the better.

Example:

While working on "The Case of Nuthin' But a Hound Dawg", Big Jon Pendleton and Riley Russell steal a van from the Animal Control center to get back to Big Jon's junkyard before the cops arrive. Big Jon rolls a 4 to steal the car without being detected.

Instead of flat out declaring his effort a failure, the DJ decides to announce future badness and tells Big Jon that he hears some growling coming from the back of the van as he gets into the driver's seat.

Big Jon ignores the growling and puts the pedal to the metal, hoping to get back to the junkyard before the police. He makes another roll and misses badly.

The DJ, seeing a golden opportunity in front of him, announces that the Rottweiler that was asleep in the back of the van has awakened. Big Jon and Riley realize the scope of their problem when the dog, with red gleaming eyes, mutters, "Eat the two-legs. Woooooooooooooooooof."

Adjusting the Volume - Making things Tougher or Easier

One of the things you can do with your choice of DJ moves is adjust the difficulty of a situation on the fly. Are the players having too much difficulty fighting the clones of Ritchie Valens and the Big Bopper? Then choose moves that up the tension without making things more difficult, such as revealing off-screen badness or offering them an opportunity with a cost. If the players are plowing through things without much opposition, start making harder moves, apply damage and introduce new immediate complications to the situation. You've got complete control when deciding which moves to make in which situations.

Custom Moves

Although the Basic moves will allow you to handle most any situation that arises in the game, sometimes it's easier or more appropriate to use custom moves for a specific character location or situation. Custom moves should be unique and provide a specific effect that isn't already addressed in the Basic moves. Moves should either provide an automatic effect or result when utilized, or should have specific results in terms of a full success vs. partial success.

It's best to make custom moves for things you expect to happen that you already know the possible outcomes for. In these situations, the custom move should be assembled like a Basic move; a triggering event, followed by a roll with a specific stat and then the possible outcomes for a full and partial success.

Example:

As part of the ongoing story, the DJ has unleashed X-Tech androids equipped with backwards masking hypno transcoders. The DJ creates this custom move:

When you are the target of the Hypno transcoder, roll +Soul.

On a 10+ choose 2:

On a 7-9 choose 1:

- *Resist the urge to dance.*
- *Resist the urge to sing along.*
- *Do not drop what you are holding.*

For the confrontation with the X-Tech androids at the Tiki Tiki Taco playland the DJ makes a special move for fighting in the Trampoline Volcano.

When you throw yourself into the trampoline to launch yourself at an opponent roll +Hustle.

On a 10+ you land wherever you want and can roll with something extra on your next attack.

On a 7-9 you land wherever you want but deal 1 harm to someone unintended in the process.

The Long Run - Creating a Campaign

A campaign is an ongoing game of **Spirit of 77** where characters will continue from one session to the next, their stories and the world around them growing with each game session.

You Know How To Make Me Feel So Good - Tone in 1977

Based on the tone decided upon by the DJ and the players, **Spirit of 77** can be played as a balls-out, high intensity action caper, a conspiracy-laden whodunnit with layers upon layers, or as a fiasco-based comedy of errors in the streets. Once a tone is established, it provides the DJ with an emotional direction to build upon in both narration and overall story development. Building tone takes a couple of steps:

Work with your players. Discuss with your players what kind of game they're looking for and what elements they'd like to see emphasized. A quick method is to ask them to name three movies/tv shows they'd like to see their character experience

Develop a game plan. Use the source material listed in the City section to lay the foundation of what you'd like the game focus on, using what sounds interesting or intriguing and discard the rest as necessary.

Remember your principles, especially riding the wave. Tone is also developed through actual roleplay. Players may start off being interested in who shot and killed 70's glam rocker Starveya, but may quickly pivot to plotting to fill the city sewers with chocolate pudding to freeze the alligators lurking in the underground caverns. Instead of attempting to shoehorn the game into the original format, let 'em do it. (Good luck with that pudding, though.)

I Need to Know - Asking Pointed Questions

When you start a new campaign, you have a blank slate to work with, but that doesn't mean that you have no control over the direction of the game. By asking pointed questions to the characters right from the start, you can guide the campaign in the direction you want. If you wanted to start in the American detention center at Saigon for example, start by asking your players pointed questions about that beginning:

- What did you do to get thrown into the Ultra Max Prison?
- What did you need that was worth bribing the guards for?
- What have you been secretly hiding in your cell?
- Then make sure to ask follow up questions based on their answers.
- How did you get caught?
- Which guard did you bribe? What did you bribe them with?
- What will they do to you if they find your contraband?

By asking pointed questions and then building upon the answers you can quickly create a situation for starting your game with just a tiny bit of starting information.

Remember to leave your questions open ended, allowing the players to make decisions about their characters. Your job is to get them into the room you want, then let them decorate it.

You Got The Stuff - Organizing Game Prep

Whether you're developing a long-term campaign or a quick one-shot misadventure, certain items should be prepared by the DJ in advance to keep things moving quickly. Although the players should participate in the development of the overall fiction, it's the responsibility of the DJ to provide and maintain the in-game elements that the players will be facing. This includes the following:

- **Setting** - The environment, locations the players will navigate through while pursuing their goals.
- **Fronts** - The potential obstacles and conflicts the players may encounter in pursuit of their goals.
- **NPC's** - The characters portrayed by the DJ as part of the interactions the players experience while pursuing their goals.
- **Locations** - Your Fronts may have locations associated with them, or locations that repeatedly come up during the game.

The one thing you should not prep is a specific plot or story. That just leads to frustration for you and the players. Instead follow your agenda and play to find out what happens.

That's the Way of the World - Setting

The setting is the starting point for any campaign. It defines the physical environment the characters will experience as well as the tone of the game the players will be playing. In addition, setting is also enhanced by any additional musical accompaniment chosen to add to enhance the mood of gameplay.

Life in the Big City

Most in-game activity takes place in what's called "The City". The City, however, is not defined beyond the general description of daily life in a booming, slightly dirty metropolis. More specifically, the actual city itself is to be defined by what the players and DJ feel most appropriate. If "the City" is best served as New York, Chicago or Detroit, feel free to see the background as such. If a fictional city serves the story better (such as Gotham, Sin City or East Covina), feel free to use that instead.

Fronts

Fronts detail the potential conflicts and development within a campaign, but are not limited to a specific point of time or sequence within the ongoing action. They can occur either within the foreground with the players' active participation or behind the scenes separate to the players' actions. You can think of Fronts like the ongoing plots in a TV series, there's often an A plot and a B plot (and occasionally a C, D, and E plot). Each one runs on it's own, and the characters interact with it at various points along it's path. Some of them are contained to a single episode, some of them span multiple episodes and a few even span the entire series.

At their basic level, Fronts organize the various active parts of your world that exist beyond the player characters and share a purpose (what we refer to as an Agenda). If you want to organize your game via Fronts you can always use another system, or even no system if that's how you roll.

Adventure Fronts and Campaign Fronts

Some Fronts will be short lived: They have a simple agenda, and once they're reached or are thwarted by the PC's, the Front will move along or disappear. These are Adventure Fronts, and they are usually self-contained, lasting an adventure or two before they are replaced by new Adventure Fronts.

Campaign Fronts are bigger - their goals are larger and take longer to come to fruition. Campaign Fronts continue throughout the entire campaign, and may even have sub-fronts in the form of short-term Adventure Fronts within them.

Say What - Not Just the Bad Guys

On the surface, bad guys are an obvious use for Fronts - the mob, rival gangs, or terrorists. But Fronts can also include friendly civilians or even abstract things for player interaction. If the players were trapped in the rooftop nightclub that's caught fire, the fire itself would be a Front. The firefighters trying to contain the blaze may also be another Front, and their intentions may coincide or conflict with the players. All Fronts have an Angle they are trying to accomplish and it's up to the players to help, hinder or ignore them.

The Civilian Front and The Man - Special Fronts

There are two special Fronts that exist in every game - the Civilian Front, and The Man.

The Civilian Front is an organizational tool to gather all the non-aligned and friendly civilians of your world that do not have agendas opposed to your player characters and are not significant enough to warrant their own Front. They still will have their own Angle however, which defines their personal goals and focus.

Example:

Sal the Grocer owns the bodega outside John Sampson's midtown apartment. His Angle is to work the day shift without getting hassled by the mob or the cops and get home to his wife and daughter at the end of the night. He would be part of the Civilian Front.

The Man on the other hand is the always present forces of institutionalized oppression in the world of 1977 - The police, the FBI, and the huge variety of soul crushing bureaucracies of local, state and federal agencies that make it hard on the average joe just trying to get through the day without any hassle. The Man is always present and always waiting for a chance to stick it to either the player characters, nearby civilians or both.

Example:

Thanks to the recent cutbacks on garbage pick-up, the city has been troubled with a growing infestation of rats. The only way Sal can keep the rats out of his bodega and avoid a health code violation is by keeping a cat in the store at night. After a surprise inspections, Sal learns that keeping a cat in the store is also a health code violation. The Department of Health and Safety would then be part of The Man Front. Sounds like a job for John Sampson, P.I.

Say What - The Sweet Smell of Failure

A Front may be pursuing an Agenda that isn't feasible - a conspiracy nut may be seeking proof that Hizzoner the Mayor is actually a vampire, for example. The steps to prove this theory could escalate in their pursuit, culminating in the "true believer" trying to stake the mayor during a live press conference. The pursuit of the Agenda doesn't mean the Front's goals are possible; they're the progress of events to a gut-wrenching conclusion. Unless the mayor is actually a vampire, of course. As a politician, it's hard to tell.

Creating Fronts

A front of made up of several components:

- **The Agenda** - The overall goal the Front is working toward, either directly or indirectly
- **The Threat** - The steps involved in the pursuit of that Agenda, along with their levels of intensity
- **The Cast** - The NPC's involved in any encounter involving this Front
- **The Locations** - Places where this Front would be encountered by the players

What's on the Agenda?

What distinguishes a Front from just a collection of NPC's is an Agenda - an ongoing purpose. All Fronts have an overarching agenda that everything within the Front is working towards. This might be something simple like a gang wanting to take over the protection racket in a specific neighborhood, or something much more complex like a secret government agency that's trying to hide the existence of aliens among us.

When deciding on the actions of a member of a Front, keep in mind the Front's Agenda, the Front's members should always be working toward fulfilling it. When deciding on an Agenda, think about the consequences of their actions and how it will affect the player characters. A gang taking over a neighborhood might not be much concern to the PC's but a terrorist organization poisoning the city water supply with a de-evolutionary mutagen compound should get the players to actively oppose it.

Outlining The Threats of an Agenda

Once you've decided on the Front's basic Agenda, come up with a list of steps that the Front will need to complete in order to achieve their goals. These steps will make up the Threat Gear Shift of the Front. As the Front grows in dramatic intensity, the steps toward its conclusion are checked off within the Gear Shift by the DJ.

Creating The First Fronts for a New Campaign

In the first game session, the DJ may start with a major antagonist or event in mind as a guidepoint for the overall Fronts. However, players will often provide plenty of starting points for Fronts when asked about their characters in the initial Q&A session as they Lay it All Down. Expand on these starting points and build up full threats with details and agendas that put the player characters in the middle of the action.

Fronts in Play

Advancing a Front's Agenda - Shifting Gears in a Front

Fronts utilize Shifting Gears to depict the growing intensity of a specific threat or activity of a Front. A Gear Shift may not pose a direct threat to the players, but should indicate a change in status in terms of intensity or potentially changes as it progresses. Not all Gears may need to be activated within a Front, based on DJ discretion and the overall flow of the game. Tension may happen quickly, forcing a Front to shift from zero to a hundred miles an hour in terms of dramatic momentum.

Park - Each Front starts initially at Park, meaning the Front has yet to be introduced into the game narrative.

Neutral - Neutral means the engine has started on this Front and is “active,” although it may not be taking actions moving forward toward its conclusion.

Low - A slow burn. Things have begun to move forward. This may have been caused by player interaction with the NPC's associated with this Front or previous actions taken that would affect its NPC's.

Drive 1 - The Front is picking up speed, meaning the NPC's are now taking independent actions on their own to address the focus of this Front. Players should consider getting involved or addressing this specific Front.

Drive 2 - The Front is now moving at a clipped pace, requiring immediate attention from the players.

Overdrive - Things can be considered critical, about to complete the Front's specific conclusion without direct and serious involvement from the Players.

Until a DJ starts a Front, these plot points are considered in “Park” and inactive. No Front needs to be activated by the DJ, they are strictly up to the DJ's discretion.

When a Front shifts Gears, check that Gear off the list. That means the description of that particular Gear has now occurred and may affect the overall Campaign and its finish. As the DJ, you can Shift Gears on a Front either directly or indirectly.

Directly means that the change happens during active play, so it can be marked off.

Indirectly is when, due to a failed player move or a golden opportunity, you Shift Gears as a DJ's hard move. That step comes to pass, show its effects and keep on asking, "What do you do, now?"

Example:

The DJ has decided the Malachi mobsters have been secretly running guns to the IRA, using the Salthill Casuals as the go-between with the Irish for a major rifle score. The DJ has also included big-time mobster Orlando Weiss as an additional Front in the Campaign.

Brock Chestwell has gone into the Smooth Move Club and ratted out the Casuals to Orlando's lieutenant, "Lord" Fauntleroy. Through this direct action, this Front now Shifts Gears - Fauntleroy sends some goons to explain things to the Malachis.

Big Jon Pendelton, leader of the motorcycle gang the Iron Devils, has been looking to get some rifles for the boys that he has heard are about to turn up on the street, thanks to the Casuals. Attempting to Get What He Wants, Jon fails his roll. As a consequence, Big Jon has inadvertently tipped off the Orlando Weiss organization as an indirect action about the Casuals' involvement, causing the Front to Shift Gears.



An Sample Front:

A.L.P.H.A is a secret government organization dedicated to hiding the existence of aliens from the general public. They are well-funded and extremely secretive, with connections across multiple government organizations and police departments.. After an alien fugitive lands in the city, A.L.P.H.A gets called in to hunt the extraterrestrial down and cover up any breaches in security.

Agenda - We are to protect the secrecy of alien activity on Earth, by any means necessary.

Threats -

NPC's - Use Template: Federal Agent

Locations -

15th floor of the O'Neill Building, use Template: Office

Gears -

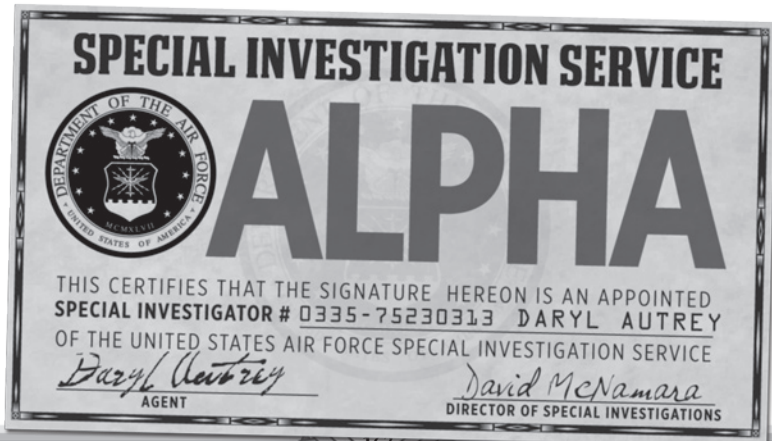
P - A.L.P.H.A. is unaware of any alien presence in the city but is actively monitoring.

L - A.L.P.H.A. has received information that there may be aliens in the city, they have sent out a team of investigators.

D1 - A.L.P.H.A. has confirmed the presence of aliens in the city and has sent out a team of capture and control operatives. The media has been told a wild animal is loose.

D2 - A.L.P.H.A. has confirmed the alien threat is dangerous and has sent out multiple search and destroy teams to eliminate it.

O- A.L.P.H.A. has determined that the city is compromised, martial law has been declared and the city is under quarantine. The media has been told there is a viral outbreak.



NPCs - Everyone Else in the Big City

It's doubtful the players will be the only characters in your game. There's an entire supporting cast of thugs, helpful informants, desperate victims and innocent bystanders. All of these NPC's are played by the DJ.

Angle

Every NPC has its own motivation called an Angle. In **Spirit of 77**, every Adversary and civilian encountered should have an Angle to get them to the end of the day. Sometimes, an Angle can be a straightforward motive or credo and not nefarious in its intent. Our MTA attendant's Angle is "Nobody rides for free." This allows the players the opportunity to bargain with our Attendant as an option to resolve the conflict.

Think about what the NPC is trying to accomplish and then determine the appropriate steps along the way that they will need to achieve them. These may not be the best steps from a success standpoint, but would be fitting for an NPC's intelligence and motivation (or lack thereof.) Sometimes this may mean potential confrontation cooperation with the player characters, depending on what the DJ finds appropriate.

Custom Moves for NPC's:

Sometimes an NPC will have their own custom moves when it's appropriate to set them apart from the common NPC.

Example:

As a special operative for Orlando Weiss, master assassin Lao Fan has abilities unlike normal gangsters. As a Custom Move, Lao Fan can utilize the "Mark of the Dragon: Dragon's Eye" to hunt his targets.

The Devil's in the Details

Players will latch onto the smaller characteristics of both Adversaries and civilians they encounter as NPC's. Whenever possible, imbue NPC's with unique character traits that will make them memorable in their actions with the players. Unique speech patterns, repeated colloquialisms and even acting out physical behaviors will make them stand out - a phone call to an ex-con contact, for example, becomes far more memorable when the contact repeatedly tries to set up a player character with a blind date with their sister (who's got a really pretty face, from all accounts).

Adversaries:

In every Front, there are individuals or items that will cause conflict to the characters. These are called Adversaries. It's important to remember - Conflict is not the same as combat. If a character wants to travel on the subway for example, but does not have the scratch for a subway token, they're going to experience conflict with the MTA attendant at the turnstile. This does not mean the MTA attendant will pull out a revolver and start shooting at the characters.

Civilians:

Civilians are NPC's similar to Adversaries, but they are not intended to cause direct conflict with the characters. Like Adversaries, they can also have their own Angle, Gear and other items.

Say What - Mooks, Grunts and other Cannon Fodder
Remember most NPC's only have five total harm levels, which means it only takes 2-harm to put them out of commission. This is intentional as it allows a character with a regular pistol or hand weapon to take them out with a single shot. Use higher harm NPC's sparingly. Big bosses, bruisers and other marque characters might have 9-harm like a PC, but most will only have 5.
When you want to make an encounter more exciting, throw more bad guys into the mix. Fighting lots of guys is always fun and allows for more wild maneuvers. If you want to make regular NPC's tougher, give them a level of armor. A mook in a leather jacket or bulletproof vest will require bigger guns or multiple strikes to take down.

Location, Location, Location

Although incidental locations should be left to the DJ and players to flesh out during the game, a Front will often include Locations such as The Smooth Move nightclub, the Iron Devils' Clubhouse or NTI World Headquarters. Sometimes there will be unassociated recurring locations that the players return to time and again, such as the County Fairgrounds, the Joliet Automat or the Midnight Grits raceway. If the DJ feels a specific destination will be recurring throughout the game or may hold a specific purpose in overall gameplay, or if players continually reference or return to the same place, the DJ should flesh it out and keep track of the following details:

Description: This provides a high-level explanation of why this is important to be included within the campaign.

Cast: This is who could be encountered at this specific location, either as civilians or Adversaries.

Environment: This is a physical description of the Location and may also represent a particular location within a campaign's map.

Twists: These are special items that can potentially be encountered at the specific Location, and could include Gear, moves or potential Thangs.

Say What? - Nice Home... Lots of Space

When players arrive in a new location that requires a physical layout, allow them to dictate the specific locations for points of interest. Show them the rough map of the new setting and ask, "Where is the back office?" or "Where is the bad guy standing?", for example. Let them dictate the surroundings and environment as they go, filling in details where appropriate. As the map grows more specific, encourage them to elaborate and build upon those ideas. If they're totally drawing a blank (no pun intended), ask them to describe a similar location from a television show or movie. ("So what does Mel's Diner look like, where would the coffee machine be in that?")

Feels Like The First Time - Running Your First Game

Get It Together - Prep for the First Session

Now that the countdown toward the first session is ticking, take a moment to get what you'll need together before the show starts:

Print out your Rap Sheets and Character Creation materials - Although there's only one Role per game group, it never hurts to bring a couple of extra copies of each sheet. People will change their minds, requiring a rewrite anyway.

Review and print out your game prep - Some of this may not be necessary, based on the setting and tone that comes out of the first session of gameplay. However it's always better to have it on-hand to help bridge the gaps as everyone learns to go with the flow.

- Potential Locations
- Potential Fronts
- Potential NPC's
- Review the Rules
- Review Basic moves
- Review DJ Rules

Check your tunes - Are you going to have background music? If so, check your playlist, think about what music will go with which characters and what would make the evening just a little more groovy.

Gather the supplies - We guarantee it. Someone will forget dice, somebody's pen is going to run out. There won't be enough paper. Bringing a few extras will make it easier on everyone to keep focused on the high-octane shenanigans instead of requiring a time-out while everyone goes digging for an extra pencil.

DID YOU KNOW?

Late night TV star Bella Donovan met Jolene at a supermarket opening that turned into a riot, thanks to Bella's inappropriate use of an acetylene blowtorch. Bella jumped into Jolene's cherry red Camaro for a quick getaway and they've been running together ever since.

Laying it All Down With the Players

After the players have completed their Rap Sheets during Character Creation (See Characters Come Alive!), the DJ guides the players in fleshing out the character through questions and answers that allows character background and Hooks to develop through collaboration. The DJ asks questions about the characters and then encourages them to elaborate on their answers with additional questions.

Example:

Dave (As DJ): "Okay Shannon, do you know your Role?"

Shannon: (With a Southern accent) "I do! I'm a Good Ol' Girl, Mistuh Deejay. My name is Jolene! Jolene Deemont from Muskogee, Oklahoma!"

Dave: "Well howdy, Jolene! What's your Story?"

Shannon: "Well I had a little bit of a problem with the law but I swear Mister DJ, I'm a good girl now!"

Dave: "Awwww, you were an Ex-Con? What did you do to run afoul of the po-leece?"

Shannon: "Well Daddy was a bit of a moonshiner, and it was just the family business to help Daddy put the food on the table for me and my seventeen brothers and sisters. That's where I learned how to drive real fast."

Dave [playing 'Jolene' by Dolly Parton as background music]: "Well that's a mighty big family, Jolene. You still talk to any of the other Deemont kids?"

Shannon: "Well, Brick here (Shannon points to Josh, who is playing Brick) is dating my little sister, Louella Sue."

Dave: "So what brought you up to the Big City, Jolene?"

Shannon: "To keep an eye on Brick and make sure he's doing her right while he's trying to make it up here in the Big City. Ya know, he tried to kiss me once during the Sadie Hawkins Dance, when little Louella wasn't around!"

Dave [turning to Josh]: "Did he really? What a scoundrel."

Shannon: "Mm-hmm."

Josh [looking dumbfounded]: "Look you were coming on to me! I mean that's why I think she really came up to the Big City, Mister DJ! She's secretly in love with me and doesn't know how to express it!"

Dave: "That's an interesting Hook there, Brick. You should make a note of that."

Sam [interrupting]: "Hey, that's what you said about my sister!"

Josh [To Sam]: "Look, I apologized for that, Shooter. That's why I got you that job at the ambulance company with me! To try to mend fences."

Dave: "So you're trying to mend fences with Shooter? That's an interesting Hook between you two."

Getting the Ball Rolling - The First Session of a New Campaign

The players are all together, everyone has made their characters, and the hi-fi is playing some groovy tunes. What do you do now?

If you're using a pre-written adventure, you'll already have some directions on how to get started. Start from the Preliminary Set-up and get going. If you're opting for an open-ended Campaign, here's how to begin the thrills:

Pick a starting location. Literally any location will do as long, as it's someplace all the player characters could reasonably be together at. A honky-tonk bar, the County Fairgrounds, a supermarket, the state penitentiary, or opening day for the local Derbyball team.

Start asking questions. Questions for the player characters are your single best tool for setting up your game. You will be surprised at how readily they will feed you all the story hooks you'll need during the Lay It All Down stage of character creation.

Ask them what they know about each other, what they know about the location they're at, how they traveled there, why they're there in the first place.

Keep going around the table and asking each player questions and building on the answers until you've got a complete grasp of the situation.

Put some spin on it. Now that the ball is rolling in a direction give it some spin. Throw the characters directly into the action, linking to the answers you've already collected.

Be prepared to correct your course on the fly. Players will surprise you, sometimes they will interpret the situation drastically differently than you intended. You might need to clarify things, or just go with the flow and change the direction of play to match the player's expectations. Don't be afraid to throw away your initial ideas if the player's come up with something new and more entertaining.

Follow the action and play to find out what happens.

When things have reached a good breaking point, end the session, count up everyone's XP and level up as necessary.

After you've played the first session, go back and look at what happened. Based on the first game results, start your prep for the next session and beyond. Did the players make a new enemy? Create a new Front based on it. Did they learn some secrets or devise some plans for the future? Think of where those things could lead to and what type of future adventures they might entail.

Example:

The DJ is starting a brand new game, four players have made their characters, created their Hooks and are ready to roll.

The DJ looks at the first player, a Good Old Boy named Jeb. Jeb, you're all at the County Fairgrounds. It's May and the Fair doesn't start until July, what type of event are you attending?" Jeb thinks for a moment. "We're at the horse track," he answers. "Here to drink some beers and bet on some races." The DJ hadn't thought of a racetrack at the fairgrounds but rolls with it.

After a few more questions, the DJ turns to the next player - a Vigilante named Jodie. The DJ asks, "Ok Jodie, you don't seem like the gambling type. Why are you also at the racetrack today?" She responds, "I'm here to see a bookie named Louis who's supposed to have information about the guys who killed my brother." The DJ takes note of this - Louis the bookie is now an important NPC. The DJ continues to go around the table asking questions and expanding upon them.

Once the DJ has asked enough questions the game really gets started. The DJ describes the scene, the racetrack, the crowds, the announcer's voice overhead and allows the players to interact in character a bit. When the players turn to the DJ and ask what happens next, the DJ decides that a group of X-Tech androids are also after Louis the bookie and are attempting to storm the cashier's cage. The players jump into action to fight the androids.

After a drag-out brawl, most of the androids have been defeated and Louis the bookie has been located. But a few failed rolls have resulted in the arrival of the state police as Heat. Instead of facing the police, the characters instead opt to flee deeper into the fairgrounds to lose themselves in the crowds. The DJ asks the players what's happening in the Fairgrounds today that's drawn all the crowds. Jeb immediately jumps in. "They're all here to see Evel Knievel perform a daredevil jump." Of course they are.

After encountering Jeb's personal idol and seeing him jump 13 school buses, the group manages to steal Evel Knievel's limo and make their way out of the fairgrounds. As they reach the exit from the fairgrounds, they encounter the final remaining android who rips the roof off the limo. After a climactic final battle, the players come out victorious and the DJ determines it's a good time to end the session.

Everyone tallies up their accumulated XP, it's determined that Reggie the Bopper and Jeb the Good Old Boy leveled up and they each select new moves.

After the session, the DJ goes through her game notes created during the game - although the players defeated all the androids, they did not determine where they came from or what they wanted. The DJ decides that a former employee of NTI created them as a means for revenge after being fired, and that he's going to be an ongoing Front for the campaign. The DJ writes up Doctor Emili Laurentiis with an Agenda to replace Hizzoner Mayor Knoxford and other key figures of local government with robot duplicates so he can secretly control the City.

New Kid in Town - Teaching the Rules

That guy at the end of the table, we haven't seen him before. Is he new? Whether you have one new player or a whole tableful, you'll probably need to teach the rules to someone in the group. This is easier than it sounds, and here's the fastest way to bring them up to speed:

The Fiction and Conversation - Explain the nature of the conversation, Fiction first, and how the player characters have agency in the world.

Roll the Bones - Explain how rolls work (full success vs. partial success vs. failures), and when dice should be rolled.

Heat - Explain the consequence of Heat when it gets earned.

Review Basic Moves - Although moves specific to their Story and Role are printed on their Rap Sheet, it's best to quickly review the Basic moves so they're understood.

Explain Character Attributes - Whether you're providing pre-made templates or generating new characters, take a few minutes to explain each Attribute and how they apply to Basic moves.

Review Stories, Roles and Buzz - Give a basic rundown of the different parts of their character and let them make their choices.

Walk Them Through Creating Hooks - Through Hooks, they will connect with the other players and develop ties with the other characters

...and remember, new guy is obligated to bring the first six-pack. It's in the rules, so remind them of this.

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The FM DJ - Running a Game (Advanced)

Introduction

You've printed your Rap Sheets, familiarized yourself with the DJ Agenda, rules and moves and maybe even run your first session. Now it's time to put your campaign into high gear, and this chapter will help you step on the gas. The previous chapter explained the rules of being a DJ, but this chapter focuses on how best to utilize those rules, maximizing their effectiveness and in some cases, how to subvert them.

Gimme Three Steps - Storytelling

Building and telling a story can seem pretty complicated, but ultimately it boils down to "cause and effect," Something happens, then something else happens as a result of what happened previously.

Step 1 - The Setup

In a story, the first point is the Setup. It's the starting point of the story arc. That doesn't mean the set-up is strictly exposition, but it does set the stage for the story and provide the beginnings of where the players will first experience conflict.

Step 2 - The Turn

Once the Setup is established, the conflict is presented to the players as the Turn, where things literally turn in direction. It could be considered a "good turn" - a change in position that throws the characters out of their comfort zone or potentially an opportunity to improve their station or eliminate problems they're experiencing. It could also be a "bad turn", where the characters' fortunes take a tumble or they're threatened with a bad situation. But most importantly, the Turn is where you as the DJ learn where the players want to go the most in how they decide to resolve the situation.

Step 3 - The Action

The last point is the Action, which is where the characters take the first steps toward the conflict's resolution. This doesn't mean the conflict is 100 percent resolved, but it does require specific development that moves the narrative forward, whether for good or bad. The Action has to be driven by the players on how they want to untie the Gordian Knot presented to them. And that's a good thing. In effect, this allows you to hand over the storytelling responsibility to your players as they navigate you toward what they want to happen next.

Example:

The Setup: The characters are at the City's annual San Gennaro Festival, taking place at the Midtown Midway with headliners, the Electric Mugwumps, playing on the main stage. As the players walk around the carnival rides and street vendors, they realize the Festival grounds are swarming with Bopper gangs, including the Hi-Tops and the Shadow Kings. Considering the Midway is known as Corsair territory, their presence is a powder keg waiting to happen. This is compounded by the Mugwumps hiring the Salthill Casuals as additional security.

The Turn: As the characters wander toward the mainstage while the Mugwumps kick into their radio hit "I Was Born With You On My Mind", shots ring out and their lead singer falls to the floor. A strangely dressed ice cream vendor then points to one of the characters and screams, "He did it! That Casual shot the Mugwumps!"

The Action: With the ensuing chaos over the shooting and police attempting to arrest the characters for the attempted murder, the players decide to hunt down the ice cream vendor who they believe to be the real killer, while the Casuals hunt the players for answers (and possibly vengeance.)

Playing to Find Out What Happens

Spirit of 77 isn't about dank passageways, with foul smelling beasts guarding mountains of gold. You can't draw a map and expect the players to follow the path to its conclusion. The City is a grid of innumerable streets and alleys, each with its own story waiting to happen. How do you prepare yourself for all those eventualities?

You don't. Come up with ideas, but don't make plans. Trying to make things happen will only end in frustration. Instead think about what you'd like to happen in the game and then when you see an opportunity, allow it to happen naturally.

Keep ideas loose, and leave plenty of space for the players to approach from different angles. If something doesn't work, don't be afraid to drop it, change it or postpone it for another time.

The aspects of your game that you create on the fly will always be better than what you meticulously planned ahead of time. Even the simple and obvious developments will go over better when they come up naturally during the game than the best written and most outlandish twists you could plan in advance.

Give Them What They Want

Tough Guys like punching people in the face, Rockers like to solo, and Good Old Boys like driving like a bat out of hell. Figure out the game your players want and give it to them. This doesn't mean handing them everything on a silver platter; make them work for it. Let them make mistakes and fail, but give them the chance to get what they want out of every action they take.

It can be fun to occasionally flip the tables on your players, take away their toys or make them find new solutions to problems, but this shouldn't be the norm. Let your characters do what they do best, and don't stand in their way.

Build On Ideas

When you consistently follow your DJ Agenda and Principles by making the world seem real, you'll be creating a lot of details - interesting people, places and items will fill the game. Keep note of these things and bring them back whenever you can. Find reasons to bring back popular NPC's (especially the ones that aggravate the players), return to exciting locations and explain strange mysteries.

Example:

While fleeing the cops in their first adventure, Big Jon finds a .38 revolver in the glove compartment of a stolen pickup. Jon checks the cylinder and finds that two shots have been fired. However he's in too much of a hurry to worry about it, and instead tucks the pistol in his belt and proceeds down the highway. Several sessions later, when Big Jon and Doghouse Rawlins get picked up for brawling at the Hiawatha Lounge, the cops find the unregistered handgun which turns out to be the murder weapon in last year's Clocktower Park shootings. Big Jon nudges Doghouse and tells the cops, "It's his."

Consequences

Player actions should always have consequences, good or bad. The world is going to react to what they do, sometimes in ways they don't anticipate. If your players use a soft touch and make friends along the way, then those friends should return to help when it counts. If the players choose to murder their way through their obstacles, make sure they end up as one of the "usual suspects" for bad events.

Game Mastering

Ultimately the DJ acts as the final arbiter of the rules. Although actions and overall story development is a group activity, rule interpretation always remains the DJ's call.

Tear the Roof Off The Sucker - Exciting Combat

Combat flows out of the fiction just like anything else, and when it happens the rules kick into full effect. There is no initiative order and no combat rounds, the Fiction dictates the order of events.

As the DJ, you set up the combat situation and the players respond to it. If a move is triggered, dice are rolled and you narrate the outcome.

Don't let the simplicity of the combat process fool you: Combat can be very dynamic. Players and their foes shouldn't just trade blows toe-to-toe until one of them falls down. Keep the action moving. Throw people over railings, bring the roof down on their heads or let the floor fall out from under their feet. Be creative with your combat, and encourage players to do the same. When they come up with crazy stunts, don't tell them no, just tell them the consequences for failure and let it ride.

Making Moves

If a character's action doesn't have negative consequences if it fails, it should not require a roll. Negative consequences, however, are not the same as a lack of success - e.g. shooting a basket from a moving car may not be successful. However no damage will happen to the player character should this not occur. The DJ is assumed to be an arbiter of what's possible and best for a story, acting to provide players with the latitude in what creates the best narrative in non-contested actions.

By default, every player-based move should allow the DJ to make a move of their own if the players roll less than a total success. This is especially true in the event of a partial success. The results of a partial success allow the action to move forward, based on the player's decision and yet further complicates their future actions by adding an additional challenge or obstacle that has now been created. This is more rewarding for the players by enriching the overall story and allows the DJ to let the action unfold on its own terms, as opposed to directly narrating the future events. And it's always more entertaining when characters screw themselves.

Action vs. Reaction

Nothing the DJ does is a “random occurrence.” Everything that occurs should be the logical result of the preceding action. Although the players may make a roll to determine an action’s success, NPC’s under the control of the DJ should not roll dice to determine success. Instead, the DJ should inform the player that the NPC is about to take an action as a “soft move” and the player may then react appropriately. Ideally, the DJ should not have to roll dice 95 percent of the time, it should strictly be in the hands of the player to determine the outcome.

Example:

Acting as DJ, Dave tells Bob that bastard Francis Clayton is aiming a gun at his character, Big Jon Pendelton, and asks Bob what Big Jon is doing. Bob responds, “I dive for cover.” Big Jon makes a roll +Hustle to Get Out of the Way and fails. At this point, the DJ doesn’t roll to see if Francis can hit big Jon, he just deals damage. The move was set up and the player failed to react to it. Big Jon takes 3-harm from Clayton’s Magnum.

Later, Big Jon is waiting at the Double Deuce for Doghouse to arrive, when the Road Gators show up to cause trouble. In order to prove they mean business this time, one of the Gators cold-cocks the bartender (both NPC’s.) Although the DJ has the option to roll dice to determine the damage, Dave instead opts to have it an automatic success for the Gators because it best serves the Fiction and contains action between two NPC’s. When Big Jon decides to follow up with throwing a beer bottle at the Road Gators, that’s when the DJ hands over some dice for Big Jon to roll.

When the police arrive to break up the bar brawl three big beat cops dive in with their billy clubs and start cracking heads. Officer Shamus goes after Nick Gallows the Road Gator and the DJ decides that as this is action between two NPC’s and the Fiction has not indicated the obvious outcome he picks up the dice and rolls. Shamus fails to Deliver a Beatdown to Nick, and Nick takes the opportunity to grab Charlene the waitress and puts a gun to her head, threatening to kill her if they don’t let him go. The DJ asks Big Jon what he’s going to do next. Big Jon needs to decide if he wants to let the dirtbag go, or if he’s going to take an action that might result in Charlene taking a bullet to the brainpan.

Why Can't We Be Friends - Dealing with Player vs. Player Conflicts

Spirit of 77 is primarily a game about the characters fighting against outside adversaries, but sometimes characters will become at odds and want to make moves that affect each other.

Many situations can be dealt with through role-playing and the Fiction. For instance when two characters need to make a deal, there's no need to make a Get What You Want roll, instead the two players can negotiate that situation between themselves.

Sometimes direct conflict is unavoidable. When two player-characters get into a fight, follow this procedure:

The character initiating the fight should make his move, usually Deliver a Beatdown or Smoke His Ass. If the move is successful, the opponent can respond by Taking a Hit or Getting out of the Way.

Once the first set of actions is resolved, the second player can choose to make a move and repeat the process.

Each player then alternates taking a move, with the other player responding to it until the combat is resolved. As the DJ, you may opt to perform a hard move as the result of a failure roll. Nothing attracts attention like two people beating the hell out of one another.

Say What? - A Very Optional Rule

Technically every rule in *Spirit of 77* is optional, but since this one can be easily manipulated by players it's up to individual DJs if they want to use it.

When a character successfully uses a social move against another player (like Get What You Want or Get In Their Face), offer the target character the chance to ignore the results or to earn 1 XP by accepting the results as dictated by the other player.

Roll With The Changes - Different Techniques

Stuck in the Middle With You - In Media Res

In Media Res (translated as “in the middle”) is a literary technique of starting a story in the middle of the narrative instead of at the beginning. This technique bypasses all that boring exposition and setup nonsense, jumpstarting straight to the action and excitement.

Pre-made **Spirit of 77** adventures utilize this technique through “Fuel Injections” - provocative questions intended to start the action with a bang:

Cruise Ship of the Damned - “What did you do when the ship’s captain started puking blood?”

Jukebox Villains - “What were you doing in the record store when it caught fire?”

BEAST: Bound and Down - “Who’s bright idea was it to steal the beer truck?”

In Media Res is a great technique for getting a new game started quickly. You can determine how the players got together later. For now, get them to the exciting stuff.

Time in a Bottle - Flashbacks, Flashforwards, Preludes, Epilogues

Spirit of 77 makes it easy to play with non-linear storytelling, starting in the middle of a story and then flashing back to the beginning or skipping forward can be achieved effortlessly.

As the DJ, you can use hard and soft moves to maintain continuity when non-linear storytelling is being used. If you establish something in the present and then flashback to the past, you can use your moves to assure that certain things will come to pass. The ability to tailor your hard and soft moves allows this without compromising the player’s agency.

Example:

After finding out that the eyepatch-wearing man behind the robot chimp army is none other than his old commanding officer Dr. Mobius, Gus Shepard remembers when he first met the doctor during the war. The game’s action then switches to a flashback.

While playing out the flashback, the young Gus fails a roll to Keep His Cool while trying to help the young doctor escape an artillery bombardment. The DJ takes this opportunity to describe Dr. Mobius getting shrapnel in his face, explaining his eyepatch in the present (as well as his resentment of Gus.)

Time to Move - The Montage

Sometimes you need to cover a lot of ground in a short period of time - traveling to a new location, building something complicated or gearing up for a big confrontation. These are all great times for a montage:

- First, determine the final goal - this can be anything, but the entire group needs to agree on it and devote themselves to accomplishing it.
- Start with one of your players and ask them how they start the task.
- Ask the next player how the start was complicated.
- Move around the group asking each player a question about the task, alternating between asking for a detail or obstacle and then asking how it was complicated or overcome.

Each player should only answer their own question, and every player should answer at least one question.

Example:

The team is stranded in Winnipeg, and needs to get to Los Angeles to stop T-Rox Records from using the subliminal message machine on a lost Starveya reel-to-reel recording before releasing it to the public.

First question: The DJ asks Beau Dupree how they're going to get to Los Angeles.

Beau decides they're going to hitchhike.

Second question: The DJ then asks El Fantasma how hitchhiking didn't work out as planned. El Fantasma explains that when they got to the US border, none of them had their passports. Instead they snuck across the border in the back of a truck full of chickens, slated for Colonel Roscoe's Chicken Shack.

Third question: The DJ then asks Black Cherry Stone to describe an interesting person they met along the way. Black Cherry describes Derbyball legend Jason Thunder, who picked them up outside Chicago in his beat-up van with a four-letter word spray-painted on the outside.

Fourth question: The DJ then asks Johnny Valentine how Jason helped them along the way. Johnny says that Jason got them all the way to Denver where he provided them with some really great brownies for the last leg of their trip.

Fifth question: The DJ asks Corrina what unexpected obstacle did they encounter when they arrived in Los Angeles. Corrina quickly announces that the city was suffering a full scale blackout.

Final question: The DJ asks Riley Russell how the team dealt with the blackout.

Riley responds that with El Fantasma's help he was able to find the faulty power transformer and jury-rigged a fix using an old Slinky and a pair of hand puppets.

Let The Music Play - Soundtracks

We strongly encourage you to use background music during your game sessions, both to help set mood of the genre as well as a subtle enhancement to whatever dramatic plot point you're trying to convey. (There's a lot of great music from the 70's too.)

Check the Time

When picking your playlist, we strongly recommend picking music selections no newer than 1979 in order to maintain the feel of the genre. Earlier music from the 1960's should be used sparingly, unless it makes a specific point about the Scene (or if you're doing something neat).

Theme Music

When NPC's have designated theme music, it can provide an air of foreshadowing as well as develop an overall mood during their interactions with the players. When working with the players to Lay it All Down during Character Creation, choosing an accompanying theme song as they describe their character encourages the players to get into the spirit of their new characters and makes them transition into acting as the characters throughout the game session. Once a theme song is associated with the players, it also becomes easier for players to "get into character" when a new session begins.

DID YOU KNOW?

1977 saw the release of Fleetwood Mac's "Rumors", "Hotel California" by the Eagles and the debut albums of the Clash and the Sex Pistols.

Mystery Dance - Whodunits in the 70's

You can't drive the Mystery Machine without solving a few mysteries, and whodunits are a staple of 70's action and adventure. From the dirty streets of the big city to the backwoods wilderness of moonshine county, cunning Sleuths analyze crime scenes and hunt down wiley criminals. In game terms, adding a mystery is a rare situation where pre-planning is important while still maintaining overall flexibility for the players and the situation.

The Scene of the Crime

Every mystery starts with a crime. Murder is a popular choice, but robberies, kidnappings and assaults can make for good mysteries too. Decide what crime took place and who could be suspects - people who had motivation and means to commit the crime.

Determine what the crime scene looks like and describe it to the characters when they encounter it. Although you should allow the players to add details as part of the fiction, this is a situation where the players will be looking to the DJ for specifics. Feel free to provide them while letting the players add to the narrative when possible.

Example:

After tuning into the police radio in the Fantasmobile, Riley Russell and El Fantasma arrive at stately Wilshire Manor to investigate a possible murder. In the private study, Devon Wilshire, Sr, lies dead on the floor from multiple gunshots to the chest. Once Riley successfully Scopes the Scene, the DJ describes the messy desk, along with a broken bust of Miguel Cervantes, Wilshire's empty revolver and a crooked painting of Don Quixote on the wall, revealing a safe. Riley asks to read the papers underneath Devon Wilshire's body - a detail the DJ had not initially considered. The DJ decides to go with it, describing the beginning of a new, unsigned will for the Wilshire fortune.

The Not-So-Perfect Crime

If someone committed the perfect crime, there wouldn't be much point in investigating it. There would be no clues to pursue, no witnesses to interview and no way to find the perpetrator. Think about how the perpetrator may have made mistakes while performing the crime and write them down. Mistakes are what will lead the investigators to clues. Come up with at least three mistakes the perpetrator made while committing the crime.

Think about how each of these mistakes could be uncovered, and think about who will be implicated with these mistakes.

Example:

During the investigation, Riley Russell finds a broken window in the servant's quarters with footprints in the garden outside. However, Riley also detects the window was broken from the inside instead of outside.

El Fantasma studies the revolver found on the scene as well as the shell casings on the floor. Although the revolver has been recently fired, a revolver would still be holding the spent shells. A second pistol would be needed.

Unbeknown to the killer, Wilshire secretly left his dictaphone running during the struggle. Riley takes the reel-to-reel recording back to his crime lab in his Aunt's garage.

Follow Their Lead

During their investigation, players will follow the evidence to their own conclusions, some of which you may not have even considered. Allow them to follow their lead, while providing opportunities to follow the initial solution. However, if the players simply aren't interested in following what had been originally devised, let the Fiction unfold as they see fit. If their direction provides a more entertaining solution, roll with it.

Example:

Initially, the DJ had intended the killer to be Devon Wilshire III, who murdered his grandfather for the inheritance money. However during their investigation, Riley and El Fantasma create the theory Wilshire Sr. was murdered by Wilson the stable boy who wanted to kidnap the Wilshires' prized horse, La Mancha, for an illegal horse race. Although the DJ has provided multiple openings for Riley and Fantasma to pursue Devon Wilshire III, the players are more excited by the idea of an illegal horse race as the overall cause of the murder. Despite the original solution to the mystery, the DJ decides to go with it and shelves the idea of Devon Wilshire III being the culprit. Now it's off the races to find the missing La Mancha!

Conspiracies, and Mysteries That Don't Want To Be Solved

Remember a mystery doesn't have to be solved right away - a criminal might get away for now, become a Front for the campaign in the future or get caught sometime down the road.

You can also combine a mystery with an active Front to make a conspiracy. A conspiracy is a mystery that is actively trying to avoid being solved. To create one, start with a mystery but also create a Front to represent the perpetrators. As the clues get picked up by the investigators, advance the Front's Agenda, triggering the Front to attempt to cover up evidence or even attempt to eliminate the investigators.

Example:

On the trail of the illegal horse-race, Riley and El Fantasma head off to Brookbent Speedway to find the missing race horse. While searching for La Mancha, Riley discovers the horse-race is bankrolled by big-time gangster, Orlando "The Wiseman" Weiss. As they continue their surveillance tail on the Wiseman's limo, El Fantasma notices someone is following the Fantasmobile ... and getting ready to open fire. Seems like the "Mystery of the Tilted Windmill" is about to heat up!



Tonight's Special Guest - Celebrity Guest Stars

What's a good 70's adventure without an occasional guest star? The occasional appearance of a well-recognized face can add the additional spark during a session, or potentially lead the characters into a new adventure. An additional approach is having "stand-ins" for certain well-known celebrities that suggest the original but allow room for a unique spin (e.g. The Turtledove Singers for the Partridge Family.)

Potential guest star visits include:

- *Elvis Presley didn't die in 1977. He went into government witness protection, after participating in the world's first cloning program (explaining the creation and proliferation of Elvis impersonators.)*
- *John Lennon has decided to come out of retirement early, and is looking for new musical inspiration and musicians to work with. But Yoko poses a problem. She's possessed.*
- *Cher is tired of the world of fashion models and the spotlight and is exploring the rougher edges of the City, eager to find something (and someone) new and exciting.*
- *Film star and amateur race car driver Steve McQueen wants to participate in the illegal Midnight Grits race, not knowing he's been targeted for a crash-out.*
- *Yul Brynner is on the run, trying to investigate why real cyborgs with his face are knocking over local banks, dressed as Western gunslingers.*
- *Despite any lack of fighting ability, comedian Andy Kaufman has decided to become a Women's Derbyball champion and skate against the local Derbyball team.*
- *TV producer Aaron Spelling (creator of Charlie's Angels) is looking for ideas for his next hit TV show, and is interested in the players.*
- *After losing to Muhammad Ali in Zaire, George Foreman is at an all-time low. Can he find inspiration to reinvent himself?*
- *Bob Guccione and Hugh Hefner are taking their publishing war to the City, opening new clubs and scouring the local venues for the Next Big Thing.*

DID YOU KNOW?

Gio Bang refuses to let Riley Russell ride in the passenger seat of the Lucky 7, due to his irritating habit of pressing buttons to see what they do. (Ejector seats are not toys.)

The DJ's Toolbox, NPC's and Locations

X-Tech Items

How much place X-Tech has in your campaign is up to you - you may decide that it's completely in the background and never seen by the PC's, or you might set your game on Moonbase: Roanoke and give everyone laser pistols. We typically find that someplace in between works best, but it's all up to you. X-Tech is generally depicted in one of two ways:

Familiar technological items limited by 1970's constraints:

- Smartphones the size of a shoebox
- GPS systems that take up the entire dash and passenger seat of the vehicle
- Lifelike robots with artificial intelligence powered by reel-to-reel memory banks

Crazy mad science techno-wizardry cobbled together with a variety of parts and forward thinking:

- A shrink ray assembled from parts of a pinball machine and powered by a Ford Pinto engine
- Powerful directional communications array that amplifies its signal through an antenna assembled from tin cans and wire coat hangers
- A time machine built into the chassis of a 1972 De Tomaso Pantera

The key to creative X-Tech items is imbalance, especially in the clash of super-advanced technology and 1970's limitations. When describing X-Tech devices, remember these kinds of features:

- CRT screens - Remember there are no flat-screens, bulky monochrome CRTs are the most common form of display.
- Lights - Banks and banks of indicator lights that blink out of sequence.
- Interfaces - Switches, keyboards were only one of many ways to input data or control devices of the day, banks of individual switches and knobs were just as likely to be used to control anything from a toaster to an advanced computer.
- Floppy discs and tape memory - The 5.25 inch floppy disk was cutting edge in 1977, large quantities of data was still commonly stored on reel-to-reel memory banks.
- Styling - Industrial gray plastic, fake wood grain, orange vinyl, brushed stainless steel were the signs of high tech gear in the 1970's.

Example X-Tech Devices:

Jet Pack - A backpack-mounted jet propulsion vehicle, fast and compact, but very inefficient. (2-power, 0-looks, 0-armor, fragile, loud, gas-guzzler)

Laser Rifle - A variety of beam weapons are in trial use around the world. Some require bulky battery packs, others may have micro power plants of their own. Either way they're deadly but prone to breakage and often explode for no reason. (3-harm, close/far, fragile)

Combat Armor - Composite plates and high tech ballistic materials allow for this suit to be worn without overly hampering the wearer's speed and agility. It also includes an intimidating full faceplate helmet for proper jack-booted stormtrooper action. (2-armor)

Wristcom - A bulky wristwatch with a mini black-and-white video screen. Allows the wearer to communicate with anyone else wearing a wristcom anywhere in the world.

X-Ray Goggles - A pair of goggles with special lenses that allow you to see through most materials.

DID YOU KNOW?

The Atari VCS (later called the 2600) was released in 1977 with only seven game cartridges available. It retailed for \$199 and sold 250,000 units in its first year.



You Look Familiar - NPC Templates

Although you should personalize your NPC's whenever possible, certain types of characters will return over and over - the newspaper stand owner, the local bag lady, or even the recurring FBI agent. NPC templates will let you pull their stats in a pinch, while still giving you the flexibility to change them on the spot.

NPC templates follow a similar series of stats:

Title - The type of NPC

Description - A short paragraph describing the character

Names - Some suggested names

Agenda - The typical agenda for this character

Moves - Any special moves this adversary might have

Gear - Any gear this NPC may have

Beat Cop

Description - Walking the streets and patrolling the roads, the beat cop is the outward facing side of the police department.

Names - Sloan, McTaggart, Kennedy, McKinnley, Douglas

Agenda - "Serve and protect, and maybe make a few bucks on the side."

Moves - Raise the Heat - A beat cop can give any character 1 Heat when witnessing anything that could be considered illegal.

Gear - Service revolver (2-harm, close, loud, reload), nightstick (2-harm, hand, messy), patrol car (2-power, 0-Looks, 1-armor, sturdy)

Bodyguard

Description - Although obviously hired as protection, a good bodyguard may also have shady connections throughout town

Names - Vinny, Rocco, Sloan

Agenda - "Protect the boss, sometimes even from themselves."

Moves - Human Target - In the event of another person about to receive harm, the Bodyguard can opt to absorb the damage in their stead.

Gear - brass knuckles (+1 harm, heavy)

Crazy Street Person

Description - Who knows what brings out the crazy in some people, but it happens. They're encountered on midnight subways, pushing grocery carts down late night alleys or sleeping under an overpass. They don't look like much but should never be underestimated.

Names - Brother Laurence, Patch, Apple Mary, Char-Char

Agenda - "WHO'S GOING TO SAVE THE WORLD FROM THE ICE CREAM TRUCKS? I AM!"

Moves - Crazy Strong - Surviving on the streets makes you strong and tough. A crazy street person deals 2-harm unarmed and has 1-armor.

Gear - Dirty clothes, a broken blender named Carl, shopping cart, coat hanger collection, a grocery bag filled with soda bottles

Federal Agent

Description - Agents of the FBI, CIA, ATF, NSA, FCC, or any of a dozen other Agencies with a TLA (Three Letter Acronym) can be called in when the government takes an interest in the local situation.

Names - Agent Johnson, Agent Thomas, Agent Black, Agent North, Agent Kelly

Agenda - "Local matters are irrelevant, I'm working on the big picture"

Moves - Taking Jurisdiction - Feds have the capability of dismissing or commandeering local police for their own needs.

Gear - Automatic pistol (2-harm, close, concealed, loud), concealed body armor (1-armor, concealed)

Giant Ape

Description: Whether it's a robotic movie prop, the result of exposure to radiation or was found on a remote tropical island, a giant ape is a formidable opponent.

Names - King, Rex, Coco, Joe, Louie, Roddy, Francine

Agenda: "RAAAAAAAAAAAAAAAAAUUUUUUUGH!!!!!"

Moves:

Swat from the Sky - Giant apes like to grab low flying planes and helicopters to use as makeshift weapons.

8th Wonder of the World - Giant Apes have twice as many harm levels as a normal NPC (requiring 6-harm to disable) and are treated as having 2-armor.

Gear: Giant Improvised Weapon - (3-harm, close, area, clumsy, messy)

Guard Dog

Description: Viciously trained doberman, police K-9 Units, or just a surly old junkyard mutt. Guard dogs are trained to attack anyone unknown violating their guard area.

Names - Nero, Ceasar, Thor, Zeus, Cleo, Liz, Duke, Jupiter

Agenda: Protect whatever location they are given.

Gear: Very sharp teeth (2-harm, close, messy)

Henchman

Description - How can you be an evil madman without a legion of faceless minions? Henchmen do what their boss says without questions, usually leading to their deaths at the hands of stalwart heroes.

Names - #21, #24, Smythe, Bob, Karl, Skull, Jonny, Joey, Donnie, Jordan, Danny

Agenda - "Follow the boss's orders."

Moves - Team Up - groups of henchmen can group together to form a Small gang (2-harm, 1-armor)

Gear- Melee weapon (2-harm, hand, clumsy) or SMG (2-harm, close, auto-fire, loud)

Honeybot

Description - Made to be the perfect artificial companion, honeybots look exactly like a human being, but beneath their plastic skin and charming smile is a steel endoskeleton and digital computer brain.

Names - Bunny, Johnny, Barbie, Ken, Victoria

Agenda - "Serve my owner, serve my programming."

Moves - Hard to Put Down - As a robot, honeybots fight until they are completely destroyed at 5-harm.

Gear: Revealing clothing

Made Man

Description - Whether it's a low-level button man or high-ranking syndicate captain, made men can be found anywhere in the City using extortion, bribery or other nefarious means to make their presence known.

Names - Salvadore, Vito, Albert, Frankie, Al, Carlo

Agenda - "Everyone needs to share a little piece of the pie, for their own good."

Moves - Connected - Organized crime is everywhere, allowing Made Men certain freedoms in all social environments through quiet intimidation.

Gear- Pistol (2-harm, close, loud)

Mastermind

Description - Terrorist madmen, rogue military commanders, evil corporate executives, the world is full of megalomaniacs looking to fulfill their plans of domination.

Names - Dr. Tungsten, General Kilmore, Mr. Kirkpatrick, El Presidente Chavez, Professor Fatone

Agenda - "TAKE OVER THE WORLD"

Moves - Contingency Plan - Masterminds always have a backup plan and if given a chance to deploy it will manage to escape to haunt the players in the future.

Gear: Concealed body armor (1-armor), hold-out pistol (1-harm, close, concealed) handheld detonator (to who knows what)

Police Detective

Description - Bigger crime scenes will attract higher ranking police, both in their initial investigation efforts and the long-term pursuit of an arrest, whether or not it's the actual guilty party.

Names - Lieutenant Washington, Detective Scott, Lieutenant Davis, Detective Sparks, Detective Jablonsky

Agenda - "Find a suspect for the crime, any suspect will do in a pinch."

Moves - I Have a Warrant - Search warrants, arrest warrants, confiscation warrants, police detectives are skilled at maneuvering through the judicial system and acquiring the paperwork necessary to stick it to the average guy.

Gear - Service revolver (2-harm, close, loud, reload), unmarked police car (1-power, 0-looks, 1-armor, inconspicuous)

Street Thug

Description - Street thugs can be found just about anywhere, causing trouble, looking for a quick buck at someone else's expense, or hiring themselves out as cheap muscle.

Names - Nick, Kevin, Brian, A-Jay, Axel, Bruce

Agenda - "Make a little money and cause a little havoc."

Moves - Reinforcements - Street thugs rarely travel alone, they can call up a few friends to help out when things get crazy.

Gear- Switchblade (1-harm, hand, concealed)

SWAT Officer

Description - Called in when heavy firepower is required, the SWAT officer is well-armed, well-trained and a little over-eager.

Names - Hondo, Street, Deacon, McCabe, Luca

Agenda - "Take control of the situation."

Moves - Coordinated Fire - SWAT can work together to take down entrenched targets.

Gear - Assault Rifle (3-harm, close, autofire, loud), body armor (1-armor), tear gas grenades (3-harm, close, stun, area), armored van (1-power, 0-looks, 2-armor, sluggish)

Super Soldier

Description - Bionic enhancements, radiological exposure and other techniques have been used on these soldiers to enhance them in ways man was not meant to be enhanced. This tends to leave them a little unhinged.

Names - TK421, Corporal Tork, Private Jones, Private Dolenz, Sergeant Nesmith

Agenda - "Follow orders..."

Moves - Self Repair - Super-Soldiers heal one harm whenever they successfully deal damage.

Gear: Body Armor (1-armor), X-Tech Rifle (3-harm, close/far, autofire). hidden weapon (2-harm, close, concealed)

Haven't We Been Here Before - Location Templates

Certain types of locations will re-appear frequently, either as a store chain, a common sight or possibly just as a general stereotype that happens to be true. A location template will provide you guidelines for the general appearance and interactions within the Location, which can be personalized based on the story's needs.

Bodega

Description - In the City, family-owned grocery stores often maintain late hours, catering to those who refuse to go farther than three blocks from home. Although smaller in size, they also carry more alcohol choices, hand-made hero sandwiches and occasionally host card games in the back room.

Names - Darlene Grocery, Seropian Deli, Seventy Sixth Street Market

Features - Deli counter, magazine rack (including porn magazines), liquor aisle, (mostly) fresh produce, flowers, cigarette rack

Twists - What's in the Back - Bodegas are infamous for having something going on in a back room, be it an after-hours card game, illegal moonshine still or even an innocuous animal rescue kennel.

Bus/Train Station

Description - Although airline travel has become more affordable to the average person, buses and trains remain the better option for someone traveling across the country.

Names - Silverwolf Bus Lines, USTrak, Lone Star Bus

Features - Public Lockers, pay phones, telegram booth

Twists - No Questions Asked - Dealing strictly in cash, these travel routes are virtually anonymous and for a nominal fee, can transport sealed items from one location to another.

Dance Club

Description - Discotheques have begun to pop up everywhere, allowing all walks of life to taste the swinging "Saturday Night" they've seen on the movie screen.

Names - The Zoo, Glitterama, Urban Jungle, Studio 71

Features - Roller rink track, disco DJ, stage, snack bar, busy bar, performing bartenders, VIP section with table service, go-go dancers, spotlights, cigarette machine

Twists - The Back Lounge - The restrooms at most discos are a haven of substance abuse. There is always someone available to sell you your next high.

Fast Food Joint

Description - Fast food restaurant chains exploded in the 1970s and so the City is dotted with fried chicken, taco joints and burger stands. Corporate homogenization hasn't taken over the industry, so fast food restaurants feature a lot of unique character.

Names - Tiki Tiki Taco, Colonel Roscoe's Chicken Shack, Disco Burger, I Need A Gyro, Yum-E Free-Z

Features - Drive-thru with mascot shaped speaker system. food-shaped building, public restrooms, telephone booth, curbside service

Twists - The Colonel's Revenge - Food safety at a lot of these locations can be questionable. Characters who indulge in fast food may be required to hastily leave the scene to search for a restroom.

Gas Station

Description - In the 70's gas stations focused on actual automotive service instead of convenience store food and lottery tickets, often with a repair garage on premises.

Names - Scirocco Petroleum, Effe Gas, American Eagle, Zeke's Auto and Gas

Features - Full service attendant, restrooms, gas pumps, air gauge, cigarette machine, hydraulic lift, air compressor, full tool set, pin-up calendar, filter supplies, random auto parts

Twists - Makeshift Kit - When a player rummages through the tools and other equipment, roll +Brains.

On a success, you can put together 1 kit.

On a partial success, players find something relatively useful.

Photo Processing Booth

Description - Before the days of digital photography, photo-processing booths would provide processed color film and prints quickly and cheaply all across America.

Names - FotoQuick, SpeedPix, Photomatic

Features - free-standing booth, extra film, stool, multiple prints

Twists- Double Prints - When looking up information on a specific person, roll +Brains. With a full success, there are recently developed photos that can provide information on what the player is looking for. With a partial success, the player may gain vague knowledge but at a cost.

Pool Hall

Description - Pool halls had a poor reputation in the 70's as the meeting place for hoodlums and dangerous people. This was deserved.

Names - Chino's Billiards Club, Perry's Pool, Aces Pool Club

Features - Pool tables, cigarette machine, pool cues, dirty men's room, cue racks, blue chalk, vending machine

Twists - I Know A Guy - because of the unsavory type of clientele, there are many outlets of finding useful resources.

Subway Station

Description - Entrance to the local public transportation, requiring actual subway tokens to pass through the turnstile

Names - 14th Street Station, Union Square, Metro Central Station

Features - change machine, CRTA (City Rapid Transit) booth, pay phone, subway map

Twists - Exact Change Please - A CRTA employee can potentially hold up the characters while trying to pass through the turnstile, effectively delaying them up for an entire Scene.





This is a Perfect World - The World of '77

Recession, soaring unemployment and rising fuel costs. Oppressive government surveillance, gun violence, and skin-tight pants, the aftermath of an expensive, unpopular and misunderstood war. Sound familiar? The more things change, the more things stay the same. In a lot of ways 1977 sounds a lot like our current situation. But whether your game focuses on the weird, over-the-top antics of X-Tech technology and super-charged car-jumping stunts or stays on the street with gritty criminal overtones, certain elements will always remain the same.

Living and Working in '77

Cash is King - Most people pay for everything with cash. There are no debit cards or ATM machines, and only big department stores accept credit cards. If you want to cash your paycheck, you boogie down to the local branch of the First Bank of Santo Domingo and get the teller to count out the twenties. Big purchases are done with personal checks or a cashier's check from a bank, and if you need to get money to somebody outside the city quickly, wire transfers are the only way to do it.

More Than Just Inflation - Prices have changed dramatically since 1977. According to official figures, a dollar in 1977 would generally buy about four dollars worth of goods today. As a general rule, the price of something in 1977 tends to be about one quarter what it would currently cost.

Electronics - Even with the advent of X-Tech, digital electronics are still brand new in 1977 for the average consumer. Electronics tend to be expensive, bulky and power hungry with a cost of up to double what they are today. A low-powered desktop computer by today's standards would be considered state-of-the-art and worth tens of thousands of dollars.

Shopping in the 70's

The Five-And-Dime, Mom-and-Pop - In the 70s, local-owned businesses had yet to be swallowed up by the big-name grocery chains and shopping center complexes. In the big city, small grocery corner shops or "bodegas" provided one-stop convenience shopping for the neighborhood block, usually late into the night.

The Christmas Wish Book - With the Internet still 20 years away, online shopping was inconceivable in 1977. Instead, people shopped from home via massive department store catalogs that arrived by mail each year from Sears Roebuck, Montgomery Ward or the in-game example of Bonafede's Department Store. Everything from pajamas to ping-pong tables could be ordered and delivered to your home or shipped to a local store outlet for pick up.



Consumer Technology

It's hard to remember certain technologies didn't exist or weren't in normal circulation in the 1970's. This should continually be reminded to the players as their characters make their way through the **Spirit of 77** environment.

- Pay phones instead of cell phones
- Gas station roadmaps instead of GPS Systems
- 8-Tracks instead of CD's or MP3's
- Drive-up bank tellers instead of ATM's
- Cash or checks instead of credit/debit cards
- Unleaded gasoline had only recently been introduced in 1975
- Microwave ovens were brand new inventions, introduced commercially in 1976
- Both the first mainstream personal computer and mainstream video game console went on sale in late 1977

Motoring in '77 - The End of an Era

The 1950's and 1960's were a golden age for automobiles in the United States. Cheap gas, no emission standards and a growing youth demographic resulted in a laundry list of classic American automobiles. Muscle cars like the GTO and Charger, sports cars like the Corvette and luxury cars like the Continental and Thunderbird ruled the highways, main drags and drive-in theaters across the country.

But this all changed in the mid 1970's - insurance premiums for new high-performance vehicles skyrocketed. The 1973 oil crisis caused gasoline prices to double, new federal emission and safety standards resulted in heavier cars with less powerful and unreliable engines. By 1975, smaller European and Japanese imports were quickly gaining popularity because of their more fuel efficient and reliable engines.

The flip side of this is that the demand for older less fuel efficient cars was extremely low, causing the classic cars of the 60's and 70's to become cheap and readily available. As long as you didn't mind shelling out at the gas pump, options for sweet rides were nearly limitless.

The Prettiest Star - Fashion in 1977

Good or bad, the 70's were a unique time for fashion. Bell bottoms, three piece suits, mini-skirts and hot pants, combining the changes in social norms from the 1960's and amazing man-made materials such as lycra and polyester. Influences such as the space age, glam rock, and a revived interest in Americana brought on by the bicentennial led to juxtaposing and combining of new and old trends to make looks completely unique to the decade. Textures and patterns were mixed like never before (or since), wearing plaid pants with a tweed jacket over an unbuttoned bright yellow rayon shirt was not unreasonable in the mid and late 70's.

Men's Fashion - The mid-70's saw the return of the three-piece suit, and new materials meant they could be made in a variety of wild colors. Sparkling white, powder blue, even lemon yellow and blazing orange suits were available. But basic brown, charcoal and black were still the most popular. Blue jeans, once the purview of farm hands and cowboys were now accepted as casual wear by most, especially young men.

Women's Fashion - The 1970's were the first time that women were more often seen wearing pants than dresses. Dresses and skirts were still popular but changes to gender roles, more women in the workforce and an all around change in social attitudes meant that women could generally wear what they wanted, when they wanted.

Pop Culture - The ubiquitous T-shirt that we all know today began its rise to prominence in the 1970's. Personalized lettering or iron-on decals were available via mail order or specialized shops and of course every rock band worth seeing sold T-shirts at their concerts. Hair was grown out full and wild, layered styles, afros, mullets and ponytails were all popular. Facial hair ran the gamut, but full mustaches and sideburns were especially popular.

Smoking - The long term health effects of smoking were still being brought to the public in the 1970's, more than a third of American adults smoked tobacco products of one type or another. Cigarette machines were a common sight and every home has an ashtray on the coffee table. Smoking in restaurants, on planes and in almost every public place is common. Cigarette advertising, banned from television and radio, still dominated print advertising and billboards.

Glam and The Beautiful People

In **Spirit of 77**, Glam rock burst into the music scene in the first half of the 1970's with the advent of three prominent musical artists - David Bowie in his "Ziggy Stardust" persona, Marc Bolan and his band T.Rex and the in-game Starveya and the Kings in Yellow. Their musical style leaned heavily on an evolution from the 60's psychedelia to a greater sense of theatricality in their performances. Their influence lead first the British music scene and the rest of the world into a more glittered form of expression that frequently went over the top in their presentation. The music stylings would continue to color pop culture with over the top appearances and theatricality in all types of media - 1976 predominantly ushered in American symbolism due to the country's 200th anniversary which have continued their prominence in 1977. Unfortunately, the three trendsetters would eventually drift away from the movement they had started - Bowie would eventually shed the Ziggy Stardust persona with a transition into his cocaine-laden "Thin White Duke" in 1974, and lead singer Starveya would be shot and killed by a crazed fan during "The Colour Out of Space" Tour in 1975. Only Marc Bolan would live to see the fruition of the Glam movement until his fatal car accident at the end of 1977.

Ball of Confusion - The Weird Events in '77

In addition to slam-bang action, the 70's are a time for paranoid conspiracies, illegal wiretaps and looking over your shoulder while pursuing the truth. With little to keep former President Nixon in check, the surveillance of private citizens is at an all-time high, with secrets hidden from the public eye wherever possible. The following mysteries may or may not be true in your game, totally under the purview of players and DJ's alike. All we're saying is keep your ear open for these type of things and keep your mouth shut. You never know who's listening.

Nixon's "Good Morning America"

History dramatically changed in the world of **Spirit of 77** when President Nixon addressed the American public over the Watergate scandal in 1973. In an impromptu morning news conference, Nixon outlined the actions taken by the Committee to Re-Elect the President and acknowledged the Watergate hotel break-in by Howard Hunt and his cohorts. While claiming no wrongdoing, the President also announced the resignation of H.R. Haldemann and asked for a Senate hearing into the affair and publicly apologized for the actions of some of his people. Despite scathing editorials from the Washington Post, the Senate committee announced that although the actions taken by the Watergate burglars were deplorable, there was no tangible proof the President himself had any knowledge of the wrongdoing. Maybe if someone had tape recorded the thing, the world would have answers. But instead, Richard Nixon dodged yet another scandal and held onto the White House for two full terms.

The Vice-President Has Gone Missing. We Think.

Of course, the "Good Morning" speech didn't save Vice-President Spiro Agnew from fallout related to allegations of kickbacks and bribes in June of '73. Public consensus was that Agnew ultimately helped the president by falling on his sword and resigning from public office. In **Spirit of 77**, however, Spiro Agnew disappeared later that year in July of 1973, while visiting Bob Hope on a golfing trip in Palm Springs. Conspiracy theorists such as our own Wolfe T. Ellis suggest that Agnew was offered to aliens as the first diplomatic envoy to extraterrestrials, but most people dismiss such allegations as crazy talk, prompted by one too many tequila sunrises. Of course, that doesn't mean it's not true.

We Come in Peace - Talk of Aliens

Speaking of weird conspiracies, the 70's were rampant with talk of alien encounters and UFO sightings across the country. Weird theories run rampant, although the common belief among the truly paranoid points to alien contact made between the U.S. Apollo astronauts and aliens seeking to communicate with the first human representatives to reach the moon, casting the Space Race in a different light altogether. It's a point of fact that the moon's surface features a bronze plaque with an engraved inscription bearing President Nixon's name. The truly paranoid suggest this was the equivalent of leaving a business card on the table.

The Battle of Saigon, aka. "Nixon's Doublecross"

They say only Nixon could go to China, and only Tricky Dick could pull off what's known as "Nixon's Doublecross" at the Saigon Embassy in 1975. Although the U.S., North and South Vietnam and the Vietcong signed a cease-fire agreement in 1973, tensions ran high until 1975 with the scheduled evacuation of the Saigon Embassy.

Other than key White House staffers, no one expected the 6th Special Forces group aka the "Lazarus Unit", which decimated the North Vietnamese Army and its sympathizers within the city walls. How they appeared within city limits without a trace is still considered one of the great mysteries of that conflict.

Since then, Vietnam has maintained an uneasy peace with the city of Saigon, under United States protection, while the remainder of the country has unified under the People's Republic. Saigon has, in effect, become an American outpost, much like the Guantanamo military base in Cuba. No one's sure what's going on over there as it's a classified zone. But whatever it is, it can't be good.

You Can't Keep Dick Out of The White House

Nixon finished his second term, leaving Gerald Ford a straight shot to the White House in 1976 over a little known peanut farmer from Georgia. Henry Kissinger is National Security Advisor while Nixon reportedly still calls the shots as Secretary of State. This effectively continues Nixon's control over international and domestic affairs, maintaining his dominance over America. Internationally, China has remained on high alert since the Saigon Doublecross and Russia keeps eyeballing Afghanistan like something's about to happen. Who knows what's going to happen in the 1980 election. Maybe even Governor Ronald Reagan from California has a shot if he's willing to play ball with Nixon.

The History of The Future?

X-Tech is considered the wave of the future, no one is 100 percent sure where X-Tech came from. Although the government may have classified information that explains its origin, there are dozens of theories:

X-Tech comes from space aliens who are trading the advanced technology for assistance with their plan to colonize the earth. This is often cited as “evidence” by the conspiracy theorists linking Nixon to little green men.

X-Tech is from an ancient civilization, long extinct and recently re-discovered by anthropologists in South America and Africa.

X-Tech comes from the future, sent back in time to help prepare against and ultimately prevent a global catastrophe that will strike in the 21st Century.

X-Tech is a secret U.S. government program that was developed as part of our global defense against Communism. Initially launched just after World War II ended, the program is based on secret Nazi research into forbidden science.

Skylab and Moonbase: Roanoke

In 1973, NASA launched the first orbiting space station, Skylab. It included a workshop, solar observatory, and other systems used by the government to further working knowledge study of space. It was expected that Skylab would eventually re-enter and burn out in the Earth’s orbit in the late 1980’s, maybe sooner. But with the advent of X-Tech in our world, NASA scientists have been able to correct the station’s orbit to maintain a steady trajectory around the planet, keeping it in orbit for a much greater period of time. Since then, NASA and the U.S. government have been working on the next step in space exploration - an actual permanent base on the surface of the moon nicknamed “Moonbase: Roanoke.”

Although still in its construction phases and highly debated within the cost-conscious Senate committee, Americans are continuing to look to the stars as a potential next step in the pioneer spirit. Other countries have been clamoring to keep up with the program, and it’s rumored the Soviets are working on a reusable shuttle.

Whatever Happened To Woodward and Bernstein?

Before the President gave his “Good Morning Speech” in 1973, the Washington Post had been tormenting the White House with weekly reports on the Watergate break-in. That ended when Post reporters Bob Woodward and Carl Bernstein both disappeared after a midnight meeting in a parking facility with their undercover source, Deep Throat. Although the story was re-assigned to other members of the Post writing staff, the story lost momentum and eventually fizzled out, which some say allowed Nixon and his staff a chance to recover public popularity with his press conference. The question among the press remains however - what happened to Woodward and Bernstein?

The reporters were quietly kidnapped by the CIA and escorted to the U.S. base in Saigon as part of Operation: Gray Primer, a post-hypnotic brainwashing program by the C.I.A. The plan is to use them later as “Manchurian Candidate” government assassins.

The reporters were committed to the Greendale Mental Facility in New Brixton, kept under heavy sedation after discovering the connection between Watergate and Moonbase: Roanoke.

The reporters have gone underground, changing their identities and facial appearance as part of a new Weatherman group that is fighting against the government authorities.

Britain and The Rise of M-IX

After an internal sweep of Russian infiltrators in what was later known as “Operation: Butcher, Baker, Widowmaker”, British intelligence restructured all clandestine operations and overhauled MI6 into a new organization known as MI9 (Or “M-IX”). In addition to the revamping of the organization, M-IX turned its attention to the surveillance and intelligence gathering on X-technology, especially those considered classified or proprietary by the United States government. Due to Nixon’s secrecy and lack of trust with what had originally been considered a close ally, Britain’s relation with its “American cousins” have changed dramatically - it is not unknown for M-IX to recruit US citizens in operations to gather intel about suspicious behavior by the U.S government. It is reported that the director of M-IX, Albert Hawley, considers the United States government as dangerous as the Soviets.

Starveya - Martyr to the Masses?

Many of Starveya's diehard fanbase refuse to believe the pop music singer was shot by a crazed fan during her concert at Rajah's Ballroom in the City. However, rumors persist that Starveya was the victim of sinister forces that have taken away this creative force.

Naturally, there are those who believe Starveya was targeted by the government, the de facto villain for any conspiracy. Why a pop musician would be targeted by the C.I.A. is hard to understand, but if something bad is happening in the world, chances are Nixon and his cronies are to blame. Some believe Starveya may have witnessed a first-hand military interaction during a U.S.O trip to Vietnam that showed the truth about the mysterious "Lazarus Unit" that couldn't be suppressed by the show's C.I.A. handlers.

The strangest rumor suggests that Starveya was eliminated because of her public claims of being an alien princess on the run from an oppressive regime in outer space. These alien invaders posing as human beings silenced her due to the secret clues she had hidden in her albums, detailing the truth about previous interactions between the U.S. Government and the alien race.

Mystery Saigon

The Vietnam War had long been considered an endless quagmire since the United States first sent advisors to assist the South Vietnamese after the withdrawal of the French. Its final days may have caused even greater ramifications had it not been for the timely use of the 6th Special Forces Group, also known as the "Lazarus Unit" in 1975, an Airborne group previously believed to be decommissioned in 1971. Since then, many questions still remain:

How did one Special Forces Group manage to repel so many NVA forces? Were they armed with X-Tech?

Where did this secret Special Force Group come from and more importantly, where did they go after the Battle of Saigon? Who were they and why were they kept from the public eye?

Why did the Vietnamese refuse to retaliate after the Battle of Saigon and why was the United States allowed to keep Saigon after treaties had been signed?

What is the U.S. Government doing at the Saigon military base? Rumors include:

Further X-Tech experiments including the next step of bionic enhancement for super soldiers, including cloning of a perfect “soldier” hybrid.

Growth of a synthetic marijuana/heroin hybrid that the CIA intends to flood poor neighborhoods in order to corner the drug market and fund anti-communist regimes in Latin America.

Ancient creatures were found just underneath the surface of the Moon during the construction of Moonbase: Roanoke and the U.S. government is quietly performing autopsies on the extraterrestrial remains.

A New Global Threat - ARCANA

In addition to worsening diplomatic relations, an independent criminal organization has begun successfully operating on the global stage calling itself ARCANA. Although the organization’s roots are shrouded in secrecy, ARCANA is known to be divided into four divisions:

The Sword - Trained mercenaries available for hire for both short-term or long-term operations

The Wand - Scientific division skilled at reverse-engineering stolen or captured X-Technology

The Pentacle - Skilled black book financiers, involved in money laundering and financing of criminal activities.

The Cup - The manufacturing and distribution of illegal narcotics and pharmaceuticals across the world.

ARCANA’s leader is still a mystery, but has been nicknamed Delphi by the intelligence community due to his habit of “predicting” calamities (likely perpetrated by ARCANA) before they occur. His predictions are typically delivered via mailed Betamax tapes.



In the City

*“Somewhere out there on that horizon
Out beyond the neon lights
I know there must be somethin’ better
But there’s nowhere else in sight” - The Eagles*

The City serves as the primary environment for **Spirit of 77** and should be considered as more of an NPC than simply as a setting. The City is filled with colorful characters, horrible blight, amazing promise and terrible heartache. Still, no one who lives in the City wants to live anywhere else - a fact most wear like a badge of honor which unites even the most jaded of its citizens. The City is like nowhere else, whether it’s New York, Detroit, Chicago or your own homegrown metropolis.

Although the City should be developed as part of the Fiction through discussion and game play, it can be challenging to start from a completely blank slate. Feel free to use the descriptions below as streets, landmarks and NPCs or change them to fit your version of the Fiction.

The City’s Dirty Streets

The City is laid out in nine distinct sections with East-West streets numbered and North-South streets lettered outward, beginning from Benson on the east side to Hedges on the west. In the center of the City, between Salem and Winston, the streets become more complicated and circuitous. It’s said the City’s original planner designed the city layout by planning the outer sections first and working inward until a nervous breakdown landed him in permanent lockup. Because of this, residents like to say the City drives you crazy the deeper you go into it.

No Salvation In These Streets

In addition to the numbered streets, the City is also crossed with main avenues that handle major traffic - Grant, Gilman, Holt, Harker, Denmore, Drake, Ewell, Empire, Samuel, and Stanton streets. The more cynical long-term residents joke that first letters of the street names are an acronym for “God Has Denied Everyone Salvation.”

Burkhardt District aka "Deadheart"

The Burkhardt District, also known as "Deadheart" for its abandoned warehouses and buildings (and maybe for the giant "D" above the old brewery), is known as one of the rougher areas of the City and is usually avoided by the respectable and clean living. Although there are certain sections that could be construed as "safer", none of the area is considered wise to travel at night and certainly not unarmed. Through Burkhardt, Contreras Bridge connects the City to nearby New Brixton and the airport, which is located across the river that runs along the eastern and southern edges of town.

Drysdale Brewery aka "The Brewery"

The Brewery is considered one of the main landmarks of the Deadheart district and the Eastside, due to the giant letter "D" that stands towering above all of the warehouses and buildings. In its day, it could be seen from as far away as Sanger Heights. Although Drysdale Beer officially went out of business in 1971, the old brewery standing on the corner of 70th and F Street acts as a makeshift shelter and meeting ground for the City's homeless. Stripped of electrical power, city transients have cobbled together indoor tents and walls that separate the abandoned building into indoor streets, often illuminated by trashcan fires and handmade lanterns strung across the high ceiling by old cables. Two of the larger brewing tanks have been converted to hold rainwater drained from where it pools on the rooftop. Although the local police officially frown on the shanty-town the brewery has become, most police turn a blind eye to the homeless congregating within the building as an alternative to them living and freezing on the City streets and park benches. It is even said that makeshift stills are hidden in back closets and storage areas, cooking homemade moonshine which is poured into old Drysdale Beer bottles and used as currency by homeless. When seeking out contacts or information on the streets, the Brewery is always an excellent place to start.

Wolkov's Wonderland

Wolkov's Wonderland is one of the few remaining active businesses in Deadheart, although probably the most peculiar. In 1972, Wolkov's Toys had seemingly closed up shop like many of the other factories in the industrial area only to begin massive production efforts, distributing across the nation. On the surface however, Wolkov's still appears boarded up with high brick fences with no workers either entering or exiting the building. The only signs of activity outside the active smokestacks and giant grinning statue of their mascot Wally are the neatly stacked crates that appear on their loading bay for pick-up once the automatic fences have temporarily opened at 6am every weekday morning, along with the occasional drop-off for materials. A reporter once tried to sneak into the factory during a distribution pick-up only to be locked inside the loading bay and mauled by attack dogs.

“Midnight Grits”

In Deadheart, there is a stretch of the Old Bank Highway that runs between 62nd and 78th along the riverfront against a row of abandoned buildings in a straight course until the abandoned Contreras Bridge outlet and the Crosstown Expressway, its traffic lights dark and burnt out over the years. This strip has been christened the “Midnight Grits Run” by street racers looking to test out their Sweet Rides or compete against one another for pinks. Traditionally the Grits Run is done at a breakneck speed with the car’s headlights turned off once the cars have left the 62nd Street intersection, the last working streetlights before hitting the Bridge. Turning the lights on during a race is considered “giving up” or at least bad form worthy of ridicule. The hairpin turn at the end of 78th is nicknamed the Boneyard because of the wipeouts that have occurred there. Due to the inherent danger of the midnight racing, many local gangs use the Old Bank Highway as a form of initiation for new members to test their courage, either by crossing the blacked out streets or in the case of the foolhardy Banshees, lying down on the white line from dusk to midnight.

The Dead Horseman Ale House

The Dead Horseman on the corner 73th and I Street is considered the main hangout of the Salthill Casuals, the football hooligan firm turned Irish street gang. The four blocks surrounding the pub are considered “Casual” territory, marked by blue spray paint on the brick walls. Its external sign is a hand-carved shingle that was transported to America after the original Dead Horseman burnt to the ground in 1921 in Cathair, Ireland. Although the American version was established in the City in 1921, the sign still proudly displays the establishment year of the original ale house - 1863. The fire at the original ale house claimed its owner, Proinsias Babcock after setting fire to the bar in a drunken rage. His brother, Sorley Babcock recovered the sign and remnants of the ale house and set sail for America. Because of this origin, the Dead Horseman is rumored to be haunted by the ghost of Proinsias Babcock, brought over the New World by his brother’s transportation of the exterior sign and the still scorched wooden bar. The truth of this is disputed, although some nearby residents claim they have seen the exterior sign drip blood on the anniversary of Babcock’s death.

DID YOU KNOW?

The City was being considered to host the 1976 Olympics until a very public trash collector’s strike cast the City in a bad light.

Whitehook

Although not as rough or dangerous as the Deadheart area, Whitehook has its fair share of criminal activity due to several gangs who claim the area as their own, spawning contested turf battles that always lead to bloodshed. In addition, the Malachi mob family controls much of its streets. Still, Whitehook is an easy starting place for people fresh into the City looking for excitement and a new life.

Midtown Midway

The Midway was first constructed for the 1968 National Fair as a quasi-permanent location for the Vanhee Brothers Traveling Circus. Officially closed in 1973, the faux-boardwalk and surrounding area become highly contested turf between its two resident gangs - the Joeys and the Corsairs. In 1976, the Corsairs overwhelmed the Joeys in what's since been called "The Clown Alley Rumble" and now claimed the entire Midway as theirs.

Carousel Landing - In its '68 heyday, Carousel Landing featured one of the largest carousels in North America. Since then, the painted horses and calliope have long been removed although the original fencing and spinning platform still exist underneath years of graffiti and neglect.

The Stone Galleon - The de facto headquarters of the Corsairs, the Galleon was once a seafood restaurant for the '68 Fair before it was abandoned.

The Boardwalk - Extending into the River, the Boardwalk still provides working families of the City with entertainment on a budget during the summer months.

Terror Island - Although its seen better days as a tourist attraction, this haunted dark ride of the Midway serves as one of the main distribution points for narcotics in the City that aren't controlled by the Malachis. The dark, hidden recesses of the ride allow just enough time for a quick sale, with dealers hiding in its shadows while posing as the ride's "monsters." Although local police are suspicious of the activity, they have yet to catch anyone actively deal inside... yet.

Amazo Waxworks

The wax museum originally started as a part of 1968 National Fair, and has since been updated to include animatronic figures that interact with clientele due to X-Technology. Since then, Amazo Waxworks is an underground alternative for X-Tech repairs and upgrades, although the work is sometimes considered “colorful” at best and borderline nightmarish at worst. According to local rumors, some of the animatronic wax figures have been seen leaving the WaxWorks late at night, bringing broken car pieces, weird electronic remnants and questionable, human-sized burlap sacks into the wax museum. Whether this is true and what they could be working on is up for debate, but the surrounding area is considered “Corsair turf” which could mean trouble for those desperate enough to try their luck at the Waxworks.

Malachi Grocery

In addition to being the headquarters for the Malachi criminal organization, this Italian grocery has been a main staple in the City for three generations, serving Italian subs and deli items to the surrounding neighborhood and remaining an anchor to the old Country. It’s rumored the back refrigerator is stocked with automatic rifles, but no civilians ever make it past the patrolling Dobermans that guard the back gate between deliveries. Recently, the Malachi Grocery has begun carrying organic produce and health food products due to the insistence of the wife of their leader, Joe Malachi. The grocery is also host to a high-stakes poker game on the weekends, with vegetarian dinners prepared by Joe’s wife, Lilandra and attended by prominent City officials including the mayor, Carl Knoxford.

The Majestic Theatre

Despite its appearance as a rundown, second-run theater on the north side of Empire Boulevard, the Majestic serves a purpose for the City’s criminal underworld. Every Sunday night, the Majestic runs a midnight showing of the 1972 adult animation film, Cheezit the Rat. During the film, street gangs, drug dealers and other low-level criminals use the Majestic as a parley location - a mutually-agreed upon truce preventing gang-on-gang violence while the movie plays. Although civilians may still be the occasional victim of a pickpocket, serious crimes are forbidden on Majestic grounds until the final credits have run. Occasionally, even the Malachis and their soldiers will use the Majestic when dealing with larger gangs like the Corsairs and the Shadow Kings.

The Belles (Below Empire, Lower East Side)

Empire Boulevard acts as a divider on the west side of the City, separating Whitehook from what is known as “the Belles” by its residents. Although technically located in the western part of The City, the area is on the east side of the river, which is why they call it the lower east side. The Belles includes major ethnic enclaves of Hispanic and Chinese as well as the major prostitute “rack” along the waterfront. The Belles is also becoming an underground art and music scene due to its low-cost rent and bohemian hodgepodge of cultures.

Esposito Esoterica Garage

The eastern half of the Belles is home to the City’s Latino population and is largely unknown to outsiders outside of Esposito Esoterica Garage - a hybrid religious/occult store and chop shop. Underground mechanics and racers often visit Esoterica, perusing four-barrel carburetors among the Santa Muerte candles and essential oils. Its adjacent auto garage offers low-price car re-painting in the event a Sweet Ride needs a hasty “new appearance,” although the Esoterica mechanics often add personal flourishes in the form of St. Mary, crucifixes and other religion icons. Its owner, Chuy Esposito, is a second-generation driver with an additional rap sheet for grand theft auto back in the 1960’s. After serving his time in Bricktop Penitentiary, Esposito claims to have converted to Jesus and allows his mother, “Mama Es”, to use his shop to act as spiritual advisor to those seeking spiritual aid. The inside garage wall prominently displays the Bible citation, “Romans 9:28”. Mama Es also offers palm-reading in a corner room next to the tire storage area.

Cattlecall Dance Club

Located near Clocktower Park, the Cattlecall is the prominent dance club of the City where the new craze for disco dancing has taken effect. The vice squad has been known to raid the dance club for suspected drug activity, which usually boils down to a roust or a pay-off. On Monday nights, the Cattlecall’s promoters let local bands play for free in a do-it-yourself promotion that’s also started to feature a brand new style of music - punk rock.

First Bank of Santo Domingo

In 1971 after returning from the Lost City of the Incas, the world famous luchador El Fantasma retired from the squared circle and hung up his cape and wrestling shoes for good. Using what he claimed was lost conquistador treasure as collateral, El Fantasma established the First Bank of Santo Domingo. Since its opening, the First Bank of Santo Domingo has the unique distinction of being the only bank in the city that's never successfully robbed, perhaps because it employs many retired luchadores as employees. At first, it was considered unusual to deal with a loan officer wearing a luchador mask, but it has since become commonplace and even promoted as a local tourist attraction. When not consumed with his duties as bank president, El Fantasma is still more than willing to sign autographs.

Squared Circle Ferry

The City ferry crosses the River, joining the City and New Brixton and runs Monday through Saturday until 11pm. Occasionally, it's rented out by Orlando "The Wiseman" Weiss to act as a floating boxing tournament, which because it's on the water, is exempt from city licensing ordinances.

Clocktower Park

The riverfront at the southern point of the Belles is considered the seediest section of the City, with numerous adult theaters and bookstores on the streets facing the park. The theaters feature sleazy movies from Linda Lovelace, John Holmes and Sgt. Thundercock. Along the actual waterfront, hookers of both genders ply their trade in the park and its surrounding bushes and parking lot, under the shadow of Campbell Tower, whose mid-night chime rings a slow melody that can be heard all the way to Empire Boulevard. In the late 1950's, the Park was considered the private hunting ground of "The Tick-Tock Strangler," who killed five working girls over a three-month period and set the City on edge as police sought unsuccessfully to catch him. Some say the Strangler is still alive, waiting to begin a new reign of terror. Still, the park does brisk business for hookers who have forgotten the park's terrible history or simply don't care about the consequences.

Flatridge

The Flatridge District is the largest suburban area of the City, considered relatively quiet due to the Rory Glenn Cemetery and its nearby proximity to the upper scale Sanger Heights. However, there have been rumors of strange events leaking out of the Rory Glenn Cemetery and into the sleepy cul-de-sac homes that suggest there are impending dangers just underneath the surface of respectability.

Rory Glenn Cemetery

Four generations of the City have been interred in Rory Glenn Cemetery. The cemetery is situated on a gradual slope along the hillside on the way to Sanger Heights. It is said that glam rocker Starveya is buried among the tombstones of Rory Glenn in an unmarked grave to discourage flocking fans attempt from disturbing the grave site. Still, many of Starveya's devoted have made efforts to search through the graveyard during the day for any telltale clue of where Starveya may be buried. After dusk however, the graveyard takes a more sinister turn as the home turf of the Banshees, who never allow outsiders onto the sacred ground at night. Although unmarked by any Bopper graffiti, the walls surround Rory Glenn are often adorned by burning candles left by the Banshees as a warning to others. For those who would ignore the warning, their retaliation is brutal.

Shady Rest Funeral Services (and Casino)

For normal citizens, Shady Rest Funeral Services is one of the most prominent bereavement centers in the City. For those who visit Shady Rest through the back entrance however, Shady Rest is a high-ranking underground casino controlled by the Malachi Family. As a mourner for "Mrs. Roulette's funeral service" (the secret password for entry) visitors pass through a passage in the Southern Chapel to the main gambling floor where roulette, craps and poker are available at all hours. Despite its proximity to the local precinct house, Shady Rest's illegal activities have never been subject to police intervention, a sure sign of a well-placed payoff by the Malachis.

Don's Pawn and Jewelry - 24 Hours

For those seeking a handgun with no questions asked or a great deal on musical instruments, Don's Pawn and Jewelry on Landon and B Street is the place to look. No matter the hour, Don's is always open and ready for business. Regular customers have often wondered when its 65-year-old owner, Don Kaliowski, sleeps, if he sleeps at all. His hawkish presence behind the steel cage and plexiglass is the epitome of vigilance around the clock. Inexperienced thugs have tried robbing Don's Pawn, only to learn how quickly Don's reflexes have remained since his tours in both Normandy and Korea. If they're extremely lucky, the cops will show up before Don finishes the job. For return customers, Don's Pawn also features an underground shooting range and amplifier room that allows patrons to "try before they buy".

Central District

Bronze Square

Effectively the middle of the City, Bronze Square features a rounded thoroughfare around the tarnished statue of Roman General Gaius Marius, a gift from sister city Urbe in Italy. Under the statue's shadow, floating three-card monte tables and quick-sale jewelry sellers quickly set up shop and do business before a patrol cop busts them.

Ruffy's Tavern

A block south from Bronze Square, Ruffy's is the de facto hangout for off-duty police, retirees and anyone else connected to a shield that wants to remain in touch with the boys in blue. In the late 60's, Ruffy's was the prominent hippie coffeehouse, the Purple Lotus, until the cops came down hard on its owner for a hashish distribution ring. Since then, it's been fully claimed by the local law enforcement with barely a visual reminder of the old establishment, save for the remnants of the original marquee shaped in a lotus flower, which has since been blocked with a cobbled together neon sign reading "Ruffy's." Outsiders often receive a frosty reception with a veiled threat that Ruffy's isn't their kind of scene: At Ruffy's, you're either cop or little people.

Teahouse of the Laughing Dragon

Kung fu has exploded across America with martial art dojos appearing in every major city and even in suburban middle America. Despite its growing popularity, the Old World dynasties have extended and maintained their control of its secrets and forbidden knowledge. In the City, the growth of martial arts is regulated by the Teahouse of the Laughing Dragon. Although its exterior suggests a humble Chinese restaurant in the heart of a prominently Chinese neighborhood, secret tunnels accessed through a hidden curtain in its back dining area lead to the Fighting Octagon, where potential dojo masters petition its sensei, Master Xun, to teach the fighting arts.

Once a year, all dojo masters are required to pay tribute in what is known as the Dance of Dragons, a 10-day celebration and tournament that involves all dojo masters in competition, with the final winner scheduled to fight in a closed-door tournament. Whom they fight is never spoken, and sometimes "winners" are never seen again.

City General Hospital

While City General is the main hospital of the City and the best equipped Trauma Center in the county, it remains one of the few medical facilities in the country that has yet to fully embrace X-Technology as part of its equipment. There have been many official explanations. Lack of funding and other budgetary concerns take precedence, but the underlying reason stems from its Chief Director Marcia Goodly's concerns over the safety of X-Tech in both its mysterious origin and its future implications for society. In fact, City General frequently defies state requirements to turn over found X-Tech and confiscates the material for quiet disassembly and study in Medical Lab No. 4. Whether any secrets have been learned, Director Goodly has yet to share. City General also frequently outsources its ambulance services to two competing companies intown - B&D Ambulance, a local company, and Waco Emergency Services, a national chain.

Bonafede's Department Store

The Bonafede's department store chain expanded to the City from the UK in 1927, and although the original London department store had closed its doors in 1956, the American outlet continued to expand and has provided the City's upper-middle class a consistent shopping experience for 50 years. When the department store was first introduced in the US, the World Snooker Championship was first being held for the first time. As a marketing ploy, the store debuted with a snooker table in its main hallway. Today, as the store celebrates its 50th anniversary, that snooker table tradition has been reintroduced and updated with a commemorative pool table and an upcoming tournament this year.

DID YOU KNOW?

Bonafede's has the second oldest escalator in the country, with the escalator in New York's Macy's Department Store being older by exactly eleven minutes.

Sanger Heights

The Upper Eastside, formally known as Sanger Heights after the City's primary founder Milhous Sanger, is considered the ritziest area of the City where the City's wealthy and elite enjoy themselves under the extra protection of the City's finest. It is the highest location of the City, overlooking nearby Cross Meadows and Castor Hill.

Savoy Grande

The Savoy is the swankiest hotel in both Sanger Heights and the City, an unofficial gathering place for the City's elite, second only to Riddlemark Hall itself. Its dining room is a posh who's who's of powerbrokers and important people requiring a reservation months in advance (unless you're someone very important.) The Savoy Ballroom is the regular location of high-profile charity events and balls including the yearly New Year's Eve gala, sponsored by the Sanger Heights Athletic Club and the City Women's League. Movers and shakers know it's important to be seen at a Savoy event at least once a year. Otherwise you're considered no one at all in the social ladder of the City.

St. Bernadine's Academy

For parents that can afford it, St. Bernadine's private school provides the best education in the City. Graduates of St. Bernadine's are instant candidates for Ivy League colleges and boast alumni in the halls of government. In addition to highly prized exposure to X-Technology as part of its course curriculum, St. Bernadine's also boasts qualified martial arts studies with staff considered on par with several of the City's top fighting schools and granted special recognition honors by Master Xun and the Teahouse of the Laughing Dragon. Admission exams are stiff, prompting ambitious parents to do whatever it takes to get their children into St. Bernadine's through bribery and unsavory influence, although gangster Orlando Weiss has provided a special scholarship program for certain underprivileged students to attend. The science department holds a special science fair, sponsored by NTI, allowing it access to some of the top X-Tech in the country and affording St. Bernadine students an advantage when working with the highly specialized equipment.

Castor Hill

Just below the Heights, Castor Hill is the cultural heart of the City with its exciting club scene, restaurants and nightlife. Castor Hill (or simply “the Hill”) serves as home and heart for wannabe rock stars hustling to make it to the big-time.

A Star is Born in the City

Although there are many nightclubs on the Hill that feature live entertainment, any musician knows that to be discovered, you have to perform at either Rajah’s Ballroom or the Zero Cafe. Both clubs are considered the premiere musical showcases for upcoming talent.

Rajah’s Ballroom - The premiere club of the City, all big-name acts stop at Rajah’s as part of their touring schedule. Its owner Ahmed Zajinian has run the Ballroom for over thirty years and is grooming his daughter Serena to take over the family business after his retirement. Rajah’s is best known as the location of the final performance of Starveya and the Kings in Yellow before her death in 1975. In the first year anniversary of her death, a large hand-painted mural of Starveya was added to the side of the building by an unknown artist. Since then, the wall has become an unofficial shrine to her legacy with incense, candles, flowers and even the occasional tab of acid often left in front of the mural.

Zero Cafe - The Zero’s heyday was in the late 60s when it was the de facto “hitmaker” of the psychedelic sound, even prompting a sister venue (Zero Cafe East and Zero Cafe West) before being closed in 1972. The luster of the original Zero has begun to fade slightly but a headlining gig here is still an accomplishment for up and comers.

The Fashion of Saigon Alley

After Nixon’s Doublecross, many Vietnamese refugees made their way back to the City, seeking refuge, staying among their own in what’s known as Saigon Alley, just below Castor Hill. Here, a collection of Vietnamese restaurants and tailors maintain a tight-knit community that shun outside interference. However, Saigon Alley is also known for some of the finest fashion in the City for both Honeypots and Rockers alike. Technically considered the separate neighborhood of Albrook, Saigon Alley is treated like an extension of Castor Hill that extends beyond the E-Lines and Drake Avenue. The finest tailor shop, Mister Hau’s, boasts some of the highest clientele and remarkable apparel available in the City.

Brother Clementous' Salvation Kitchen

Whether you're seeking soul in the words of a sermon or at the bottom of your plate, Brother Clementous' Salvation Kitchen serves both in a combination of down home Southern cooking in a religious revival tent. Brother Clementous and his family provide a gospel church service every morning with full choir and scripture while serving soul food specials that replenish both physical and spiritual needs. Just after lunch, Brother Clementous fires up the barbecue grill in the parking lot, readying the succulent BBQ ribs, brisket and chicken for the evening. Nobody goes home hungry after visiting the Salvation Kitchen.

Nida Nouveau

Nida Nouveau is considered the finest restaurant of the City for both the influential and trendy, with French cuisine that is ranked among the highest in the state. Its owner, Nida Louise, is nicknamed the "Queen Madame of Glam Cuisine" - a nickname that refers to more than just her cooking. Through Nida Nouveau, Nida Louise runs the top prostitution ring in the City allowing high-paying clientele the option of arriving alone and selecting their dinner company through the private reserve wine list when they provide their Executive Patron's Club card. The ladies will arrive during the appetizer and leave with the customer after dessert and cocktails. Nida Nouveau is of course paying both City Hall and the Orlando Weiss organization quite handsomely for protection and is never disturbed by the local police. It is also rumored that Nida Nouveau specializes in highly illegal entrees that utilize animal meat from endangered species, including "long pig barbeque" for those with particularly rare palettes.

Velvet Coalmine Records

For those who live and die by the needle on the record, few places act as a library to its disciplines like Velvet Coalmine Records on East Drake Ave. The record superstore comprises an entire city block with two stories, offering vinyl from around the world and expansive archives of every musical styling possible. Its private rooms offer some of the finest acoustics for listening to the intricacies of Pink Floyd, Starveya and ELO, and are also rumored to be secret meeting rooms for many backroom dealings. Velvet Coalmine is also famous for being the location where Starveya enlisted the original line-up of the Kings in Yellow from the record store staff.

Westbank

The Westbank district is considering the financial and corporate center of the City, hosting major corporations such as NTI as well as City Hall and police headquarters. Few people live in Westbank proper, serving more as a daily destination during the work week for the people of the City who are eager to leave the area after quitting time. On the weekends, Westbank can often seem deserted in comparison to its weekday hustle on the sidewalks.

Riddlemark Hall

Riddlemark Hall is the seat of local government within the City, named after early 30's mayor Lawrence Riddlemark. The Hall is a nest of graft and corruption where both justice and legal chicanery can be bought by the highest bidder. Although Riddlemark is both the City's courthouse and hub of government offices, everyone knows the true political deals are discussed, negotiated and signed over three martinis at Alexandra's Restaurant across the street. In fact, it's easier to book an appointment with Mayor Knoxford or any of his staff if it's connected to a noontime reservation and an open expense account.

New Technologies, Inc. (NTI)

NTI is the largest technology corporation in the City, as well as the leading experts in X-Technology. In business since 1968, NTI has pioneered the integration of X-Tech into day-to-day life and is working with the U.S. government in the planning and development of Moonbase: Roanoke. Its founder and CEO Nathan Barrett formed NTI in the City, having grown up in the Burkhardt district before its eventual decline. NTI also sponsors the local Derbyball franchise, scholarships for City students and a science fair at St. Bernadine's. Lately, NTI has been lobbying Riddlemark Hall and local government for an aggressive urban renewal program within Burkhardt, investing considerable money, influence and attention to local government leaders. Its building is notable in the Westbank skyline due to its large rotating telescope, timed to do a full automatic rotation every hour. Although NTI claims the telescope is merely ornamental in its use, many City residents are skeptical and wonder what exactly NTI is looking for in the night's sky.

The Observer Building

The Observer Building is home to the No. 1 newspaper in the City, the Daily Observer. Although a few media conglomerates such as the Rhodes Corporation have made overtures to purchase the newspaper organization, the Observer still remains independent. A year ago, two of the Observer staff reporters went missing while pursuing a story about the local government's ties with the White House and a mysterious "gray box". The details of this story have remained confidential, and the editorial staff refuses to elaborate on whether the story was still being pursued. The Observer Building also hosts radio station WEXT and the unofficial "Mayor of Castro Hill", DJ Whiskey Dick Thomas.

Joliet Automat

For someone fresh out of prison, one of the hardest parts of parole is how much has changed in the Outside World since their incarceration, often feeling out of place and yearning for familiar settings that provide an anchor of stability. The LeMont Automat Cafeteria chain often fulfills that need, as well as providing a common meeting place. The automat chain, owned by ex-con Darius LeMont, is staffed by former inmates that had served in one of the larger prison cooking staffs in the country, grouped together by the location of their incarceration. Because of this, the automats are usually known by their kitchen staff's "home prison" - the Belles is nicknamed "Folsom Automat", Lower Central is known as "San Quentin" and Westbank is known as "Joliet". Although there are LeMont Automat outlets in just about every district (Sanger and Burkhardt the only exceptions), The Joliet Automat is the most well-known of the automats, simply because the food's considered the best.

Lower Central

Cathedral Station Terminal

Cathedral Station is the central hub for the elevated train system of the City, as well as the main terminal for statewide rail transit coming in and out. The station is open 24 hours, with a large glass dome in the center terminal. Originally named Frasier Station when built in 1924, both the station and St. Jude's Church across Samuel Street had suffered damage from a plane crash in 1952, rendering the Church structurally unsound and shattering the glass dome of the terminal. St. Jude's had been home to rare stained-glass portraits of the Resurrection provided by Heironymous Bosch that were considered priceless to the art community. In order to salvage the stained glass artwork, the surviving windows of St. Jude's were transferred to the Frasier Station dome. Although St. Jude's was never rebuilt, the stained glass still remains, decorating the large glass dome and giving Cathedral Station its permanent name. Since 1966, the City has expanded the glass artwork, now filling the entire dome with expansion on Bosch's unusual but distinctive artistic style.

Selinker Arena

Selinker Arena was once home of an ABA basketball team before its merger with the NBA in 1976. Since then, the sports venue has been retrofitted with a looping roller track and is now home to the NTI Juggernauts - one of the cornerstone franchises of the new Derbyball league, ADBA. Alumni of the former basketball team or the Juggernauts can occasionally be spotted in the Ceiling Lounge, high above the Arena allowing a breathtaking view of the city skyline and the high-rise buildings of West Bank. For ex-athletes truly on the outs looking to get back into the game or star-eyed autograph seekers, contacts can usually be found at Squires Diner across the street from the Arena.

People's Tabernacle for the Cosmic Consciousness

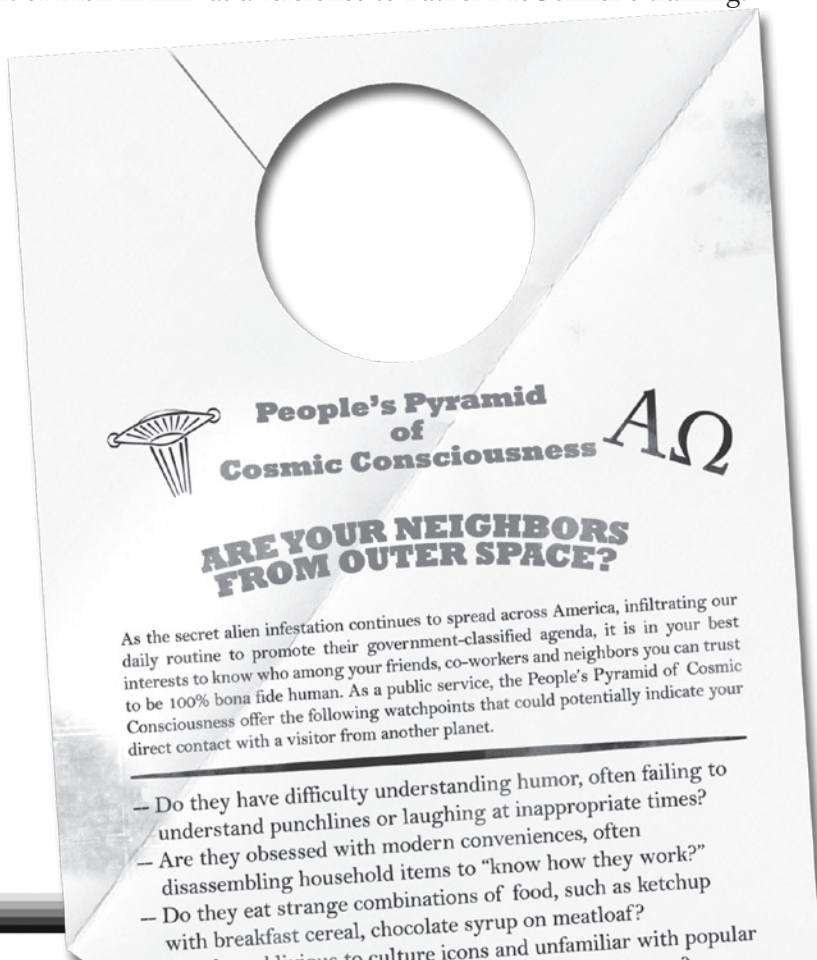
As the main headquarters for the People's Pyramid, the People's Tabernacle is a heavily reinforced fortress with high stone walls with barbed wire and armed security posts on the front and back gates. What the People's Pyramid needs with this amount of security is unclear, although they have publically stated the security is due to concerns about "government infiltration". But despite its appearance, the Tabernacle acts as cornerstone of the poor community with its free breakfast program for underprivileged children and reading programs for the uneducated and open door policy for drug rehabilitation counseling. In exchange for its open-door policy and three squares a day, visitors to the Tabernacle are subjected to lengthy lectures about the upcoming "alien integration" movement by its members.


The Smooth Move Strip Club

The Smooth Move is the cornerstone of Orlando “The Wiseman” Weiss’s empire within the City, a central hub for criminal activity involving his organization as well as a meeting place for freelance operators looking to connect for potential scores. Although the Wiseman is rarely seen at the Smooth Move in person, its general manager “Lord” Fauntleroy is known as Wiseman’s second-in-command and taking a private meeting with Fauntleroy is considered the equivalent of talking directly to the Big Man himself. Freelance operators often congregate at the front rail to talk business or recruit crewmembers for upcoming heists, knowing they’ll be back to pay tribute to the Wiseman with his take of the score.

The 5 Angels Gym

On the edge of the Belles and Lower Central, The Pentagelis Church still holds services and a regular soup line for the poor and needy, led by Father Aloysus “Big Al” McConnell and his followers. However, the Five Angels is best known for its old school boxing gym, which has trained up-and-comers for generations. McConnell himself was a welterweight champion before devoting his life to God, and its a common phrase in the City to describe a fighter’s fighting style as “having a bit of Irish in him” as a reference to Father McConnell’s training.



 **People's Pyramid
of
Cosmic Consciousness** **AΩ**

**ARE YOUR NEIGHBORS
FROM OUTER SPACE?**

As the secret alien infestation continues to spread across America, infiltrating our daily routine to promote their government-classified agenda, it is in your best interests to know who among your friends, co-workers and neighbors you can trust to be 100% bona fide human. As a public service, the People's Pyramid of Cosmic Consciousness offer the following watchpoints that could potentially indicate your direct contact with a visitor from another planet.

- Do they have difficulty understanding humor, often failing to understand punchlines or laughing at inappropriate times?
- Are they obsessed with modern conveniences, often disassembling household items to “know how they work?”
- Do they eat strange combinations of food, such as ketchup with breakfast cereal, chocolate syrup on meatloaf?

...obsessed with culture icons and unfamiliar with popular

Citizens of the City

The City itself acts as the backdrop for the colorful characters that populate 1977, and should be developed as appropriate to the fiction. However, in order to provide a starting point as well as fill in the gaps wherever necessary during gameplay, the following cast of characters can often be found somewhere if you know where to look.

The Three Wisemen

The City itself is controlled de facto by its top syndicate leader Orlando “The Wiseman” Weiss. In addition to his powerful organization, Orlando Weiss can call upon his two younger brothers, also powerful crime bosses in the two neighboring cities of New Brixton and Radenton - Augustine and D’Angelo Weiss (giving them the street moniker of “the Three Wisemen”).

Orlando Weiss

“I think our personal interests coincide: I don’t want to kill you, and you don’t want to be dead. Now we gonna talk business or is this gonna be messy?”

Music Track: “For the Love of Money” by the O’Jays

Having lived in the City all his life, Weiss clawed his way up from small-time hustler to kingpin patriarch with an interest in all criminal activities from book-making to narcotics, stolen goods and prostitution. Weiss’s organization has an unsteady truce with the Malachis who control Mafia interests in the City for the boys in Kansas City. As Weiss’s power continues to expand, his interests have begun to turn upward into the City’s power echelon, hobnobbing with Mayor Knoxford and the boys in Riddlemark Hall and involving himself in lucrative real estate deals at different times. With his streetwise cunning and natural intelligence, the Wiseman is poised to make the transition to legitimate business by the end of the decade... provided he can control his temper and overcome his habit of taking personal slights a little too personally.

Rumors

Orlando Weiss is planning to whack his younger brothers and rule the tri-city area.

Orlando Weiss is secretly having an affair with Lilandra Malachi.

NTI equipped Orlando with X-Technology that has allowed him to monitor every member of his organization by way of a tiny chip just under their skin.

“Lord” Roger Fauntleroy

“Don’t make me run. If you make me run, I’ll shoot you. My gun can outrun you and my knees hurt today.”

Music Track: “Cross the Tracks” by Maceo and the Macks

Fauntleroy is Orlando Weiss’ top lieutenant, a former French Caribbean sous chef that oversees many of the financial and accounting aspects of the Wiseman’s empire. He is calm, smart and level-headed, and can usually be found at the Smooth Move Strip Club, one of Orlando Weiss’ centers of operation. He would rather reason his way out of any problems, but is not afraid of using violence if necessary. Fauntleroy’s right foot is artificial and walks with a ruby-tipped cane due to an improvised incendiary device during his military stint in Khe Sanh.

Rumors

Fauntleroy and Nida Nouveau went to the same cooking school, which is how they later arranged the special situation of Nida Noveau. It’s said that Lord Fauntleroy is Nida Louise’s hook-up for exotic animal meat, including when certain people need to disappear.

Fauntleroy used to work for the CIA as part of the Air America division. He was involved in Nixon’s Doublecross at Saigon.

Fauntleroy is making a secret deal with the FBI to take down Orlando Weiss in exchange for a bionic leg.

Lao Fan, The Glorious Master Assassin

“...”

Music Track: “Warszawa” by David Bowie

Lao Fan is the wildcard within the Wiseman’s organization, often enlisted when a situation has grown out of control that involves any elements of his criminal empire. He is rarely seen by other members of the Wiseman’s organization, preferring to communicate via carrier pigeon. Lao Fan is totally on a different wavelength, frighteningly efficient in his ability to carry out his orders (especially assassinations) without being seen, though he always leaves cherry blossoms as an unsettling calling card. Those very few who have seen him and survived tell of a strange red kimono with long white hair, a dragon-masked warrior and even a fire-breathing devil. When criminals of the City want to scare one another, they tell Lao Fan stories.

Rumors

Lao Fan is not human at all, but rather an X-Tech android that has been utilized by the military to overtake Saigon, and then escaped from his CIA masters.

Lao Fan is actually the exiled pupil of Master Xun, cast out of his fighting school for falling in love with his daughter.

Lao Fan is an elaborate hoax by the Wiseman himself, a spook story to keep his organization in line.

Joe and Lilandra Malachi

“Leave the gun, take the wheat germ.”

Music Track: “When a Man Loves a Woman” by Lou Rawls

Joe Malachi is the official representative of the Kansas City syndicate in the City, a full Sicilian and could've been in line for the higher echelon of the Mafia if not for his wife, Lilandra. Joe met Lilandra (real name Linda Finebaum) performing at the Zero Cafe as back-up singer and tambourine player for the Continental Delight. Lilandra is just about everything Joe isn't. Ethereal appearance and personality, she claims to be the reincarnation of a 14th century Celtic priestess brought to this world to further spread the words of love and music. In her pursuit to make Joe a better person, she often pushes to replace his high-calorie Italian gnocchi and prosciutto with string beans and wheat germ. Despite this, Lilandra herself is not to be dismissed lightly. Several visiting members of the Bambino Family who made the mistake of insulting her intelligence and beliefs a little too harshly were executed gangland style on their way to the airport out of town. Whether it was Joe or Lilandra herself who gave the order is unclear, but since then, no one has made the same mistake.

When Lilandra occasionally feels the urge for the spotlight again, Joe will rent out Rajah's for the night, hiring studio musicians as her back-up band and inviting (with strong request) many of the local government and influence-makers of the City. It's a good gig to get, provided the band members don't giggle at her singing during the performance.

Rumors

The boys back in Kansas City aren't happy about the influence Lilandra has over Joe, and are considering taking care of Lilandra, Joe or maybe even both of them.

Lilandra Malachi is pregnant but not from Joe. Instead, the father is someone that works in Riddlemark Hall.

Lilandra is secretly running the Malachi organization, making the day-to-day decisions of the crime syndicate.

“Hot Rod” Haddad

“Winners don’t just drive fast. Any fool can drive fast in a straight line. Doing 160mph in a hairpin turn at 3am with the lights out and the Man on your ass? That separates the talk from the walk real quick. Now beat it, you’re starting to bother me.”

Music Track: “Hurricane Ride” by Ram Jam

Hot Rod Haddad has the reputation of being one of the top racers in the City, a reputation solidified by being a regular winner of the Midnight Grits Run and frequent champion for the annual demolition derby held in Selinker Arena. His jet black Plymouth GTO is considered the fastest car in the City, having been tricked out by the Esposito Esoterica with many special enhancements. If someone wants to get a reputation in the City by racing, eventually they’re going to go toe to toe with Haddad.

Rumors

For the right price and no questions asked, Haddad runs a special taxi service for people needing an experienced wheel man.

Haddad’s GTO is actually an X-Tech prototype and has been known to talk back to Hot Rod thanks to its computer brain.

Haddad made a deal with the devil after a particularly nasty crash and is occasionally possessed by a demon screaming for vengeance.

Master Xun

“Your kung fu shames both your ancestors and unborn children. This lesson must be terrible for your own good.”

Music Track: “Law of the Land” by the Undisputed Truth

Owner and proprietor of the Teahouse of the Laughing Dragon, Master Xun is the de facto governor of all kung fu study in the city, whether it’s taught in the streets of Whitehook by a Bopper gang or within the upper-class halls of St. Bernadine’s Academy. All practitioners of kung fu who want to set up shop as a school within the City must petition Xun for permission. In their petition, would-be instructors demonstrate their fighting technique in one-on-one melee combat with Master Xun. Although diminutive in size and stature, Master Xun’s ferocious fighting style (known as the Dance of the Laughing Dragon) has permanently crippled disrespectful or substandard practitioners. None have ever bested Master Xun although some of the greatest known martial artists have managed to fight Xun to a momentary draw. Despite the harsh initiation, it is considered unwise to not petition to Master Xun before setting up shop in the City, else Master Xun may pay a visit at a most inconvenient time.

Rumors

It is whispered that Master Xun is an agent for even older masters that still reside within the Far East, although such rumors are rarely spoken loudly and never with any concrete detail.

The initiation and test of all kung fu schools is part of an elaborate search for Lao Fan, hoping to discover his secret identity.

Master Xun and Father McConnell are secretly training super-soldiers in preparation for an alien invasion that NTI is trying to instigate.

El Fantasma

“For all my little Fantasmigos out there, I say to you... be good to your Madre and Padre, be good to your hermanos and always be proud of your Raza. ¡HECHO EN MEXICO!”

Music Track: “Oye Como” Va by Santana

Shrouded in mystery, the masked Luchador only known as El Fantasma has transformed himself into one of the City’s leading businessmen as owner and founder of the Bank of Santo Domingo. A former wrestler with multiple victories in the squared circle, Fantasma has decided to give back to the community and repay the City that he considers home, transforming himself into a pillar of the financial community. Although Fantasma is still occasionally involved in adventures, he is usually seen behind a desk in the Santo Domingo bank in his three-piece suit and luchador mask, still willing to sign autographs and hand balloons out to the kids along with his personal valet, Mini-Fantasma.

Rumors

Although El Fantasma claims the Bank of Santo Domingo was founded on lost conquistador gold discovered during one of his luchador adventures, some say the gold bars were actually smuggled Nazi gold bars from escaping war criminals hidden in the South American jungles.

Mini-Fantasma is not really his valet but was actually a failed NTI experiment to clone El Fantasma. Without removing either of their masks, it’s impossible to say if this is true.

El Fantasma is said to have been godfather to Chuy Esposito, owner of the Esposito Esoterica Garage in the Belles, until Chuy assisted one of Fantasma’s opponents during a match, the dreaded October Revolution.

Starveya and the Kings in Yellow

“Let me play a game of you, like potential lovers do...” – A Game of You, Starveya and the Kings in Yellow

Music Track: “Gold Dust Woman” by Fleetwood Mac

When talking about the music scene of the City, Starveya and the Kings in Yellow are considered the most important and certainly the most successful musical act to “make it,” despite the tragic end that dissolved the band.

Although Starveya would be shot and killed by a crazed fan during “The Colour Out of Space” Tour in 1975, Starveya’s musical contribution to the Glam movement rivals Marc Bolan of T. Rex or even David Bowie himself and is still referenced as a major influence on upcoming Rockers. Despite her musical contribution and the media scrutiny over her life and death, many elements of her identity still remain a mystery. The original members of the Kings in Yellow had been working at Velvet Coalmine Records when Starveya posted a hand drawn sign looking for band members. Their first shows at the Purple Lotus drew standing-room-only crowds before the band was signed to Heartland Records and released their first album “Outsider.”

Similar to David Bowie’s “Ziggy Stardust” persona, Starveya maintained an ethereal and otherworldly demeanor onstage and in the press, referring to herself as “The Queen of Heaven in Exile.” Reports differ as to whether she maintained the same character offstage. The band had toured several times across both the United States and Canada, though Starveya insisted on ending every tour with a free concert series at Rajah’s in the City, claiming it was her adopted home. These free concerts unfortunately proved her downfall. Starveya was shot onstage during the last performance. Though she remained conscious after being shot, Starveya reportedly died on route to City General Hospital.

Discography:

- **Outsider (1971)**
 - “The Nameless City”
 - “Do You Love”
- **Amore, Roma (1973)**
 - “Beyond Me”
 - “What Midnight Brings”
- **“Starveya and the Kings in Yellow” (1974)**
 - “Good Morning, Sunshine”
 - “Feels Like Far”
- **The Color Out of Space (1975)**
 - “Sere the Yellow Leaf”
 - “A Game of You”

Rumors

Starveya is not really dead, but faked her death in order to escape the public scrutiny of her past.

As a prominent member of Nixon's "Enemies List", Starveya was killed by the CIA.

Starveya had recorded a new album that remains unreleased since her death, its whereabouts are unknown although recordings of the one known track "Pretty Pretty Girl" is highly sought after by collectors.

"Superchief" Frankie Two-Feathers, General Manager of the NTI Juggernauts

"My people have been at war for generations. This time we're taking it to the track and Great Spirit willing, we'll make it to the playoffs and take it to the White Man's defensive line."

Music Track: "Young Warrior" by Tom Bee

Standing at 6'4" and 265 lbs, it's not hard to imagine Frankie Two-Feathers back when he was power forward for the City's ABA franchise before the team was promoted into the NBA. Instead of transferring to another league, Frankie Two-Feathers reached out to his uncle Larry Rainbird, president of Thunderhead Electronics to co-invest in a new Derbyball franchise in the City. After a year of negotiation, Two-Feathers convinced NTI to provide corporate sponsorship for the fledgling team in the ADBA, now considered the hottest sports league in recent history with the Juggernauts standing as the team to beat. Often seen standing behind the Juggernauts directly on the track, watching his tribe's investment in three-piece suit and braided hair, Two-Feathers is not above wearing a stripe of warpaint under his eyes as a subtle intimidation to visiting Derbyball teams.

Rumors

Two-Feathers has been approaching Washington lobbyists for a lucrative proposition - using Indian reservation land for potential casino construction.

ADBA officials are secretly investigating Two Feathers for potentially doping players with enhancement drugs and/or hallucinogens.

Two-Feathers has threatened Mayor Knoxford with the threat of leaving the City for nearby New Brixton unless certain zoning restrictions are lightened in the Lower Central District.

“Hizzoner” Carl Knoxford - Mayor of the City

“Let me tell you something, son. This little donation of yours is an investment. You’re contributing to something bigger than yourself, you’re participating in the development of the future. And if you can make that check out to ‘Cash’, I’d really appreciate it.”

Music Track: “You’re the Man” by Marvin Gaye

Everyone loves Hizzoner, if you ask him. His election record would back that claim if his near-perfect election record was based on public popularity. But Carl hasn’t left anything to chance since he first left Lubbock, Texas, with a carpet bag and seven dollars to his name. Twenty-five years later, Carl has learned the value of a big smile, firm handshake and slipping a five spot to whomever he’s speaking to. Knoxford’s biggest accomplishment (outside of maintaining office despite multiple allegations of graft throughout the years and remaining out of prison) is the consolidation of the different factions within Riddlemark Hall into a cohesive political machine (whether that’s good for the City or not is debatable.)

Rumors

Hizzoner is considering making the leap to the governor’s chair, and is grabbing for every political favor he can before making that jump.

Hizzoner is in debt with the Malachi family, due to his unchecked gambling habit at the Shady Rest Funeral Home.

Hizzoner made the mistake of double-crossing Orlando Weiss in a real estate deal, and is now on borrowed time until the Wiseman makes his retaliation.

Father Aloysus “Big Al” McConnell

“Second Timothy, two-five. An athlete is not crowned unless he competes by the rules. And today’s rule is working the heavy bag for the full three minute round, son.”

Music Track: “Spirit in the Sky” by Norman Greenbaum

Although the plaque on the Pentangelis Church reads “Father Aloysus McConnell,” everyone knows the chaplain as “Big Al”. A former welterweight champion, Big Al left the world of boxing and joined the Church after accidentally killing an opponent in the ring. Big Al has maintained a positive influence in the City both through his weekly sermons, community outreach services for the homeless and of course his youth mentoring program through the Five Angels Gym. Big Al is continually courted by Mayor Knoxford for an endorsement, promising to “spread the wealth” to the Pentangelis and fix its perennially leaking roof. The Malachis also speak regularly to Big Al in a much different light, Joe Malachi is continually frustrated by the priest’s staunch criticism of Malachi interests, although the syndicate has chosen not to act

against the priest quite yet. Orlando Weiss, although Jewish, frequently attends the quarterly Youth Boxing competition, sitting in the same front row seat every time. Orlando Weiss had once trained under Big Al in his younger days, and although his path diverged from what Big Al hoped, the Wiseman still respects the priest and keeps his organization's interests away from the Church.

Rumors

Orlando Weiss made it clear to the Malachis that nothing is to happen to the priest, or else it would be an act of war against his organization.

Big Al administered last rites to Starveya on the night of her shooting and is the only person who knows where she is buried in the City.

Big Al was set up by the Syndicate after refusing to take a dive. The man he killed in the ring had been poisoned before the match even started.

Queen Ruth and The People's Pyramid of Cosmic Consciousness

The People's Pyramid are a strange religious cult of UFO enthusiasts who believe aliens have begun infiltration into our society, secretly backed by factions within the United States government. Their followers are occasionally seen on street corners handing out pamphlets that suggest X-Technology is just the first sign of integration, and human beings should welcome the impending migration of alien beings. Rarely dangerous, the People's Pyramid often dress in quasi-religious or space-themed clothing and tend to have a strange connection with X-Tech in their presence, either acting as gremlins that short-circuit the technology's capabilities or amplifying its capabilities by exponential rates. Occasionally the People's Pyramid are seen outside the NTI Building holding signs, asking NTI to "tell America the truth about the Aliens." What that truth may be is hard to determine. The People's Pyramid is led by their founder "Queen" Ruth Thompson, who claims that she is the reincarnation of an intergalactic empress. Ruth has been sharing her message for nearly thirty years, and despite being over sixty she surrounds herself with a bevy of much younger men that she refers to as her "consorts".

Rumors

Queen Ruth is actually a government spy, gathering intelligence on the people she's supposedly enlightening.

The People's Pyramid were instrumental in the assassination attempt of Starveya. Whether it was the actual murder, cover-up, or faking Starveya's death is highly disputed.

NTI is planning to buy out the People's Pyramid one way or another. And if they won't sell, they're not above using more persuasive means.

“Whiskey Dick” Thomas

“Wake up with Whiskey Dick and the Morning Wood, baby!”

Whiskey Dick Thomas is de facto “Voice of the City,” doing his morning radio drive program (“The Morning Wood”) for WRTR 1150 AM for the past fifteen years. The Observer Corporation (owner of WRTR) uses Whiskey Dick as the spokesman for the radio station, and he often acts as host for big-time performances at Rajah’s Ballroom and major commercial promotions for Selinker Arena.

Bopper Gangs of the City:

No one is quite sure where the name “Bopper” came from, but sometime in the early 70’s it became the generally accepted term for the wide variety of wildly dressed youth gangs that began appearing in America’s inner cities. Boppers are typically centered around a specific location, claiming a few blocks or as much as a couple square miles as their turf. A few of the more prominent of the City are described here.

The Banshees

Of all the gangs in the City, the Banshees are the most unsettling in terms of their appearance, behavior and all around strangeness. Having made the Rory Glenn Cemetery their home turf, the Banshees are occasionally seen silently patrolling the area surrounding the Graveyard while clicking wooden sticks against the headstones and statues. (No one knows why.) The Banshees dress in black from head to toe with pale faces and black circles around their eyes. Their leader, Charon, will paint a skull on his face when parleying or rumbling with other Bopper gangs. They are known as the masters of silent approach, appearing moments before they strike and disappearing in the blink of an eye. The Banshees are also known for their reckless behavior in attacking their opponents without hesitation or self-preservation.

The Corsairs

Once thought as a small-time gang, the so-called Circus Rumble of 1976 put the pirate-themed Corsairs on the map - doubling in size and strength with the additional manpower brought on by their victory over the Joeys. Now they are considered the second most powerful bopper gang in the City, just behind the Shadow Kings. With their victory however, the Corsairs have now faced a new series of problems - Although the Joeys have since been disbanded, not all of its members joined the Corsairs in their defeat, leaving the potential for their return. With control over the Midtown Midway and a large portion of the Battery, the Corsairs now have a larger territory to defend against other boppers trying to take a piece of their turf. More money, more problems. The Corsairs can always be identified by their pirate based appearance - full bandannas over their heads with

striped t-shirts and earrings. Sometimes the Corsairs wear eye patches, though not when they suspect a rumble may break out. Their leader/captain, “Lucky Jack” Ferreira wears a three-corner pirate hat over his bandana and is rumored to actually own a pet parrot (although it’s never been seen and may just be a rumor.) Corsairs are usually armed with long, double-edged blades that are tucked behind their belt, along with makeshift clubs.

Daddy’s Little Girls

Pretty faces can hide some nasty dispositions, and Daddy’s Little Girls (or DLG’s for short) proves this as the only all-girl Bopper gang in the City with the added distinction as the only Bopper gang that freely operates in the upper-class neighborhood of Sanger Heights. As part of their initiation, new DLG recruits are require to mug a student from St. Bernadine’s Academy and wear the full St. Bernadine’s uniform for the first year of their initiation. As a result, the uniforms are often more revealing than intended, along with a cut along their cheek as part of the membership into the gang. Their leader Sandra Dee, nicknamed “Sister Switchblade,” wears a rosary stolen from the St. Bernadine headmistress Mother Lourdes and is rumored to be implicated in her disappearance. Dee also sports an “Only Daddy Loves Me” tattoo on her shoulder.

Salthill Casuals

Although smaller in number, the Salthill Casuals is considered one of the rowdiest gangs in the City, recently formed out of the remnants of the Salthill Athletic hooligan firms after the football club combined with Devon Celtic to form a new football club in the League of Ireland’s First Division. Effectively considered a crew without a team, the Casuals formalized their structure and punched their way into acceptance among the Bopper gangs of the City claiming four square blocks surrounding the Dead Horseman Ale House in Deadheart district as their turf. Considered violent and unpredictable, the Salthill Casuals are often hired as temporary muscle or to increase numbers in a rumble for some of the more prominent Bopper gangs. Salthill Casuals are recognized by their light blue scarves, UK Doc Marten boots and light blue knit caps, a recognition of the defunct football club that originally brought them together. A word of advice - never mention the Devon Celtic in their presence. To a man, the Salthill Casuals consider the “children’s team” to have ruined their beloved Athletics, especially their leader, Colin “Mackie” MacGreggor. All of the Casuals are of Irish descent, either first or second generation. When really intoxicated, the Casuals will sing their “anthem” en masse, “Somewhere Over The Rainbow.”

The Shadow Kings

The Shadow Kings are one of the most powerful Bopper gangs in the City, with the largest territory and trained manpower. Once initiated into the gang, new Shadow King members endure and pass a rigorous internal training program of martial arts. As a result, Shadow Kings rarely carry handheld weapons and rely on their martial arts prowess in a rumble. Their leader LeRon has successfully “auditioned” with Master Xun and regularly participates in the Laughing Dragon tournament.

Despite being a Bopper gang, the Shadow Kings have also been hired as legitimate security in private events, including several Starveya concerts prior to her death. Unlike Altamount however, no violence occurred during these stints. Occasionally, Shadow Kings have been known to patrol some of the poorer streets of the City as a citizen’s patrol, much to the relief of local citizens and growing concern of local police and city government.

The Poindexters

If you ask other Boppers whether the Poindexters are a real gang, the answers will be mixed. Some think they’re poseurs that have gotten involved over their heads, others think they’re actually corporation-backed spies that are trying to commercialize the Bopper lifestyle. Whatever the truth might be, the Poindexters are considered a strange dichotomy of streetwise hustling and scientific education. The Poindexters are one of the rare Bopper gangs that utilize (or at least understand) X-Technology, and are considered a potential resource in understanding, repairing and even quietly acquiring X-tech objects. Their leader, nicknamed “Dr. Spazz” is rumored to have a master’s degree in biomechanics with multiple connections within NTI. The Poindexters tend to play up their “egghead” reputation with plastic pocket-protectors shoved into their cut jean jackets, fake horn-rimmed eyeglasses and the occasional graffiti of scientific equations. It would be foolish to underestimate them however, as they are often armed with X-Tech gadgets that can prove formidable and even lethal in their hands.

FEB. 17, 1977

1:25 AM - **Central** - Police responded to a report of vandalism at the Radio Stop on 15th street. They arrived to find five males approximately 18-21 year of age, all wearing eyeglasses with tape on the nose-bridge. The youths fled the scene when officers arrived and left behind a microwave antenna, car battery and several unidentified electronic

FEB. 17, 1977(cont)

7:20 PM - **Westbank** - Bill Foose, 34, was arrested and charged with assault of James Howard, 32. Foose, who officers report was intoxicated, claimed that Howard had sexual relations with his wife and struck the man 7 times with a miniature baseball bat. Howard was sent to City General where he was released the next



Move Index

Want more details about how a specific move works in gameplay? We've included each move along with specific examples of a success, partial success and failure (where needed). Although moves are ultimately dictated by the Fiction and the DJ's call on how the move functions, these examples should provide the best rule of thumb for how they work.

Basic Moves

Whether you're a sweet-talking Honeypot or a Vigilante on the warpath, every player character has the following Basic moves:

Deliver a Beatdown

When you swing at somebody with the intent of physically hurting them, roll +Might.

On a 10+, you deal your damage to the enemy AND choose one:

On a 7-9, you deal your damage to the target OR choose one:

- You avoid any counter-attack
- Deal great harm (+1 harm)
- Deal 1 stun harm
- Disarm your target
- Blind, hold or otherwise disable your target (they deal -1 harm)
- Give or take something your target is holding or wearing
- Push, pull or otherwise move your target where you want them

On a 6 or less you deal no damage - they can counter-attack and/or the DJ can make a move of his choice.

Note: When attacking an unaware or helpless foe, a roll is not necessary (although one might be needed to sneak up on that foe). The target is automatically disabled, unconscious or killed depending on the declared intent of the attacker.

Example:

The characters are infiltrating the Cattlecall Club where a drug deal involving the Malachis is about to go down.

El Fantasma and his friends need to get past Butch the bouncer and there's no time to lose, so El Fantasma barrels straight into Butch and delivers a flying El Dorado leg sweep. El Fantasma rolls +Might and gets a 10. He deals 1-harm and chooses to knock Butch away from the door so El Fantasma's friends can get through.

Gio Bang rushes through the door and is immediately confronted by three members of the Shadow Kings gang, armed with nunchaku. Without hesitation, Gio swings his tire iron at the one closest to him. He rolls +Might and gets a 7 and decides to disarm his target instead of dealing damage. Now the Shadow King only has his bare hands to deliver his counter-attack.

Riley Russell sees an opening and swings his fist at the gang member in front of him. He rolls +*Might* and gets a 5. Not only does he miss his target, but Riley falls down in the process. Now he's separated from his friends and vulnerable to attack from all directions.

Black Cherry Stone is sneaking in the back door where there are two security guards facing the other direction. She decides to sneak up behind them and slam their heads together to knock them both out with one blow. Black Cherry rolls +*Hustle to Keep Her Cool* while sneaking up on them and gets a 10. A moment later both guards are out cold and Cherry is securing them together with their own handcuffs.

Smoke His Ass

When you take aim and shoot at an enemy at range, roll +*Hustle*.

On a 10+, you have a clear shot. Deal your damage.

On a 7–9, choose one:

- You have to move to get the shot, exposing someone (often yourself) to danger. Deal your full damage.
- You have to take what you can get: Deal 1-harm damage.

Example:

After chasing a group of gun runners through Clocktower Park along the waterfront, the characters get into a gunfight.

*Black Cherry Stone casually draws her Peacemaker, takes careful aim and unleashes on one of the smugglers. She rolls +*Hustle* and gets an 11. She deals 3-harm to the smuggler and he tumbles over into the water.*

*Beau dives for cover and looks for an opportunity to shoot somebody. He rolls +*Hustle* and gets a 7. He takes a shot but only manages to catch the guy in the arm, dealing 1-harm.*

*El Fantasma doesn't have a gun, so he picks up a loose piece of metal and hurls it like a javelin at the smugglers. He rolls +*Hustle* and gets a 6. Fantasma misses his target, and while standing in the open, he draws fire from all the smugglers. ¡Ay caramba!*

Take a Hit or Get Outta the Way

Sometimes, someone just wants to punch you in the face. It happens. Or they want to throw a brick at your head. Or drive their Chevy Impala through your sternum. There are two ways of handling that urge in other people - either by Taking the Hit, or Getting Out of the Way. Taking the Hit means you shrug off the damage from a wound, requiring you to roll +Might. Or you might want to Get Out of the Way by trying to dodge a source of danger, which instead requires you to roll +Hustle. Either way, the results are the same:

On a 10+, you will avoid the harm completely.

On a 7-9, you take half the harm (minimum 1) or you take no harm but the DJ can pick one:

- You're knocked down.
- You drop what you're holding or have to pick up something else.
- Somebody else takes the hit.

On a 6 or lower, you suffer the full effects of the danger. Hope you've got some armor.

Note: Take a Hit and Get Outta the Way are really just applications of Keep Your Cool, they're detailed here for clarity purposes.

Example:

After the group opens fire on the waterfront smugglers in Clocktower Park, one of the smugglers throws a grenade at them.

El Fantasma isn't about to let a mere grenade slow him down. He stands his ground and shrugs off the shrapnel. He rolls +Might and gets a 10. He feels a hot breeze and a bit of shrapnel bounces off his rugged physique.

Black Cherry Stone tries to leap away from the blast. She rolls +Hustle and gets a 9. She avoids the damage by leaping into the river.

Beau tries to take cover behind some nearby crates. He rolls +Hustle and gets a 6. What he didn't realize is that the crates were marked "FLAMMABLE" He avoids the grenade but takes full damage from exploding crates. What the hell are those doing at a park, anyway?

Keep Your Cool

When you act despite an imminent threat or work under pressure, say how you deal with it and roll. If you do it...

- ...by powering through, +Might
- ...by getting out of the way or acting fast, +Hustle
- ...with quick thinking, +Brains
- ...through mental fortitude or serenity, +Soul
- ...using charm and social grace, +Smooth

After rolling with appropriate Attribute:

On a 10+, you do what you set out to, the threat doesn't come to bear.

On a 7-9, you stumble, hesitate, or flinch: the DJ will offer you a worse outcome, hard bargain, or ugly choice.

Example:

Mackie needs to boost a car without getting seen. He finds a pickup truck waits until nobody is looking and tries to quickly jimmy the lock. He rolls +Hustle and gets a 10. Mackie jumps in the front seat, checks behind the sunvisor and finds the keys. He's off and rolling before anyone knows about it. Oi! Oi! Oi!

Pursuing a lead in "The Case of the Not-So Funny Money," Riley Russell needs to get into the print shop to find evidence of a counterfeiting ring. He gets to the back door, takes out his electro-mechanical lock pick set and gets to work on the lock. He rolls +Brains and gets an 8. The door is unlocked, but he sets off the burglar alarm. He's going to have to work fast before the cops show up.

Johnny Valentine is trying to apply first aid to El Fantasma while getting shot at by a Mafia hit squad, he needs to stay calm and keep his focus. He rolls +Soul and gets a 6, he fails to help El Fantasma and consumes the last use of his first aid kit in the process.

Keeping Your Cool - So Many Uses

At first glance, Keep Your Cool may appear to be the catch-all move that can be used whenever something doesn't fit into another move. This is correct, but not for the obvious reason.

Remember when doing something that isn't difficult or has no negative consequences for failure there is no need to roll. But when things go sideways and everything becomes complicated, that's when you need to Keep Your Cool in order to just do something that normally wouldn't require a roll. You're not rolling to see if you can accomplish something, you're rolling to see if you can keep your act together in order to do it.

Get In Their Face

When you attempt to get someone to act through violence or threat of violence, roll+Might.

On a 10+, you choose two and then the DJ chooses one:

On a 7-9, the you choose one and then the DJ chooses one:

- They don't force you to carry out your threat.
- They give you what you want (or what they think you want).
- They don't try to deceive you.
- You deal them 1-harm.
- They flee or otherwise get out of the way.
- They offer you an alternative.
- You avoid any repercussions.

Note: Once you Get in Someone's Face, the outcome is out of your hands. You are committing to hurt someone if they don't do what you say and you can't back out at the last minute.

Example:

El Fantasma needs to know where Joey Bag-a-donuts hid the key to the bus station locker. El Fantasma pushes Joey against the wall and threatens to break his arm if he doesn't tell him. El Fantasma rolls +Might and gets an 11. El Fantasma chooses to get what he wants and for Joey to not deceive him. The DJ chooses to deal Joey 1-harm when El Fantasma dislocates his arm. Hey, he warned him.

Mackie is facing an angry Sally who has a gun pointed at him. Mackie explains that if she doesn't put the gun down, he and his gang will kill her. Mackie rolls +Might and gets a 9. Mackie chooses to get what he wants, and the DJ chooses to have Sally flee. Sally drops the gun then turns and runs away.

Corrina Vanderbilt wants to get into the underground poker club at the Malachi Grocery. She points her Smith and Wesson at the doorman and tells him to let her in or else. She rolls +Might and gets a 5. The doorman quickly slams the reinforced door in her face and calls some of the cops on their payroll.

Getting What You Want

When you have leverage and try to seduce or manipulate someone, tell them what you want and roll+Smooth.

On a 10+ They do what you want and pick two from the list below:

On a 7-9 They do what you want and pick one from the list below:

- They act immediately
- They do not demand immediate payment
- They perform especially well
- They are happy with the bargain

Notes: Leverage is anything that has value to the target. This might be something simple, like cash, information or a quick romp in the sheets, or it might be something more complex, like future favors owed or past favors redeemed. The key is that you can offer something of value to the target.

Violence as a bluff is also a common form of leverage, convincing someone you could hurt them if they don't do what you say.

Example:

Johnny Valentine needs the services of Rocco and his gang. Johnny reminds Rocco that he still owes him for the time they escaped police custody last year. Johnny rolls +Smooth and gets a 10. Johnny chooses for Rocco to act immediately and to be happy with the bargain. Rocco agrees to help Johnny, but now they're even.

Corrina Vanderbilt needs a bag of cocaine from Slim Green to set up some crooked cops. She offers to "show him a good time tonight" if he gives her the dope. She rolls +Smooth and gets a 9. Corrina chooses for Slim to act immediately. Slim is eager to get it on but wants some loving right away before he'll part with the drugs.

Beau needs to get his hands on a swamp boat to chase down some poachers. He finds Earl at the dock has one, Beau waves a wad of bills in his face and says "Name your price." Beau rolls +Smooth and gets a 6, Earl wants \$500 more than Beau has with him.

Say What? Getting What You Want vs Getting In Their Face

"I don't get it."

Okay, this is how it works. Getting What You Want is the move to use when you have leverage against somebody, be it sex, money, information, favors owed or favors due. You offer to trade your leverage for something they have. Failure at Getting What You Want means you don't get what you want (and the DJ can make a move in response).

Getting in Their Face is a move when the only thing you have as leverage is violence or a legitimate threat of violence. You offer not to hurt them in exchange for the thing. Failure at getting in their face usually means you hurt them AND you don't get what you want.

"Still don't get it."

Give me a dollar and I'll tell you.

"Okay."

Thanks. That's Getting What You Want.

"Hey give me that dollar back or I'm gonna slug you!"

And that's Getting In Their Face. Ow! Fine, take back the dollar.

Free Your Mind

When you relax through indulging in a forbidden vice and open up your mind to contemplate the current situation, ask the DJ a question and roll +Soul.

On a 10+, the DJ will give you a truthful and mostly clear answer.

On a 7-9, the DJ will give you a truthful but incomplete and/or vague answer.

Sometimes you just need to take a second, chill out and figure out what's going on. That's what Freeing Your Mind is all about - the opportunity to collect your thoughts and focus on the bigger issues at hand. This requires the additional assistance of an external stimulant that can be as simple as stopping to have a smoke, having a few shots to clear your head or something a little ... stronger.

Example:

Dragon Lady Ming Su is trying to figure out where the last Emblem of Jade is located, she's chased down all her leads and is left empty handed. She sits down, looks around and sneaks a forbidden Twinkie from the inner pocket of her kimono. Enjoying the decadent flavors of sugar and cream, she asks the DJ, "Who has the Emblem of Jade?" and rolls +Soul getting a 12. The DJ answers, "Orlando Weiss at his club, the Smooth Move."

Johnny Valentine is preparing for a concert, he sits down, rolls a joint and opens up his mind in preparation. He asks the DJ what should he be on the lookout for, both in the audience and backstage. Knowing that the exotic assassin Lao Fan may be in the audience, and rolls +Soul getting a 9. The DJ responds, "The smell of cherry blossoms is probably a bad sign."

Beau has had no luck finding the poachers in the swamps. He heads to the Swamp Rat Bar, hoping that he can think of something after a few drinks. He rolls +Soul and gets a 3. He wakes up in the drunk tank with a hell of a hangover and a huge bar tab but no answers to his questions. Especially where he got this new tattoo.

Help a Brother (or Sister) Out

When you directly assist someone you have Hooks with, Roll +Hooks (the number of Hooks you have with that character).

On a 10+ they roll with Something Extra.

On a 7-9 they roll with Something Extra but you also expose yourself to danger or have to pay a cost.

Hooks in this case refers to the number of Hooks the helping character has with the target character. So the more Hooks you share with another character, the easier it is to Help a Brother Out.

Helping a Brother Out is a commitment, in order to attempt it you have to expose yourself to the same consequences of failure as your friend. Whether you succeed or fail, your roll you are subject to their success or failure as well. It's also a matter of trust you cannot Help a Brother Out if you have no Hooks with them.

This doesn't mean that you can't do something to help them in the Fiction. Throwing someone a weapon, setting up an opponent to fail in a specific way or giving a helping hand to climb an obstacle are all still possible, but without the trust of a good Hook you can not give someone a bonus to a roll.

Example:

Riley Russell is trying to decipher the password on the syndicate mainframe, while El Fantasma tries to help by looking for clues in "The Case of the Dog-Napping Cat Burglar." El Fantasma rolls +Hooks and gets a 10. He finds a notepad with some names scrawled on it. Maybe one of those will help. Riley makes his roll with Something Extra, and discovers the password is "Precious", Lilandra Malachi's pet poodle.

Brock is dangling from a railing on the roof while taking sniper fire, and Beau is trying to help him get up. Beau rolls +Hooks and gets a 8. Brock rolls with Something Extra to climb up the railing while avoiding the gunfire, but now Beau is also exposed to fire.

El Fantasma is trapped under the wrecked ambulance. Buster Kincaid tries to help him lift the wreckage off his leg. Buster rolls +Hooks and gets a 6. He fails to help and now he thinks he smells gasoline.

Scope out a Scene

After investigating the current Scene, roll +Brains.

On a 10+, ask three questions about the current Scene to the DJ.

On a 7-9 ask one.

- What's the fastest escape route out of here?
- Is there anything hidden here?
- Who's in charge around here?
- Who's the toughest person in the room?
- Who's the most vulnerable person in the room?
- Who knows more than they're letting on?

Some moves may allow you to ask additional or different questions. Scoping the Scene is not required to simply look around the area, it's a concentrated effort to discern specific details that would not be obvious at first glance.

Example:

Wolfe T. Ellis is working on a story for the Evening Star titled "Truth and Justice in the Dirty World of the Sweet Science". He rolls into the Smooth Move Nightclub and scopes the place out. Rolling +Brains he gets a 10. Wolfe then asks the DJ 'Who's in charge here?', 'Who knows more than they're letting on?' and just in case, 'What's the fastest escape route out of here?'

El Fantasma enters the Tiki Tiki Taco just in time to see two guys in ski masks pull out guns to rob the place. He looks around and rolls +Brains. Getting a 7, he asks the DJ which of the two robbers is the most vulnerable to the swift fury of lucha libre justice.

Mackie enters the Lone Star Saloon, looking for some leads on the stolen weapons, he rolls +Brains and gets a 6. He doesn't gain any information and in the process angers a couple of men in odd white uniforms.

Give Someone the Third Degree

When you analyze a person's responses while interacting with them roll +Brains.

On a 10+ hold 3.

On a 7-9 hold 1.

While you are interacting with them, spend one hold to ask the player or DJ one question.

- Is your character telling the truth?
- What does your character intend to do?
- What does your character want me to do?
- How could I get your character to do _____ ?

Some moves may allow you to ask additional or different questions.

Example:

Nothing stops John Sampson P.I. While he's working an insurance fraud case he suspects that the client has been lying to him. While talking to Suzy Sanders, he rolls +Brains and gets an 11. Holding three, he starts talking to Suzy about the case, spending hold twice to ask the DJ if her statements are the truth, and then finishes by asking the DJ what he would need to do to get her to come back to his place.

That bastard Francis Clayton (the dirtiest cop in town), has pulled over Beau Dupree and Johnny Valentine for running a red light. While getting his license and registration, Beau rolls +Brains and gets a 7, holding one. While talking to Officer Clayton, Beau is curious if he's intending to search the car. He spends 1 hold to ask the DJ, "What does Francis intend to do?"

El Fantasma is undercover in Riddlemark Hall and he needs to find a way into the records department. He strikes up a conversation with a city finance clerk and rolls +Brains, getting a 6. The finance clerk looks directly at him and asks, "Which department do you work for? I don't recognize you." El Fantasma responds with an elbow to the face. Boring conversation, anyway.

Character Moves

The following moves are specific to either your Role or Story and not available to everyone off the cuff. However they provide a rule of thumb on how that move is made.

Ain't Got Time to Bleed: When you have more than 4-harm, you suffer no negative penalties (although you still risk additional harm and death at 5-harm or more.)

Normally when a character has four or more harm, they roll with Something Less on all rolls. When they reach five or more harm, they're down or unconscious. This move allows the character to remain standing and active until they are actually dead. Since this move eliminates the penalty for being injured, when used with another move like Playing Hurt, it does not prevent rolling with Something Extra while at 4 or more harm.

Example:

During "The Case of the Far-Out Space Eskimos" El Fantasma and Riley Russell are pinned down behind a garbage dumpster by an alien deathball armed with a freeze gun. Their only chance of escape is to make it to the open manhole across the alley. Both characters make a run for it, the deathball opens fire and El Fantasma tries to shield Riley from the killer frost. After failing to Take a Hit, El Fantasma takes 5-harm. Normally this would leave him unconscious, but because he "Ain't Got Time to Bleed", he keeps moving and the two make it to the safety of the sewers.

Always Armed, Always Dangerous: In your hands anything becomes a deadly weapon. When you pick up a nearby object to wield as a weapon, roll+Brains.

On a 10+, pick three:

On a 7-9, pick two:

Basic Improvised Weapon (1-harm, hand, clumsy)

- It's heavy (+1 harm).
- It's sharp (+1 harm).
- It's long (+area).
- it's not clumsy (-clumsy).

Anyone can pick up a random object and wield it as a weapon, such improvised weapons always have the basic improvised weapon stats (1-harm, hand, clumsy). We recommend not using a cat, though. They hate that and will never forgive you.

Example:

After losing his tranquilizer gun, Lt. Gus Shepard is now being attacked by Bigfoot. Reeling from the initial onslaught of an enraged sasquatch, Gus reaches for a tree branch and wrenches it away from the tree. he rolls +Brains and gets an 11. He decides that the branch is heavy, sharp and long, he's now wielding a 3-harm, weapon with the hand, area and clumsy traits.

El Fantasma has been thrown from the ring by El Diablo Robotica. El Fantasma needs a weapon to even things up, he rolls +Brains and gets a 7. He picks up a heavy chair and jumps back into the ring wielding a 2-harm weapon with the hand and clumsy traits. The surrounding crowd begins chanting, "CHAIR! CHAIR! CHAIR!"

Big Jon Pendleton sees a bunch of Road Gators enter the Devil's Deuce Saloon where he and a couple of the Iron Devils are having some beers. Anticipating violence, he looks around for a weapon and rolls +Brains, getting a 4. Not only is a broken glass ashtray (1-harm, hand, clumsy) the best thing within reach, but it looks like the Gators brought guns to this barroom brawl.

Angel Eyes: When you gaze longingly into the eyes of someone who means you harm, roll +Smooth.

On 10+, they drop their weapon and take a step back.

On a 7-9, they redirect their hostility elsewhere.

Example:

Cashmere has found herself in the middle of a bar brawl at the Dead Horseman Ale House, when she sees one of the Salthill Casuals coming at her with a broken bottle. She rolls +Smooth and gets a 10. The Casual drops his bottle and takes a step back, stunned by her beauty. Corr, blimey!

The Mysterious Rudolpho is in the middle of planting the bag of cocaine in the Savoy Grande parking lot with Gio Bang, when parking security stumbles on their presence. As the security officer pulls his night stick, Rudolpho winks and rolls +Smooth, getting a 7. The guard smiles awkwardly at Rudolpho then turns his attention to Gio, barking at him to get on his knees.

Brock Chestwell is pulled over by some crooked cops on the way to a gig, guns out of their holster. Brock flashes his million dollar smile and rolls +Smooth getting a 5. The cops call Brock "some dipstick pretty boy" and tell him to get out of the car.

Another Satisfied Customer: You've got a salesman's smile, and can convince anyone that they're getting the best part of a deal. When you successfully strike a deal with a character using the Get What You Want Basic move, you may always choose the option "They are happy with the bargain," in addition to the options chosen as a result of the move.

This move effectively gives you an extra choice when you successfully seduce or manipulate someone. You still get to choose one option on a 7-9 and two options on a 10+ but you don't have to use those choices to assure that the target is happy with the bargain.

Example:

Corrina Vanderbilt needs to make some quick cash to pay for El Fantasma's hospital bills. She goes to Don's Pawn Shop and talks to Don himself. Corrina has a satchel of high end wristwatches that she's "acquired" over the last few months and wants to trade them for some cash. She wants \$1000 for the watches, but Don doesn't want to deal with obviously hot merchandise. Corrina rolls to Get What She Wants and gets a 9. She chooses to have Don pay her immediately, and because of Corrina's ability to provide "Another Satisfied Customer", Don is happy with the deal knowing that he can turn these watches around for at least twice what he's paying her.

Army Medic: When successfully using first aid on a seriously wounded character, heal 1-harm as well as stabilizing them.

Normally, using first aid on a seriously wounded (5+ harm) character only stabilizes them.

Example:

El Fantasma has been hit with a freeze ray from an alien deathball, leaving him down (5-harm) and on the verge of unconsciousness. Brock Chestwell and Beau Dupree arrive at the scene in a stolen ambulance and Brock immediately performs first aid on El Fantasma. El Fantasma is stabilized and healed 1-harm. He is now merely Broken (4-harm) but able to function somewhat normally, even with the bandage wrapped around his luchador mask.

Backstage Pass: In the night-time world, they always believe you're either with the band or "on the list." You automatically succeed when attempting to get into or backstage at a venue such as a concert, theater or nightclub. Other members of the group still have to find their own way in.

Example:

Rufus "Toothless" White and Beau Dupree are trying to elude the Banshees who have chased them to the backdoor of the Zero Cafe. The security guard remembers Toothless from last week's concert and lets him through, but holds Beau back, asking to see his I.D. as the creepy Bopper gang grows closer.

Beginner's Luck: When gambling or otherwise relying on chance to determine success roll with Something Extra.

Characters with Beginner's Luck also tend to win random raffles, sweepstakes or other contests, even ones they didn't actually enter.

Example:

Buster Kincaid has placed his grandfather's watch on a three-card monte game in Bronze Square, trying to get enough scratch for a replacement X-Tech battery for Gio Bang. Rolling against his +Soul, he rolls with Something Extra gaining a partial success - just enough to get him a used battery (provided his connection doesn't stiff him.)

Beautiful Disaster: The worse you look, the hotter you seem. For every harm you take, you gain +1 Smooth. When the damage is healed, the additional Smooth is lost.

Example:

Rufus "Toothless" White gets jumped by some goons from Amalgamated Records on his way to a gig at the Zero Cafe. He takes 2-harm before the goons get tired of kicking the crap out of him. He makes it to the gig a bit late but gets +2 to all his Smooth rolls while he's there. Chicks dig scars.

Bionics: You have been rebuilt better than you were before. Thanks to high-tensile steel in your body framework you automatically have an additional Health level, meaning it takes 2-harm to leave you Bruised. In addition, choose one augmentation:

- **Extendable Limbs** - Your limbs are mechanical and can extend or stretch, allowing you to reach across rooms or step over obstacles. Your melee attacks have a range of close.
- **Bionic Muscles** - Your muscles have been replaced with mechanical motors. You can run faster and jump higher as well as lift, push, pull or throw weights greater than a normal person. When utilizing your Bionics to exceed human physical capabilities, roll with Something Extra.
- **Bionic Eye** - You have a bionic eye that gives you telescopic vision and allows you to see as well in darkness as you do in daylight.
- **Healing Factor** - You've received advanced micro-medical-accelerator treatment. You automatically stabilize any serious wound.
- **Metal Teeth** - You have metallic teeth and bionic jaws, you can bite through most anything you can fit in your mouth.

Note: When leveling up, you may take this move more than once selecting a different option each time.

The additional health level means that you're not considered Bruised until you have taken 2-harm, Bloodied at 3-harm, Broken at 5-harm etc. Suffering a single harm still triggers moves such as Playing Hurt.

Example:

Lt. Gus Shepard arrives at the scene of a burning warehouse in the Deadheart district. Thanks to his Bionic augmentation as a result of an accident as a test pilot, he is now more than just a man.

Checking out the building with his telescopic vision, he can see that the famous fashion designer Cashmere is trapped on the roof.

Using his metal teeth, he bites the padlock off the warehouse door.

Rushing through the burning building, Gus takes 3-harm on the way to the roof. Using his extended arms to grab Cashmere, he leaps for the roof of the adjacent building. He makes his Hustle roll with Something Extra and gets a 9. He makes it to the other side and sets Cashmere down safely, but takes 3 additional harm from the impact.

Gus is now at 6-harm, enough to outright kill a normal man but his extra health level means he is only in danger of losing consciousness. Normally he would be subject to take an additional harm at the end of the scene, but his Healing Factor stabilizes him. Cashmere drags him to her Alfa Romeo and heads for City General Hospital.

Black Belt in Crazy: When you sit out a fight to play an inspiring tune to fire up your friends, everyone on the team rolls with Something Extra and gains the area trait for their melee attacks.

Example:

Rufus "Toothless" White has been playing his harmonica in the corner of the Lone Star Saloon when he sees three Corsairs disrespecting his friend Beau from across the bar. Toothless starts playing "Ring of Fire" on his mouth harp, as Beau grabs a pool cue and swings wildly at the three gang members. Toothless's rendition of the Man in Black has pumped up Beau, so he rolls with Something Extra and gains the area trait on his attacks. Beau strikes the first Corsair across the side of the head and follows through to hit the other two guys in the gut. Beau raises the bloody pool cue and yells "You fellas want some more of this?"

Both Guns Blazing: When wielding a gun in each hand, your attack gains +area.

Example:

Black Cherry Stone gets cornered by a pack of robotic guard dogs while breaking into a NTI research facility. She draws her matching peacemakers and opens fire declaring that she's got "Both Guns Blazing". As her guns are now an area attack, she hits all four of the dogs, they spark and spew purple smoke before collapsing at her feet.

Brothers in Green: When you meet someone else who served in the military, roll +Soul.

On a 10+, you've got friends in common - roll with Something Extra on social interactions with this character permanently.

On a 7-9, you reminisce about your time in the service. Roll with Something Extra for the rest of the Scene.

Example:

Brock is trying to help Beau get some illegal car parts from the Esposito Garage, and brings up his tour as medic in 'Nam to try to get a better price from Chuy. Brock rolls an 11. Chuy Esposito discloses his brother was also at the Battle of Ong Thanh about the same time as Brock, so Brock probably patched him up. The Esposito family consider themselves in Brock's debt.

Johnny Valentine stumbled into a tense drug deal between the Hi-Town Hats and the Malachi Family. Johnny notices the Boppers' leader is wearing dog-tags, so he tries to strike up conversation about his military service to diffuse the situation. Johnny rolls an 8, discovering he and the Bopper both went through boot camp at 29 Palms. The leader of the Hats decides to let Johnny go, but he notices the Malachi enforcer scowling at him. This will come up another day.

Brock wants to get past the bouncers at Rajah's to meet up with Corrina Vanderbilt for a late-night rendezvous. The bouncer is sporting an anchor tattoo on his forearm so Brock casually mentions he served in the Army. Brock rolls a 4, discovering the bouncer was a Marine and thinks all Army guys are pussies.

Bustin' Loose: When you use pure strength to destroy an inanimate object or obstacle, roll +**Might**.

On a 10+, choose three results:

On a 7-9, choose one result:

- It doesn't take a very long time.
- Nothing of value is damaged.
- It doesn't make an inordinate amount of noise.
- You can fix the thing again without a lot of effort.

Anyone can break normal stuff, like wooden doors, broomsticks, or plate glass windows, it just takes a **Might** roll, but a **Tough Guy** trying to bust loose can break just about anything - brick walls, reinforced doors or bulletproof windows just to name a few things.

For the result of "Nothing of value is damaged," something of value can include your own or your friends' bodies.

Example:

*El Fantasma has found the old mineshaft that the pack of Chupacabras have been using as a lair. He sees the support beams that hold up the entrance and decides to rip them out of the ground to seal the mine. He rolls +**Might** and gets a 10. With a deafening roar, the ceiling of the mine entrance comes crashing down and El Fantasma manages to get out of the way without getting hurt.*

*Typhoon Gryphon is trying to rescue a kidnapped toddler. He's found her locked in a room behind a steel fire door. Calling upon the martial arts technique of the Jaguar Strike, he attempts to kick the door in. Rolling +**Hustle** (because of his Kung Fu background) he gets a 9. Typhoon quickly takes the door off its hinges with a loud crash, but suffers 2-harm as he's likely broken some bones in his foot in the process.*

*Lt. Gus Shepard has been trapped in a sewage treatment intake pipe, the water is filling up the room quickly and he sees that there is a metal grate blocking the exit. He grabs the grate with both hands trying to lift it and rolls +**Might**. He rolls a 6. Not only is the gate rusted shut, but Gus notices something large and scaly swimming in the water nearby.*

Cheap Shot Artist: You're skilled at sneaking in a dirty hit on the big plays. When successfully Taking a Hit or Getting Out of the Way from a melee or hand-to-hand combat, deal 1-harm to your opponent.

Example:

Former Derbyball badboy "Doghouse" Rawlins is leaving Devil's Deuce Tavern when he stumbles upon Big Jon Pendelton and the bouncer fighting in the alley. As he walks past, the bouncer flies backward toward Doghouse, forcing Doghouse to Get Out of The Way. Doghouse rolls +10, successfully dodging the bouncer. As the bouncer goes past, Doghouse extends his elbow to gut-check the bouncer, causing +1 harm to the bouncer and making him drop down to his knees. Doghouse extends a hand to Big Jon and offers to buy him a drink somewhere else.

Colors: When you encounter another Bopper, influential street figure or other gang member roll+Smooth.

On a 10+ they recognize your colors, and you say what they've heard about you. (roll with Something Extra when dealing with them for the rest of the Scene.)

On a 7-9, they recognize you, the DJ will say something truthful that they know about you.

Example:

As Big Jon Pendelton and Doghouse Rawlins head out of the Devil's Deuce Saloon, three Blood Monkeys drive up on their Harleys and see Jon's Iron Devils patch on the back of his denim cut. With his +Smooth, Jon rolls 10, allowing him to determine what they've heard about him. Jon says the Blood Monkeys have heard that the Iron Devils might be interested in buying some firearms, so the lead Monkey approaches Jon about a potential deal. When Jon negotiates with the Monkey, he rolls with Something Extra.

Mackie has walked into the Selinker Arena wearing his Salthill Casuals scarf, when he runs into a couple of Shadow Kings who notice his Colors. Rolling against his +Smooth, Mackie rolls 8 - the Shadow Kings acknowledge Mackie and the Casuals usually hang out at the Dead Horseman Ale House on the other side of town. They then ask why a Casual is so far out of bounds.

Crazy Brave: When you lead the charge into combat, those you lead can add your +Soul bonus to their next action.

Example:

Brock has a Soul stat of +2. He and El Fantasma pull up to a local bodega to pick up a pack of Keens when they hear shooting inside and see a thug with a shotgun. Brock pulls his .45 and runs in immediately. With the element of surprise, Fantasma jumps through the glass to tackle the guy. Fantasma rolls his Might to smash through the window - he rolls a 5. But with Brock's "Crazy Brave" maneuver, Fantasma's roll counts as a 7 - he tackles the thug, taking damage from the glass but still succeeding.

Crime Scene Investigation: When Scoping out the Scene of a recent crime, you can additionally choose to ask these questions:

- How long ago did the crime take place?
- How many people were involved in the crime?
- How did the perpetrator or the victim of the crime enter and leave the scene?
- Who is the most obvious suspect?

This move provides the Sleuth with more options when investigating a crime.

Example:

Nothing stops John Sampson P.I. as he arrives at the Midtown Midway, where two Corsairs have been murdered on the Terror Island dark ride. Rolling +Brains, John gets a 10. As part of his investigation, John asks the DJ what's the fastest escape route out of the ride and if there anything hidden in the dark ride? For his third hold, John also asks who is the most obvious suspect in the shooting?

Damn the Double Nickel: When you charge straight into the thick of things without regard for your own safety, you get +1 armor. If you happen to be leading a gang or a convoy, they get +1 armor too.

Example:

Gio Bang is driving the Lucky 7 in the Midnight Grits Run through the Deadheart district when he sees a stack of burning shopping carts blocking G Avenue. Gio slams the Lucky 7 into high gear, pounding through the burning carts. Normally this would cause +1 harm to the Lucky 7, but because Gio decided to “Damn the Double Nickel”, the Lucky 7 had an additional +1 armor to spare, although the scorches on the paint job will require some explaining to Dr. Arigato back at the Lab.

Dazzling Comeback: When you’ve been disabled, restrained, knocked unconscious or otherwise taken out of the fight, raise your hand, point to the sky, call upon the power of glam and roll +Soul.

On 10+ you recover enough harm to keep fighting, stand up, or break your bonds and roll with Something Extra for the rest of the combat.

On a 7-9 you recover enough harm to keep fighting, stand up or break your bonds.

Example:

In the Squared Circle Ferry, El Fantasma has just gone three rounds with The Great October Revolution, a Soviet super boxer. El Fantasma is badly hurt, leaving him on the edge of consciousness. El Fantasma clutches the ropes, raises his hand and points at the sky. He rolls +Soul and gets an 11. El Fantasma is suddenly energized, standing up completely healed, rolling Something Extra on his roll to deliver the San Pablo Piledriver and finish off the Great October Revolution. Mini-Fantasma throws a handful of confetti in the air to celebrate.

That bastard Francis Clayton (the dirtiest cop in town), is leading a handcuffed El Pulpo Morado to a police cruiser. El Pulpo Morado raises his hands, points to the sky and yells “¡Viva Pescado!” Rolling +Soul he gets a 7, breaking the cuffs apart as he winds up for an elbow drop on Francis.

El Fantasma has been captured by ARCANA. They want to know where little Cindy Taylor the psychic teenager is being hidden. They’ve tied El Fantasma to a chair and have been working him over with a crowbar. El Fantasma raises his hands to the air and roars with anger. Rolling +Soul he gets a 6. The chains tremble but stay strong and El Fantasma has to hope his tag team partner will find him soon.

Dirty Fighting: In your hands, all melee weapons have +armor piercing.

Weapons with the armor piercing trait ignore one point of armor, this includes improvised melee weapons, but not bare fists.

Example:

Corrina Vanderbilt has been cornered in the back room of the Devil’s Deuce Saloon by a couple of Road Gators. Corrina grabs a beer bottle off the nearby table and breaks it before shoving it into the nearest guy’s gut. The biker is wearing a leather jacket which normally has 1-armor but because Corrina “Fights Dirty”, the armor is ignored and he takes full damage. Corrina turns toward the other guy, points the bloody jagged bottle at him and calmly asks him if he wants to give another blood sample.

Discreet About Heat: You know how not to get caught (most of the time.) When a move would normally cause you to gain Heat, Roll +Smooth.

On a 10+, you receive no Heat.

On a 7-9, you receive one less Heat or no Heat if you're willing to pay the DJ's price.

Example:

Rufus "Toothless" White is trying to steal a police car in the parking lot of Ruffy's Tavern, rolling +Brains to hot-wire the steering column. Rufus rolls a 7, which as a partial success would normally mean he would receive Heat from the DJ. Because Rufus is "Discreet About Heat", he rolls +Smooth, receiving 10. The only witness thought Rufus was an undercover cop, so he thought nothing of it.

Corrina Vanderbilt is hustling out of the back door of the Devil's Deuce Saloon, looking to find a quick way out of the alley. Climbing the fire escape, she uses her +Hustle to jimmy open a window and sneak inside. Rolling a 7, she would normally receive Heat but because Corrina is discreet about it, she rolls +Smooth. She rolls another 7 - the DJ notes there was someone home in the apartment, a old man who whistles at the fine-looking woman that just entered his apartment. To keep him quiet, Corrina flashes him a little skin, kisses him on the cheek and runs out.

Drink You Under The Table: When resisting the effects of alcohol, drugs or other illicit substances, roll with Something Extra.

Example:

Black Cherry has met up with Mackie of the Salthill Casuals to get some information over a few margaritas at the Vaca Sórdido. Mackie insists on doing tequila shots before he'll tell Black Cherry the name of the maniac that kidnapped the little girl. After three shots, Black Cherry rolls +Might with Something Extra, giving her a total of 10, Black Cherry Stone is perfectly fine while Mackie slurs that the kidnapper is working with the Banshees. Just before he barfs on her shoes.

Eagle Eye: When you take time to study and observe your target, Roll +Brains.

On a 10+, you identify a weakness and deal +1 harm against that target for the rest of the Scene.

On a 7-9, you spot a weakness but will need to expose yourself or someone else to danger in order to exploit it.

Example:

Black Cherry Stone is sneaking up on a group of Banshees as they're trying to pry open the doors to the Manheim Crypt in the Rory Glenn Cemetery. Black Cherry studies the lookout to see if he's got a blind spot. She rolls +Brains and gets a 10. She sees that the lookout has a blind spot on the south of the nearby tree. She should be able to sneak up on him unseen. When she sneaks up behind him and pistol-whips the lookout, she deals +1 harm.

In front of the Lone Star Saloon, Doghouse Rawlins and Big Jon Pendleton are facing Sergeant Scala, an out of control Bionic super-soldier. While Scala rants about the government plot to control him via Keen Cigarettes commercials, Doghouse takes the time to look for his weakness. He rolls +Brains and gets an 8. He notices that the Sergeant's armor has some weak points along the side seams, but to get in position he'll need Big Jon to distract the raving psycho.

Black Cherry Stone is sneaking up on the Banshee's hangout at the Rory Glenn Cemetery and now is studying the leader of the gang to see if there's any way to take advantage of her position. She rolls +Brains and gets a 5. She doesn't have time to study her target because she just noticed that the tree she was hiding behind contains a nest of angry hornets.

Encyclopedic Memory: When you delve into your vast storehouse of personal knowledge while analyzing something, roll +Brains.

On a 10+, the DJ will tell you something interesting and potentially useful about the subject. Then tell the DJ how you know this.

On a 7-9, the DJ will only tell you something interesting. Then tell the DJ how you know this.

Example:

Riley Russell is investigating "the Case of the Mannequin Marine" outside of Bonafede's Department Store when he finds a spent shell casing. Looking closely, he rolls +Brains and gets a 12. Riley remembers from the recent issue of Police Gazette that this shell is the same type used by Colonel Simpson in the antique pistol he reported stolen, just before Corporal Jones was killed.

Buster Kincaid is pouring through the train timetables that were in the briefcase Mackie found in a stolen car. Buster wonders if the timetables are connected to recent disappearance of Judge Hamilton's wife. He rolls + Brains and gets a 7. The timetable is from Cathedral Station, similar to the type Mr. Johannsen uses to wrap fish at the local bodega.

Riley Russell and El Fantasma are investigating "the Case of the Loose-Lip Luchadores" when they discover a truck full of monosodium glutamate. Riley tries to recall what his chemistry professor said about monosodium glutamate and rolls +Brains. He rolls a 5, Riley can't remember what MSG is used for but the trucks owner just showed up and wants to know why they're snooping around.

Feelin' Lucky Punk?: When you successfully Get In Someone's Face, you've managed to scare the hell out of them for good. Roll with Something Extra against them permanently.

Example:

Black Cherry Stone just put her gun to the temple of that bastard Francis Clayton (the dirtiest cop in town), and tells him that if he doesn't tell her where the Emblem of Jade is hidden, she's going to pull the trigger until it goes click click click. She rolls + Might and gets a 12. Francis is terrified and tells her exactly where he hid the emblem. Later when Officer Clayton opens fire on Cherry with his shotgun, he slightly hesitates, allowing Cherry to roll with Something Extra to Get Out of the Way.

Fortune Cookie Logic: When trying to Free Your Mind, no extra chemical assistance is required outside of taking several minutes to meditate on the situation. When rolling 12+, you may ask a second question of the DJ.

Example:

Typhoon Gryphon is meditating on who might have stolen Big Jon Pendelton's dog, Winston in order to Free His Mind and help Buster and Jon find him. Typhoon asks the DJ, "Why would someone take Winston?" and rolls a 12. The DJ tells Typhoon that he has suddenly remembered what his Sensei would always say - "To hurt a man's heart, hurt his wife. But hurt a man's dog, you hurt his home." Typhoon realizes this is part of a scheme to get into Big Jon's junkyard. He then asks the DJ who would want to get into the junkyard. The DJ tells Gryphon that he remembers some Corsairs paying particular attention to Jon and Winston when they were getting hot dogs outside Selinker Arena.

Friends on the Inside: When you contact your former fellow inmates for information or a possible introduction, roll +Smooth.

On a 10+, the DJ will tell you something useful about the crime or make the connection.

On a 7-9, the DJ will tell you something that may or may not be useful about the crime or may require a favor of their own.

Friends on the Inside is all about getting connections, favors or items of the less-than-legal nature. Friends on the Inside can be used to get hold of illegal items such as drugs, unregistered weapons or stolen vehicles, it could also be used to gather information regarding criminal activities, or even used to find people with specialized criminal skills such as pickpockets or safe crackers.

It's also important to remember that a partial success may come with strings attached, that may get an Ex-Con involved in more complicated situations that could risk their parole or even lives. Remember, they may be good friends, but not necessarily friends that are good.

Example:

Corrina Vanderbilt has heard the Road Gators have been seen sporting military-style weapons, so she calls her regular fence to see if he knows anything about it. Rolling +Smooth, she gets a 10. Her fence knows that illegal gun shipments have been rumored out of Don's Pawn Shop and that the Gators have been working with Don for a few years. It's nothing she can take to the police, but it gives her someplace to start looking.

"Toothless" White needs to get a sample of the new "Red Magic" narcotic on the street that hasn't been cut up for distribution. Calling his contact Buster, he rolls against his +Smooth, getting a 7. Buster knows a guy that knows a guy that dated his sister once, but making that introduction will mean Toothless will owe him a favor down the line. And Buster's last favor won Toothless the nickname of "Toothless."

Corrina Vanderbilt and Black Cherry Stone need to dispose of the bodies of a couple of guys who tried to attack them last night. Corrina calls her friend Jimmy the Cleaner and rolls+Smooth. Getting a 5, Jimmy informs her that Orlando Weiss is looking for her and that he doesn't want to get involved.

Friends on the Force - Former cops still have contacts in the local law enforcement department. When you deal with local police, roll with Something Extra.

This does not negate any Heat that's been generated or automatically lessen the effects when the DJ Lays Down Heat, but does give the character a distinct advantage in talking their way out of the situation, or finding an amenable solution.

Example:

Johnny Valentine is Giving the Third Degree to that bastard Francis Clayton (the dirtiest cop in town), about where Black Cherry may have gone in her search for Lilandra Malachi. Rolling with Something Extra, Johnny rolls 9, giving him one hold. After slipping him a \$20, Clayton tells Johnny she went to the Rory Glenn Cemetery. Johnny uses his hold to verify that Clayton is telling the truth.

The Frisk: Former Badges still know how to check for weapons or other items hidden on a person, even if they no longer have the right to search them. When you search for something hidden, roll with Something Extra.

Example:

Johnny Valentine is searching a remaining member of the Banshees gang after Black Cherry managed to kick the crap out of five of their members. Johnny rolls with Something Extra to search the Bopper's pockets. Johnny finds a hotel key marked 237, that might suggest where Lilandra is hiding, although it has no distinguishing marks. Johnny needs to figure out which hotel.

Girl(or Guy) Next Door: Because of your wholesome appearance and “Well, gosh.” demeanor, you can usually get people to open up to you. When Giving Someone the Third Degree, you gain one extra hold, even on a failure.

Example:

Buster Kincaid is outside of the Selinker Arena, sharing a candy bar with Darryl of Darryl's Derby-Dogs in order to get information about Big Jon Pendelton's missing dog, Winston. Although he rolls a 4, because he's just so wholesome and friendly, Darryl confides that he saw dog slobber on a few of the Malachi mobster goons earlier that night.

God of Thunder: If it's too loud, then they're too old and it's time to use it to your advantage! When you play on your instrument, turn up the volume and roll +Soul:

On a 10+, multiple targets within the Scene gets deafened, staggering around at a disadvantage.

On a 7-9, only one target gets deafened.

Example:

Shock rocker Ringo Tragedy has been surrounded by the local police, who were called in about a local disturbance. God knows where he got it, but Ringo Tragedy managed to find an X-Tech portable microphone that allows him to plug into the speakers of police vehicles. Adding his +Soul, Ringo rolls 10. As Ringo screams into the microphone, the police surrounding him clutch their ears in pain and drop to the ground. Laughing, Ringo snatches one of their hats and runs away.

Gremlin: Maybe your bio-rhythm is off or you're negatively ionized. When X-Tech is used directly against you, Roll +Soul.

On a 10+, the device fails to work for that Scene.

On a 7-9, the device's effect is lessened.

Example:

Riley Russell is undercover in "The Case of Too Many Wooden Nickels," posing as an expert counterfeiter. One of his suspects, a Chinese general posing as a local florist, scans Riley with an X-Tech device that determines whether Riley is telling the truth about his identity.

Riley chooses to enact his Gremlin and rolls +Soul. With a 10, the General's device sputters out in Riley's presence, causing the Chinese general to shrug and accept Riley's cover story.

Gio Bang is racing in the Megalopolis 5000 behind the wheel of the Lucky 7 when his rival, the mysterious Green Shroud, douses the Lucky 7 with vibro-waves to dismantle the car. Gio rolls a 7 against his +Soul - Although he maintains control of the Lucky 7, the onslaught of vibro-waves cause the front tires to start sliding recklessly. Gio grips the steering wheel with both hands and hangs on.

Lt. Buzz Shepard is slowly being lowered into a pool of radioactive bionic barracudas by El Diablo Robotica. Buzz suspects that the devil fish might be faulty. He rolls +Soul and gets a 5. Not only are the fish fully functional, but El Diablo Robotica decides the winch isn't moving fast enough and switches it to full speed.

Groupie Magnet: Rockers tend to gather groups of dedicated fans around them who will do nearly anything to please their idol.

Groupies count as a very small gang aka "a couple of guys" (1-5 Members), they are nearly worthless in combat (1-harm, 0-armor) but can always be used for other tasks. When you suggest that a groupie do a favor for you, Roll +Smooth.

On a 10+, they do exactly what you want.

On a 7-9, they ask you for a favor in return.

Example:

Ringo Tragedy is stuck on the other side of town. Instead of calling for a cab, he calls his favorite groupie, Penicillin Patty, and asks her to pick him up. Ringo rolls 11, Patty is not only willing to pick him up but also bring him a bag of weed to settle his nerves. Instead, Ringo asks her to stop at a drugstore for something else.

While trying to find where Lilandra Malachi is hiding from her gangster husband, Johnny Valentine spots Autograph Charlie hanging outside of the Velvet Coalmine record store. Johnny asks Autograph Charlie to wait in the lobby of the Savoy Grande Hotel and call him when she arrives. Johnny rolls 8 - Autograph Charlie will do it if Johnny promises to get a signed photo of Jimmy Page when he's in town next week.

After a show, Rufus "Toothless" White picks up a couple of his fans and heads out with Riley Russell in tow. Rufus casually suggests that Monique help Riley with "The Case of the Lost V." Rufus rolls +Smooth and gets a 5. Monique slaps him in the face, appalled that Rufus would imply she'd be involved in the delinquency of a minor.

Guns Scare Me: While you are unarmed, when you politely request that people around you put away their weapons, roll +Smooth.

On a 10+, everyone calms down and puts their weapons away.

On a 7-9 everyone puts their guns down but not away.

Example:

Riley Russell comes home to find gangster Joe Malachi and his thugs waiting in his Aunt Agatha's living room with guns drawn. Riley raises his hand and suggests everyone relax and have a piece of his aunt's butterscotch pie. Adding his +Smooth, Riley gets a 10, Joe Malachi nods to his goons to put their guns away and agrees to a piece of pie. "A small one. My wife Lilandra thinks I need a diet."

Hard As a Coffin Nail: When you when you Take a Hit, Roll with Something Extra. Additionally when you roll 7-9 to Take a Hit, and choose to avoid all damage, you select the result instead of the DJ.

Example:

After "Toothless" Rufus knocked one of his friends out with a chair, Pete Bones takes a swing at Beau Dupree. Beau nuts up and rolls with Something Extra to Take a Hit. He gets a 10 and just smiles at Pete before picking up a nearby pool cue.

While Lt. Gus Shepherd tries to subdue Bigfoot on behalf of NTI, Bigfoot lifts a bolder and throws it down the hillside at him. Gus stands strong and Takes the Hit, rolling +Might with Something Extra because he's "Hard as a Coffin Nail". Gus gets a 9 and choses to avoid the full damage by dropping the tranquilizer rifle he's carrying. Looks like he's going to have to do this the hard way.

Hardcore: All Tough Guys start with +1 Might (Max +3).

Example:

During character creation after selecting his Attributes, luchador El Fantasma increases his Might from +2 to +3, as he is "Hardcore". El Fantasma's feats of strength both in and out of the ring have made him a legend both north and south of the border.

He Looked So Normal: When you try to get lost in a crowd or hide in plain sight, roll with Something Extra.

Example:

Buster Kincaid is on the run from some Poindexters who didn't take kindly to his accusations of cheating at roulette in the back room of the Shady Rest Funeral Parlor. They chase him out of the building and into the crowded street market. Buster grabs a hat off a nearby rack and hides among a pair of mannequins. Rolling with Something Extra, Buster gets a 10 and the Poindexters run right past him not realizing that one of the mannequins was snickering as they ran by.

Heart On Your Sleeve: Underneath it all, you're still a good person. Roll with Something Extra when you do something to help a civilian.

People with Humble Beginnings usually remember the regular people, offering to help whenever they can. "Help" is classified as an action that directly improves their lives, with little to no reward to the character performing the action.

Example:

As Buster Kincaid is making his way out of the street market, he sees a little old woman stuck in the concrete aisle of the busy intersection, desperately trying to rescue her puppy from oncoming traffic. Because Buster wears his "Heart On His Sleeve", he stops his escape to navigate through the busy oncoming traffic to rescue the little fella. Rolling +Hustle, he rolls with Something Extra to gain a partial success of 7. He saves the puppy and brings the dog to the little old lady, realizing the Poindexters have found him again and are racing toward him.

Hold Out: You can conceal one hidden item on your person, whether it's your drug stash, a weapon or a roll of cash. When you're searched, roll +Brains.

On a 10+, you manage to keep the item concealed.

On a 7-9, you keep your stash but have to pay a price either now or later determined by the DJ.

The price to keep the item can be just about anything, including soft moves against the player or his comrades.

Example:

The Mysterious Rudolpho, Escapeologist Extraordinaire, is being searched by two off-duty police officers before his assistant Naomi handcuffs him to the steering wheel of a compact car and rolls him into the river. Rudolpho is hiding a set of lockpicks in his collar, so he rolls +Brains to keep them hidden from the cops. He gets a 10 and the two officers swear to the audience that he has no way to open the cuffs.

Rufus "Toothless" White has been pulled over by that bastard Francis Clayton (the dirtiest cop in town). Rufus is holding a bag of weed on him and doesn't need the hassle. Rufus rolls +Brains and gets a 7. Rufus manages to keep the weed hidden, but Officer Clayton relieves him of all the cash in his wallet while frisking him.

Malcolm, the bouncer at the Smooth Move, wants to make sure Johnny Valentine isn't packing before he lets him in to see Lord Fauntleroy, lieutenant to Orlando Weiss. Johnny wants to keep hold of his .38 so he rolls +Brains, getting a 6. Malcolm finds the .38, gives Johnny a dirty look and then puts the gun in his pocket. Hope Johnny wasn't attached to that piece.

Home Field Advantage: when preparing to defend yourself in a Rumble that takes place on your home turf, roll +Smooth.

On a 10+, pick three.

On a 7-9 pick one.

- Your gang brings reinforcements. Increase the size of your gang by one level - (small becomes medium, medium becomes large).
- Your gang digs into its weapon cache - +1 harm
- Your gang fortifies its position - +1 armor

Example:

The Road Gators have stormed Big Jon's junkyard to retaliate against their last rumble. But this is Big Jon's turf, so he and the Iron Devils have the "Home Field Advantage". Jon rolls 8, allowing the Devils to duck into the junked cars and scrap to fortify their position, giving them +1 armor.

Hot Tech: You've got connections in the X-Tech black market. When trying to acquire a piece of advanced technology, roll +Smooth.

On a 10+, it's available at a normal price.

On a 7-9, it's available but the cost is exorbitant.

It is up to the DJ what a "normal price" would be.

Example:

Gio Bang is trying to quietly repair his X-Tech prototype "The Lucky 7" without Dr. Arigato finding out he's been drag racing without permission again. With his +Smooth, Gio rolls a 7. Looks like the Poindexters might know someone with an extra transflux modulator. But for a really steep price.

Hot Wheels: When in the driver's seat...

- If you need to Deliver a Beatdown, add your car's power to your roll.
- If you need to Keep Your Cool, add your car's power to your roll.
- If you Get in Somebody's Face add your car's power to your roll.
- If you try to Get What You Want, add your car's looks to your roll.
- If you Help a Brother Out add your car's power to the roll.

Example:

Beau Dupree is running a load of illegal moonshine through the county when he gets spotted by Deputy Alphonso Grant who flips on lights and sirens and begins a pursuit. While barreling down a dirt road along the river, Beau spots a conveniently placed gravel pile and decides to use it to launch Traveller over the river. He rolls +Hustle to Keep his Cool and adds Traveller's 2 power to the roll, bringing the total to 12. Traveller easily makes it across the river with no damage and Deputy Grant is left on the other side. "Damn that Dupree boy!"

The Road Gators are holding Tom Red Eagle's sister hostage. He spots a couple of them entering Colonel Roscoe's Chicken Shack. Not wanting to miss this chance, Tom puts his foot to the floor and drives his pickup right through the front glass of the restaurant with the intent of pinning the two bikers against the counter so he can question them. He rolls +Might and gets 5, adding the 2 because of the pickup's 2-power. His total is 7. One of the bikers dives for cover, but the other is pinned under the truck's bumper and quickly tells Red Eagle where the girl is being held, right before his buddy starts swinging a chain at Tom.

Gio Bang and Buster Kincade are out for a night in the Lucky 7, headed to the Cattlecall Night Club. Stopped at a light in Whitehook, Gio looks to his left and sees two cute girls in a Volkswagen checking him out. Gio leans out the window and asks them if they've got plans for the night. He rolls +Smooth, adding the Lucky 7's looks of 2 to the result. He gets a 4, with a total result of 6. Before the girls can respond, a bunch of Corsairs on the corner throw their empty beer bottles at the Lucky 7, shattering the windshield. The girls just laugh and race away when the light turns green.

Beau Dupree and Big Jon Pendleton are driving a stolen jeep while chasing a van full of Poindexters who've nabbed Big Jon's dog, Winston. Big Jon climbs out the window and tries to leap onto the van, Beau decides to Help a Brother Out by maneuvering the car right next to the van. Beau rolls+Hooks, adding 2 along with the car's power of 1 and gets a 8. He manages to keep the jeep close enough to allow Big Jon to roll with Something Extra but in the process, Beau runs the jeep up against the center divider and inflicts 2-harm.

I Got a Buddy... : You've served with people from all over the country. When you call upon an old military buddy to do you a small favor, describe how you met and roll +Smooth.

On a 10+, your friend can get you specialized access to information, minor supplies, a place to stay or other items determined by the DJ.

On a 7-9, it's going to cost you or you're not going to get exactly what you want. "I Got a Buddy" is about getting things that are still legal but normally difficult or time consuming to obtain, such as official records, access to specialized vehicles or equipment, or the assistance of specially trained individuals. Buddies will only stick their necks out for you so far and often will require some sort of favor in return.

Example:

Big Jon Pendleton needs to get into the Williams Hill Estates, a gated community in swanky Sanger Heights. He calls up his buddy Sam, who he served with at Da Nang and who is now a postman. He rolls +Smooth and gets a 10. Sam can help him out and gets Big Jon a mailman uniform and a truck he can use for the afternoon.

Brock Chestwell is on the run from the cops after being framed for shooting the zoo's rare pygmy giraffe. Brock needs a place to hide out. He remembers that his old army buddy Cpl. Fred Taylor lives nearby and he goes knocking on the door. Rolling +Smooth, Brock gets a 7. Fred says his wife won't let him stay, but Brock can borrow his car.

Big Jon needs to take a look at the county assessor's files on a piece of property he wants to buy. He calls up his buddy Stu at the hall of records in Riddlemark Hall and rolls +Smooth, getting a 5. Stu's still pissed about losing last month's poker game and won't tell Jon a thing.

I Heard You Were Dead: When you meet someone important, roll +Smooth.

On a 10+, they've heard of you and you roll with Something Extra for the rest of the Scene when dealing with them.

On a 7-9, they recognize you, but you only roll with Something Extra on the next roll.

Although this can be invoked at any time during a Scene, it's usually best as part of an introduction, used to invoke the character's reputation on the street. Of course, failure implies they have not heard of you whatsoever.

Example:

Black Cherry Stone has managed to sneak her way into the private office of Orlando "The Wiseman" Weiss at the Smooth Move Club. As she enters, the Wiseman looks up from the finance section of the newspaper and asks who she is. Rolling against her +Smooth, Black Cherry introduces herself and rolls 11. The Wiseman has heard her reputation as "Queen of the Dead End Streets" and is impressed. While Giving Him The Third Degree about the missing kangaroo as well as Getting What She Wants for a name of the dealer in black market animals, Black Cherry rolls with Something Extra.

Nothing stops John Sampson, P.I. As John is threatened by Hizzoneer's personal chief of staff, John explains it's a bad idea to try to squeeze John Sampson, rolling +Smooth he gets a 7. The chief of staff has heard John is no one to underestimate and slightly panics. This gives John the opening he was looking for as he pops the chief of staff with Something Extra in order to punch his lights out.

Ignore The Crowd: Working under pressure is your specialty. When everything is on the line and only you can overcome the obstacle, roll with Something Extra.

It's up to the DJ to determine whether "everything is on the line." Generally, this move can be invoked anytime someone's life is in danger and the only person able to act is the character with this move.

Example:

Doghouse Rawlins realizes he has only seconds to get the Mysterious Rudolpho out of the water torture chamber he's been locked in, despite the lock being damaged. With the gunfight surrounding them, Rawlins has experience in "Ignoring The Crowd" so he tunes it out to focus on throwing the nearest appliance, breaking the glass and draining the water from the tank. The partial success he gains by rolling with Something Extra breaks the glass and saves Rudolpho from drowning, although Rudolpho certainly isn't happy that Doghouse threw a plugged-in toaster.

It's a Promise, Not a Threat: It's common knowledge that you don't bluff. When you roll a 12+ when Getting in Someone's Face, you choose two options and the DJ chooses zero options from the list.

Example:

Shooter McQueen needs to know where the Banshees took the coffin full of drugs. He's got one of their freaks in an armlock and asks him nicely to give up the info. Rolling +Might, he gets a 12. The Banshee knows that Shooter will hurt him far worse than the Banshees will and gives up the info.

It's All in the Reflexes: When you use a gun to solve a problem or overcome an obstacle, roll with Something Extra.

Vigilantes are all about using their weapon to solve problems, though that doesn't always mean shooting someone. Pistol whipping, shooting out locks, threatening someone, even using the butt of your pistol as a makeshift hammer would all qualify as using the gun to solve a problem.

Example:

Black Cherry has learned a little girl in the neighborhood has been kidnapped, probably the work of the amped-up maniac she knows on the corner of 110th Street. She goes to his apartment, looking for answers but the door is locked. Black Cherry breaks down the door, using one of her twin Peacemakers against the rotted wood. Because she's using her gun as a blunt instrument, Cherry's +Might roll gets Something Extra.

It's Only Logical: When you make a rational and logical argument in favor of a decision you may roll +Brains instead of +Smooth to make the Get What You Want move.

Remember that the Fiction still applies here. If the player doesn't give a logical reason for getting what he wants, he can't use +Brains on this roll.

Example:

While investigating "The Case of the Voodoo Hoodoo You Do," Riley Russell learns one of the Corsairs, Gruesome Pete, is in possession of the Sterling Mark 7 Co-cognitive Processor that Riley needs to finish his robot butler. Riley explains to Pete that he has no use for the component and that a dead rat tied to a string is far more useful to him (which Riley just happens to have). Riley rolls +Brains instead of +Smooth and gets a 10. Pete parts with the part for a pittance. Little does he know that Mark 7's are easily worth a thousand dead rats on diamond-encrusted strings.

Jailhouse Juryrig: Being on the inside makes you learn to make do and repurpose things to get the job done. When you scrounge around looking for a specific item such as a tool or part, roll +Brains.

On a 10+, it's not exactly what you needed but it's close enough.

On a 7-9, it can get the job done, but it'll only work once or for a short period of time.

Example:

Corrina Vanderbilt has hired Beau Dupree to drive her from the City to New Brixton, no questions asked. While driving across the Contreras Bridge, Beau's car Traveller hits broken glass that put out his last spare tire. Pulling over into the Deadheart district, Corrina checks the burnt-out car wreckage. Rolling 10, Corrina finds a replacement tire from the wheel of an abandoned taxi that can get them back on the road.

Rufus "Toothless" White and Big Jon Pendelton discover a bomb hidden underneath a table at the Nida Nouveau. Big Jon can disarm it, provided he can find something to cut the wires. Toothless looks around, rolling +Brains gets an 8. He finds two steak knives and salad tongs. Taping them together, Big Jon manages to cut the red wire before the tongs snap in half. Great, now to cut that blue wire.

Jailhouse Tattoos: When Getting in Someone's Face, you can roll +Heat instead of +Might.

Example:

Black Cherry is looking for a lost girl in a rundown apartment building, with a Heat of 2 after shooting the knife-wielding maniac that kidnapped the girl. She rousts the building superintendent to get some answers, but he tells her to scram. Cherry pulls her piece and orders him to start knocking harder. Instead of rolling +Might, Cherry rolls adding her 2 Heat. She rolls an 8, giving her a total of 10. Intimidated, the super says he thinks he might have seen the girl on the 5th floor.

Last Boy Scout: When you act to protect a civilian that cannot protect himself or herself, Roll with Something Extra.

This applies when a civilian is incapable of either defending themselves (via either fight or flight) against whatever harm is about to befall them, either due to incapacitation or mitigating factors. This does not require the character to be successful in their effort, but does require them to act in good faith to protect them.

Example:

After getting the phone call from Autograph Charlie, Johnny Valentine heads over to the Savoy Grande Hotel, parking behind the building in the service alley. Before he enters the service entrance door, Johnny spots a little old lady pulling her grocery cart as a garbage truck speeds down the alley toward her. Instinctively, Johnny dives to pull her out of the way, rolling +Hustle. Because the old lady is a civilian, Johnny is rolling with Something Extra. Johnny succeeds in saving the old lady despite the truck clipping his arm causing 1-harm.

License to Carry: Any pistol weapon you own is licensed, you cannot be busted for having it in your possession and will be allowed to carry it in most public places.

Example:

That bastard Francis Clayton (the dirtiest cop in town), is rousting Johnny Valentine outside of the Zero Cafe for being “ugly in a public place.” Clayton finds Johnny’s .38 on his ankle holster, smugly boasting he’s got Johnny on a hidden weapons charge. Retrieving his wallet, Johnny first flashes his “License to Carry” a concealed weapon, then flashes Clayton the finger.

Marked Territory: When you enter a new part of the City, you have the option of marking the territory with your gang’s emblem. When you return to that part of the city, roll with Something Extra on all rolls while in this part of the city. This lasts as long as your graffiti remains visible, DJ’s discretion. This only affects a half-block radius.

Marking territory is up to the DJ’s interpretation of the Fiction whether the graffiti would still be visible at the location after a Bopper’s return. A specific location within the City may be high scale enough to where the marks would be removed as normal clean-up, or it may be crossed out by a rival gang that considers the turf as their domain.

Example:

Mackie and the Salthill Casuals have travelled to the Belles district to catch a fight on the Square Circle Ferry. While waiting at the dock, Mackie instructs one of his boys to spray-paint their club initials on the loading bay. A week later, Mackie is traveling through the Belles District to get to the Esposito Esoterica Garage, when he’s surrounded by the Poin-dexters. Mackie casually points to the still visible club initials on the loading bay, feeling a boost of morale in his attack and rolls with Something Extra while Delivering a Beatdown.

Master of Disguise: When you take the time to create a convincing disguise for yourself or others, roll +Brains and mark one use of your Disguise Kit.

On a 10+, only the most careful examination would reveal the disguised person to be anyone other than who they say they are.

On a 7-9, it’s good but not perfect, the disguised person rolls with Something Extra for any Smooth rolls to convince someone they are who they say they are.

A disguise kit can allow someone to look different than they normally do. However, it takes skill and effort to look like another specific person, especially to people who have seen the intended target before. That’s what makes the difference between someone using a Disguise Kit and a Master of Disguise.

Example:

Nothing stops John Sampson, P.I., when he needs to sneak into the headmaster's office of St. Bernadine's Academy to find the address of one of the student's parents. Using a disguise kit and being a "Master of Disguise", John rolls +Brains with a result of 11. Thanks to his skill and a borrowed nun's habit from the Mysterious Rudolpho, John easily poses as the headmistress Sister Esther, walking through the headmaster's office with ease.

Mesmerizing: You don't just perform, you share your deep personal feelings with those around you. Rockers start with +1 Soul (Max +3).

Example:

During character creation after selecting his attributes, blues rocker Johnny Valentine increases his Soul from +2 to +3 as he is "Mesmerizing". Not a lot goes right for old Johnny, but he perseveres and draws on his hardship to feed the blues.

Mind Reader: The powers of Glam give you an insight into people you talk to. You may roll +Soul instead of +Brains when Giving Someone the Third Degree.

When using +Soul to Give Someone the Third Degree as opposed to +Brains, your approach is more based on empathy of how target is reacting to your statements and questions (as opposed to the logical Q&A involved in asking questions). The goal is to remain attuned to the subject's overall "vibe," which encourages the subject to elaborate further. Whether this is intended to be presented as a mystical experience, psychological therapy or maybe just being "on the same wavelength" is up to both the player and DJ in terms of roleplay experience.

Example:

The Mysterious Rudolpho is hanging out at the Cattlecall Dance Club when a beautiful redhead steps up to the bar and orders a banana daiquiri as she glances to the DJ booth. Rudolpho slides up besides her and rolls +Soul, getting an 8. He smiles and says, "Just waiting for your favorite song before you hit the dance floor, aren't you?" The redhead turns to him, surprised. "How'd you know?" Rudolpho smiles, and taps his temple. "Because I know... the mysterious."

Motor Pool: Thanks to your time in the Army and jury-rigging jeeps in hot situations, when you try to repair a vehicle without the proper tools, roll+Brains.

On a 10+, you manage as if you had a fully stocked toolbox.

On a 7-9, you're missing something critical, repairs are temporary and could give out at any time.

Example:

Brock Chestwell is riding shotgun with Buster Kincaid, arguing about who gets to pick the next 8-Track, when Buster's Pinto begins to overheat and steam rises from the hood. Brock rolls +Brains getting a 10, then hops out of the Pinto while taking his socks and shoes off. Popping the hood, he tweaks the cooling hose with his sock as a temperature mitt, then takes a leak into the radiator to refill it. Hopping back into the Pinto, he points to Donna Summer's "I Remember Yesterday."

Once Big Jon Pendelton realized the Road Gators were sporting guns, he hauled ass out of the bar and sped off on his chopper as they shot at him. Two miles out, his chopper started to sputter and shake, so he pulled over to check it out. Big Jon rolls +Brains getting a 7, patching up the broken fuel line with a little chewing gum and aluminum foil. Won't last the night, but it will at least get him to a gas station to fix it properly.

My Body is a Temple: Through fasting and meditation, you have learned the ability to expel toxins from your body. When you meditate to eliminate the effects of exposure to poison, drugs, alcohol or other substances, roll +Soul.

On 10+, you suffer none of the effects.

On 7-9, you can choose one:

- Suffer half the effect
- Delay the effect for the rest of the Scene.
- Shake off the effects in half the time

Example:

Typhoon Gryphon realizes he was injected with a knock-out drug by a shady-looking nurse at City General during his yearly physical. Sitting in the lotus position, Typhoon concentrates and rolls +Soul. With a result of 8, Typhoon has found the strength to escape the hospital before the nurse comes back with dangerous thugs.

My Hands are Deadly Weapons: You have learned advanced hand to hand techniques, when you roll 12+ while Delivering a Beatdown, select two options from the list. Also choose one additional technique:

- **Dragon's Fist Technique** - Your basic unarmed damage is 1 harm.
- **Mantis Form Technique** - Your unarmed attacks gain the range close.
- **Serpent Strike Technique** - Your unarmed attacks gain the armor piercing trait.
- **Crane Form Technique** - Your unarmed attacks gain the area trait.
- **Tiger Form Technique** - Your unarmed attacks gain the forceful trait.

The exact form each of these techniques take will be up to the player. For instance an armor piercing attack may be due to intense physical conditioning that make the users hands and feet as strong as steel, or mastery of chi energy that allows the user harm their opponents very soul.

Example:

While searching for the Emblem of Jade, Dragon Lady Ming Su is ambushed by a group of Malachi thugs armed with baseball bats. Ming Su unleashes her Crane Form Technique upon the thugs, rolling +Hustle and gets a 12. She chooses to deal great harm and to avoid a counterattack. She deals 1-harm to each of the thugs nearby, while ducking and diving between their bats.

Typhoon Gryphon has been chasing the henchmen of the nefarious Master Nguyen through the back alleys of Little Saigon when he rounds a corner and is confronted by Iron Kang, Master Nguyen's chief lieutenant, wielding a chain whip. Gryphon draws his arms back into the serpent stance and leaps at Kang, rolling a 13 - he chooses to do great harm and to disarm Iron Kang. His serpent form allows him to ignore Iron Kang's iron chestplate and deal 1-harm.

No Bull: When you Give Someone the Third Degree, on a 12+ you can ask the question “Is your character telling the truth” without spending hold.

This move adds an additional success level when Giving Someone the Third Degree. When you roll a 12+, you hold 3 just as with a normal 10+ success. These holds can be used to ask, “What does your character intend to do?,” “What does your character want me to do?” or “How could I get your character to do _____?” during the conversation as normal. In addition, you can ask, “Is your character telling the truth?” as many times as you want without spending hold.

Example:

Buster Kincaid is interviewing a waitress at the Zero Cafe about Sabrina Stevens, a missing heiress. He thinks the woman might know more than she's letting on. Before starting the conversation he rolls +Brains and gets a 12 (meaning Buster now holds 3).

When she denies seeing Sabrina the night she disappeared, Buster asks the DJ if she's telling the truth and the DJ says no.

When she says she didn't know Sabrina, Buster again asks the DJ if she's telling the truth, and the DJ says no.

When she swears that she doesn't know where Sabrina is, Buster asks if she's telling the truth and the DJ says no.

Buster still has 3 hold he can use to ask additional questions to get the truth out of Francine.

Not the Average Bear: The Sleuth gains +1 to Brains (maximum +3).

Example:

During character creation after selecting his attributes, John Sampson, P.I., increases his Brains from +1 to +2 as he is “Not the Average Bear.” Nothing stops John Sampson, P.I., especially the Post Inquisitor Sunday crossword puzzle.

One at a Time or All at Once: When you are confronted by overwhelming forces, you count as a gang (Small gang, 2-harm) with armor equal to your normal armor rating.

This move becomes active whenever a character is confronted by a gang. The character using this move is able to confront a small gang on even footing and even has a chance against larger gangs. The way this plays out in the Fiction is up to the DJ. Perhaps the character wades into the fray throwing the opposing gang around all at once, or the gang may surround the player and like in so many kung-fu scenes, foes charge one at a time toward the player character.

Example:

A group of the Shadow Kings (Small gang, 3-harm, 1-armor) have surrounded Typhoon Gryphon and intend to demonstrate that their Enduring Jackal technique is superior to his Tiger's Fang technique. Typhoon looks at the 15 Boppers around him, looks the leader of the gang in the eye and says, “One at a time or all at once, I will defeat you all.” Typhoon counts as a Small gang (3-harm, 1-armor) and confronts the gang on equal footing as each of the Shadow Kings charge into the circle to confront him. Typhoon stands his ground, defeating them individually and in pairs until none are left standing.

Thirty mind-controlled El Fantasmigos (Medium gang, 2-harm, 0-armor) have surrounded El Fantasma barring his escape from the lair of El Diablo Robotica. As they approach him, El Fantasma grits his teeth and yells his battlecry, “¡HECHO EN MEXICO!!” while diving into the mass of opponents. El Fantasma counts as a Small gang (3-harm, 1-armor) and the hypnotized fans count as a Medium gang (2-harm, 0-armor). Because of the size difference, during the battle El Fantasma deals 2-harm and the gang deals 3.

One for the Team: When you are with your gang, you can transfer 1-harm dealt to you to the gang itself or transfer 1-harm dealt to your gang to you.

Example:

Big Jon is with the rest of the Iron Devils in the Clocktower Park, looking for a suspected sniper. When shots ring out, Jon and the Iron Devils fail to dodge the bullets fired, but Jon decides one of the guys will take “One for The Team” and ducks behind Flatfoot. Flatfoot gets hit in the shoulder by the rifle shot, causing 2-harm to the Devils. Jon and the rest of the gang pull their guns and go for cover.

One Won't Kill You: Sometimes a little social lubrication is needed. When you successfully convince someone to share in a vice (cigarettes, alcohol, etc.), roll with Something Extra when dealing with them, and gain +1 hold when Giving Them the Third Degree.

Example:

At the Savoy Grande Hotel, fashion designer Cashmere has convinced that bastard Francis Clayton (the dirtiest cop in town), to have a lunch. As she orders a bottle of Dom Perignon, Clayton initially protests that he's on duty. But after some sweet talking by Cashmere, Clayton agrees to a glass of champagne. Three glasses later, Clayton is far more susceptible to Cashmere's questions about the security surrounding Selinker Arena for the upcoming NTI Juggernauts game, allowing Cashmere to roll with Something Extra.

Out for Blood: When a Vigilante is in combat, they're not messing around. When you single out a target for elimination, you do +1-harm.

Example:

Johnny Valentine and Black Cherry have found the maniac holding the kidnapped girl. The maniac pulls out a sawed-off shotgun. Cherry pulls out her twin Peacemakers and fires away. Cherry rolls a 10, which would normally cause 2-harm. But Cherry was “Out for Blood”, causing 3-harm.

Packing Heat: Former Badges have practical experience on the firing range with their weapons, which provide a range bonus to pistols. “Close” becomes “far” in their hands.

Example:

Johnny Valentine and Black Cherry are making a quick getaway when a burgundy Cordova spins around the corner, firing at them from the passenger window. Black Cherry hands one of her Peacemakers to Johnny, asking if he's ever fired one. Johnny leans out the window and fires at the driver, using his +Hustle. Although Johnny is firing a pistol that normally has a range of Close against a target that's a block away, Johnny has experience “Packing Heat” and suffers no penalty. Johnny rolls a 10. The front windshield of the Cordova shatters, causing the driver to slam into a fire hydrant. Johnny hands the pistol back to Cherry, saying “Yeah, in another life.”

Plan On a Napkin: When you make a plan of attack and explain it to the rest of your team, roll +Brains.

On a 10+ hold 3.

On 7-9, hold 1.

While executing the plan, you can spend 1 hold to allow a member of your team roll with Something Extra on any move.

What is considered an attack is up to the DJ. Generally any proactive aggressive situation would be covered by this move.

Example:

Dragon Lady Ming Su, El Fantasma and Mackie MacGreggor need to storm Wolkov's Wonderland toy factory to get a missing office key. Mackie sketches out a plan to enter the building, rolling +Brains. Mackie gets 11, providing 3 hold. As El Fantasma swims the river to climb a fire escape, Mackie's plan allows El Fantasma to roll with Something Extra with his +Might when he confronts the guards on the fire escape.

Playing Hurt: Once the adrenalin kicks in, you kick into overdrive. When you've experienced 2 or more harm, roll with Something Extra for all Might and Hustle rolls for the remainder of the Scene.

The bonus from Playing Hurt cancels the penalty for +Might and +Hustle rolls when a character has taken 4 or more harm.

Example:

Big Jon Pendelton and Doghouse Rawlins are in yet another bar fight with the Road Gators, because of something Big Jon said about a Road Gator's mother. Seriously, what is it with these guys? Doghouse has taken 3-harm, which would normally leave him Bruised and Bloodied. But Doghouse has experience in "Playing Hurt," and the adrenaline of the fight has him rolling with Something Extra for all of his +Might and +Hustle rolls against the Road Gators. Do you think these guys like getting into fights?

Power to the People: The Man doesn't like you, but the People do. When interacting with civilians, Roll with Something Extra if you have any Heat.

Example:

Black Cherry and Johnny Valentine have rescued the little girl, but need medical supplies to patch her up. They duck into a local tailor shop and Cherry asks the man behind the counter for some cloth they can use as bandages. Although Cherry currently has 1 Heat, Cherry is known to champion "Power to the People." The man behind the counter is more amenable to Cherry's request.

Prototype: One of your Thangs has been enhanced with X-Technology, giving it abilities/qualities beyond the norm. (see X-Tech: Prototype)

Example:

Gio Bang's Sweet Ride is the amazing "Lucky 7," an X-Tech Prototype built by Dr. Arigato at Arigato Labs and financed by big-stakes gambler "Nickels" Nakitoma. It's got amphibious mode and an ejection seat.

After accidentally hitting a stray Labrador Retriever in the middle of the night, Lt. Gus Shepard brings the dog to his friend, Doctor Tim Morgan. After a lot of touch-and-go

surgery, Doc Morgan presents Lt. Shepard with his new partner, a bionic dog with a steel reinforced skeleton and titanium jaws. Gus takes one look at the dog and immediately names him “Buzz”.

Queen/King of the Scene: Either because of the personality, beautiful looks or maybe it’s just a touch of the Glam, Honey Pots get +1 to Smooth (Max +3).

Example:

During character creation after selecting his attributes, The Mysterious Rudolpho increases his Smooth from +2 to +3 as he is “King of the Scene.” The Mysterious Rudolpho may not have a lot going on between his ears but he is mysteriously smooth.

Regular at The VA: War Vets have access to Veterans Administration medical services. When you go to the VA hospital for medical attention, roll +Brains.

On a 10+, take all three:

On a 7-9, pick two:

On a miss, pick one:

- You get in without waiting.
- You don’t have to pay for care.
- No questions were asked.

Example:

After a peculiar phone call, Lt. Gus Shepard goes to Corrina’s apartment to find her beaten and lying face down on her white shag carpet. Picking her up, Gus heads to the nearby VA Hospital to get her immediate medical attention. Rolling +Brains and getting an 11, Gus convinces the hospital’s emergency room staff to take her into surgery immediately, free of charge.

After a narrow escape from a gang of knife-wielding gorillas in Klan uniforms, Brock stops at the VA Hospital to have his wounds looked at. Rolling +Brains and getting a 7, Brock convinces the emergency room staff to suture him up without any questions, but they make him pay in advance.

Rope-a-Dope: When you make your opponent believe you are more vulnerable than you really are, roll +Brains.

On a 10+, roll with Something Extra against the target for the rest of the scene.

On 7-9, you roll with Something Extra on the next attack against the target.

Example:

Mackie is bushwhacked by a couple of Poindexters, who take turns punching Mackie in the face with rolls of nickels. Mackie drops to his knees and breathes heavily. As the Poindexters lean in, Mackie pulls a “Rope-a-Dope,” rolling +Brains he gets a 10. Mackie leaps forward, tackling the Poindexter in front of him with Something Extra added to his +Might for the remainder of the brawl.

While backing up Lt. Gus Shepard in capturing Bigfoot, El Pulpo Morado jumps in to hit the back of the raging Sasquatch’s head. As the Bigfoot slowly turns to face Morado, El Pulpo Morado holds up his hands and shakes his head repeatedly to show it was an accident, then rolls +Brains. Rolling 9, Morado then hits Bigfoot between the legs, with Something Extra. Bigfoot falls to the ground, clutching his groin.

Semper Fi: Your gang is more loyal than most. When in your presence, your gang will always fight to the last man. When your gang takes action in your absence, they remain intact at 4-harm instead of 3.

Example:

Mackie and the Salthill Casuals are outnumbered in a rumble against the Banshees outside the Joliet Automat, taking serious damage. Although there are critical injuries among Mackie's boys, the Casuals refuse to give ground to undead freaks like the Banshees. They all nod to Mackie, proving they're willing to see this through to the bitter end. Salthill forever, OI! OI! OI!

Sex Machine: When you seduce someone using the Get What You Want move and roll a 12+ the target not only gives you what you desire, but they become a permanent ally.

This adds an additional level of success to the Get What You Want move. Now when you roll a 12 or higher when executing the move, you get the results of a 10+ roll as well as the 12+ results of turning someone into an ally.

Example:

John Sampson, P.I., has been hired by Mrs. Thomason to find her beloved Komodo Dragon, "Teddy." He pays a visit to her daughter Tammy Thomason to ask her a few questions. He decides to seduce her and rolls +Smooth, getting a 12. Not only does Tammy spill the beans about her brother's plan to sell the Komodo Dragon to cover his gambling losses, but as Sampson prepares to leave, she throws him the keys to her sports car and tells him he can stay with her whenever he wants. John Sampson makes a note of that and adds her number to his little black book.

Smell Like a Straight: When you are about to receive Heat from the DJ, roll +Soul.

On a 10+, negate 1 Heat.

On a 7-9, the Heat is transferred to another character.

Example:

Johnny Valentine and Black Cherry pull the driver out of the Cordova and interrogate him about the kidnapper. While Getting in His Face, Johnny fails his roll. The driver won't talk, so Johnny pops him with the butt of his .38 while a few bystanders watch. Normally, Johnny would gain 2 Heat for this, but he "Smells Like a Straight." Johnny rolls +Soul and rolls 8. One of the bystanders points to Black Cherry and yells, "Hey, that lady's beating up that guy for no reason!" Cherry scowls at Johnny, muttering, "Typical."

So Hot You're Cool: You wear trouble like a pair of Ray-Bans. When the DJ spends Heat against you, roll with Something Extra on your next move. This means that you're not only comfortable in dealing with the pressure, you pretty much thrive on it.

Example:

Nothing stops John Sampson, P.I. Although he's driving across town to make his rendezvous with fashion designer Cashmere at the Selinker Arena, the DJ decides to Lay Down Some Heat and burn one of John's collected Heat by having the cops start to follow in pursuit. John throws his Firebird into overdrive, slamming through the railroad barrier to race across the tracks just as a cargo freight train goes by. John makes a +Hustle roll with Something Extra because he's "So Hot He's Cool," his roll gets him a 7. Although the guardrail scratches and dents the hood of his Firebird, he's successfully ducked the police and dodged the oncoming train.

Sometimes Less is More: The less you wear, the harder you are hit. When you are naked or nearly naked, gain 2-armor. When you are topless or wearing revealing non-armor clothing, gain 1-armor. If you are wearing armor, use it instead.

Example:

Brock Chestwell is about to storm the veterinary clinic's basement where illegal X-Tech implants into animals have been occurring. Before descending the stairwell, Brock rips his shirt at the seams, revealing his manly, hairy torso. This manly man now has 1-armor for his battle downstairs.

Sparkle Motion: By spinning around in a circle, you can change your clothing from your normal fabulous threads to a more conservative appearance, complete with eyeglasses. In this new appearance, you are unrecognizable compared to your former self until you change back.

Example:

El Fantasma needs to go undercover at Riddlemark Hall to sneak into the Records Dept. He spins in a circle and with a bright flash, his three-piece white suit becomes a respectable polyester blue-knit, with a pair of horned-rimmed glasses over his luchador mask. After his amazing transformation, Riley Russell enters the room, nudges Ming Su and asks, "Hey, who's the new guy?"

Squeaky Clean: The DJ must use double Heat to affect you.

When the DJ Lays Down Heat on someone who's Squeaky Clean, the DJ must take two points of the character's Heat in order to negatively affect the upcoming dice roll by one. In order to affect the next dice roll by two, the DJ must take four points of Heat away from the character.

Example:

Buster Kincaid has been playing a little rough to find missing heiress Sabrina Stevens, having earned 3 Heat as part of his investigation. As he enters the Savoy Grande Hotel to confirm his suspicions, he needs to talk his way past the suspicious hotel manager to get an extra hotel key to Room 288. Before Buster rolls against his +Smooth, the DJ decides to Lay Down Some Heat due to the reckless manner Buster has been questioning people. Because Buster appears so "Squeaky Clean", the DJ needs to take 2 Heat to add a -1 modifier to Buster's upcoming roll, leaving him with 1 remaining Heat.

Starsky *AND* Hutch: You have two additional vehicles.

A Good Old Boy can still take the Sweet Ride Thang to get additional vehicles when beyond three.

Example:

When Good Ol' Boy Shooter McQueen rolled into town, he parked his Peterbilt and slowly checked out his Harley and speedboat in the back. All three of his vehicles were in top form - Grendel, the Dragon and Grendel's Mother.

Stone Cold Crazy: When you Deliver a Beatdown with the intent to kill or destroy your target, inflict +1 harm.

Example:

After finding the man responsible for beating Corrina into City General, Lt. Gus Shepard flies into a rage and starts beating the man with his bare hands. With every successful blow, Lt. Shepard's punches deal one additional harm.

Strength Serum: When you consume your radioactive strength serum, roll +Soul.

On a 10+, gain +2 Might for the remainder of the Scene.

On a 7-9, gain +1 Might and suffer from a side effect determined by the DJ.

If someone other than the intended recipient of the serum were to drink it, anything might happen. The DJ can decide exactly what.

Example:

Ming Su and Riley Russell have successfully stolen an NTI security badge but have been cut off from the exit by a bunch of thugs. Before the fight begins, Riley downs his "Strength Serum" hidden in an Otter Pop casing and rolls a 10. Before Ming Su has unsheathed her katana, Riley pops their leader in the face. Rolling +Might, Riley gets 9 with the added bonus of +2 for a total of 11. The lead thug flies backward through a table, smashing into a table and sliding across the floor. Ming Su steps back for a moment, surprised.

Gio Lang and Ringo Tragedy are trapped in the back of an armored car, sinking to the bottom of the Montoure River when Gio remembers Dr. Arigato's experimental strength formula in his pack. He downs the serum and rolls a 7. Gio gets +1 Might but as he gets ready to kick the armored car door, all his curly hair and eyebrow hair fall off in an instant. Well the doc did say it was experimental.

As Gio Lang and Ringo Tragedy climb up the dock from the river, Ringo asks if the strength serum goes well with scotch. Before Gio can answer, Ringo grabs the formula and gives it a quick chug. Ringo waits for a moment to see if anything happens, before he notices his body is starting to smolder and his arms and shoulders burst into flames. In a panic, he jumps back into the river.

Superbad: When you kill, incapacitate, disable or otherwise violently eliminate an opponent, you may make an immediate follow up attack against a different valid opponent.

Example:

Dragon Lady Ming Su and Riley Russell sneak into the NTI Building to hack into their computer mainframe, when five building security officers surprise them. Ming Su attempts to slam her nunchaku into the lead security officer and rolls an 11, knocking him out. Before Riley or the other security goons can act, Ming then hits another security with her nunchaku, rolling a 10. As Ming then takes another swing with nunchaku (rolling a 9), Riley sits down on a nearby chair and reads a discarded newspaper. This is going to be awhile.

Superfly: Fire, explosions, machine-gun fire, it doesn't matter. You always keep your cool. No matter what happens, you, your hair and your clothes always look perfect.

Although a Superfly character may always LOOK perfect, it doesn't mean they actually are. This has no effect on your harm levels, only on your appearance, allowing you to disguise your current condition or recent activities from those around you.

Example:

John Sampson., P.I. and Riley Russell have teamed up to solve "The Case of the Tuscany Tulips." While investigating a lead, they end up in the city sewers, where Sampson fought an albino crocodile. Despite taking several harm and wading through filth, once they exit the sewers, Sampson still looks "Superfly" and is able to easily walk into the Savoy Hotel to get a drink. Riley, on the other hand, has to wait outside and air out.

Corrina Vanderbilt and Johnny Valentine are sprinting to get away from a burning ice cream truck and dive into a stacked pile of garbage bags. The truck explodes, sending melted ice cream and debris everywhere. Johnny stands up, realizing his new suit is ruined - slightly charred and covered in trash and tutti-frutti. He looks over at Corrina, as she freshens her lipstick and smooths her pristine Versace dress. "Let's go," she says, snapping her compact shut.

Super-Slab: Thanks to your CB, you've got a network of eyes on the road. When you reach out on the CB airwaves to assess the situation ahead of you, roll +Smooth.

On a 10+, you get a reliable report of what's going on down the road.

On a 7-9, you get a second-hand report that may which may be incomplete or contain some misinformation.

Example:

Tom Red Eagle is hauling a truckload of illegal fireworks intended for Chinese New Year celebration at the Teahouse of the Laughing Dragon. He wants to make sure the road is clear and gets on the CB. "Breaker Breaker. This is the Apache Chief. Anyone got eyes on Route 11?" He rolls +Smooth and gets a 10. The response comes back, "Read you loud and clear Chief. This here's the Stinkbug, and I got two smokeys on Route 11 checking manifests." Tom decides it's a good idea to take a different route into town.

Shooter McQueen is stuck in traffic at the highway 65 onramp. He's wondering what's causing the hold up so he gets on the CB. "Breaker Breaker, this is The Big Shot. Anyone give me the lowdown on highway 65 north of the 21 mile marker? Come back." He rolls +Smooth and gets a 7. He gets two conflicting responses, one from Large Marge saying it's all clear once you get to marker 22, the other from Dougiebear saying that it's jam packed all the way outta town. Shooter decides it's best to find an alternate route and pulls Grendel's Mother through the center median and back onto the pavement going the other way.

Beau Dupree is running flat out across the desert hoping to get back to the city before the cops in Los Angeles find out that he's escaped custody. He gets on the CB and makes a call out, "Breaker Breaker. This here is the Traveller looking for some info on the big Eye-Four-Zero. Come Back." Beau rolls +Smooth and gets a 5. He hears a response and immediately recognizes the voice of Arizona Highway Patrolwoman Clementine Buford. "Mistuh Traveller, I do believe you and I need to have a parley to discuss your lack of respect of authority."

That Ain't Right: The Glam has given you an unsettling presence to be around. When you make a show of freaking people out to intimidate them, roll +Soul.

On a 10+, hold three.

On a 7-9, hold one.

Spend one hold to roll with Something Extra on social moves during this Scene.

Example:

Shock rocker Ringo Tragedy is relaxing with a pina colada in the front seat of a public transit bus he has appropriated when a beat cop knocks on the door with his nightstick to ask what he's doing. Ringo pulls the tiny umbrella from his frosty drink and swallows it whole while rolling +Soul. With a 9, Ringo politely requests the policeman put away his weapon as he wipes the corners of his mouth with a napkin. The confused beat cop does so.

This Song's For You: When you dedicate a song and sing it to someone, you can use +Smooth instead of +Brains when Giving them the Third Degree and you can also roll with Something Extra on your next Smooth roll involving them.

Example:

Johnny Valentine needs to get some information from Lilandra Milachi. Seeing her in the audience, he dedicates a song to her. Later when he strikes up a conversation and tries to find out what she knows about the missing Starveya tapes, he rolls +Smooth to Give Her the Third Degree while rolling with Something Extra.

Thousand Points of Silence: When you strike a pressure point on your opponent, roll +Hustle.

On a 10+, they are paralyzed until the end of the Scene unless you release them.

On a 7-9, a part of their body (your choice) is paralyzed until the end of the Scene unless you release them.

Example:

Dragon Lady Ming Su needs to sneak Riley Russell into the Shady Rest Funeral Parlor to confirm Hizzoner the Mayor is gambling in its backroom casino. Ming Su convinces Riley to lay down in a coffin and then taps his shoulder. Rolling 12, Ming paralyzes him instantly as she wheels him through the delivery dock toward the morgue.

'Til The Tires Fall Off: When you're behind the wheel of a vehicle it will continue performing until it receives 5-harm. After receiving 5-harm, the car will collapse into parts the next time you come to a complete stop.

Example:

Shooter McQueen has been driving his motorcycle "Grendel" on a wild chase, with both the cops and the Mob in pursuit, causing Shooter to take breakneck jumps no sane man would make. Grendel has already received 4-harm, but while ditching the pursuing mobsters, one of the hoods makes a passing shot that hits Grendel's frame, causing another point of harm. A motorcycle would normally be down for the count, but Shooter's driving Grendel "'Til the Tires Fall Off." He redlines the bike all the way to Big Jon Pendelton's junkyard. As he hops off, Grendel collapses in a pile of junk. Whoops.

Toast of the Town: When you announce your presence in the beginning of a Scene, roll +Smooth.

On a 10+, everyone in the Scene stops what they're doing to pay attention to your big entrance.

On a 7-9, you can pick one person who stops and pays attention.

Example:

Cashmere enters the ballroom of the Savoy Grande, stopping to pose on the top of the stairwell to announce her presence. She rolls an 11, and the entire gala stops mingling to notice her and applauds with delight she has arrived.

El Fantasma enters the Cattlecall nightclub, stopping in the doorway to flex suggestively to everyone inside the bar. He rolls an 8. His ex-girlfriend Agnes looks over at him from the bar and swoons, much to her buffed-out date's dismay.

Ringo Tragedy stands up on a pool table at the Dead Horseman Ale House and shouts, "Who wants a piece of me?" He rolls a 3. No one looks up from their drink, making him feel like a right tosser as he steps down to the floor.

Tougher than Leather: You have +1 armor, either by your choice of kung fu training, special metal bracelets that reflect bullets or maybe you're just too bad ass to feel the pain.

Example:

Lt. Gus Shepard is holding onto the side of an elevated train when he leaps to a row of garbage cans to break his fall. He rolls +Might to Take the Hit, and gets a 6. Though he would normally take 2-harm due to the fall, the Bionics have made him "Tougher than Leather." As a result, Gus only takes 1-harm.

Wake-Up Call: When you fire a warning shot to get your target's attention, Roll +Hustle.

On a 10+, they stop what they're doing (fleeing, fighting, etc.) and are shaken. Roll with Something Extra on your next move.

On a 7-9, they merely stop what they're doing.

Example:

Big Jon Pendelton and Doghouse Rawlins are in yet another brawl with the Road Gators at the Devil's Deuce Saloon when Doghouse has finally had enough of this crap and pulls his piece. Shooting a "Wake-Up Call" at the Gators, Doghouse rolls +Hustle and gets a 10. The Gators and Big Jon stop fighting and look to Doghouse. "WALK ON HOME, BOYS," Doghouse shouts, Getting in Their Faces with Something Extra.

Walk it Off, Son: When you berate someone about suffering a minor injury (2-harm or less), roll +Smooth.

On a 10+, they ignore the damage completely (heal up to 2-harm).

On a 7-9 they ignore the injury until the end of the Scene.

Less than 6, it really is a big deal they take an additional 1-harm.

Example:

As they're leaving the biker bar, Big Jon Pendelton and Doghouse Rawlins get into another brawl, this time in the parking lot. Jon has taken 1-harm from a beer bottle to the head and starts to feel his knees buckle. Doghouse looks over his shoulder as he's fighting and tells Jon to "nut up." Doghouse rolls +Smooth and gets a 10. Big Jon shakes his head, regains his sense and gets back into the fight, effectively healing the damage.

El Pulpo Morado is tag-teaming with El Fantasma against the October Revolution and El Diablo Robotica in a no-holds barred match, when El Diablo sneaks a chair shot across El Fantasma's skull. El Pulpo Morado calls Fantasma to find his cajones, and rolls +Smooth and gets a 7, allowing Fantasma to finish the match and pin the October Revolution. After the bell rings, Fantasma falls to his knees and needs to be carried backstage to see El Medico.

Warchief: Your gang will follow you under normal circumstances, but there may be times you need to command your gang to stick their necks out, based on your command alone. When you try to impose your will on your gang, roll +Might.

On a 10+, all three apply:

On a 7-9, choose one:

- They do what you want.
- They don't fight back over it.
- You don't have to make an example of one of them.

On a miss, someone in your gang makes a dedicated bid to replace you as Alpha.

This is dictated by the overall Fiction and discretion of the DJ, but as a general rule, "Sticking their necks out" is defined as taking a greater-than-average risk with little to no motivation to do so outside of your character telling them to do it. Gangs have no problem obeying simple commands such as, "Meet me at the train station," but may consider an order to "meet me at the police station" as a bit of a greater risk.

Example:

Big Jon and his gang The Iron Devils are surrounded by what looks like cops, but Jon thinks they may be mobsters of the Malachi Family dressed in police uniforms. Big Jon orders his guys to start firing. Stinky and Sweet Lou aren't stupid. Firing guns at cops is a bad idea, but Big Jon reminds them he's "Warchief". Rolling +Might, he gets a 10 - Stinky and Lou pump their shotguns and fire. When the cops pull out machine guns and return fire, Big Jon is proven right.

Over a few beers at the Dead Horseman Ale House, Mackie tells the Salthill Casuals they're going to rumble that night with the Shadow Kings, a bigger and better trained Bopper gang. Mackie rolls +Might and gets a 3, prompting one of the Casuals, Edward, to step forward and accuse Mackie of acting more like a United fan than a Salthill. THOSE are fighting words.

Way of the Fist: When you utilize Kung-Fu Technique or training instead of brute force name the technique you use and you may roll+Hustle instead of +Might.

Example:

At the Shady Rest Funeral Home, Dragon Lady Ming Su needs to fight her way through mobsters to rescue a paralyzed Riley Russell before he's cremated. Instead of rolling +Might, Ming Su declares that she's using her Technique of The Floating Crane and rolls +Hustle.

Well Stocked Trunk: Due to your pre-planning and connections, your Sweet Ride comes automatically equipped with a Repair Kit, Medical Kit and one additional kit of your choice. These kits are automatically restocked at the beginning of each adventure.

Example:

Gio Bang's experimental racecar, the Lucky 7, is fully stocked with the latest technology – the 1978 Repair Kit (Next year's model already available due to Arigato Labs' well-placed connections), the Courtney and Sterling First-Aid Kit and a special electronic repair kit Doctor Arigato uses when he accompanies Gio on their high-tech, high octane adventures! (And the way Gio drives, he uses the Repair Kit a lot.)

Who Looks Fabulous? : By adopting a Glam lifestyle, your character has an outward appearance more extravagant than others. While you are wearing your glitzy wardrobe, anytime you are called upon to roll+Smooth you can roll+Soul instead.

Example:

Cashmere is trying to Get What She Wants from Hizzoner the Mayor by convincing him to let her fashion line debut that weekend in the main avenue of Castor Hill, closing off the street at the City's expense. Normally she would need to roll +Smooth, but "Who Looks Fabulous?" Cashmere, in her signature gold mini-dress and fur-lined boots, so she gets to roll +Soul instead. She gets an 11, and Hizzoner stammers and immediately agrees.

Wingman: When you give a friend a much-needed hand, roll with Something Extra to Help a Brother Out.

Example:

El Fantasma is trying to convince a little old lady to let him use the pay phone to get a hold of Corrina Vanderbilt, despite her insistence that she was next in line. Riley Helps A Brother Out by showing the little old lady his set of El Fantasma bubblegum cards, demonstrating his Hook, "I am the #1 fan of El Fantasma." El Fantasma rolls +Smooth with Something Extra, thanks to Riley acting as "Wingman" and gets a 7. She lets the boys use the phone, but demands an autograph for her grandson.

Wouldja Look at That? : When you create a distraction before striking somebody, roll with Something Extra and deal +1 stun damage.

Example:

Buster Kincaid has been talking with Lord Fauntleroy and is ready to leave, but Monroe the bouncer is blocking the exit. Buster looks down at the ground and says "Oh look, a lucky penny." While kneeling down, he strikes Monroe right between the legs. Buster rolls +Might with Something Extra and gets an 11. Buster chooses to deal great harm, inflicting Monroe with 1 normal and 1 stun harm. Monroe goes down clutching his groin, and Buster makes a break for it.

X-Tech Expert: When working with X-Tech, roll with Something Extra.

Example:

Riley Russell and El Fantasma have found a pair of experimental X-Tech jet packs that will let them get from one side of town to another. However, the jet packs require a +Brains roll to use correctly. Both Riley and Fantasma roll 6 on their +Brains. Fantasma can't get the blasted thing to start. Riley however is an "X-Tech Expert" and rolls with Something Extra. His extra die brings a partial success: The jet pack starts and Riley flies off into the sky, clutching wildly because he forgot to snap the seat belt.

Zen Awareness: When you take action in the dark, blinded or with your eyes closed, roll +Soul.

On a 10+, you can act normally.

On a 7-9, you can act, but you may have missed something important around you.

Example:

Dragon Lady Ming Su has entered the Rory Glenn Cemetery to deal with the Banshees. Although the Bopper gang has busted out all the surrounding street lights as a precaution, Ming Su closes her eyes and concentrates on her breathing. Rolling +Soul, she gets a 10 - Ming Su is aware the Banshees are attempting to circle and surround her in the darkness. Foolish move, Banshees. Foolish move.

Typhoon Gryphon was blindfolded as part of the Mysterious Rudolpho's magic act as part of their attempt to find the missing diamonds. Rolling +Soul, Typhoon rolls 7. He realizes the diamonds are in the audience volunteer's purse, but he fails to notice the gun in her pocket as well. Helpfully, the DJ points this out when the volunteer pulls the gun on Typhoon and Rudolpho later that night.

Thangs

Still trying to decide what to order from the Bonafede's Department Store Catalog? No problem, the following examples will help fill in the blanks while thumb through the pages. Remember, Christmas is right around the corner.

Sweet Ride: You've acquired a really great car, truck or bike (or in the case of the Good Old Boy, an additional one). Choose the make, model and custom look (see Vehicles under Gear).

As mentioned previously, a Sweet Ride can develop its own personality and traits and is considered an extension of the owner itself. Sweet Rides are not exclusive to Good Old Boys but are definitely their greatest asset.

Example:

It's impossible to talk about Beau Dupree without mentioning his Sweet Ride - the '71 Hemi-powered Barracuda with Sig Erson Camshafts and twin Cherry Bomb glasspack mufflers, painted red, white and blue. The roar of Traveller's V-8 engine lets everyone know that Beau Dupree has arrived.

Wealth: Through an inheritance, investments or just a lifetime of non-stop hustling, you've acquired a considerable amount of money. You drive luxury cars, live in a swank pad and eat the finest foods. Most of your wealth is tied up at any one time so you can't buy just anything, but you start every game session with at least \$100 in your pocket.

Wealth doesn't mean the character has unlimited funds. It simply means the character lives a wealthy lifestyle. Everything they own is of the highest quality, they live in the upscale part of town and they own a lot of non-liquid assets.

Example:

Fashion designer Cashmere has managed to push her designer clothesline to the very top and has been featured in Vogue Magazine and some of the finest boutiques in the City and abroad. Because of her lucrative success, Cashmere now lives the good life with her new-found Wealth.

Animal Companion: Whether it's a well-trained hound dog, a talking parrot or a belligerent ape, you've acquired an animal companion that travels with you. Name and describe your Animal Companion to the DJ.

When you give your Animal Companion a command in a stressful situation, roll +Smooth.

On a 10+, pick three:

On a 7-9, pick one:

- Your companion obeys immediately.
- Your companion is not harmed or hindered.
- Your companion performs particularly well.
- Your companion performs happily.

Example:

Big Jon Pendelton is working underneath a '72 Camaro when the booby-trapped car jack collapses, pinning Jon underneath with barely an inch to spare. Jon calls out to his dog, Winston, to bring over the spare jack. He rolls +Smooth and gets a 10. Winston sprints over, grabs a hold of the jack arm and pulls it underneath the Camaro, pushing down on the arm to lift the Camaro before it crushes Big Jon completely. As a reward, Big Jon gives Winston an ice cream sandwich.

Sidekick: Whether it's your plucky little sister or the orphan kid you caught picking your pocket, you've got a sidekick who follows you around, emulating everything you do. Sidekicks can be useful in a fight, but they can also become a target. Name and describe your sidekick to the DJ.

Sidekicks have stats, moves and Gear like a normal character. They start with +1 in one Attribute, and 0 in every other stat. They start with all the Basic moves and the same Basic Gear that the mentor character starts with. When a character levels up, instead of choosing a new Move for themselves they can choose a new one for their sidekick instead.

Example:

El Fantasma's valet Mini-Fantasma has +1 Might, and 0 in all other stats. When El Fantasma levels up, he decides to give Mini-Fantasma the move "Tougher Than Leather". Three-and-a-half feet of machismo right there!

Assistant: A faithful butler, wisecracking secretary or reluctantly helpful family member assists you. Unlike a sidekick, an assistant doesn't normally go where you go. Instead, assistants work off-stage to help you accomplish goals.

Assistants don't have stats and can't make moves. However, they can carry out orders on behalf of the character using the character's stats (as opposed to Sidekicks, who have their own stats but could be considerably less efficient).

Example:

Riley Russell is working on "The Case of The Village Genius." Riley needs some equipment from his lab and calls up his Aunt Agatha, who acts as his assistant. Agatha loads up the station wagon and delivers the equipment a few hours later along with a peanut butter and banana sandwich.

Connections: You know people and people know you. When you reach out to an old friend for information, roll +Smooth.

On a 10+, you know just the guy and the DJ will give you some useful info.

On a 7-9, you know a guy but the info will cost you.

Connections are about gathering casual information. You can use your connections to find out where a specific person might be or how to get in touch with somebody important. You can't use connections to get detailed police records or access to the DMV file room, but you can use connections to find out who would be able to get you that access.

Although Freeing Your Mind is useful in reviewing previous information and working out what you've learned (or to help you focus on what you should be paying attention to in the future), a Connection will present new information that a character hasn't already learned.

Example:

Investigative reporter Wolfe T. Ellis is the master of Connections. He needs an invite to tonight's Governor's Ball, so he reaches out to his friend, Thomas the maitre'd at Le Nida Nouveau, to find out where he might get one. He rolls +Smooth and gets a 10. Thomas informs him that old lady Burgermun is going but doesn't likely have a date. Time to dig out the cummerbund!

Nothing stops John Sampson P.I. When he needs to know who's been selling tiger meat around town, he heads over to the barber shop to get the lowdown. John rolls +Smooth and gets an 8. Big Jim Jackson the barber knows what's going on, but that information isn't going to come cheap. John gets a haircut and drops a 50 note on the counter. "Keep the change, ya old bastard."

Although not everyone likes him, everyone in town knows Mackie MacGreggor, so when he needs to get hold of a fake passport he goes to his buddy Sam at the Brass Kettle bar and asks him where he can find a counterfeiter. Mackie Rolls +Smooth and gets a 5. Sam looks at Mackie and tells him that even if he knew that kinda guy he wouldn't tell Mackie until he pays off his \$200 bar tab, not to mention the broken window. And the chair. And the pool table.

Skilled Doc/Lawyer/Tech/Mechanic on call: You've got a companion who is always available to patch you or your gear up. Choose a Medical, Legal, Technological, or Automotive professional who is always available, works for free and never asks questions.

Example:

Gio Bang has wrecked the Lucky 7... again. He and Shooter McQueen roll the car into Dr. Arigato's underground garage at Arigato Labs, knowing that the Doctor can make it all better in no time.

Rufus "Toothless" White got picked up on a minor possession charge at the gig last night. He calls his bondsman and sister-in-law Sylvia who gets him out on bail before the sun comes up.

Fame: Something you've done has made you famous to some small degree. Fame can be a double edged sword. You can never predict if it will bring you positive or negative attention.

When you encounter someone for the first time who may have heard of you roll +Soul.

On a 10+, they have heard good things about you can roll with Something Extra on your next roll dealing with them.

On a 7-9, they have heard of you, but nothing specific.

Example:

Shock-rocker Ringo Tragedy is trying to get a free toaster from the Bank of Santo Domingo, and he casually mentions his upcoming tour. He rolls +Soul to get a 10, and the teller realizes who he is and begins squealing with delight, eager to give him a free toaster, a pen set and whatever else Ringo might want.

"Doghouse" Rawlins is trying to get into the Selinker Arena but he is stopped by the security guard. Rawlins mentions he used to play Derbyball, rolling +Soul. He gets a 7, and the guard thinks he may have heard of him but isn't sure which team he played for. "The NTI Juggernauts," Rawlins replies. "THIS TEAM."

Signature Weapon: You have a weapon or other piece of equipment that has been custom tailored for you. Chose a commonly available weapon or other piece of gear, you can add, remove or exchange one trait on that item.

Example:

Nothing stops John Sampson, P.I., with his custom gold-plated Colt Python .357. He decides he's got a custom concealed shoulder rig and a speed loader, exchanging the "reload" trait for the "concealed" trait and making sure the color of the shoulder rig's leather matches the interior upholstery of his Firebird - burgundy.

Credentials: You are a professional and you have the paperwork to prove it. You can choose to be a licensed private investigator, a member of the press, a licensed bounty hunter or something similar. These credentials will often allow you access to people, services and locations that would normally be off limits.

Example:

While doing research for his follow up to "Truth and Justice in '77," Wolfe T. Ellis arrives at the scene of a suicide jumper. He gets to the police barricade and flashes his press credentials to the beat cop standing in his way. The cop looks at the laminated card and determines it's legit before letting Wolfe through.

Lab/Workshop: You have a workspace dedicated to your profession. This might be a machine shop where you fabricate race cars, a recording studio, or even a crime lab. Describe what your workspace is used for to the DJ.

Example:

Gio Bang's homebase for the Lucky 7 racecar is Arigato Labs, the workshop of X-Tech genius Dr. Arigato. With the amazing technology at Arigato Labs, the Lucky 7 is continually modified with fantastic upgrades as well as any damage repaired caused by Gio's racing (which is frequent).

Aptitude: You're especially practiced or talented at something that is not reflected in your stats. Pick a skill or area of expertise. When rolling for this skill, you are always treated as having the appropriate Attribute stat at +2.

Aptitude can be a specific area of knowledge, such as history or physics, or it can be a profession such as paramedic, photographer, mechanic or cat burglar.

Remember that under normal non-stressful circumstances, a character doesn't need to make a roll to do something they would reasonably know how to do. This Thang will most often come up when needing to do something under stress (like a Keep Your Cool Move).

Example:

Big Jon Pendleton isn't especially bright (0 Brains), but he was an engineer in Vietnam and has the "Aptitude: Army Engineer" Thang. When he attempts to disarm the bomb placed on Mackie's neck by the psychotic husband of Mackie's latest girlfriend, Jon rolls as if he had Brains +2 to Keep His Cool and cut the right wire.

Bidness: You've set up shop that gives you a permanent location to do business, along with a couple extra bucks in your pocket - you start every game session with at least \$40 in the till. This place of "bidness" can either be associated with your Story or Role (e.g. gymnasium for All-Stars), or it can be completely removed (e.g. key shop, photo booth, etc.).

Example:

When El Fantasma isn't competing in the squared circle or fighting off miscreants in the pursuit of high-octane adventure, he can be found behind the desk of the Santo Domingo Bank, as founder and bank president. For those who open a new checking account at his bank, El Fantasma gives away a free toaster, autograph and chin-up bar.

DJ Moves

DJ's have their own moves to activate, based on their player's actions. If some of the moves seem a little hazy, never fear - we're happy to go into more detail.

Activate their Gear's Downside

This is a commonly used move. Look at the traits of the character's gear and activate one of them in a negative way. If their weapon is fragile, break it. If their car is valuable, steal it.

Most pieces of gear have traits that can be considered downsides, and even if they're not listed on the gear's stat line, there are some inherent downsides to everything.

Most vehicles use fuel. Running out of fuel can always be used as a DJ move.

Most guns have ammo. Empty magazines and cylinders (requiring reloading) is a great soft move, and completely running out of ammo is a common hard move.

All X-Tech items are unpredictable. Nobody fully understands it and using any X-Tech item can produce strange side effects.

Example:

Black Cherry Stone is pursuing corporate spy Alex Brennan when he dons a jetpack and takes off. Black Cherry opens fire, trying to disable the jetpack. She rolls a partial success, and the DJ determines that she disables the pack, but she's going to need to reload her pistol before she can use it again.

Gio Bang is racing the Lucky 7 in the Las Vegas Invitational Grand Prix. After surviving an explosion caused by a bomb placed on the track by the Green Shroud, Gio tries to push the Lucky 7 and catch up to the race leader. Gio rolls the dice and gets a failure. The DJ determines that Gio hears a loud clunk and sees smoke billowing from the hood of the Lucky 7. Dr. Arigato is not going to be happy. Again.

Announce Off-Screen Badness

Off-screen badness often becomes on-screen badness. Let the players know that something has happened either directly or indirectly. Sirens, gunshots, smoke and explosions are all great ways to communicate off-screen badness.

Example:

After a shootout with the Road Gators, the players turn to the DJ and say, "Now what happens?" The DJ says, "You hear the sound of sirens. They're approaching fast."

After spending an evening entertaining a lady friend, Brock Chestwell is awakened by the sound of his guest's husband pulling into the driveway. Whoops, right key, but wrong keyhole, Brock.

Apply Some Heat

You can apply Heat whenever the characters do something illegal, even if there are no obvious witnesses. The Man is clever and has a whole laboratory of ways to connect the players to a crime.

Example:

Shooter McQueen just ransacked the Law Offices of Harold J. Mewes looking for evidence of his real estate scam. Although Harold is as crooked as they come, vandalizing a place of business is still a crime, and Shooter didn't think to avoid leaving fingerprints all over the place. The DJ applies 2 Heat to Shooter.

After getting a partial success while racing across the city, Beau Dupree gets 1 Heat from running that red light on 52nd street.

Capture Someone

Capturing someone doesn't necessarily mean putting them in a cage under guard, and "someone" doesn't necessarily mean one of the players. You can capture the entire group by putting them into a situation that they can't easily get out of like a trap or dead end, or you could have the police arrest a character's loved one, Sidekick, Assistant or Animal Companion. The important thing is that someone is put into a situation that will require the players' actions to resolve.

Example:

In order to get back at Big Jon and the Iron Devils, Officer Francis Clayton, (the dirtiest cop in town), called Animal Control and had Winston, Big Jon's faithful dog, put in the pound for violating the newly passed city leash law. That Bastard.

While searching the city sewage treatment plant, Lt. Gus Shepard was hit in the back of the head and knocked into the water. He quickly finds himself trapped inside an intake pipe, and the water level is rising.

Foreshadow Future Badness

This is one of the most versatile moves, especially when making a soft move to set up a hard move in the future. Point out something bad that's about to happen. If the players fail to react to it, you now have a golden opportunity to apply a hard move.

Example:

Black Cherry Stone and El Fantasma are breaking into an NTI storage depot. While looking for a way past the electric fence, they hear a low rumbling coming from the darkness. Black Cherry draws her pistols and El Fantasma readies himself just in time to see a rabid grizzly bear emerge from the shadows to attack them.

It's midnight and Beau Dupree is cruising across the countryside with a case of bootleg moonshine in the trunk of Traveller. As he approaches the Old Leader Creek and the safety of the county line, he catches a glimpse of a recently erected sign that says "DANGER - BRIDGE OUT."

Have the Man Stick it to Them

The Man is insidious and ever present. He's always looking for a way to stick it to freedom-loving player characters. Never miss an opportunity to throw bureaucracy, corruption, prejudice, paranoia, indifference or any other nasty aspect of the establishment at the characters.

Example:

After solving "The Case of The Aztec Accountancy," Riley Russell finds that he's in possession of a check for enough money to cover the repairs to his aunt Agatha's house, replace all his broken lab equipment and still have almost ten grand left over. While he ponders a trip to Florida to visit Whackyworld, he hears a knock at the door. Turns out the IRS has heard about his windfall and is there to present him with a bill for back taxes amounting to a little over ten grand.

After his Firebird is stolen, John Sampson, P.I., goes to the local precinct to file a police report. He talks to the desk sergeant who says he'll get someone to take John's statement and then promptly goes on his lunch break instead.

Inflict Harm Creatively

One of the most direct moves you can make - usually as a hard move, but small amounts of harm (1-3 points) can also be inflicted as a soft move. The harm doesn't necessarily need to be applied to the character triggering the move, it can also be applied to companions, innocent bystanders, gear or vehicles. Choose a source of damage that's appropriate to the situation. Don't just hit them with lightning from the sky unless it's raining and they do something stupid like climb a radio tower while holding a metal cable.

Example:

While helping Riley Russell with "The Case of The Old One-Two-Three," El Fantasma is climbing a radio tower in the rain to hook up the trans-quadratic-photon-generator with a metal cable. As a result of failing his roll to climb the tower, a bolt of lightning strikes El Fantasma, dealing 4-harm. Maybe that was stupid, Fantasma.

Big Jon is in the front seat of a stolen van wrestling with a bionic guard dog. The DJ tells Jon that the beast's steel-toothed jaws are about to clamp onto his forearm. Jon tries to Get Outta the Way but fails. The DJ inflicts 2-harm on Jon from the teeth and informs him that now the dog is latched on and will need to be pried off.

Lay Down the Law

Laying Down the Law can be similar to a lot of other moves, such as Announcing Future Badness, Putting Someone in a Spot or even Separating Them. The difference is that Laying Down the Law is a result of previously acquired Heat, and Johnny Law doesn't just go away by switching Scenes or leaving town. Once the Law is after you, they continue until you've found a way to resolve the issue.

Example:

After a rampage across town, Black Cherry Stone has acquired 5 Heat. She's wanted for questioning about an assault against a local businessman, and an eyewitness puts her at the scene of a recent truck hijacking, and a security camera shows her breaking into an NTI storage depot. While meeting her friends at the Automat, there are suddenly a half-dozen cop cars pulling up with their lights on. Hope there's a back way outta the Automat.

Make a Threat Move

Most threats have moves of their own, these can be made as hard or soft moves when appropriate. Use these moves to directly apply danger to the players from the threats.

There may also be moves associated with locations, or the campaign in general. Use these moves to complicate the character's lives, bring more danger to the situation or just to mix things up.

Example:

Lt. Gus Shepard is fighting Bigfoot. Bigfoot has the move "Tear up the Scenery", so Bigfoot grabs a nearby tree trunk and rips it from the ground before throwing it down the hillside towards Lt. Shepard.

Beau Dupree and Brock Chestwell have cornered the terrorist Seamus Kilrain who has the move "Bring it all Crashing Down". Kilrain pulls a radio transmitter from his pocket and flips the button. Suddenly, explosions are heard all around as the hidden bombs attached to the building's support beams start to go off.

Make Them Acquire Stuff

In order to accomplish the task at hand, require the players to acquire something specific. Gear, money, components even a reputation can be needed to complete a task.

Example:

In order to solve "The Case of the Old One-Two-Three," Riley Russell needs to rebuild the trans-quadratic-photon-generator that was destroyed. He's got most the parts he needs in his lab, but what he really needs is a photo accelerator chamber. The only person likely to have one of those is El Fantasma's arch-enemy, El Diablo Robotica.

Offer an Opportunity with or without a Cost

Give the characters something they want and then tell them what it will cost them to acquire it. Remember each player's Buzz. When offering them an opportunity, try to give them one that will maintain their Buzz.

Example:

Ringo Tragedy needs to get backstage at Rajah's Ballroom, he talks to Quentin the doorman and fails to convince him that he's "on the List." Ringo notices that Quentin is holding his free hand low with the palm up. Ringo gets the hint and pulls out a \$50, placing it in Quentin's hand from which it quickly disappears before Ringo walks backstage.

Play a Song

Music can really help set the scene. If you're actually DJing your session, playing specific songs can change the mood, heighten tension or telegraph future activities. Does your villain have a theme song? Play it before he enters the scene or when the villain advances their plans and Shifts Gears.

Example:

Brock Chestwell and Buster Kincaid knew their attempts to sneak into the Smooth Move Club had been spotted by one of Orlando Weiss's men, and they expected a visit from one of the Wiseman's thugs. But as they climbed the fire escape to Brock's apartment, the DJ started the eerie "Warszawa" by David Bowie. A feeling of dread washed over them as they realized this was the theme song of Lao Fan, Orlando Weiss's most dangerous and psychotic enforcer.

Put Someone in a Spot

"Putting Someone in a Spot" means giving them a tough choice. Put something they care about in danger and make them choose between saving that thing or completing their current mission. Or put their friends in jeopardy and make them choose between saving their friends and maintaining their Buzz. The tougher the choice the harder the move.

Example:

Black Cherry Stone and El Fantasma have finally tracked down the exotic animal smugglers when El Fantasma is bitten by a deadly King Cobra. Black Cherry must decide between helping her friend get to a hospital or going after the criminals and clearing her name. She hesitates for a moment before holstering her pistols and helping the big man to his feet. Fantasma's going to owe her after this.

Separate Them

The old adage "never split the party" doesn't apply in **Spirit of 77**. There are lots of ways to separate the player characters, and you should not be afraid to do so. Being thrown from a moving vehicle (nobody wore their seat belt in the 70's), falling through a rotting floor, getting abducted by aliens, anything that can get the characters apart is appropriate.

Example:

While searching the sewers for the source of flower petals during "the Case of the Tuscany Tulips," Riley Russell and John Sampson, P.I., encounter an albino alligator. During the commotion, Riley slips and falls into the muck and slides down a channel into another chamber. After John deals with the alligator, he finds Riley peeking out of a pipe in the ceiling. When asked how he got there, Riley responds "Wasn't easy."

Take Away Their Stuff

Gear breaks, ammo is expended, fuel is burned and reputations are ruined. What you take away from the characters and how you do it is up to the DJ. Just make sure it's appropriate to the situation. You can't cause somebody to run out of ammo if they're not shooting, and they can't drop an item they're not holding.

Just like making characters acquire stuff, what you take away can include many things, money, gear, vehicles, people, reputation even their dignity.

Example:

As John Sampson, P.I., approaches his car, he pauses for a moment to check his hair, and suddenly the car erupts in flames. It seems someone really wants him out of the picture. Must mean he's doing something right.

Big Jon Pendleton is in the back of Doghouse Rawlins' El Camino, shooting at the mysterious black Cadillac that's pursuing them. The mystery Caddy rams the back of the El Camino, and Big Jon drops the pistol out of the window. "Crap," he thinks. "That gun belonged to Doghouse's mother."

Tell Them the Possible Consequences and Ask

This is a great move to use when a player wants to do something that is just not covered by the rules in any other way. Tell them what it will take, what type of cost will be involved and then ask them if they want to go through with it.

Example:

El Fantasma is in a DC-8 and just watched the pilot jump out the back of the plane with the last parachute. The DJ tells him that he can jump after the pilot and try to wrestle the parachute from him before hitting the ground, but if he misses, he's going to hit the ground and die. El Fantasma responds "You had me at wrestle. ¡HECHO EN MEXICO!"

Trade Harm for Harm

This move can be used in many of the same situations as "Inflict Harm", the difference is that the target of the move also deals damage back to the origin of the move. It's useful for combat situations where a NPC is attacking a player without regard to it's own survival.

Example:

El Fantasma is too busy dealing with the angry grizzly bear to notice that its mate is charging up behind him. The second grizzly barrels into El Fantasma knocking them both into the electric fence. Both the mighty luchador and the angry bear take 3-harm and the air smells of burnt fur.

Turn Their Move Back on Them

This move is mostly used when a player rolls a failure. Turning a move around can be done in a couple of ways. You can give an opponent the benefits of a failed move, or a move can have the opposite of the intended effect.

Example:

Buster Kincaid sits down at high-stakes game of seven-card stud in an underground card room. His "Beginner's Luck" quickly gains him a monstrous pile of chips. In fact, he's so lucky that the other players think he's cheating and he gets chased out of the room, leaving all his money behind.

What I'd Say - GLOSSARY of the '77

Boogie - To dance or have fun.

Book - To move fast.

Bopper - Boppers are rough-and-tumble street gangs. They typically dress to a theme based on their background.

Brains - Brains describes how intelligent, savvy and perceptive your character is.

Buzz - Buzz is your motivation, what your character hopes to accomplish. Maintaining your Buzz means that you are acting in a way that is consistent with your character's Buzz and rewards you XP at the end of each session.

Chump - A loser.

Civilians - NPC's who are not adversaries.

DJ - The Narrator or Game Master in a **Spirit of 77** game.

Far Out - Cool.

Gear - Things your character carries.

Gig - A job or a place of employment. Also a show or concert.

Heat - Heat modifies moves made by the Man.

Heavy - Serious, powerful.

Hook - A connection between two characters. To have your hooks in someone means you have a hook with that particular character.

Hustle - Hustle describes how quick, agile and accurate your character is.

I can dig it - ("Right on", "Correctamundo") To answer in the affirmative. Yes or I agree.

Kit - A kit is a set of tools and supplies to perform a specific activity, such as first aid, repair or crafting.

Kung fu - Any of a number of Asian martial arts. Karate, Akido, Jeet-kun-do, Jujitsu.

The Man - (Big Brother, Pigs, the Fuzz) The ultimate faceless oppressive adversary that is behind everything bad in **Spirit of 77**. Most NPC Adversaries work for the Man whether they know it or not. Richard Nixon is considered by most to occupy the top of the pyramid of oppression, making him literally The Man himself.

Might - Might describes how physically strong and resilient your character is.

Moves - Moves are actions taken by the characters, NPC's or the DJ. They can be as simple as punching someone or as complex as manipulating someone into giving you what you most desire.

Pad - Where you live.

Rap Sheet - Your character sheet, also known as a play book.

Ride - A car, boat, bike, truck or other vehicle.

Role - Your Role is what you do. It defines where and what you are in the world currently.

Rolling with Something Extra - When you are at an advantage, make your roll by rolling three dice and dropping the lowest result.

Rolling with Something Less - When you are at a disadvantage, make your roll by rolling three dice and dropping the highest result.

Rumble - A rumble is a conflict or fight. Whether it's with fists, guns, tanks, or checkers it's a rumble when two or more sides go into conflict with each other.

Saturday Night Special - a low-cost handgun, usually compact and of a small caliber.

Scene - A Scene is a period of time in which the characters remain in a single location. If a move says it lasts until the end of the scene, it ends when the characters move on to another location.

Scratch - (Cold Hard Cash Money, Moolah, Bread, Dough, Jingle, Coin, Paper, Ducats) Scratch is a slang term for cash money.

Session - A session is a single game session, typically made up of one or more scenes.

Smokey - CB Slang for a police officer or police car.

Smooth - Smooth describes how attractive, charismatic or forceful your character is.

Soul - Soul describes how spiritual, creative, grounded and entertaining your character is.

Specialty Role - Some characters may choose to specialize beyond their basic role. After achieving a specific action during a game session, they will be given the opportunity to take a Specialty role move when next leveling up. Thereafter, they can choose new moves from their Specialty Role as well as their basic Role.

Split - To leave.

Story - A character's background is his Story. It describes where you come from and the source of your abilities. Each Story has at least two moves associated with it, and may have a Role specific move.

Supply - Supply measures how many uses a kit has before it is expended.

Sweet Ride - An outstanding vehicle, often customized or in some way better than a run-of-the-mill vehicle.

Ten-Four - CB slang to answer in the affirmative.

Thang - Thangs are items outside the scope of Roles or classes, features such as Sidekicks, Sweet rides or wealth that are available to any Role or Story.

Threads - Clothes

X-Tech - The ultra-high-tech devices that have filtered out to the general public, possibly from secret government and corporate research groups.

You've Been My Inspiration

Now that you've read the rules, are you still confused about what the 70's was all about? Need some visual inspirations, musical accompaniment and maybe a couple of things to read over? You're covered, we've provided a list of great starting points that will hopefully inspire your own **Spirit of 77** role-play action.

Films

- Cotton Comes to Harlem** (Ossie Davis, 1970) *One Bad Mother*
Nam's Angels (Jack Starrett, 1970) *One Bad Mother, Boppers*
The Andromeda Strain (Robert Wise, 1971) *X-Tech*
Dirty Harry (Don Siegel, 1971) *Vigilante, (future) Former Badge*
Chrome and Hot Leather (Lee Frost, 1971) *Former Vets, Boppers*
Shaft (Gordon Parks, 1971) *Tough Guys, One Bad Mother*
Super Fly (Gordon Parks, Jr, 1972) *One Bad Mother*
Black Caesar (Larry Cohen, 1973) *One Bad Mother*
Cleopatra Jones (Jack Starrett, 1973) *Sleuth, One Bad Mother*
Enter the Dragon (Robert Clouse, 1973) *Tough Guy, Kung Fu*
Invasion of the Bee Girls (Denis Sanders, 1973) *X-Tech, Honeyopts*
The Long Goodbye (Robert Altman, 1973) *Sleuth*
The Song Remains The Same (Peter Clifton, 1973) *Rockers*
Serpico (Sidney Lumet 1973) *"The Man", Former Badge*
Westworld (Michael Crichton, 1973) *X-Tech*
Death Wish (Michael Winner, 1974) *Vigilante, Humble Beginnings*
Foxy Brown (Jack Hill, 1974) *One Bad Mother, Vigilante*
Mahogany (Berry Gordy, 1975) *Honeyopt*
Phantom of the Paradise (Brian DePalma 1975) *Glam, Rockers*
Rocky Horror Picture Show (Jim Sharman, 1975) *Glam, Honeyopt*
Rollerball (Norman Jewison, 1975) *All-Stars, Tough Guys, X-Tech*
Shampoo (Hal Ashby, 1975) *Honeyopt*
Switchblade Sisters (Jack Hill, 1975) *Ex-Cons, Boppers*
Black Shampoo (Greydon Clark, 1976) *Honeyopt, One Bad Mother*
Eat My Dust! (Charles B. Griffith, 1976) *Good Old Boys, Humble Beginnings*
Rocky (John G. Avildsen, 1976) *Tough Guys, One Bad Mother, All-Star*
Taxi Driver (Martin Scorsese, 1976) *Vigilante*
Greased Lightning (Michael Schultz, 1977) *Good Old Boys, All-Star*
Saturday Night Fever (John Badham, 1977), *Glam, Honeyopt*
Smokey and the Bandit (Hal Needham, 1977) *Good Old Boys, Sweet Rides*
Convoy (Sam Peckinpah, 1978) *Good Old Boys*
Every Which Way But Loose (James Fargo, 1978) *Tough Guys, Animal Companion*
Sgt. Pepper's Lonely Hearts Club Band (Michael Shultz, 1978) *Rockers, Humble Beginnings, Glam*

Apocalypse Now (Francis Ford Coppola, 1979) *War Vet*
The Warriors (Walter Hill, 1979) *Boppers, The DJ, The City*
Dazed and Confused (Richard Linklater, 1993) *Humble Beginnings*
Velvet Goldmine (Todd Haynes, 1998) *Glam, Rockers*
American Gangster (Ridley Scott, 2007) *The City*
Black Dynamite (Scott Sanders, 2009) *One Bad Mother, Tough Guy/Honeypot/Sleuth*

Television

UFO (Gary Anderson, Sylvia Anderson, 1969-1973) *X-Tech*
Columbo (Richard Levinson, William Link, 1971-2003) *Sleuth*
Jason King (Monty Berman, Dennis Spooner, 1971-1972) *Glam, Sleuth*
Kung Fu (Ed Spielman, Herman Miller, 1972-1975) *Kung fu (dub), Tough Guy*
Police Woman - (Robert L. Collins, 1974-1978) *One Bad Mother, (future) Former Badge, Sleuth*
The Rockford Files (Stephen J. Cannell, Roy Huggins, 1974-1980) *Ex-Con, Sleuth*
The Six Million Dollar Man (Richard Irving, 1974-1978) *X-Tech, Tough Guy*
Baretta (Stephen J. Cannell, 1975-1978) *One Bad Mother, Tough Guy, Animal Companion*
Starsky and Hutch (William Blinn, 1975-1979) *Sweet Ride*
Space: 1999 (Gerry Anderson, Sylvia Anderson, 1975-1977) *X-Tech, Moonbase: Roanoke*
Wonder Woman (1975-1979) *Glam, Tough Lady*
The Bionic Woman (William M. Marston, Stanley Ralph Ross, 1976-1978) *X-Tech, Tough Lady*
Charlie's Angels (Ivan Goff, Ben Roberts, 1976-1981) *Former Badges, Sleuths, Honeypots*
Quincy, M.E. (Glen A. Larson, Lou Shaw, 1976-1983) *Sleuth*
The Hardy Boys/Nancy Drew Mysteries (Glen A. Larson, Edward Stratemeyer, 1977-1979) *Sleuth, Humble Beginnings*
BJ and the Bear (Glen A. Larson, Christopher Crowe, 1978-1981) *Good Old Boy, Animal Companion*
WKRP in Cincinnati (Hugh Wilson, 1978-82) *The DJ, Honeypot*
The Dukes of Hazzard (Gy Waldron, 1979-1985) *Good Old Boys, Sweet Ride*

Music

- Funk #48** – James Gang (Yer' Album 1969)
- Pusherman** – Curtis Mayfield (Super Fly (soundtrack) 1972)
- Cross the Track** – Maceo and the Macks (Cross The Track 1975)
- The Chain** – Fleetwood Mac (Rumours, 1976)
- The Payback** – James Brown (The Payback, 1973)
- It's Your Thing** – The Isley Brothers (It's Your Thing, 1969)
- Hurricane Ride** – Ram Jam (Portrait of the Artist as a Young Ram, 1978)
- Law of the Land** – The Undisputed Truth (Law of the Land, 1973)
- Hold On, I'm Coming** – Sam & Dave (Hold on, I'm Coming, 1966)
- Since You've Been Gone** – Rainbow (Winning, 1976)
- Spirit in the Sky** – Norman Greenbaum (Spirit in the Sky, 1969)
- Heartbreak Road** – Bill Withers (+'Justments, 1974)
- Jet Boy** – New York Dolls (New York Dolls, 1973)
- In the City** – Joe Walsh (The Warriors (soundtrack), 1979)
- Clean Up Woman** – Betty Wright (I Love the Way You Love, 1972)
- Give More Power** – The Chi-Lites ((For God's Sake) Give More Power to the People, 1971)
- Convoy** – C.W. McCall (Black Bear Road, 1975)
- Spooky** – Dusty Springfield (Dusty... Definitely, 1968)
- Fool for the City** – Foghat (Fool for the City, 1975)
- You Sexy Thing** – Hot Chocolate (Hot Chocolate, 1975)
- Funky President** – James Brown (Reality, 1975)
- What's Your Name** – Lynyrd Skynyrd (Street Survivors, 1977)
- Hangin' Round** – Lou Reed (Transformer, 1972)
- Kool It Here Comes the Fuzz** – Jimmy Sabater (El Hijo de Teresa, 1970)
- Gotta Get Away** – Flaming Ember (Sunshine, 1971)
- Stay With Me** – Faces (A Nod Is As Good As a Wink... to a Blind Horse, 1971)
- Let's Spend the Night Together** – David Bowie (Aladdin Sane, 1973)
- Chip Away the Stone** – Aerosmith (Live! Bootleg, 1978)
- Roll Away the Stone** – Mott The Hoople (The Hoople, 1974)
- Rock n Roll Hoochie Koo** – Rick Derringer (All American Boy, 1973)
- Use Me** – Al Jarreau (Still Bill, 1972)
- Get Down, Make Love** – Queen (News of the World, 1977)
- You're The Man** – Marvin Gaye (Let's Get It On, 1973)
- Games People Play** – The Spinners (Pick of the Litter, 1975)
- Get The Funk Out** – Brothers Johnson (Look out for #1, 1976)
- Lucy in the Sky With Diamonds** – Elton John (Captain Fantastic and the Brown Dirt Cowboy, 1975)
- Brothers on the Slide** – Cymande (Promised Heights, 1974)
- Clean Up Woman** – Betty Wright (I Love the Way You Love, 1972)

Dancing in the Moonlight – Thin Lizzy (Dancing in the Moonlight, 1973)
Funky Stuff – Kool and the Gang (Wild and Peaceful, 1973)
Cant You Hear Me Knocking – Rolling Stones (Sticky Fingers, 1971)
Everything Should Be Funky – Hot Chocolate (Hot Chocolate, 1975)
Right On – Ray Barretto (Barretto Power, 1970)
Fox on the Run – Sweet (Desolation Boulevard, 1974)
All Revved Up with No Place to Go – Meatloaf (Bat Out of Hell, 1977)

Books - Fiction

The Kandy-Kolored Tangerine-Flake Streamline Baby (Tom Wolfe, 1965) *Good Old Boys*
Mack Bolan series (various, 1969-) *Vigilante*
Stand On It (Stroker Ace, Bob Neely, Bob Ottum, 1973) *Good Old Boys*

Books - Non-fiction

The Happy Hooker: My Own Story (Xaviera Hollander, 1971) *Honeypot*
Shooter's Bible No. 68 (Robert F Scott, 1977)
Sears 1977 Christmas Wishbook (Sears, Roebuck and Co. 1977)
How We Got Here: The 70s The Decade That Brought You Modern Life -- For Better Or Worse (David Frum, 2008)
What You Want Is In the Limo (Michael Walker, 2013) *Rockers*

Comics

Batman (Bob Kane, 1939) Especially Dennis O'Neil's 1970's run *Tough Guy, Sleuth*
Daredevil (Stan Lee, Bill Everett, 1964) *Kung-Fu, Vigilante*
Luke Cage, Hero For Hire (Roy Thomas, John Romita, 1972) *Tough Guy, One Bad Mother*
Master of Kung Fu (Steve Englehart, Jim Starlin, 1973) *Kung Fu, Tough Guy*
The Punisher (Gerry Conway/Ross Andru/John Romita Sr., 1974) *Former Vet, Vigilante*

Misc

Dungeons and Dragons (Gary Gygax and Dave Arneson, 1974)
Interstate '76 (Activision, 1997) *Good Old Boys, Tough Guys, Sweet Rides*
Apocalypse World (D. Vincent Baker, 2010) *Apocalypse World Engine*
Dungeon World (Sage LaTorra and Adam Koebel, 2012) *Apocalypse World Engine*

THANKS TO ALL OUR KICKSTARTER BACKERS

Rockers

Village Dudes featuring Oscar “Sailor” Simmons, Jonathan “Workman” Breese, Chris “Cowboy” Czerniak, Thomas “Policeman” Moore, John “Biker” Hegner, Ed “Indian” Chapman

The IronHelixx featuring Jesse Davis, Arthur Perkins, Brandon Cecil, Keht and Sean Smith

The Truthers featuring Carl “The Law” Crowell, Angel Heart, Mirando the Comando, and Mad Madeline

Jesthupeide featuring Mr. ‘Nuf, Bam Stroker, Mo Bigsley, Leroy “Broad” Johnson, and Rocky Balboner!

The MechaConnors featuring Dominique Ducote, William Hebert, Stuart Keller, Denise Naquin, and James “Stoney” Potter

Boppers

James Aldridge and Twisted Pinnacle Games

Jude Oliver and the Storyville Knight Specials

Angel May and the Guardian Gang

Solo Artists

A Kuo is a Tough Guy looking for The Truth

a_kamo is a Sleuth looking for Fame and Glory

Aaron Cattle is One Bad Mother looking for Justice

Aaron Jones is a Tough Guy looking for Redemption

Aaron Reimer is One Bad Mother looking for Fame and Glory

Aaron Vonderharr is One Bad Mother looking for Fame and Glory

Achim O. is One Bad Mother looking for Love

Adam and Adrienne Wolkov is One Bad Mother looking for Fame and Glory

Adam M. Coleman is One Bad Mother looking for Payback

Adam Schorsch is One Bad Mother looking for Fame and Glory

Adrian “Lovegun” Waller is a Tough Guy looking for Fame and Glory

Afro K is One Bad Mother looking for Cold Hard Cash

Agent Jones is a Tough Guy looking for Payback

Aggravated Assault Angus is a Tough Guy looking for Love

AJ “Action Jackson” Newell is One Bad Mother looking for Payback

AJ Medder is a Sleuth looking for Justice

Al “Heap” Moore is a Sleuth looking for Thrills

Al Billings is a Tough Guy looking for Payback

Al Kusanagi is One Bad Mother looking for Adventure

Alan Brzozowski is a Tough Guy looking for Justice

Alex “A-Train” Davis is One Bad Mother looking for The Truth

Alex “Solid Jackson” Rhodes is One Bad Mother looking for Justice

Alex Kartzoff is One Bad Mother looking for The Truth

Alex Valiushko is a Sleuth looking for Justice

Alexander Gaw is One Bad Mother looking for Thrills

Alexander Hauber is a Sleuth looking for The Crown

Alexandra Logan is One Bad Mother looking for Escape

Alisson Vitório “Mestre das Antigas” is a Sleuth looking for Peace of Mind

Amber Rockstar Bird is One Bad Mother looking for Fame and Glory

Andrea Martinelli is One Bad Mother looking for Adventure

Andrew Moriarty is One Bad Mother looking for Fame and Glory

Andrew “Baaaad Doctor X” Borelli is One Bad Mother looking for Cold Hard Cash

Andrew “Doc” Cowie is One Bad Mother looking for The Truth

Andrew Domino is a Tough Guy looking for The Truth

Andrew Hart is One Bad Mother looking for Escape

Andrew Hopwood is a Tough Guy looking for Thrills

Andrew Peregrine is a Sleuth looking for The Truth

Andrew Rosenheim is a Tough Guy looking for The Truth

Andrew Turbott is a Sleuth looking for The Truth

Andy Jenkinson is a Tough Guy looking for Vindication
 Anna "Ogress" Johnson-Betty is One Bad Mother looking for Peace of Mind
 Anonymous is a Sleuth looking for The Truth
 Anterobot is One Bad Mother looking for The Truth
 Anthony "Fat Tony" Emmel is One Bad Mother looking for The Crown
 Anthony "Runeslinger" Boyd is a Tough Guy looking for Justice
 Anthony Popowski is a Tough Guy looking for Adventure
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 Antonio Coelho is One Bad Mother looking for Love
 Arlo James is a Sleuth looking for Justice
 Arno Le Blanc-Ringuette is a Tough Guy looking for The Truth
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 Bad Red Roman is One Bad Mother looking for The Truth
 Bandit McAwesomeface is One Bad Mother looking for Thrills
 Barac Wiley is a Sleuth looking for The Crown
 Barak Blackburn is One Bad Mother looking for Peace of Mind
 Basil Lisk is a Tough Guy looking for The Crown
 Ben "the Best of 1977" Rowe is a Tough Guy looking for A Happy Birthday
 Ben "The German" Woerner is One Bad Mother looking for The Truth
 Ben Jeatran is One Bad Mother looking for Fame and Glory
 Ben W Bell is a Tough Guy looking for Vindication
 Benjamin "BlackLotos" Welke is a Sleuth looking for Justice
 Benjamin R. Terry is One Bad Mother looking for The Truth
 Bert Isla is One Bad Mother looking for Cold Hard Cash
 Big Dave's Love Slave (aka William) is One Bad Mother looking for Cold Hard Cash
 Big Dice Dave LeCompte is One Bad Mother looking for The Truth
 Big Dog Jones is a Tough Guy looking for Cold Hard Cash
 Big Jules Breen is One Bad Mother looking for Payback
 Big Sid Amos is One Bad Mother looking for The Truth
 Big T Strut is One Bad Mother looking for Thrills
 Black Light is a Sleuth looking for Honor
 BlackHat Matt McFarland is a Tough Guy looking for Peace of Mind
 Blacksteel is One Bad Mother looking for Adventure
 Boman Allan Jeffries is a Sleuth looking for Fame and Glory
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 Boyd Stephenson is a Sleuth looking for The Truth
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 Brady Forston is One Bad Mother looking for Thrills
 Brady Lang is a Sleuth looking for Adventure
 Brandon Metcalf is a Sleuth looking for Love
 Brannon Boren is One Bad Mother looking for Justice
 Brendan McCann is a Tough Guy looking for The Truth
 Brent "GFelix" Matyas is One Bad Mother looking for Payback
 Brett Keir Jones is a Civilian looking for Adventure
 Brett Mount is a Sleuth looking for Redemption
 Brian Allred is One Bad Mother looking for Peace of Mind
 Brian Hoffman is One Bad Mother looking for Payback
 Brian King is a Sleuth looking for Vindication
 Brian Newman is a Tough Guy looking for Love
 brian peters is a Tough Guy looking for Escape
 Brian Rubin is One Bad Mother looking for Justice
 Brian Sleestak Ruff is One Bad Mother looking for Thrills
 Brice Coolen is a Sleuth looking for The Truth
 Brook Hubbard is One Bad Mother looking for Payback
 Bruce Curd is One Bad Mother looking for Justice
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 Bryan Poerner is One Bad Mother looking for The Truth
 Bryan Rennekamp is a Sleuth looking for Payback

Bryant Durrell is a Sleuth looking for Redemption
 Bryce Duzan is a Sleuth looking for Love
 Bryce Whitacre is a Sleuth looking for Justice
 Burt "bonehead" Smith is One Bad Mother looking for Vindication
 C.D. Møuer is One Bad Mother looking for Cold Hard Cash
 C.S. Partridge is One Bad Mother looking for The Crown
 Cabel Dawson is One Bad Mother looking for The Truth
 Cal Westray is a Tough Guy looking for Adventure
 Callum Prior is One Bad Mother looking for Honor
 Calvin Shafer is One Bad Mother looking for Redemption
 Caoimhe Ora Snow is a Tough Lady looking for Justice
 Cargo Manshark is a Sleuth looking for Fame and Glory
 Carl "Alien Love Guru" Congdon is a Tough Guy looking for Thrills
 Carl Rigney is One Bad Mother looking for Justice
 Carlo "Good Times" Ritchie is One Bad Mother looking for Justice
 Casa Dei Giochi Uesm is One Bad Mother looking for Adventure
 Casey Clark is a Tough Guy looking for Respect
 Chad Stevens is a Sleuth looking for Respect
 Charles "CorPse" Picard is a Sleuth looking for Payback
 Charles E Miller is a Tough Guy looking for Justice
 Charles Fitzpatrick is One Bad Mother looking for Payback
 Charlie Dunwoody is a Sleuth looking for Adventure
 Chickie Lock Who is a Tough Person looking for The Truth
 Chissst is a Sleuth looking for Justice
 Chris "CJHacker" Ebens is One Bad Mother looking for Respect
 Chris "Pepsiman" Saguisag is One Bad Mother looking for Adventure
 Chris and Claudia Dievendorf is a Tough Guy looking for Love
 Chris Anderson is One Bad Mother looking for Justice
 Chris Bekofske is One Bad Mother looking for The Truth
 Chris Bird, Space Hero is One Bad Mother looking for Adventure
 Chris Collins is One Bad Mother looking for The Truth
 Chris Doherty is a Tough Guy looking for Redemption
 Chris Gomez is a Sleuth looking for Respect
 Chris 'Keep on Truckin' Pearson is One Bad Mother looking for Justice
 Chris Lucas is One Bad Mother looking for Redemption
 Chris McEligot is One Bad Mother looking for The Truth
 Chris Pugh is One Bad Mother looking for Justice
 Chris Snyder is One Bad Mother looking for Peace of Mind
 Chris Volcheck is One Bad Mother looking for Cold Hard Cash
 Chris Wilmoth is One Bad Mother looking for The Truth
 Christian A. Nord is One Bad Mother looking for Justice
 Christian Douven is One Bad Mother looking for Cold Hard Cash
 Christopher 'Biff' Haba is a Tough Guy looking for Cold Hard Cash
 Christopher Davis is a Tough Guy looking for Fame and Glory
 Christopher Mangum is One Bad Mother looking for The Truth
 Christopher Pound is a Sleuth looking for Adventure
 Christopher Stone-Bush is One Bad Mother looking for Fame and Glory
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 Cindy Pickles is a Tough Lady looking for Payback
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 Cliff N. Coats is a Tough Guy looking for Honor
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 Cody Hatcher is a Civilian looking for Adventure
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 Cynthia is a Tough Lady looking for Thrills
 Cynthia Swartwood is One Bad Mother looking for Thrills
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 Dan "Uncle Shorty B" Ahrendt is a Sleuth looking for The Truth
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 Daniel Kulhanek is One Bad Mother looking for Justice
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 Darrell Hayhurst III is a Tough Guy looking for Fame and Glory
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 Dave Jones is One Bad Mother looking for The Truth
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 David "Mojo" Bagdan is a Sleuth looking for Respect
 David "Thrown Monkey" Turner is One Bad Mother looking for Fame and Glory
 David "Tsu" Reichgeld is One Bad Mother looking for Peace of Mind
 David B. Semmes is a Sleuth looking for Payback
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 David Eber is a Tough Guy looking for Payback
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 David Michael Felt is One Bad Mother looking for The Truth
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 David Pattarini is One Bad Mother looking for Cold Hard Cash
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 David Yellope is One Bad Mother looking for Justice
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 Dina Wilkens is One Bad Mother looking for Adventure
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 dirtybacon is One Bad Mother looking for Fame and Glory
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 Drew Murphy is a Tough Guy looking for Justice
 Drew Wendorf is One Bad Mother looking for The Truth
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 Edgar Johnson is One Bad Mother looking for Payback
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 Eric “Disco Duck“ Avedissian is One Bad Mother looking for Payback
 Eric “Squirmydad“ Brown is One Bad Mother looking for The Truth
 Eric Alexander is One Bad Mother looking for Payback
 Eric Blaine is a Tough Guy looking for The Truth
 Eric Coates is One Bad Mother looking for Vindication
 Eric Iacono is a Sleuth looking for Peace of Mind
 Eric Loverboy is a Sleuth looking for Love
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 eyemilligan is a Tough Person looking for Adventure
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 FelTK is a Sleuth looking for Thrills
 Feral Tangerine is One Bad Mother looking for Respect
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 Francisco Blanca “Funky Skywalker“ is a Tough Guy looking for Justice
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 Frazer “100% death proof“ Barnard is a Tough Guy looking for Thrills
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 Glazius is One Bad Mother looking for The Truth
 Glen Green is One Bad Mother looking for Payback
 Goofy Hell is a Sleuth looking for Thrills
 Graeme Rennie is a Tough Guy looking for Payback
 Graeme Rigg is One Bad Mother looking for Peace of Mind
 Graham Barber is a Sleuth looking for Thrills
 Grant Chen is a Sleuth looking for Peace of Mind
 Gravedigger Jenny is One Bad Mother looking for Justice

Grappaw is a Tough Guy looking for Adventure
 Greg Palechek aka Pre-School Ghul is One Bad Mother looking for Thrills
 Gretchen Yates Lum is One Bad Mother looking for Adventure
 Gunnar Bangsmoen is a Sleuth looking for Peace of Mind
 Gustavo "Guggawitze" Martinez is a Sleuth looking for Peace of Mind
 H. M. 'Dain' Lybarger is a Sleuth looking for The Truth
 Haggai Elkayam is a Tough Guy looking for The Truth
 Harald Wagener is One Bad Mother looking for The Truth
 Heavy Metal Chris Zipeto is a Tough Guy looking for Fame and Glory
 Heimi is a Sleuth looking for Honor
 Henning Wollny is a Sleuth looking for The Truth
 Henry "PandaDad" de Veuve is One Bad Mother looking for Payback
 Honda Romone is a Sleuth looking for Escape
 HPLustcraft is a Tough Guy looking for Thrills
 Hugh Wyler is a Tough Guy looking for The Crown
 Ian Herbert is One Bad Mother looking for Peace of Mind
 Ian M Ward is a Sleuth looking for Adventure
 Ian Magee is a Sleuth looking for Respect
 Ian S. Nelson is One Bad Mother looking for Redemption
 Ian Williams is One Bad Mother looking for Payback
 Incognitously is a Sleuth looking for The Truth
 Ingo Beyer is One Bad Mother looking for Adventure
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 J. Money Pasch is a Tough Guy looking for Payback
 J. Quaid González is One Bad Mother looking for The Truth
 J. Sharpe is One Bad Mother looking for Adventure
 J. Smith is One Bad Mother looking for Fame and Glory
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 Jack "The Ghoul" Gulick is One Bad Mother looking for The Truth
 Jack Norris is One Bad Mother looking for Justice
 Jack Stallion Media is One Bad Mother looking for The Crown
 Jacob G. Corbin is One Bad Mother looking for Justice
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 Jacob Trewe is a Tough Guy looking for The Truth
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 James Mendez Hodes is One Bad Mother looking for Redemption
 James Michael "Honorable Werewolf" Beach is One Bad Mother looking for The Truth
 James 'okiraan' Campbell is a Tough Guy looking for The Truth
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 Jason Ball is a Sleuth looking for The Truth
 Jason Blalock is a Tough Guy looking for Peace of Mind
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 Jason Cordova is One Bad Mother looking for Justice
 Jason Corley is One Bad Mother looking for Peace of Mind
 Jason Cox is a Tough Guy looking for Adventure
 Jason King is a Tough Guy looking for Payback
 Jason Larke is a Tough Guy looking for Justice

Jason Lund is One Bad Mother looking for Fame and Glory
 Jason MacGillivray is One Bad Mother looking for Escape
 Jason Mical is One Bad Mother looking for Redemption
 Jason Paul McCartan is One Bad Mother looking for Peace of Mind
 Jason Whitney is One Bad Mother looking for Thrills
 Jason, aka "Jay-babe", Rosenblatt is One Bad Mother looking for Payback
 Jayna Pavlin is One Bad Mother looking for Peace of Mind
 Jean-Olivier "Volsung" Ferrer is a Sleuth looking for The Crown
 Jed MacKay is a Sleuth looking for The Crown
 Jeff "Starchild" Combos is One Bad Mother looking for Adventure
 Jeff Healy is One Bad Mother looking for Peace of Mind
 Jeff of Raise Dead Editions is One Bad Mother looking for Redemption
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 Jennifer Fuss is One Bad Mother looking for Peace of Mind
 Jeremias Weber is a Sleuth looking for Justice
 Jeremy Kear is a Sleuth looking for Payback
 Jerrod "Savage Daddy" Gunning is a Sleuth looking for Payback
 Jerry Alexandratos is One Bad Mother looking for Payback
 Jesse Q is a Sleuth looking for Respect
 Jethro P. Williker is a Sleuth looking for Peace of Mind
 Jim "Planet Brain" Causey is One Bad Mother looking for Redemption
 Jim Jacobson is One Bad Mother looking for Redemption
 Jim Ryan - Yes, THAT Jim Ryan is a Sleuth looking for Payback
 Jim Torbit is One Bad Mother looking for Justice
 Jiminy is a Sleuth looking for Payback
 Jive-Ass John Rogers is a Sleuth looking for Payback
 Jody Kline is One Bad Mother looking for Payback
 Joe Barnsley is a Tough Guy looking for Justice
 Joe Martin is One Bad Mother looking for Payback
 Joe Silva is a Sleuth looking for Vindication
 Johan Jaurin & Nina Söderlund is One Bad Mother looking for Adventure
 Johannes Knieling is One Bad Mother looking for Respect
 John "Diesel" Kennedy is a Sleuth looking for Fame and Glory
 John "JJ" Ford Jr is One Bad Mother looking for Payback
 John "Johnny O" Oram is One Bad Mother looking for The Truth
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 John Fiala is a Sleuth looking for The Truth
 John Massie is a Sleuth looking for The Crown
 John Monkeywrench Daly is a Tough Guy looking for The Truth
 John O'Brien is One Bad Mother looking for Peace of Mind
 John Roberts is One Bad Mother looking for Redemption
 John Souders is One Bad Mother looking for Justice
 Jon "Pinky Rings" Ruppert is One Bad Mother looking for Respect
 Jon 'CJ' Abbiss is a Sleuth looking for The Crown
 Jonathan Lee is One Bad Mother looking for Fame and Glory
 Jonathan Liraz is a Sleuth looking for Vindication
 Jonathan Moore is One Bad Mother looking for Payback
 Jordan 'White Chocolate Bear' Gilmore" is a Tough Guy looking for Love
 Joseph "Dropkick" McGuire is a Sleuth looking for Respect
 Joseph "TANK" Ricciardelli is One Bad Mother looking for The Truth
 Joseph Gandee is a Tough Guy looking for Honor
 Joseph P. Cort is One Bad Mother looking for Peace of Mind
 Josh is a Tough Guy looking for Payback
 Josh is One Bad Mother looking for Adventure
 Josh Levine is One Bad Mother looking for Adventure
 Joshua Chewing is a Sleuth looking for Payback
 Joshua Ramsey is One Bad Mother looking for Redemption
 Julian "The Crypt Keeper" Hayley is a Tough Guy looking for Payback
 Julian Kuleck is One Bad Mother looking for The Truth

Junot Díaz is One Bad Mother looking for The Truth
 Justin is a Tough Guy looking for The Truth
 Justin Anthony Hamilton is One Bad Mother looking for The Truth
 Justin Schmid is a Tough Guy looking for Adventure
 Justin Sweetback Davis is One Bad Mother looking for Vindication
 K. Malycha is One Bad Mother looking for Peace of Mind
 K. Otis Russell is a Tough Guy looking for The Truth
 Kai Tave is a Sleuth looking for The Truth
 Karl Keesler is a Sleuth looking for Payback
 Kary "Realm Master K" Williams is One Bad Mother looking for Adventure
 Kash Tan Kah Shin is One Bad Mother looking for Honor
 Kat Tyler is One Bad Mother looking for Thrills
 Kel McKay is a Tough Guy looking for Justice
 Kelli Collins is a Tough Lady looking for Vindication
 Kelly Brown is One Bad Mother looking for Escape
 Ken Finlayson is One Bad Mother looking for Payback
 Ken Foushee is One Bad Mother looking for Peace of Mind
 Ken Rountree is One Bad Mother looking for The Truth
 Kenny Tindal is a Tough Guy looking for Love
 Kerwin Warneke is a Tough Guy looking for Thrills
 Kevin "Big Melvs" is a Tough Guy looking for Adventure
 Kevin Flynn is a Sleuth looking for Redemption
 Kevin Huang is One Bad Mother looking for Adventure
 Kevin Lee Cox is a Tough Guy looking for Justice
 Kevin Martin is a Sleuth looking for Vindication
 Kevin Maynard is a Sleuth looking for Justice
 Kevin Mowery is One Bad Mother looking for Adventure
 Kevin Shook is One Bad Mother looking for Payback
 Kim Romero is a Sleuth looking for Cold Hard Cash
 Kirk Hendrickson is One Bad Mother looking for Justice
 Kirk Moore is a Sleuth looking for The Crown
 Kit Simonson is One Bad Mother looking for Justice
 Kit Walker is a Sleuth looking for Peace of Mind
 KJ Miller is One Bad Mother looking for Thrills
 Kristopher Volter is a Sleuth looking for Peace of Mind
 KrysAlys is a Civilian looking for Adventure
 Kurt is a Tough Guy looking for Adventure
 Kurt "Rockfish" Wasserman is One Bad Mother looking for Vindication
 Kurt McMahon is One Bad Mother looking for Justice
 Lael Buchanan is One Bad Mother looking for The Truth
 Larry Pontius is a Sleuth looking for Fame and Glory
 Lars 9mm Gehrman is a Tough Guy looking for Payback
 Laura47 is a Tough Lady looking for Adventure
 Leon William Durivage IV is a Sleuth looking for The Truth
 LeRoy Cole Jr. is a Sleuth looking for The Truth
 Lester Ward is a Sleuth looking for Escape
 Lindsey Wilson is a Sleuth looking for The Truth
 Lisa "Dr. Cthulhupunk" Padol is a Tough Guy looking for Adventure
 Lloyd 'Dynamite' Gyan is a Tough Guy looking for Respect
 Lobo is a Sleuth looking for Payback
 Logan Clarke is a Tough Guy looking for The Truth
 Logan Ratica is One Bad Mother looking for Vindication
 Lonnie "GameFu70" Spangler is a Tough Guy looking for Payback
 Lori Fuller is One Bad Mother looking for Peace of Mind
 Lukas Myhan is a Sleuth looking for Fame and Glory
 Luke Strotz is One Bad Mother looking for Vindication
 Luke Styer is One Bad Mother looking for Justice
 Lydia I.S. is a Tough Lady looking for Thrills
 Lyle "LYLE POWER" Castro is a Tough Guy looking for Adventure
 M. Brass is One Bad Mother looking for The Crown

M. Phoenix Gibbs is One Bad Mother looking for Payback
 MA Hovi is One Bad Mother looking for Payback
 Maarten Roex is One Bad Mother looking for Adventure
 Mad Jack Beattie is a Sleuth looking for Thrills
 Marc Brenowitz is a Tough Guy looking for Justice
 Marc Margelli is a Sleuth looking for The Truth
 Marcus Arena is One Bad Mother looking for Fame and Glory
 Marcus M. is a Tough Person looking for Adventure
 Margaret Norris is One Bad Mother looking for Adventure
 Mark "Marcvs" Franceschini is One Bad Mother looking for Adventure
 Mark Caldwell is a Sleuth looking for The Truth
 Mark Phillippi is One Bad Mother looking for Payback
 Mark S is One Bad Mother looking for The Truth
 Mark Stermio is a Sleuth looking for Love
 Mark Stout is a Tough Guy looking for Adventure
 Mark Winnington is a Tough Guy looking for Peace of Mind
 Markus Kröner is a Sleuth looking for Payback
 Markus Viklund is a Sleuth looking for The Truth
 Martin Bailey is a Tough Guy looking for Peace of Mind
 Martyn 'MoFo' Findley is a Sleuth looking for Redemption
 Mascara Jade is One Bad Mother looking for Payback
 Matt "Mattitude" Locke is a Tough Guy looking for Redemption
 Matt "The Disco Kid" Erickson is One Bad Mother looking for Cold Hard Cash
 Matt Boeck is a Tough Guy looking for The Truth
 Matt Greenfelder is One Bad Mother looking for Payback
 Matt Harrop is a Sleuth looking for Thrills
 Matt Murray is One Bad Mother looking for Thrills
 Matt Rockfish Whalley is One Bad Mother looking for Cold Hard Cash
 Matt White is One Bad Mother looking for Justice
 Matthew "Gooddevil" Stinson is One Bad Mother looking for Vindication
 Matthew "Huggy Bear" Reese is One Bad Mother looking for Peace of Mind
 Matthew "Spartacus" Reinap is One Bad Mother looking for Love
 Matthew "The Funkmaster" Parmeter is a Tough Guy looking for Payback
 Matthew Edwards is a Sleuth looking for Peace of Mind
 Matthew Lind is a Tough Guy looking for Respect
 Max "Jive Turkey" Glasner is One Bad Mother looking for Fame and Glory
 Maximillian Larch, Rogue-at-Large is a Tough Guy looking for Fame and Glory
 Maxwell is One Bad Mother looking for Adventure
 Megan Turner is One Bad Mother looking for The Truth
 Melinda Smith is a Sleuth looking for Fame and Glory
 Mendel Schmiedekamp is One Bad Mother looking for Peace of Mind
 Meng 'Necrobuttercher' Mao is a Tough Person looking for Peace of Mind
 Mert Ferberglar is a Tough Guy looking for Redemption
 Michael "Fool" Strecker is One Bad Mother looking for Adventure
 Michael "Michael" DeMonaco is a Tough Guy looking for Payback
 Michael "Nix" Miller is One Bad Mother looking for Payback
 Michael BiggBoss Ordidge is a Tough Guy looking for Payback
 Michael Ferguson is One Bad Mother looking for Redemption
 Michael Hill is a Tough Guy looking for The Truth
 Michael James Musumeci is One Bad Mother looking for Justice
 Michael Lawrence is One Bad Mother looking for Justice
 Michael Miley is One Bad Mother looking for Vindication
 Michael Muller is One Bad Mother looking for Payback
 Michael Surbrook is One Bad Mother looking for The Truth
 Michael Thomas II is One Bad Mother looking for Justice
 Miguel Angel Rodriguez III is One Bad Mother looking for Justice
 Mike "Don't Worry, I've Got This" Leader is One Bad Mother looking for Payback
 Mike "PsychoticDreams" Bentley is a Tough Guy looking for Adventure
 Mike "Rigol" Foster is One Bad Mother looking for The Truth
 Mike Bogan is a Tough Guy looking for Thrills

Mike Bolam is One Bad Mother looking for Vindication
 Mike Cantin is a Sleuth looking for Justice
 Mike Davey is a Tough Guy looking for Adventure
 Mike Kelley is One Bad Mother looking for Escape
 Mike 'Mickey' McCraven is a Tough Guy looking for The Truth
 Mike Slabon is a Tough Guy looking for Justice
 Mikko Västi is a Sleuth looking for The Crown
 Miss Maigius is One Bad Mother looking for Adventure
 M'lissa Wetherell-Moore is One Bad Mother looking for The Crown
 Monghani is a Sleuth looking for Fame and Glory
 Monty Ashley is One Bad Mother looking for Payback
 Morgan Ellis is One Bad Mother looking for Payback
 Morgan Weeks is a Tough Guy looking for The Truth
 Morten Schei aka Dracono Twilightwalker is One Bad Mother looking for The Crown
 Mr. Marcus Flores is One Bad Mother looking for Payback
 Mr. Mike Smith is One Bad Mother looking for Justice
 Nathan Schmitz is One Bad Mother looking for Peace of Mind
 Neal Dalton is a Sleuth looking for Payback
 Neal Tanner is One Bad Mother looking for Payback
 Neil 'Superfunk' Sorenson is a Sleuth looking for Payback
 Nestor "The Fez" Rodriguez is One Bad Mother looking for Payback
 Newt Newport is One Bad Mother looking for Vindication
 Nicholas "Bad Moth- Shut Yer Mouth!" Arroyo is a Tough Guy looking for Payback
 Nicholas Ahlhelm is a Tough Guy looking for Vindication
 Nicholas Buczynski is One Bad Mother looking for Respect
 Nicholas Peterson is a Tough Guy looking for Redemption
 Nicholas Sikora is a Tough Guy looking for Redemption
 Nick Carruthers is One Bad Mother looking for The Truth
 Nick Clements is a Tough Guy looking for Redemption
 NinjaDebugger is One Bad Mother looking for Adventure
 Nishan Aznavorian is One Bad Mother looking for Payback
 Noah Matuszewski is One Bad Mother looking for The Truth
 Octavio Arango is One Bad Mother looking for Adventure
 Oliver Morris is a Sleuth looking for Payback
 Omar Amador is a Sleuth looking for Peace of Mind
 One bad mother Gmloot is a Tough Guy looking for Vindication
 ONE SHOT Podcast is One Bad Mother looking for Adventure
 Our Hero Andy is One Bad Mother looking for Justice
 Owain Mason is a Tough Guy looking for Payback
 Pablo "Hersho" Domínguez is One Bad Mother looking for Honor
 Parke Hultman is a Sleuth looking for The Truth
 Patrick "Scarabus" Hanna is One Bad Mother looking for Fame and Glory
 Patrick Bird is a Tough Guy looking for Peace of Mind
 Patrick Henry Downs is a Tough Guy looking for Payback
 Patrick K. Wever is One Bad Mother looking for Peace of Mind
 Patrick Mohlmann is a Tough Guy looking for Redemption
 Patrick Reitz is a Tough Guy looking for Peace of Mind
 Paul "greyarea" Go is a Sleuth looking for The Truth
 Paul "XpresoAdct" Haban is One Bad Mother looking for Justice
 Paul DeMartino is a Sleuth looking for Love
 Paul Jenkinson is a Sleuth looking for Fame and Glory
 Paul Messenger is a Sleuth looking for Justice
 Paul Peterson is a Tough Guy looking for Justice
 Paul Schulze is One Bad Mother looking for Thrills
 Paul Ward is One Bad Mother looking for Vindication
 Paul Watson is One Bad Mother looking for Redemption
 Pável "Vato Loco" Ojeda is a Sleuth looking for The Truth
 Pedro Castanho is a Sleuth looking for Peace of Mind
 Pete "Lenin" Edlin is One Bad Mother looking for Payback
 Pete "The Gooch" Kost is a Tough Guy looking for Payback

Peter "Peter" Rebecca is a Sleuth looking for Peace of Mind
 Peter Grey is One Bad Mother looking for Vindication
 Peter J. Evanko is One Bad Mother looking for The Truth
 Petra Schulein-Coret is One Bad Mother looking for The Truth
 Petri Leinonen is One Bad Mother looking for Payback
 Phil Ames is One Bad Mother looking for The Truth
 Phil Nicholls is a Sleuth looking for The Truth
 Phil Smith is One Bad Mother looking for Payback
 Phil Ward is a Tough Guy looking for Peace of Mind
 Philip "xipehuz" Espi is a Sleuth looking for Vindication
 Phillip Bailey is One Bad Mother looking for Justice
 PK is One Bad Mother looking for Redemption
 pookie is a Tough Guy looking for Adventure
 Quasi Mike is a Sleuth looking for Fame and Glory
 R Little is a Tough Guy looking for Payback
 R. A. Blank is a Sleuth looking for The Truth
 Rachel Tougas is One Bad Mother looking for Respect
 Rachelle Shelkey is a Tough Lady looking for Adventure
 Racin' Jason Childs is a Tough Guy looking for Thrills
 Raph Robbins is One Bad Mother looking for Vindication
 Rebecca Ruch is a Tough Lady looking for Adventure
 redacted is a Sleuth looking for The Truth
 Reed Dawley is One Bad Mother looking for Cold Hard Cash
 Regis M. Donovan is a Tough Lady looking for Redemption
 Rev Xavier Frazier is a Tough Guy looking for Justice
 Rev. Keith Johnson is a Sleuth looking for The Truth
 Reverend Nemo Hana is a Sleuth looking for Redemption
 Rich 'Blackie Carbon' Anderson is a Tough Guy looking for Payback
 Rich Gant is One Bad Mother looking for The Truth
 Richard Delacroix is One Bad Mother looking for The Truth
 Richard Pearce is One Bad Mother looking for Adventure
 Richard Starr is One Bad Mother looking for Redemption
 Richard 'Vidiian' Greene is One Bad Mother looking for Vindication
 Richie Cyngler is a Tough Guy looking for Adventure
 Rick "Twice" Dailey is a Tough Guy looking for Thrills
 Rick Harrelson is One Bad Mother looking for The Truth
 Rick Purcell is a Sleuth looking for Cold Hard Cash
 Rick Sardinas is a Sleuth looking for Payback
 Rob Daley is a Sleuth looking for Peace of Mind
 Rob Mayer is a Sleuth looking for The Truth
 Rob Townsend is One Bad Mother looking for Thrills
 Rob Wieland is One Bad Mother looking for Payback
 Robert Brimeyer is One Bad Mother looking for Peace of Mind
 Robert 'El Cazador' McElfresh is One Bad Mother looking for Payback
 Robert Ferency-Viars is a Tough Guy looking for Justice
 Robert J. Finamore is One Bad Mother looking for Justice
 Robert Kim is a Sleuth looking for The Truth
 Robert MacNinch is a Tough Guy looking for The Truth
 Robert Stanton is a Sleuth looking for The Truth
 Roberto "ElGrande" Mohl is a Tough Guy looking for The Truth
 Robin Armstrong is a Sleuth looking for Peace of Mind
 Rockin' Ryan Carden is One Bad Mother looking for The Truth
 Roger N. Dominick is One Bad Mother looking for Peace of Mind
 Ron Wilhelm is One Bad Mother looking for Thrills
 Ronald Paul Kirkley II is One Bad Mother looking for The Truth
 Ronnie Mascarenhas is a Sleuth looking for The Truth
 Rudy Thauber is a Tough Guy looking for The Truth
 Russell Fisher aka "The Fish" is One Bad Mother looking for Redemption
 Rusty "Monkeywrench" Rodriguez is One Bad Mother looking for Respect
 Rusty Andrews is a Tough Guy looking for Redemption

Ryan "The" Marsh is a Sleuth looking for Adventure
 Ryan Dallaire is One Bad Mother looking for The Truth
 Ryan H. is a Tough Guy looking for The Truth
 Ryan McConnell is One Bad Mother looking for Peace of Mind
 Ryan Perrin is a Sleuth looking for The Truth
 Ryan Thames is One Bad Mother looking for Payback
 S.E. Ploeger is One Bad Mother looking for The Crown
 Saidan Thorne is a Sleuth looking for Payback
 Sam Law is a Tough Guy looking for Peace of Mind
 Sammo is One Bad Mother looking for The Crown
 Scambonious Funk is One Bad Mother looking for Cold Hard Cash
 Schubacca is One Bad Mother looking for Justice
 Scot Drew is a Sleuth looking for Honor
 Scott "Ziggy" Busser is One Bad Mother looking for Vindication
 Scott Gaeta is One Bad Mother looking for Adventure
 Scott Hamilton is a Sleuth looking for Respect
 Scott Neal is One Bad Mother looking for Payback
 Scott R. Krol is a Tough Guy looking for Vindication
 Scott Slonaker is a Sleuth looking for The Truth
 Scott Sprange is One Bad Mother looking for The Crown
 Scott Wachter is a Sleuth looking for Redemption
 Scott Whipkey is One Bad Mother looking for Payback
 Sean "Multi Million Dollar McBastard the Great" Prather is One Bad Mother looking for Payback
 "The" Sean Amormino is a Sleuth looking for Vindication
 Sean CW Korsgaard is a Sleuth looking for Fame and Glory
 Sean Duncan is a Tough Guy looking for Escape
 Sean M Smith is One Bad Mother looking for The Truth
 Sean M. Dunstan, Fun Tyrant is a Tough Guy looking for Adventure
 Sean Richmond is a Tough Guy looking for Payback
 Sean Walsh is One Bad Mother looking for Peace of Mind
 Sébastien "Nolinquisitor" Allard is a Tough Guy looking for Adventure
 Semen "Galod" Nosnitsyn is a Sleuth looking for Honor
 Seth Harris is a Sleuth looking for The Truth
 Seth Hartley is One Bad Mother looking for The Truth
 Seth Szajek is a Sleuth looking for Fame and Glory
 Shane Lacy Hensley is One Bad Mother looking for Fame and Glory
 Shannon Schnappy Kolar is One Bad Mother looking for Thrills
 Shawn Carnes is a Vigilante looking for The Crown
 Shawn Ryan is a Tough Guy looking for Redemption
 Shelton Windham is One Bad Mother looking for The Truth
 Simba is a Tough Guy looking for Payback
 Simon Browne is One Bad Mother looking for Payback
 Simon Early is a Sleuth looking for Redemption
 Simon Vallance is a Tough Guy looking for Justice
 Simon Ward is One Bad Mother looking for Vindication
 Simon Weinert is One Bad Mother looking for Peace of Mind
 Slam Jam Lesley is One Bad Mother looking for Payback
 Sleep Tight Mason is a Tough Guy looking for Payback
 Slurpie Jesus is One Bad Mother looking for Redemption
 SnugRadio is One Bad Mother looking for Fame and Glory
 Sophia Brandt is a Sleuth looking for Peace of Mind
 Sören Kohlmeyer is a Sleuth looking for The Truth
 Spencer Gill is a Tough Guy looking for Thrills
 Spencer Jones is a Tough Guy looking for Peace of Mind
 Spirit of 70 is One Bad Mother looking for Redemption
 Stacey Lit is a Tough Guy looking for Fame and Glory
 Steely Tom Switzenberg is One Bad Mother looking for Justice
 Stefan Anundi is a Sleuth looking for Adventure
 Stefan Riewe (Zant) is a Tough Guy looking for Redemption
 Stephan Szabo is a Sleuth looking for Peace of Mind

Stephanie Bryant is a Tough Lady looking for Justice
 Stephen "Microwave" Allen is One Bad Mother looking for Adventure
 Stephen Arthur Fitzpatrick is a Tough Guy looking for Justice
 Stephen Boombox Emrick is One Bad Mother looking for Respect
 Stephen Eagles is a Tough Guy looking for Peace of Mind
 Stephen Ford is a Tough Guy looking for The Truth
 Stephen Holowczyk is a Sleuth looking for Fame and Glory
 Stephen Joseph Ellis is a Tough Guy looking for Redemption
 Steve "Monotone" Dempsey is a Tough Guy looking for The Truth
 Steve "Solid" Maggi is One Bad Mother looking for Respect
 Steve "The Black Moses of Social Work" is One Bad Mother looking for Justice
 Steve "The Peeve" Martin is One Bad Mother looking for Payback
 Steve "Walking Tall" Johnston is a Tough Guy looking for Justice
 Steve Darnell is One Bad Mother looking for Fame and Glory
 Steve Dee is a Sleuth looking for Vindication
 Steve Lord is a Tough Guy looking for The Truth
 Steve Mains is a Tough Guy looking for Escape
 Steve Moore is a Sleuth looking for The Truth
 Steve Ramirez is One Bad Mother looking for Justice
 Steve Sigety is a Tough Guy looking for Adventure
 "Steve-O" Bartalamay is a Sleuth looking for Honor
 Steven D Warble is a Sleuth looking for Love
 Steven K. Watkins is One Bad Mother looking for The Crown
 Steven Milkowski is One Bad Mother looking for Payback
 Steven Thesken is a Sleuth looking for Respect
 Steven Yi is a Civilian looking for Adventure
 Stewart Austin is a Tough Guy looking for Vindication
 Stoney is One Bad Mother looking for Fame and Glory
 Strass Acimovic is a Tough Guy looking for Payback
 Streamjumper is a Tough Guy looking for Thrills
 Svend Andersen is a Sleuth looking for Justice
 Tanderossa Bob, Ruler of Riches is a Sleuth looking for Cold Hard Cash
 Team Adventure Kitty! is One Bad Mother looking for Thrills
 Teppo Pennanen is a Sleuth looking for The Truth
 Terry "The Disco Godfather" Gwazdosky is One Bad Mother looking for Payback
 Terry L Gilbert Jr is One Bad Mother looking for Justice
 Terry McGregor is One Bad Mother looking for The Truth
 Tharlie Richardson is a Sleuth looking for The Truth
 The Baron of Saint Clair Shores is One Bad Mother looking for Payback
 The Captain is a Tough Guy looking for Thrills
 The Count of Danger is a Sleuth looking for Payback
 The Czar is One Bad Mother looking for Payback
 The Doud' is a Tough Guy looking for Payback
 the Encaffeinated ONE is a Tough Guy looking for The Truth
 The Green Machine is a Sleuth looking for Respect
 The Vixen Kirstin is One Bad Mother looking for Vindication
 TheLum is a Tough Guy looking for Justice
 Theo is a Sleuth looking for Adventure
 Theron Bretz is a Tough Guy looking for The Truth
 Thomas Harbert is One Bad Mother looking for Payback
 Thomas McDonald is One Bad Mother looking for Cold Hard Cash
 Thomas Ryan is a Tough Guy looking for Vindication
 Thor Fejerskov Jensen is a Tough Guy looking for Redemption
 Tiffany Korta is a Tough Lady looking for Respect
 Tim "The Hammer" Kryselmire is One Bad Mother looking for Thrills
 Tim Callahan is One Bad Mother looking for Redemption
 Tim Ellis is a Sleuth looking for Thrills
 Tim Snider is a Sleuth looking for Adventure
 Tim Walsh is One Bad Mother looking for Honor
 Timothy J. Rush is One Bad Mother looking for Peace of Mind

Tobias Niemitz is One Bad Mother looking for Fame and Glory
 Tobias Sechelmann is a Sleuth looking for Redemption
 Todd "Big Fox" Cash is a Tough Guy looking for Redemption
 Tom "Lord Farhocol" Kapel is One Bad Mother looking for Peace of Mind
 Tom and Ginger Cornett is One Bad Mother looking for Love
 Tom Russell is a Sleuth looking for Redemption
 Tom Walker is One Bad Mother looking for Peace of Mind
 Tommy Rayburn is a Tough Guy looking for Vindication
 Tony Cabral is a Tough Guy looking for Justice
 Tracey Michienzi is One Bad Mother looking for Adventure
 Tracy and Nicole Vierra is One Bad Mother looking for Escape
 Traveling Tim Salisbury is a Tough Guy looking for Adventure
 Travis "The Gunslinger" Johnson is One Bad Mother looking for Fame and Glory
 Ty "Disco Enigma" Wilda is a Tough Guy looking for Thrills
 Ty "Troll" Sawyer is a Tough Guy looking for Adventure
 Valerie Hilgenfeldt is One Bad Mother looking for Escape
 Vasco A. Brown is a Tough Guy looking for Justice
 Veles Svitlychny is a Sleuth looking for Payback
 Vern Roberts is One Bad Mother looking for Payback
 Victor "Lightning" Bugg is a Sleuth looking for Adventure
 Vince "digiconda" Arebalo is a Sleuth looking for The Truth
 Vincent Diakuw is a Tough Guy looking for Justice
 Vincent F. Foley is One Bad Mother looking for Thrills
 Vinnie Scalco III is One Bad Mother looking for The Truth
 Vladimir Dzungza is One Bad Mother looking for The Truth
 Wade Geer is One Bad Mother looking for Love
 Walter F. Croft, His Own Damn Self is a Civilian looking for Adventure
 Will Munoz is One Bad Mother looking for Vindication
 Will Sarazin is a Tough Guy looking for Fame and Glory
 Will Watkins is One Bad Mother looking for Adventure
 Will Wright is One Bad Mother looking for Cold Hard Cash
 William Lamming is a Sleuth looking for The Crown
 William M Wilson is a Sleuth looking for Adventure
 William Mad Dreamer Glynn is One Bad Mother looking for Vindication
 Wouter Deloof is a Tough Guy looking for Justice
 Wrich "DogeFather" Printz is a Tough Guy looking for The Truth
 Xander "The X-Man" Veerhoff is a Tough Guy looking for Payback
 Xosé "Malamadre" lopez is One Bad Mother looking for Justice
 Yuri Albuquerque is a Tough Person looking for The Truth
 Yuri Alexeivich is a Tough Guy looking for Thrills
 Zac Zero, the cold blooded hero is a Tough Guy looking for Fame and Glory
 Zach "Bonafied Funkafied Groovin Soul Man" is a Tough Guy looking for Thrills
 Zachary McCann is One Bad Mother looking for Payback
 Zack Norwig is One Bad Mother looking for Adventure
 Zane Dempsey is One Bad Mother looking for Peace of Mind
 Zenith Comics is One Bad Mother looking for The Truth
 Zontco LLC is a Tough Guy looking for Adventure
 365ZED is a Tough Guy looking for Payback
 3D6 Mafia of OKC is One Bad Mother looking for Cold Hard Cash
 8-Track Jones is a Tough Guy looking for Thrills

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