

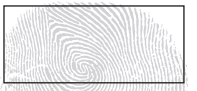


State Department of Corrections FORM 221-C

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KNOWN ALIASES				
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GENDER	HEIGHT	WEIGHT	EYES	HAIR
DISTINGUISHING CHARACTERISTICS				
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TELEPHONE				

THE GONZO JOURNALIST



MIGHT
Broke Down



HUSTLE
Gimped Up



SMOOTH
Hard to Look At



BRAINS
Punch-Drunk



SOUL
Whitebread

CASH

EXPERIENCE

HEAT

ROLE MOVES

You get:

Man on the Street: Half of being a successful journalist is knowing who to talk to. All Gonzo Journalists start with Connections as an additional Thang (they still choose a regular Thang during Character Creation).

Off the Record: When you interview someone with the intent to trick them into revealing more than they want, you may roll +Smooth instead of +Brains when Giving the Third Degree. Additionally, when rolling +Smooth in this way you gain an additional hold.

Choose One:

Tell it Like It Is: When you publish or broadcast a story that portrays someone favorably, roll +Soul.

- On a 10+, remove 3 Heat from the subject of your story.
- On a 7-9, remove 1 Heat from the subject of your story.

Hard Man of Words: When you are pursuing a story you automatically stabilize any serious wound and have one additional harm level, meaning it takes 2-harm to leave you Bruised.

Too Weird To Die: While you are intoxicated, or otherwise under the influence of alcohol, drugs, or other illicit substances you may roll +Soul instead of +Smooth for any moves.

Editorial Assistance: When you contact the appropriate editor at your news desk and ask for assistance, roll +Smooth.

- On a 10+, pick two:
- On a 7-9, pick one:
 - The editor in question gives you detailed information about their area of expertise.
 - The editor in question offers to help you with tickets or invitations to events associated with their area of expertise.
 - The editor does not request anything in return.

I'll Make You Famous: When you use the threat of a negative story or the promise of a positive one as leverage when Getting What You Want, roll with Something Extra.

Expense Account: You have an expense account with your publisher, minor costs such as bribes and bar tabs are usually covered, as long as they lead to a story. When you attempt to make an extravagant purchase in order to follow a story, roll +Smooth.

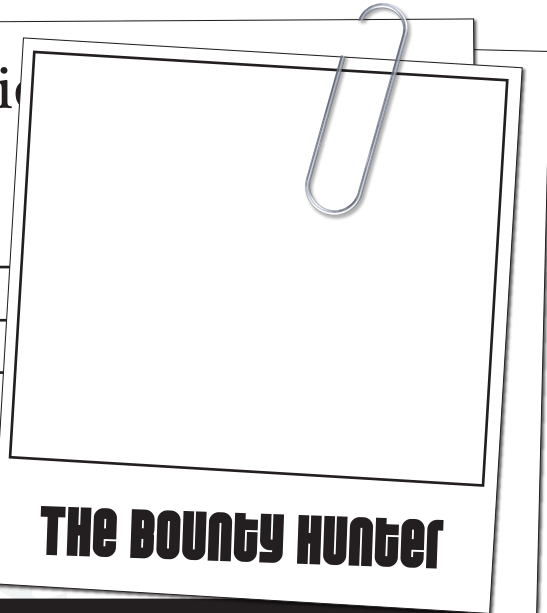
- On a 10+ your editor agrees to cover it. This time.
- On a 7-9, your editor doesn't agree it's necessary, and forces you to buy something cheaper, or only reimburses you half the cost.



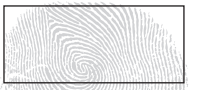
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THE BOUNTY HUNTER



MIGHT
Broke Down



HUSTLE
Gimped Up



SMOOTH
Hard to Look At



BRAINS
Punch-Drunk



SOUL
Whitebread

CASH

EXPERIENCE

HEAT

ROLE MOVES

You Get:

- Skiptrace:** You know all the ins and outs of tracking down fugitives. When you do some legwork to locate a person who's hiding out locally, roll +Brains.
 - On a 10+, you're able to find where that person is or a lead to someone who would know.
 - On a 7-9, you're able to find a lead, but it's going to come at a cost determined by the DJ.

Choose Two:

- Bring Them Back Alive:** When you attack in an attempt to subdue someone you may always choose to deal stun damage instead of lethal damage. When you attack with a weapon that normally does stun damage, deal double the Harm.
- Public Service:** When you successfully bring in a fugitive from justice, in lieu of payment, remove all Heat from you and any friends who helped you.
- Always the Underdog:** When you are outnumbered, gain +1 armor.
- Kick the Door In:** Kicking in doors, and breaking windows is sometimes necessary to get the drop on your target. When you forcefully enter a building, roll with Something Extra against anyone inside.

- Talk Them Down:** When you attempt to talk someone into surrendering peacefully, roll +Smooth.
 - On a 10+, pick three:
 - On a 7-9, pick one:
 - They don't try to run first.
 - They don't try to hurt you first.
 - They don't try to hurt anyone else first.
 - They don't try to deceive you.

- Repo Work:** You may use "Skiptrace" to track down leads to stolen, or otherwise missing items like automobiles, art, or other valuables.

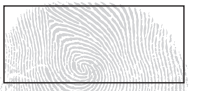


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The Stuntman



MIGHT
Broke Down




HUSTLE
Gimped Up



SMOOTH
Hard to Look At



BRAINS
Punch-Drunk



SOUL
Whitebread

CASH

EXPERIENCE

HEAT

ROLE MOVES

You Get:

- Death Proof:** When you're behind the wheel of a vehicle, it gains +1 power and +1 armor.
- Stunt Coordinator:** When you carefully plan out and prepare for a stunt before performing it, you or anyone else involved can roll with Something Extra while executing your plan.

Choose one:

- A Cast of Thousands:** You know a lot of actors, stagehands, technicians, and other "movie people" and most of them are unemployed. When you contact a group of local actors or technicians to help you with a project, roll +Smooth.
 - On a 10+, pick three:
 - They show up on time.
 - They show up in costume.
 - They show up with appropriate tools, materials or equipment.
 - They don't charge you for their time.
 - On a 7-9, pick two:

- Stunt Double:** When you choose to Take a Hit intended for a nearby character, roll+Might.
 - On a 10+, you take half the damage and the other character takes none.
 - On a 7-9, you each take half the damage.

Professional Pyrotechnician: You have legal access to explosive materials. Also when you assemble an explosive device yourself it will not detonate prematurely even on a failed roll.

Fall From A Tall Building: When you jump or fall from a great height, roll +Hustle with Something Extra.

- On a 10+, tell the DJ what broke your fall and you take no damage.
- On a 7-9, the DJ will tell you what partially broke your fall, and take 1-harm.

Extra Padding: When you sacrifice a piece of armor you are wearing to protect yourself ignore one source of harm up to double your armor value. Additionally when you don a piece of armor, choose one:

- Armor you wear gains the "fireproof" trait.
- Armor you wear is +1 armor.
- Armor you wear gains the "concealed" trait.

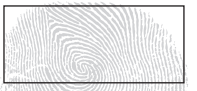


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The Greasemonkey



MIGHT
Broke Down



HUSTLE
Gimped Up



SMOOTH
Hard to Look At



BRAINS
Punch-Drunk



SOUL
Whitebread

CASH

EXPERIENCE

HEAT

ROLE MOVES

You get:

Good With Your Hands: Given enough time, tools, and parts you can fix, fabricate, or assemble just about anything. When you need to repair, assemble, or modify a normal piece of equipment tell the DJ what you want to do and they will tell you what you need and how long it will take.

Choose Two:

Achilles Heel: When you attack a vehicle, robot or other mechanical device, deal +1 harm.

No Longer Street Legal: When you have access to tools and parts, and take the time to upgrade a vehicle, spend one supply from a repair kit and do one of the following:

- Increase the power of the vehicle by 1 until the end of the Scene.
- Increase the armor of a vehicle by 1 until the end of the Scene.
- Add or remove one trait from the vehicle until the end of the Scene.

Tool Belt: You've always got the right tool for the job at hand. When you use a repair kit it always maintains at least one stock. When a repair kit would normally be depleted it instead has one use remaining.

Jam it Up - When you get your hands on a mechanical or electrical device and attempt to disable it roll +Brains. on a 10+ you disable it and pick two. On a 7-9 you disable it and pick one.

- You do not hurt anyone in the process
- You do not permanently disable the device
- You do it instantly

Custom Job: When you take the time to tinker with a piece of normal equipment, spend one supply from a repair kit and do one of the following:

- Add +1 harm to a weapon until the end of the next Scene in which it's used.
- Add +1 armor to a piece of armor until the end of the next Scene in which it's used.
- Add or remove one trait to the item until the end of the next Scene in which it's used.

Cutting Edge: When you have thoroughly examined or acquired detailed plans for an X-Tech device you may use "Good With Your Hands," "No Longer Street Legal," or "Custom Job" to repair, build, or modify it.

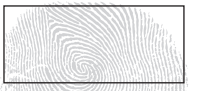


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THE SPECIALIST



MIGHT
Broke Down




HUSTLE
Gimped Up



SMOOTH
Hard to Look At



BRAINS
Punch-Drunk



SOUL
Whitebread

CASH

EXPERIENCE

HEAT

ROLE MOVES

You Get:

That's My Specialty: The Specialist starts with a free Aptitude. Additionally when using any Aptitude, the Specialist rolls as if they had a +3 in the appropriate stat instead of +2.

Choose Two:

PHD in Kicking Ass: When you use your opponent's strength against them, you may roll +Brains instead of +Might to Deliver a Beatdown.

Analyst: When you Scope the Scene you may ask these additional questions:

- What's the most valuable thing here?
- What is nearby that can be used as a weapon?
- Who or what here is not what it seems?

The Anarchist's Cookbook: The average kitchen or garage is a veritable arsenal to you. When you rummage around for the ingredients for something dangerous, roll +Brains.

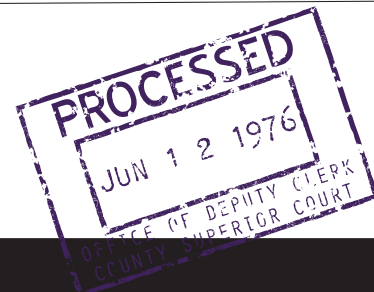
- On at 10+, you've got everything you need to safely make a simple explosive, poison, or other chemical compound.
- On a 7-9, your compound's creation and use can be potentially dangerous to you or its user as well as its intended target.

A Local Anywhere: You have a knack for languages and customs. When you encounter someone speaking a foreign language you have not encountered before, roll +Brains.

- On a 10+, you are fluent in that language and culture.
- On a 7-9, you speak enough to get by, although some embarrassing misunderstandings may take place.

Trauma Training: When you treat an injured person while using proper medical equipment, such as a doctor's bag, you may heal an additional harm.

Spirit of 77



Holy Roller

STORY MOVES

You Get:

God is My Co-Pilot: When you take the time to say a prayer before starting a vehicle, roll with Something Extra until you exit the vehicle.

OR

Faith Healing: Once per Scene when you lay hands on someone that has recently suffered harm, roll +Soul.

- On a 10+, heal up to 2-harm.
- On a 7-9, heal 1-harm.

Moves: (Pick 1)

Can I Get An Amen: When you give a stirring speech or sermon to a group of people, Roll +Soul.

- On a 10+ the group follows your directions for as long as you keep talking, treat them as a Small gang (Small gang: 1-harm, 0-armor).
- On a 7-9, you have their undivided attention for as long as you keep talking.

Cold Reading: When you try to coax information out of a non-hostile subject, you may roll +Soul instead of +Brains when Giving Someone the Third degree.

Give and Ye Shall Receive - When you successfully Help a Brother Out, you roll with Something Extra on your next move.

Pass The Collection Plate: When you tell people you are collecting money for a good cause roll +Smooth.

- On a 10+, pick two:
- On a 7-9, pick one:
 - Everyone believes you're sincere.
 - People reach in their pockets and hand you some money.
 - You don't draw unwanted attention.

Repent, Sinner! : When you raise your voice and condemn someone's actions, roll +Soul.

- On a 10+, choose two:
- On a 7-9, choose one:
 - They stop what they're doing and beg for forgiveness.
 - They flee from you as fast as they can.
 - They follow your next command to the best of their ability.
 - They are stunned. The next move made against them can be rolled with Something Extra.

Instant Karma: When you successfully Help a Brother Out, you roll with Something Extra on your next move.

Mission from God (requires God is my Copilot or Faith Healing): Increase one attribute from +1 to +2.

Bad Touched By An Angel (requires God is my Copilot or Faith Healing): Increase one attribute from +2 to +3.

GEAR AND THANGS

BUZZ

HOOKS

HARM

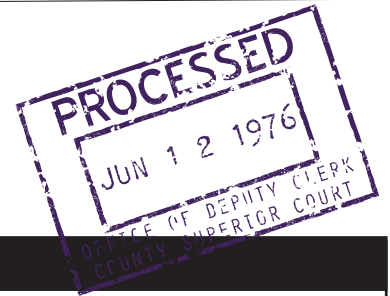
Minor Wounds

- 0 harm** - Healthy
- 1 harm** - Bruised and battered but ultimately ok.
- 2 harm** - Bloodied.
- 3 harm** - Bruised and Bloodied.
- 4 harm** - Broken, bloodied and bruised, possibly broken bones or a concussion. All rolls are at -1 while you have 4 or more harm.

Serious Wounds

- 5 harm** - Unconscious. If you don't receive help you'll take 1 additional harm at the end of the scene.
- 6 harm** - Dying. 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.
- 8 harm** - Destroyed





THE VISITOR

STORY MOVES

You Get:

Not of this World: You might look like one but you are not a human being.

Choose two positive Alien Traits:

Then choose one negative trait:

Choose Zero(to start):

Mind Trick: When you use your superior force of will to overpower someone's resolve, you may roll +Soul instead of +Smooth to Get What You Want.

Real Weirdo: Choose an additional trait from "Not of This World."

Mind Meld: When Giving Someone the Third Degree, the following questions are additional options to ask:

- What hurts you the most?
- What do you not want me to know?
- What do you hold most valuable?

Strange Visitor... (Requires Not of This World): Increase one attribute from +1 to +2.

Last Son of... (Requires Not of This World): Increase one attribute from +2 to +3.

GEAR AND THANGS

BUZZ

HOOKS

HARM

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Serious Wounds

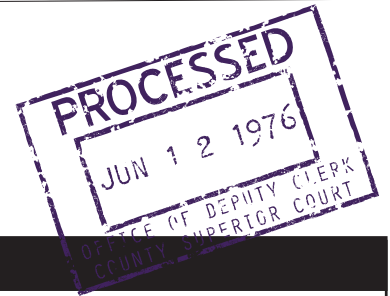
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8 harm - Destroyed





NATURE BOY

STORY MOVES

You Get:

Four-Legged Friend: Start with an Animal Companion as an additional Thang. Roll with Something Extra when giving your Animal Companion a command.

Moves: (Pick 1)

Raised by Wolves: When you deal directly with any animal, roll with Something Extra.

Peerless Tracker: When you Scope the Scene while outdoors you may also choose to ask these additional questions:

- Who or what has traveled here recently, and which way did they leave?
- What will the weather be like for the next 24 hours?
- Where can I find food, water, and shelter nearby?

Now That's a Knife: When you use an old-school weapon to threaten someone, you may roll with Something Extra when Getting in Someone's Face.

From the Treetops: When you travel through dense, difficult, or inaccessible terrain, roll +Hustle.

- On a 10+, hold 3.
- On a 7-9, hold 2.
- On a 6-, hold 1.

Spend 1 hold to overcome an obstacle in your way, such as climbing a sheer rock face, leaping from rooftop to rooftop, or swinging from jungle vines. Spend an additional hold to take someone with you.

Silent Stalker: When you remain motionless while among the foliage, no one will spot you until you make a movement.

Nature's Remedy: When you spend some time gathering medicinal herbs, you may perform first aid on someone as if you had a First-Aid Kit.

Born Half-Rattlesnake (Requires Four-Legged Friend): Increase one Attribute from +1 to +2.

King of the Beasts (Requires Four-Legged Friend): Increase one Attribute from +2 to +3.

GEAR AND THANGS

BUZZ

HOOKS

HARM

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