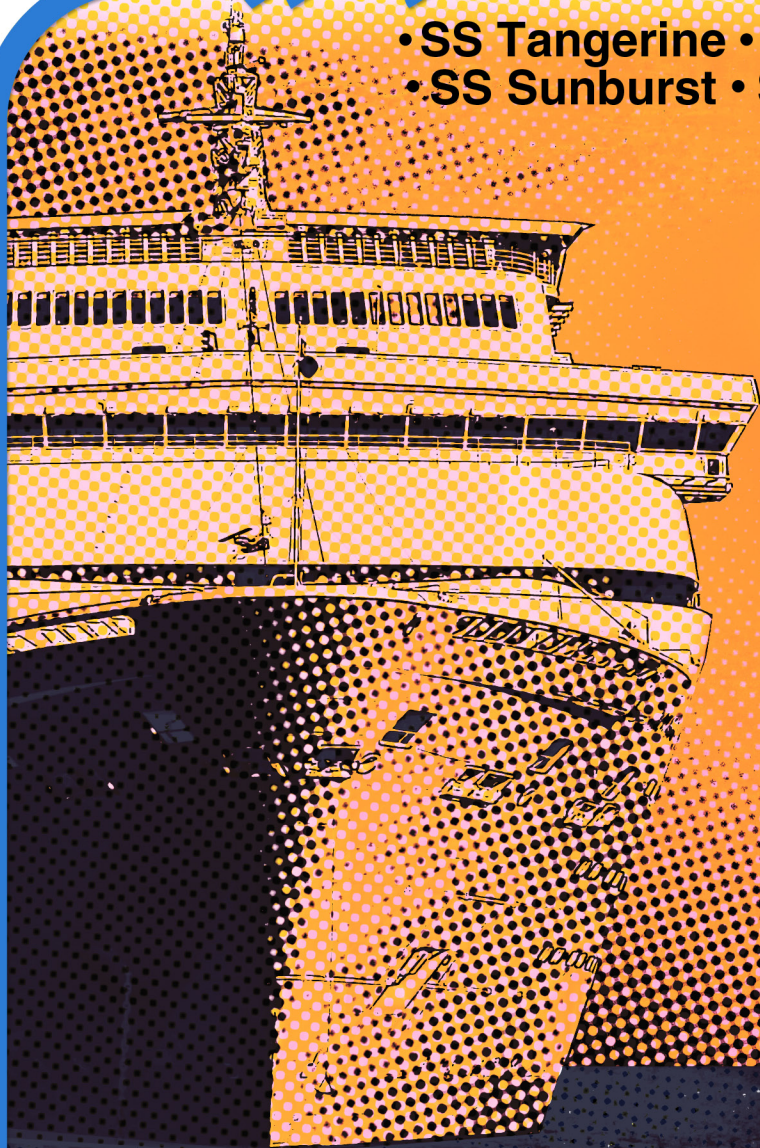


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Spirit *OF* **77**

Presents

THE CRUISE SHIP of the DAMNED

By David Kizzia and Bob Richardson

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Introduction

Come Aboard. We're expecting you.

Romance! Action! Blood Curdling Horror! That's what's in store for the group of passengers on the brand new SS Tangerine Cruise ship.

Welcome to Spirit of 77 Sucka!

Spirit of 77 is a role playing game about action and adventure in an alternate 1970's where rock gods from outer space came to Earth to share with us the powers of Glam, Richard Nixon made a deal with aliens to stay in the White House, the streets are run by multinational crime syndicates and brave souls step forward to fight the oppressive minions of The Man.

How To Use This Booklet

This booklet is broken up into several parts

- Part 1 - How to Play outlines the basic rules for Spirit of 77
- Part 2 - Cruise Ship of the Damned is a basic adventure for Spirit of 77
- Part 3 - Premade Characters contains seven pre-generated characters for running the adventure with. Each character sheet includes a move reference on the back.
- Reference Sheets, and a map of the SS Tangerine that you can fill out as you play.

This is a demo package and does not contain the full rules of the game. A full book will be available in the near future.

For more information about Spirit of 77 check out:
www.monkeyfunstudios.com or
<https://www.facebook.com/Spiritof77game>

The Fiction and The Conversation

While reading these rules, you will often see references to "The Fiction" - the fiction combines the story and any established details that the group of players have created while playing the game. This includes the names and personalities of their characters involved (both player and non-player), the locations explored and any objects discovered during gameplay. When you are 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 codify this process, making people take turns and dictating exactly what can be accomplished in a given amount of time, but Spirit of 77 doesn't do that. Our conversation is much more freeform - players can talk out of turn, interrupt, add to or correct each other's statements. Only when there's a conflict or uncertainty, the rules kick in and dice get rolled.

Let's Get It On

How to Play Spirit of '77

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 it shouldn't limit your options. If something in the rules as written is not fun for your group, then ignore it, change it, switch them around, or make up something new - whatever makes things fun. If you come up with something you feel is especially fun make sure to share it with us, 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 that 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 Ol' Boy, Beau Dupree and he's on the run from some thugs 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-HAAAAAAAA!

The Basic Rule

Roll the Bones

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 a 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 and then roll two six-sided (d6) dice and add the results.

- If the result is 10 or higher (10+) it is considered a full success your character does exactly what you described.
- If the result is above six but lower than ten (7-9) it is considered a partial success, you either partially succeed in your task or you succeed with a cost.
- If the result is a six or lower (6-) it is considered a failure, you fail at the task and the DJ can make a move 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 rule to give you more options and cover specific situations, but if you want to play super fast and loose, just use this rule and you'll do fine.

When You Should Roll the Bones

You should only roll the dice when it's important. When is something important?

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 would not require a roll.

Cracking a safe before Nazi-Zombie-Dinosaurs knock down the building would require a roll.

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. Do not roll the dice if the character can just attempt the task again without consequences.

Example:

Climbing a rope up a 6 foot wall does not require a roll.

Tightrope-walking from a 10th story rooftop 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 local car wash. They each make a roll to seduce her.

Dice Results

Interpreting the dice results can be a bit daunting at first but it will quickly become second nature.

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

- *You hit the bullseye*
- *You score the point*
- *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 score the point, but so does your opponent.*
- *You tie the race*
- *You don't make it across the chasm but end up safely on a ledge below.*

Another example is that you succeed but it has a cost. The cost can be a lot of things, you or one of your friends could take some harm, have to pay a bribe, fine or fee, you could lose a piece of gear or run out of ammo. The DJ can assess any cost they feel appropriate.

- *You hit the bullseye but it uses all your ammo*
- *You score the point but get injured in the process*
- *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 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 making their own move.

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

When You Fail - The Cruel Tutelage of Experience

Yep. 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, the DJ is about to make life more complicated through their own shenanigans. At these moments, it's easy to assume your dice hate you.

They don't. But love can take strange forms.

The upside to your bad situation is that by failing a dice roll, a player 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 platform when making a grand entrance into the discotheque, a failed dice roll earns 1XP to the player. Write down the XP, chalk it up to experience and then toughen up, buttercup.

Example:

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

Characters: Roles and Stories

All characters are based on their Role, which defines 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.

Example:

In the movie "Hooper", Burt Reynolds plays a Hollywood stuntman skilled at fast-paced car chases and death-defying stunts. In the world of '77, that indicates he's a Good Ol' Boy - 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 strengths 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.

Example:

In the movie "Rocky", both Rocky Balboa and Apollo Creed shared the same Role as 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.

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 cooler than school? That's how Smooth you are.
- **Brains = [Intelligence]** Don't be the fool, take them to school! Show them how smart you are in knowledge, wisdom and street smarts 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 meaning to how you do it. 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, you 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, 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 bright but as a luchador he's pretty charismatic and creative. His stats come out to; Might +3, Hustle 0, Smooth +1, Brains +0 and Soul +1

Riley Russell might be the smartest guy in the room and quick on his feet but he's just a little guy and he's 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.

Might

Might has two primary uses; Might 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.

Examples of Using Might

Beau has wrecked his car while racing the Midnight Grits Run and is trapped inside the wreckage. El Fantasma arrives to rescue his friend. El Fantasma grabs hold of the twisted metal that has Beau pinned down and rolls+Might. He rolls a 7 and adds 3 to give 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. 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 down the door. He rolls a 7 and adds 2 to give him a 9. Mackie breaks down the door but manages to dislocate 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, 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 Traits.

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 is 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, swim, leap or otherwise move quickly to get from one place to another.
- Dodge, tumble, slide or otherwise attempt to avoid danger by moving quickly.
- Throw, shoot, catch 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 brownstone they just pilfered. 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. 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 to:

- Getting What You Want

Smooth is the most important attribute for the Honeygot, but is also useful to the Rucker 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.

Examples of Using Smooth

Corrina Vanderbilt needs to keep Roman 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 up Roman long enough. She rolls a 7 and adds 3 giving her a 10. She easily keeps Roman's 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, he might not get to the waterfront in time.

After being captured by the Shadow Boys, 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 Boys 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, analyzing clues, Brains is also used for 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 into the business end of 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 to figure out how to disable the device 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.

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 a 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 started to be 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 starts laying 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 for three shows.

Terrance "Two Legs" Gryphon has been dosed with an experimental psychedelic drug in an attempt to get him to tell that bastard Francis Clayton (the dirtiest cop in town) who has the stolen Egyptian headdress. Two Legs rolls+Soul to remain calm and in control of his actions. He gets a 7, adds 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.

How Attributes Affect Rolls

When you make a Move, the Move description will list which Attribute to apply to the roll. For instance, a Move might say 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. No matter what, the highest bonus you can have for a roll is +5.

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 opponents Armor. Some moves may also allow you to roll alternate attribute for a move, when this is specified you can always opt to roll the normal attribute.

Example:

Black Cherry Stone is trying to hotwire a car without attracting any attention. She needs to roll+Hustle to do it correctly. Cherry rolls a 6 on two dice and then adds 2 getting a result of 8. This means it's a partial success - she has the car but she was spotted doing it (which may cause trouble later down the road in the form of Heat.)

El Fantasma is in a bar fight with some Illinois Nazis, he decides he's going to do a flying haymaker off the bar to knock out the Nazi lieutenant. He rolls an 8 on two dice and adds 3 getting a result of 11. That Nazi is going to be out for the count.

Big Jon Pendleton and Black Cherry Stone are barreling down Empire Avenue with the entire city police department hot on their tail. Big Jon needs to lose the cops by cutting through some side streets. Cherry decides to help him by shooting the tires out of the nearest cop car. Cherry succeeds at her roll so when Jon makes his hustle roll to evade the cops he adds 1 to the roll.

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 set of characteristics for a particular character.

Moves are broken down into two categories:

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

Special Moves - Special 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.

Additional information regarding each Move is included within the Move Index, which includes in-game examples of the Move at work.

Bonuses, Forward and Ongoing

Some Moves will give you bonuses to other actions, either as a permanent bonus for all rolls against a specific Attribute or it might be a temporary bonus based on certain situations. Temporary bonuses are referred to as +# forward or +# ongoing.

+1 Forward means you take +1 on the next roll, some moves may make this a bonus to any roll, while others may stipulate that the bonus only applies to moves under certain circumstances.

+1 Ongoing means you take +1 to all your rolls. Ongoing bonuses are almost always limited to specific actions or targets. unless otherwise stated in the move granting the bonus all Ongoing bonuses end at the end of the scene.

Example:

By flicking a burning cigarette into the face of a Malachi thug, Buster Kincade has successfully used his Special Move called "Wouldja Look at That", giving him +2 forward on his follow up Move to punch the guy in the breadbasket.

Hold

Moves will sometimes refer to Hold. Hold is 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 very end of the Scene before using his final "hold".

Basic Moves

Every character has access to Basic Moves and can attempt them at any time, and cover most actions a player may want to take.

Deliver a Beatdown (MIGHT)

When you swing at somebody with the intent of knocking out or disabling 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.

- Deal great harm (+1 damage)
- Disarm your target
- Blind, hold or otherwise disable your target (they deal -1 harm)
- Give or take something your target is holding or wearing
- You avoid any counter-attack

On a 6 or less they're still standing - they can counter-attack 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 intents 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 (whichever you choose you deal your damage):

- You 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. 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, 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.

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.

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.

Get In Their Face (MIGHT)

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

On a 10+ they can choose between sucking it up and forcing your hand or doing what you want.

On a 7-9, they can choose 1:

- get the hell out of the way
- barricade themselves securely in
- give you something they think you want
- back off calmly, hands where you can see
- tell you what you want to know (or what they think you want to hear)

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+ You must pay the price, either now or later.

On a 7-9 they either want more than you're offering or insist on some sort of immediate assurance that you will do as promised.

When another PC is the target of Getting What You Want on a 10+ One XP is rewarded when the PC completes their half of the bargain. On a 7-9 One XP is rewarded when the PC completes their half of the bargain and the PC can demand some sort of immediate assurance or good faith payment in advance.

Give Someone the Third Degree (BRAINS)

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.

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 mostly truthful but cryptic 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 (number of hooks you have with that character).

On a 10+ they take +1 forward.

On a 7-9 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.

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 very specific in conjunction with a single person place or thing, or they can be very general and applied to common situations. The DJ should inform you of any Custom Moves when they are available (See Custom Moves in the 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.

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 bar, 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 Episodes. 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 Series.

Saturday's Alright for Fighting - Combat

Combat in '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 action alternates between PC's and NPC's. The exact order of action within each group is determined by the players and the DJ.

When a PC attacks

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

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. You can see the results of various wound levels in the next section.

Example Harm Levels:

- 1-harm - Broken bottle, fall from 10 feet
- 2-harm - Light Pistol, Big Knife, falls from 20 feet
- 3-harm - Heavy Pistol, Rifle, Large Sword
- 4+ harm - Explosives, rockets falls from more than 20 feet

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, Flack Jacket
- 2-Armor - Riot Armor, Chainmail
- 3-Armor - Antique Plate Armor, X-Tech Body Armor

Weapon Range

Every weapon has a range that it is effective from, whether it's a sniper rifle, .357 Magnum or a potato gun. Targets outside of that range (either too far or too close) cannot be affected by that specific weapon.

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.

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 and choose to "deal great harm" as your success or you need to have a Move that augments your damage.

Anyone can pick up just about any item laying 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 choose to Deliver a Beatdown and knocks Garcia in the jaw - He rolls+Might and gets a 10. El Pulpo Morado chooses to deal great harm and inflicts 1 harm on the boxing champ.

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 8. 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.

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 of a weapon's trait may be used as a negative based on how nasty your DJ plans to be.

- **Area** - The weapon affects everyone in an area.
- **Autofire** - Can be used as an Area weapon but requires reloading afterwards. The Man also doesn't look kindly on civilians 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 pat down or other directed search.
- **Clumsy** - A clumsy weapon is difficult to hold and utilize, clumsy weapons can not be used to attack specific locations (head, arm, leg) and are prone to being dropped when a miss is rolled.
- **Dangerous** - The weapon can be dangerous to it's user as well as it's target, on a missed roll dangerous weapons often do damage to their wielder.
- **Fragile** - A fragile weapon tends to break when a miss is rolled.
- **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.
- **Infinite** - The item is disposable and you have as many as you need.
- **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 especially 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 weapon is rare, made of valuable materials or otherwise worth more than most weapons.

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. *ARRIVA!* He makes the *Deliver a Beatdown Move* 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 counter-attack El Fantasma swinging beer bottles and pool cues at him. El Fantasma decides to *Take the Hit* and rolls+*Might*, getting a 9 (a partial success.) He manages to avoid any damage but 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* 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, Beau takes 1 harm, (luckily it's not his driving hand.)

Black Cherry has no time for this jive-turkey nonsense - she draws one of her twin Peacemakers and fires a few shots into the air, intending to get everyone's attention and stop the fight. She rolls +*Smooth to Get What You Want* and gets 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 gangs 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.

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

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. *HECHE EN MEXICO!*

Beau tries to take 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 bloody and bruised.

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. "Fool, you better cut it out or I'll put a bullet in your head." 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.

Wound Levels

When a character is wounded they take a number of harm, reduced by the armor level of the character which is then subtracted from their wound levels. PC's have 8 wound levels, but most NPCs have 5.

When a PC suffers harm:

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

Minor Wounds

0 harm - Healthy

1 harm - Bruised - Battered but ultimately ok. 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. All rolls are at -1 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 - Your will had best be 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 is in a rumble with Bigfoot, cuz you know. That happens. He's taken 4-harm, soaked in blood (both his own and Bigfoot's). He knows that Bigfoot is on his last legs so El Fantasma pushes forward Delivering a Beatdown in the form of a back breaking body slam. He rolls a 7 which is successful but Bigfoot gets a counter attack. Knowing that a final blow from Bigfoot's massive razor sharp claws could kill him El Fantasma decides to take a Scar instead, ignoring the harm from the attack completely. El Fantasma walks away victorious but with some vicious scars making him permanently "Hard to Look At". Time for a luchador mask!

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.
- **5 harm** - Body destroyed.

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.

Example:

Johnny Valentine was mauled by a animatronic bear, taking three 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.



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 towards them. The DJ can apply any amount of Heat they wish but 1-3 points is recommended for most instances.

Example:

Beau Dupree is racing across the city in his Sweet Ride "Traveler" to intercept a van containing a stolen Panda from the zoo. Beau rolls a 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 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, and the local bookie Hank "Crab" Tuttle can tell her, she busts into Crab'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. Black Cherry now has 3 Heat.

Effects of Heat - Burned By the Heat

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

Example:

El Fantasma has gained a bit of Heat after beating up some street punks in broad daylight, now he wants to bribe the security guard at the city zoo 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 Manipulate roll. El Fantasma rolls a 10, but the added Heat turns his 10 into a 9. The guard will let them in, but wants a couple extra bucks if El Fantasma doesn't want him going to the cops about it.

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 underway. If the uniformed officers run into the characters, they may ask some very 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 the talk to.
- 5 Heat - Hunt 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, 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.

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 "Hardtime" Hartley wants the players to rescue his wife's beloved komodo dragon "Babboo". The DJ decides to Offer them an Opportunity and Judge Hartley will make 3 Heat go away if they can return Babboo safely.

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. When working with X-Tech that is not a part of your Story or Role, players are at -1 Brains. This penalty is exempt if the player has taken the Story Move, "X-Tech Expert".

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 the 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 the 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 in the '77 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. You'll use Looks when rolling 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.

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 against 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.)

SAY WHAT -

VEHICLE POWER AND THE FICTION

Remember that 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 Peterbuilt is never going to pull up with a Pontiac Trans-Am and that Trans-Am 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.

Vehicle Traits

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.

- **Cramped** - The car is a two seater, or at least it should be, 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 alleyways or parking lots.
- **Inconspicuous** - You keep losing this car in the Sears 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 (or in the case of boats on the ground).
- **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 off 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.

Vehicles in Combat

Two tons of Detroit steel backed up by three hundred horsepower makes for a very effective weapon in many situations. When you want to ram somebody with a vehicle. follow these rules:

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.
- When ramming a target significantly larger than your vehicle deal -1 harm damage and take +1 harm.

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 4 total harm to the androids - two for Traveler'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 Traveler'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 androids with his car, Traveller (2 power, 2 looks, 1 armor) he dealt four harm to the Mechanical Men, but also took harm to Traveller in the process. Traveller takes 2 harm, 4 because of the damage he dealt, reduced by 1 because the Mechanical Men 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, 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.

Gang 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 Salthill 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.

Damage

Damage describes how much harm a gang deals in combat. The Damage attribute 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 Boys on the other hand are all equipped with kung fu weapons and are very well 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 coats, they have 1-armor. The City Riot Police have full bullet-proof body armor and riot shields, 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 an 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.
- **Unknown** - No one knows of the gang, they have little to no reputation on the street. 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 north of the city. They are Unruly, Mobile and Savage.

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.

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 their turn as a single entity as well.

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 it's 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 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 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 the gang have broken into a wealthy couple's house when the police show up and start firing "warning shots" into the house, dealing 3 harm. The gang has 1 armor so the gang takes 2 harm, resulting in injuries and a couple fatalities, Spencer and Guzak are dead, Pete is bleeding bad and a couple of the other guys are busted up. As the 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- 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 in 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.

If a player character is a member of a Gang taking harm, how much harm the character takes depends on her role in the Gang. If the character is the leader or a prominent, visible member, they suffer the same harm as the Gang does. If the player character is just someone in the Gang, or if they're intentionally protecting themselves from harm instead of fighting with the Gang, they suffer one less harm.

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.

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

You're all out of Shasta Cola, and the cheeze-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 look at their Buzz and give the DJ at least one example of them following their Buzz. Each character that has an appropriate example gets 1 xp (only 1xp per session)
- **Check Your Hooks** - Everyone look at their Hooks and give the DJ at least one example of keeping up one of their Hooks. If they did keep up at least one Hook they gain 1 xp (only 1xp per session)

If two characters agree that a Hook has been fully resolved and therefore no longer applies to the character's relationship, remove the Hook and both characters gain 1 XP. 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 XP but still need to be replaced.

Check your total - Each character counts up the XP they accumulated in the session (remember you get 1 XP every time you roll a 6- on a move) and determines if they're eligible for advancement. (see Movin' On Up - Experience and Advancement)

Example:

After defeating the Bionic Tyransaurus Rex and bringing it's creator to justice the game session comes to an end.

Beau Dupree checks his Buzz, which is Adventure. He points out that during the game Beau traveled to an undersea laboratory, which is definitely someplace he's never been before, so he 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 sheet with a new one "I need to keep Black Cherry Stone from hurting innocent people."

Beau Counts up his XP, 1 for his Buzz, 1 for resolving a hook and 3 for rolling failures during the session, for a total of 5, almost enough to level up.

The Player's Agenda

As a player within the '77, you should maintain an Agenda focused on the following goals at all times:

Active Participation - The world of the '77 is filled with kung-fu fighting schoolmistress nuns, bionic glam rockers and fast-driving race-car drivers 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 try to 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 sissies. The 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 Mike - Chances are you're playing in a group of two or more (otherwise you're like that guy at the bus station at 2am.) 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.

Running the 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 the world of '77 to life. They play the cast of non-player characters, 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 the section, *The DJ's Roles*.) However the DJ's primary responsibility is 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.

Maintains 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 he must follow in the form of the DJ's Agenda, the DJ's Principles and the DJ's Moves.

The DJ's Agenda

The DJ's Agenda are your goals as a DJ - they're what you're trying to accomplish in each game. Keep them 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 to 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 their own consequence when they occur, and allow for those 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 goes without saying.

The DJ's Principles

In addition to the Agenda, the *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 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, NPCs (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, or that you need to give out all the information without prompting. But when the players ask for what their character's witness or know, the DJ needs to be completely honest.

FICTION FIRST - THE RULE OF ALL RULES

The first rule of *Spirit of '77* that overrides everything else 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 than no matter what nothing can come through the door, it doesn't matter what the results of a Move are, the fiction doesn't allow it.

Make your Moves, but narrate the action. 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 - 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. Make your NPCs complete, give them names and goals, even if that 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 spectacular failures the players will experience will be based on the actions (or inactions) 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 batshit 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.

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 its better not to be the one that makes the decisions in-game, allowing you the opportunity to see what happens. Luckily, you have a lot of tools at your disposal - If your NPC's 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 in '77

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 breakneck 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 seep into 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 player's 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 it for their own.

Make them acquire stuff - ("If only we had a car battery to jump-start 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 worse, 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 towards 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 consequence of those actions come calling in the event of the City’s Finest serve an arrest warrant, or start investigating the 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 stepped on the a giant robot gorilla?”) In the ‘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.

Choosing and Making Moves

When a DJ chooses a Move, they should think about the consequences of the action that triggered the event to occur. 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 not 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 “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 however, 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?”

“Nothing, 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 +2harm.”

Can you dig it? We knew that you could.

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.

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 Pendleton have accidentally started trouble with two Boppers from the Warhawks. 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 Warhawks to take a swing at Big Jon. Big Jon rolls to Get Out Of the Way, with a partial success - the Warhawk misses Jon and strikes Doghouse instead in the face. Doghouse grabs a barstool and rolls to Deliver a Beatdown on the Warhawk that hit him. Rolling a failure, Doghouse misses the Warhawk, leaving himself open to a counterattack from the Warhawk Bopper. The Warhawk 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 arrive. He makes another roll and misses badly.

The DJ seeing a Golden Opportunity in front of him - He announces that the rottweiler that was asleep in the back of the van has awakened, with red lights shining from the animal's eyes. Big Jon and Riley realize the scope of their problem when the dog mutters, "Exterminate the two-legs. Woowooooooooooooof."

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, they are usually self-contained, lasting an adventure or two and then get replaced by new Adventure Fronts.

Campaign Fronts on the other hand 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.

The Home Front and The Man - Special Fronts

There are two special Fronts that exist in every game - the **Home Front, and The Man**.

The Home 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 Home Front.

The Man on the other hand is the always present forces of institutionalized oppression in the world of '77 - 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, potentially shutting him down because of it. The Department of Health and Safety would then be part of The Man front. Sounds like a job for John Sampson, P.I.

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 downshift 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 may not be taking actions moving forward toward their 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 Punchline 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 gun-running 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.

NPC's

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 folks are described as "Non-Player Characters" or NPC's, and are played by the DJ when the players interact with them.

Angle

Every NPC has its own motivation that drives it forward, 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 or 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 they have a little extra that sets 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 "Cherry Blossom Snowfall" 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 tends to hook up the players 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 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, however they are not intended to cause direct conflict with the Characters. Like Adversaries, they can also have their own Angle, Gear and other items.

Location, Location, Location

Although incidental locations should be left to the DJ and players to flesh out during the game often a Front will include locations, such as The Smooth Move Nightclub, the Iron Devil's Clubhouse or NTI World Headquarters, and 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 an Campaign's Map.

Twists: These are special items that can potentially be encountered at the specific Location, and could include Gear or potential Thangs.

Cruise Ship of the Damned

“Set a course for adventure...”

The Lowdown:

The brand new Rainbow Cruise ship, the SS Tangerine has been fitted with a revolutionary new X-Tech drive on loan from the U.S. government, that had been used on board the USS Eldridge as part of what was called “The Philadelphia Experiment”. At sea, the engine turbines have been sabotaged, causing the radiation to backfire into the crew and passengers, turning them into hideous zombies. How will the players survive? Can the crew and passengers be saved? Play to find out.

How to Use This Adventure:

This Adventure provides the DJ with multiple Fronts and story complications that can be used in conjunction with the player direction and input. Although additional DJ options are provided, these are intended strictly as suggestions for the DJ and can be revised or ignored altogether based on the game’s direction.

Suggested Playlist:

As part of the DJ materials, there is an additional song playlist available for Spotify members - Spirit of 77 - Cruise Ship of the Damned.

DJ Notes:

The players have the opportunity to explore the overall layout of the ship, encounter different Civilians and future Adversaries at their own pace. The Fronts are separated into two status - Normal and Outbreak. Feel free to mix and match, based on game play.

Pre-made Characters:

If you are using the included pre-made characters they will affect the makeup of passengers on the ship in the following ways:

MING LO: If Ming is being played, members of the Hong Kong opera should be included as part of the ship passengers. The Hong Kong Opera members are respectful to everyone, especially the cruise ship staff who they may mistake as actual military. Their manager, Tony Lao, will seem like an omnipotent presence always keeping an eye on everything.

SAMMY SUMMERS: If Sammy is being played, the ship will be overpopulated by the giggling Tornado cheerleader team, spring break teenagers who are out looking for a good time - bikini-clad girls throwing inflatable beach balls in the hallways, tanned muscle-bound fraternity brothers eager to show off their new portable cassette players and bewildered adult chaperones wearing nose-guard make-up and clueless to any sexual double entendres.

“BIG DUKE” DUTCHMAN: If Big Duke is being played, the passengers should include race-car enthusiasts from all over - large families on vacation from Ole Miss, pit crew honeys looking to score a merchandise modeling gig and self-styled ratchet-heads claiming to know more about cars than anyone else.

VINCENT PECK: If Vincent is being played, passengers should include fans of Peck’s book and other “true crime” fans - little old ladies that know waaay too much about mob killings and serial murderers as well as slightly creepy “dark tourists” who want ideas about their next vacation trips to mass murder sites.

COLONEL ROSCOE: If Roscoe is being played, passengers should include potential gold-diggers looking to marry a millionaire by the time the ship docks at the Sagebrush Island. They may not know Colonel Roscoe but may mistake any of the party as a potential millionaire husband.

GEMINI: If Gemini is being played, passengers should include rock and roll fans, groupies, roadies, and other band hanger ons.

VICTORIA CROWNE: If Victoria Crowne is being played, Agent Crawford may recognize Victoria as a member of British Intelligence. Whether he opts to expose himself as a fellow secret agent is DJ prerogative.

Preliminary Questions:

Opening Musical Track - “Love Boat Theme”

The game starts with everyone sitting at the Captain’s table on the first night of the cruise.

Before the real action starts have each character introduce themselves and give a short description as they sit down. Captain Festus will greet everyone and try to encourage a little chit-chat by asking at least one of the following questions of each character:

MING LO: If Ming is being played, ask at least one of the following questions:

- What is the name of the opera you will be performing and what is it about?
- How did you acquire Jack the Dancing Monkey?

SAMMY SUMMERS: If Sammy is being played, ask at least one of the following questions:

- What sport does the Texas Tornados play?
- What do you do when you're not rooting for the Tornados?

"BIG DUKE" DUTCHMAN: If Big Duke is being played, ask at least one of the following questions:

- What type of stunt are you going to perform at Sagebrush Island?
- How did you meet your mechanic Gascap Gamble?

VINCENT PECK: If Vincent is being played, ask at least one of the following questions:

- Your most recent case was very public, what did it involve and how did you solve it?
- You're a gambling man, what games do you play or bet on?

COLONEL ROSCOE: If Roscoe is being played, ask at least one of the following questions:

- You served in World War II, what did you do?
- What prompted you to sell your restaurant empire?

GEMINI: If Gemini is being played, ask at least one of the following questions:

- What's the craziest thing you have listed on your rider of backstage requirements (e.g. no brown M&M's.)
- Where are you looking forward to performing after this trip?

VICTORIA CROWNE: If Victoria Crowne is being played, ask at least one of the following questions:

- You have an "interesting" accent, where are you from?
- My Cruise Director lost some of her notes, what is it you said you did for a living?

If players have brought their own characters, ask the players the following questions individually.

- How did you score a free ticket onboard a cruise ship in the first place?
- What would your character want to pack for such a trip?
- What do you know about Sagebrush Island?
- What would interest you about the ship's destination, Sagebrush Island?

DJ Option - Sagebrush Island is home to the Sagebrush 500, a newly created, independent race that is looking to put itself on the map.

Feel free to expand on the answers to any of the player's questions, once you feel that everyone has a good grasp of their character and the other characters at the table move on to the fuel injection.

Fuel Injection:

The game action starts with the players scheduled to sit together at the Captain's Table, along with Captain Festus and several celebrities that have also joined the player group in this exciting adventure. Everyone should introduce themselves in character as they sit at the Captain's Table enjoying their chilled pina colodas. Once everyone has had the opportunity to explain how and why they're there, it's time to start the action with a question to the group:

"What did you do when the captain started vomiting blood at the Captain's Table?"

Somewhere between the chilled avocado salad and carpetbag steak entree, the ship's captain begins to vomit blood profusely requiring immediate medical attention.

DJ QUESTION - Who else is sitting at the table with the players?

- DJ OPTION: Pop star Rozzlyn Genari (formerly of the duo Tino and Rozz)
- DJ OPTION: Formula 1 driver Savio LaJolla, en route to the Sagebrush 500
- DJ OPTION: Dr. Patrick Reideker, technology consultant for the Rainbow Cruise Line.
- DJ OPTION: Contest winner Denny DeMonaco (aka Agent Crawford)
- QUESTION - What contest did Denny DeMonaco supposedly win?
- DJ OPTION: The Turtledove Singers, the star attraction scheduled to perform in the Casablanca Lounge several times during the cruise.

Naturally, the Captain will be rushed to the infirmary for immediate medical attention. After this unfortunate scene, First Officer Meachem will offer his sincerest apologies to the players, offering one or possibly all of the following items as recompense:

- \$200 in chips to each character for use at the Monaco Casino
- Front-row seats to the Turtledove Singers performance later that evening in the Casablanca Lounge
- VIP treatment at the Havana Discotheque, including pink champagne bottle service and private seating
- Immediate upgrade for the accommodations to the exclusive Sun Deck suites onboard.

Scene 2 - Straight To Hell

At some point during the late hours of the evening, the ship has begun to sail off-course into the midnight waters. The first pack of Zombies has begun to roam the ship and the players should get their first indication things are going wrong. Use one of the following events to start the descent into chaos (or make your own):

- During the Turtledove Singers performance, one of the zombie crewmembers jumps onstage and attacks the band, sending Donny into shock and prompting his later paranoia episode.
- In one of the bars, the lead bartender Lester assaults one of the guests in front of the players, pointing at his victim before attacking them and attempting to drag them away.
- At the gift shop, the cashier has barricaded herself with the closing metal grate against two assaulting zombies, shrieking as she throws commemorative coffee cups and decks of playing cards to fend them off.
- At the medical bay, the infected Captain Festus has broken through his gurney restraints and gutted the ship's doctor who lies on the floor. The captain is lurking in the medicine cabinet, waiting to strike.
- While walking with singing star Rozz Genari as she talks about her abusive husband Tino, she is suddenly assaulted by what appears to be a crazed fan...until the fan starts hissing and spitting blood.
- Savio LaJolla is taking the players into the cargo bay to show them what a true "racing machine looks like". Inside the cargo bay, there are a crowd of people standing around the covered vehicle. Savio tries to shoo them away...until they strike.
- Up on the top deck, overlooking the moonlit ocean, the players notice the ship is starting to list. Going to the bridge, they find its door splintered and torn off with the room covered in blood and scratches on the wall.

After The Outbreak:

Once the Eldridge Drive has malfunctioned, the cruise ship has taken a chaotic demeanor. Among the specific Fronts described, feel free to add any of the following scenes for the players to witness and/or participate in:

- A crowd of passengers screaming down the hallway, dragging their luggage behind them as they frantically try to escape the boat.
- A group of zombies have overwhelmed a passenger and are dragging them downstairs into the Engine Room. The passenger begs the player to either free or kill them.
- One of the cruise staff has only become partially infected and has started vomiting uncontrollably.

For pre-made characters, feel free to include the following specific situations:

SAMMY SUMMERS: The frat guys that came along on the boat are freaking out in near hysterics, jumping at every sound (even the most innocuous) and prone to making foolish actions.

BIG DUKE DUTCHMAN: Some of the Duke's fan have decided they're going to protect Duke at all costs, even against his will. Upon seeing Big Duke, they will grab him and pull him into

a locked room to protect him.

COLONEL ROSCOE: Some of the passengers have heard about Colonel Roscoe's new rotisserie flavored chicken, and think he may be responsible for getting everyone onboard sick.

VICTORIA CROWNE: Victoria runs into Denny DeMonaco (aka Agent Crawford) who immediately recognizes her as a member of British Intelligence. Engage in a thrilling hand-to-hand combat!

MING LO: Some of the passengers have accused the Hong Kong Opera to bringing the infection onboard, and are gathering a mob to throw them all overboard. One of the dancers is being terrorized by the mob, frightened beyond her wits and needing rescue.

VINCENT PECK: Somehow, several of the little old ladies for the book reading smuggled in .357's and are looking to get involved in the fray, eager to show Mr. Peck they've taken his writing to heart (although they can barely lift the hand cannons they're carrying.)

GEMINI: A group of school children have been trapped one of the staterooms and have abandoned all hope. They need someone to re-inspire them to live... through the power of song.

Fronts -

1. Home Front -

Dr. Patrick Reideker

Description:

(NORMAL) Dr. Reideker was hired by the Rainbow Cruise line to monitor the maiden voyage of the Eldridge Drive. He was formerly attached to the U.S. Military, when the Eldridge Drive was being tested. He is very concerned about its safety, but will do what it takes to make it work.

(OUTBREAK) After the outbreak begins, Dr. Reideker will work to get to the engine to see what's wrong, even at the expense of his own life.

Savio LeJolla

Suggested Theme Music: "Hernando's Hideaway" by the Johnson Brothers

Description: (NORMAL and OUTBREAK) LeJolla is a disgraced racer that has recently overcome manslaughter charges by buying off the jury. Now he's in hundreds of thousands of dollars in debt, and is hoping to win the Sagebrush 500 to reverse his fortunes. His car, the Aldo Nova 201 has been heavily tricked out with X-Tech enhancements. Some of them however do not work, and are faulty.

2. Executive Staff -

Captain Crispin Festus

Description:

(OUTBREAK) Captain Festus is effectively Patient Zero for the outbreak, the first person to be infected by the Eldridge Drive's strange radiation. When later encountered after the Outbreak, he will be visibly infected and possibly leading other zombie packs.

First Officer Bechem

Description:

(NORMAL) First Officer Bechem is the boisterous executive officer of the ship, who will go out of his way to be friendly to the characters, offering a little extra at every turn.

(OUTBREAK) After the outbreak begins, Officer Bechem will go into panic mode, proving he knows little about how the ship actually works (or even its exact layout.)

Dr. Adam Brickell, Ship's physician

Description:

(NORMAL) Dr. Brickell has previously been the secret saboteur of the ship's engine, prior to the Tangerine launch. Brickell had formerly served aboard the USS Eldridge and is aware of the inherent dangers involved in the X-Tech drive. He is hoping to peacefully sabotage the engine so the Rainbow Cruise line will abandon using it further.

(OUTBREAK) With the outbreak, Brickell will go into serious PTSD and become hysterical, blaming the Army for the engine's malfunction and may attempt to scuttle the ship with everyone still on board.

Lester, Head of Food and Beverage

Description:

(NORMAL) Lester is the head of Food and Beverage and often serves as a head bartender in one of the lounges. In fact, it may seem that Lester is the head bartender in every lounge... but that would just be weird.

(OUTBREAK) With the outbreak, Lester determine the best course of action is every man for himself. He will attempt to rob the ship's safe in the Monaco Casino, and may attempt to enlist the Characters to do so. Whether he's trustworthy is another matter.

Sylvia Danning, Cruise Director

Description:

(NORMAL) Sylvia is professional and beautiful, although will act slightly condescending to all the Characters.

(OUTBREAK) After the outbreak, Sylvia will cling to any of the characters to survive, offering anything and everything in her disposal. She wouldn't be above trying to manipulate the characters to turn on one another to maintain her security.

Yeoman Scott "Scooter" Ives

Description:

(NORMAL) Scooter is friendly, if not a little amorous to the characters and somewhat accident-prone. He harbors future ambitions of running for Congress at some point.

(OUTBREAK) After the outbreak, Scooter snaps under the pressure - Based on DJ discretion, he is either in catatonic shock, maniacal laughter or sociopathic violence.

3. Zombie Crowds

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Suggested Musical Track: What's That Smell by Taylor Bates

Description: The ship crewmembers have been infected with the strange radiation from the X-Tech engine, but do not transmit the zombie infection through biting. Instead it requires direct exposure to the Radiation creeping out of the engine turbines. The Zombies travel in packs of 5 or more.

MING LO: If Ming is being played, include members of the Hong Kong opera as the later Zombies.

SAMMY SUMMERS: If Sammy is being played, include Spring Break teenagers and members of the Tornado cheerleading squad as part of the later Zombies.

BIG DUKE DUTCHMAN: If Duke is being played, include some of the NASCAR fans as part of the later Zombies.

Angle: Drag all the guests down to Engine Room for exposure

Template: Zombies

Moves:

Dazed and Confused - As a part of the exposure, the infected zombies experience no harm penalties when receiving damage. In addition, they will ignore potential threat of harm outside of the most grievous harm (e.g. they will not go through a wall of flame to reach the players.)

Swarm - Zombies do not function one on one, they will group attack to subdue their target. When a maximum of two targets is subdued, they will evade to take their target down to the Engine Room for exposure. If they suffer more than 4 levels of damage, they will immediately retreat.

Double Your Terror, Double Your Fun - when a Zombie Front reaches Overdrive, it effectively resets and a new Zombie Front is recreated.

Gearshift:

P - Group has begun to get sick, nausea head swimming

N - Group has begun to grow faint

L - Zombie sickness has occurred

D1 - The group have begun to swarm around another passenger and lead them away

D2 - The group have begun to swarm around another passenger and lead them away, the earlier captured passengers have joined the group.

O - The group is double in size, ready to split into two.

4. The Man - Government Spook

Threats:

Agent Crawford

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Suggested Musical Track: Theme to SWAT by Ray Conniff

Description: Agent Crawford is posing as "Denny DeMonaco" one of the other passengers on the ship. He was assigned to keep watch on the X-Tech engine. With the outbreak, his intentions may have changed but his mission is still the same. He is also armed with a block of C4 which he will detonate in the bow of ship to scuttle her.

Angle: Protect the Engine at all costs.

Moves:

Taking Jurisdiction - Normally Feds have the capability of dismissing or commandeering local police for their own needs. Aboard the cruise ship, Agent Crawford can pull rank with any member of the Cruise Ship staff in order to carry out his orders.

By the Book - Feds can immediately Lay Down Heat, temporarily multiplying it for a Scene if need be.

Gear:

9mm Automatic (2-harm, Close, Loud)

Twists -

DJ QUESTION - Is Crawford alone or does he have a hidden ally?

DJ QUESTION - Does Agent Crawford have a history with Victoria Crowne?

Gearshift:

P - As Denny DeMonaco, Agent Crawford is trying to blend in with the guests both in the buffet line and the club

N - Agent Crawford is concerned asking questions and trying to gather more information.

L - Agent Crawford is investigating the engine (as close as he can.)

D1 - Agent Crawford has pulled his firearm and is now working to get a handle on the situation

D2 - Agent Crawford now considers there to be no friendlies onboard, and will treat everyone as a hostile.

O - Crawford detonates the C4 in the bow, causing the ship to sink.

Threats:

US Coast Guard Ship

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Suggested Musical Track: In the Navy by Village People

Description: The U.S. Coast Guard has been ordered to maintain

a perimeter distance away from the ship. Due to the lack of information about what's going on aboard the Tangerine, the Guardsmen have been given orders to turn any lifeboats back to the ship or fire upon them.

Angle: Secure the perimeter until the order is given.

Twists -

DJ QUESTION - Do the Coast Guard recognize Victoria Crowne's government clearance?

5. The Turtledove Singers

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Suggested Musical Track: Heartbeat it's a Lovebeat by the DeFranco Family

Description:

(NORMAL) Prior to the outbreak, the Turtledove Singers are a family-based pop music group that is scheduled to perform in the Casablanca Lounge several times during the cruise. Their best known tune, "Get Happy Everyone" was a bona fide radio hit in the early 70's. Since then, their fame and popularity has begun to fade.

(OUTBREAK) The oldest son, Donny has snapped under the pressure and has bullied the others of his family into banding together and taking control of the ship via force.

Angle: We're GOING to get back on top...whatever it takes!

Gearshift:

P - The Turtledove Singers are performing a regular variety show in the Casablanca Lounge

N -

L - Danny has confiscated the rifles from the skeet locker and is now arming the rest of the family

D1 - The Turtledoves have barricaded themselves within the Casablanca Lounge.

D2 - The Turtledoves have taken hostages and gone out of control

O - The Turtledove Singer will attempt to suicide out.

Adversary:

Donny Turtledove

(NORMAL) Teenager and the natural leader of the group, wisecracker but slightly desperate for their previous fame

(OUTBREAK) After the outbreak, Donny has taken to shouting crazed things on the PA system in the Casablanca Lounge. Donny is unstable to say the least.

Gear: Skeet Shotgun (2-harm, Loud, Reload)

Mary Turtledove

(NORMAL) Mother of the family. Protective of the family, but may be holding a secret from everyone else

(OUTBREAK) After the outbreak, Mary is doing whatever it takes to protect the family, even if one of them gets infected.

Gear: Skeet Shotgun (2-harm, Loud, Reload)

Stevie Turtledove

(NORMAL) One of the two twins. Age 12. A little shorter than his twin sister, Mona. Not too swift.

(OUTBREAK) After the outbreak, Stevie will go along with whatever Donny and Mona tell him to do.

Gear: Skeet Shotgun (2-harm, Loud, Reload)

Mona Turtledove

(NORMAL) One of the two twins. Age 12. Quiet.

(OUTBREAK) After the outbreak, Mona goes along with the family but is secretly plotting to take control from her brother, Donny.

Gear: Skeet Shotgun (2-harm, Loud, Reload)

6. Tino and Rozz

Pop star Rozzlyn Genari (formerly of the duo Tino and Rozz), has recently left her husband Tino Genari to launch her solo career. Tino has been possessive and abusive toward her and has also snuck aboard the ship in order to reconcile with Rozz.

Rozzlyn Genari

Suggested Musical Track: The Man Who Got Away by Cher

Description:

(NORMAL) Rozzlyn is a smart woman, trying to break away from the bonds of her abusive husband. She was the talent of the musical duo, and is hoping to write a new album and get back on tour with a new back-up band.

(OUTBREAK) In the chaos of the outbreak, Rozzlyn is going to retreat back to her previous line of thinking, looking for a dominant personality to latch onto - either a Player Character, another NPC or possibly back to Tino (despite their previous history.)

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Tino Genari

Suggested Musical Track: She Made My Blood Run Cold, by Ike Turner

Description:

(NORMAL) Tino is desperate to make amends with his estranged wife. He knows that without Rozz, his career is stalled and maybe finally over.

(OUTBREAK) After the outbreak, Tino is going to do everything he can to get to Rozz, so he can kill both himself and her before the zombies destroy everything.

Gearshift:

P - Tino is working to look inconspicuous, blending in with the passengers.

N -

L - Tino is searching for a way to get to Rozz without hurting anyone.

D1 -

D2 - Tino is looking for a way to overpower her guards and take Rozz to safety for himself.

O - Tino is unhinged, looking to harm or possibly kill Rozz and/or himself.

Locations - SS Tangerine

The SS Tangerine is a large cruise ship with multiple decks. The lowest deck contains both the Engine Room and a cargo bay that is large enough to transport any Sweet Rides that may be brought on board. The Main deck contains all of the major points of interest - lounges, bars, etc. In between deck contain all passenger cabins. The command deck is the top deck of ship.

Engine Room (Normal)

Description - The Engine room prominently displays the X-Tech Eldridge Drive in the center of the room.

Environment - stairwell, gauges, X-Tech Engine, rolled firehoses in the emergency supplies

Engine Room (OUTBREAK)

Description - The Eldridge Drive has a missing X-Tech component which causes the Engine Room to pulsate with dangerous radiation. The radiation causes transformation into a zombie with prolonged exposure. The Zombies will continue to expose as many of the guests and anyone else to the radiation as possible.

- DJ QUESTION - Who stole the missing component?
- DJ OPTION: First Office Beachem, in a drunken misguided attempt to "improve the engine's performance."
- DJ OPTION: Savio LeJolla, in order to repair his race car.
- DJ OPTION: Tino, in order to gain enough time to get to mend fences with Rozz (or possibly hurt her.)
- DJ OPTION: Dr. Brickell, who has been acting as saboteur on the cruise ship.

Environment - stairwell, gauges, X-Tech Engine, firehoses fashioned into constraints against the railing

Special Moves

One of Us - Prolonged exposure to the radiation will cause illness at a rate of 1 level per scene. At the point of 4 levels of radiation sickness, the victim will be considered a "Zombie" and become an Adversary.

Cargo Hold (Normal)

Description - The cargo hold is carrying the larger freight including any Sweet Rides that may have been stowed. In the event of Agent Crawford going into Overdrive, he will be detonating the C-4 in this compartment

Environment - stairwell, large crates, La Jolla's Sweet Ride

La Jolla's Sweet Ride

- 1973 De Tomaso Aldo Nova
- (3 power, 1 look, 0 armor, unreliable, fragile, cramped, gas guzzler, unlicensed)
- Fitted with X-Tech Technology:
 - supercharger
 - computer brain (malfunctioning)

Havana Discotheque

Description - The Havana Disco is at the end of the cruise ship with a large picture window toward the ocean in the back of discotheque.

MING LO: The Havana Disco is where the Hong Kong Opera scheduled to perform as a special matinee.

Environment - DJ booth, bar, tables, small couches, disco ball, dance floor, golf cart (0 power, 0 look, 0 armor, , silent, mobile) parked directly in back.

Casablanca Lounge

Description:

(NORMAL) The Lounge is the main stage for the Turtledove Singers, fashioned for light cocktails during the day, with performances in the evening. It's overall motif is similar to the movie "Casablanca".

(OUTBREAK) After the outbreak, the Turtledoves have blocked off the main entrances with tables and have begun fortifying themselves behind the bar as a makeshift bivouac.

Environment - sporting good equipment locker including skeet rifles, shuffleboard cues, pool table, seats tables, small stage with drum kit and PA set. Directly outside are two golf carts (0 power, 0 look, 0 armor, silent, mobile)

VINCENT PECK: Vincent is scheduled during the day for a special reading of his upcoming book, along with a Q&A for the fans.

Monaco Casino

Description - The casino is a small but respectable in terms of its variety of gaming. The large double doors open to the outdoor pool area. The casino bar also serves the outdoor pool area.

Environment -

Inside: Palm trees, bar, roulette table, slot machines, craps table, blackjack table, small office with desk, safe

Outside: Pool, deck, chairs

Command Cabin

Description - The command cabin houses all the navigation and piloting controls for the ship. This is the highest accessible point of the ship.

Environment -

Inside: Radio, onboard PA system, ship's wheel, navigational maps, engine reading systems, gauges and meters (including a warning level meter for the Eldridge Drive.)

Concluding The Adventure

Although the players can continue beyond the scope of the scenario, the specifics of this adventure can conclude in a number of different ways:

The Eldridge Drive is neutralized. This can be caused either by fixing the X-tech engine itself, eliminating powering to its main turbines or a host of other methods as decided by the DJ. In this event, several questions will need to be answered.

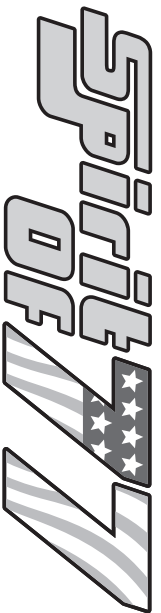
- Do the infected crewmembers and guests return to normal?
- Do the players punish the culprit responsible for causing the damage (if there is indeed a specific culprit.)
- Do any of the remaining subplots get resolved? (e.g. Tino and Rozz, Savio LaJolla, etc.)
- Have the characters developed future Hooks among one another for later use?

The Eldridge Drive is destroyed. This is a more drastic action on the part of the players, with several questions still needing to be addressed.

- Does the ship get damaged or possibly destroyed?
- What happens to the infected passengers and crew?
- Do the remaining passengers and crew get saved by the Coast Guard?
- Do any of the remaining subplots get resolved? (e.g. Tino and Rozz, Savio LaJolla, etc.)
- Have the characters developed future Hooks among one another for later use?

The characters escape the ship. Although this may seem like an unoriginal solution, this can potentially be expanded by having the characters wash ashore a lonesome island with a group of castaways stranded since a three-hour tour went awry. Other questions will still need to be answered.

- Did any of the other passengers or crew escape along with the players?
- What will happen to the ship once the characters escape?
- Do any of the remaining subplots get resolved? (e.g. Tino and Rozz, Savio LaJolla, etc.)
- Have the characters developed future Hooks among one another for later use?



DJ REFERENCE SHEET

The DJ's Agenda

- Make the world of Spirit of '77 seem real
- Fill the characters' lives with action
- Play to find out what happens
- Make it worth it.
- Stick it to The Man.

The DJ's Principles

- Get down with the funk.
- Address yourself to the characters, not the players.
- Tell the undisputed truth.
- Make your Moves, but narrate the action.
- What's the Angle?
- Ask provocative questions and build on the answers.
- Respond with shenanigans and intermittent rewards.
- Be a fan of the players' characters.
- Think offscreen too.
- Sometimes, disclaim decision making.
- Ride the wave.

Dealing Harm

Example Harm Levels:

- 1-harm - Broken bottle, fall from 10 feet
- 2-harm - Light Pistol, Big Knife, falls from 20 feet
- 3-harm - Heavy Pistol, Rifle, Large Sword
- 4+ harm - Explosives, Rockets, falls from more than 20 feet

The DJ's Moves

- **Separate them** - ("Hey where did Monty go?")
- **Capture someone** - ("Tell me again why you just had to blow up the ice cream stand with a rocket launcher?")
- **Put someone in a spot** - ("I know you're out for payback, but this brother is the only one who can solve your problem...")
- **Trade harm for harm** - ("Now it's my turn.")
- **Announce off-screen badness** - ("Tragedy strikes the schoolyard today, film at eleven.")
- **Foreshadow future badness** - ("This ain't over.")
- **Inflict harm creatively** - ("You hit me in the ear! Why the ear, man??")
- **Take away their stuff** - ("I swear I parked it right there.")
- **Make them acquire stuff** - ("If only we had a car battery to jumpstart this bionic leg...")
- **Activate their Gear's Traits** - ("Wait, how am I supposed to conceal a crossbow under a raincoat?")
- **Tell them the possible consequences and ask** - ("Are you sure you want to go down into that dark basement?")
- **Offer an opportunity with or without a cost** - ("Let me make a proposition here.")
- **Turn their Move back on them** - ("Look when I said punch him in the face, I didn't know he was the gang leader.")
- **Kick a Threat into High Gear** - ("Meanwhile, on the other side of town...")
- **Make a Threat Move** - ("When did he learn to do that??")
- **Apply some Heat** - ("Ya know, Maybe we shouldn't have stolen a cop car for our escape.")
- **Lay down the Law** - ("Knock, knock, Dirt-bag...")
- **Have the Man stick it to them** - ("You're threatening me with a parking ticket? IN A FIREFIGHT?")

Laying Down the Law

- 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 underway. If the uniformed officers run into the characters, they may ask some very 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 tombs, 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 the talk to.
- 5 Heat - Hunt** 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, 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.

The Player's Agenda

Active Participation - The world of the '77 is filled with kung-fu fighting schoolmistress nuns, bionic glam rockers and fast-driving race-car drivers 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 try to 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 sissies. The 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 Mike - Chances are you're playing in a group of two or more (otherwise you're like that guy at the bus station at 2am.) 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.

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 cooler than school? That's how Smooth you are.
- **Brains = [Intelligence]** Don't be the fool, take them to school! Show them how smart you are in knowledge, wisdom and street smarts 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 meaning to how you do it. There's peace, there's love, and then there's Soul.

The Basic Rule

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

- If the result is 10 or higher (10+) it is considered a full success your character does exactly what you described.
- If the result is above six but lower than ten (7-9) it is considered a partial success, you either partially succeed in your task or you succeed with a cost.
- If the result is a six or lower (6-) it is considered a failure, you fail at the task and the DJ can make a move against you.

Experience and Advancement

Gaining Experience

Experience (XP) is what allows you to develop your character, as you gain experience and level up you will gain new traits, new moves and even new thangs.

You gain experience in the following situations:

- 1 XP is gained whenever you roll a 6- on a Move (a failure.)
- 1 XP is gained at the end of any session where you Maintained Your Buzz.
- 1 XP is gained at the end of any session where you resolved a Hook and gained a new one.
- XP is gained any time a Move specifies so.

Advancement

When you acquire an amount of experience equal to your level+5 (every character starts at level 1) you level up. Your XP is set back to zero and at the end of the session you can choose one item on this list to add to your character:

At the end of the session when you gain a new level you can chose one of these items:

- Gain a new Move from your Role or Story
- Gain a new Thang
- Increase any attribute from 0 to +1

Once you have reached level 5 you can alternately choose one of these items:

- Choose a new Move from a Role or Story other than your own that you meet the requirements for and that has not already been taken by another active character.
- Take on a completely new Role
- Retire your character safely

Daryl "Big Duke" Dutchman

Daredevil Stuntman

One Bad Mother Good Old Boy Seeking The Crown

Suggested Theme Song: "Hurricane Ride" by Ram Jam

Everybody's heard of Evel Knievel, well soon they're all going to be talking about Big Duke Dutchman instead, you're traveling to Sagebrush Island where you'll be performing a stunt that will put ever other daredevil to shame. Gain XP for the session when you overcome a superior opponent single-handedly.

Moves:

Sweet Ride: All Good Old Boys start with a Sweet Ride at no cost. **Big Duke** has a custom stunt cycle stored in the hold of the ship. (2 power, 1 look, 0 armor, Mobile, Sturdy)

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

- **If you need to Deliver a beatdown**, add your vehicle's power to your roll.
- **If you need to Keep your Cool**, add your vehicle's power to your roll.
- **If you Get in Somebody's Face** add your vehicle's power to your roll.
- **If you try to seduce or manipulate someone**, add your vehicle's looks to your roll.
- **If you Help a Brother Out** add your vehicle's power to the roll.

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 also on vehicles or a convoy, they get +1 armor too.

Power to the People: The Man doesn't like you but the People do - **When interacting with Civilians**, gain +1 ongoing if you have any Heat.

Drink You Under The Table: When resisting the effects of alcohol, drugs or other illicit substances gain +2 to all rolls.

Thang:

Sidekick: Mechanic "Gascap" Gamble

Gascap always has your back, almost as good in a fight as he is fixing bikes, he travels with you everywhere you go.

Gear

With You:

- Street Clothes
- Leather Jacket (1 Armor)

In Your Cabin:

- Fireproof racing suit (1 armor, fireproof)
- Racing Helmet (+1 armor)
- Repair Kit

In The Hold:

- Stunt Motorcycle - (2 Power 1 Looks, Mobile, Sturdy)

Questions to Consider

What do you call your bike?

What type of stunt are you going to perform at Sagebrush Island?

How did you meet Gascap Gamble?

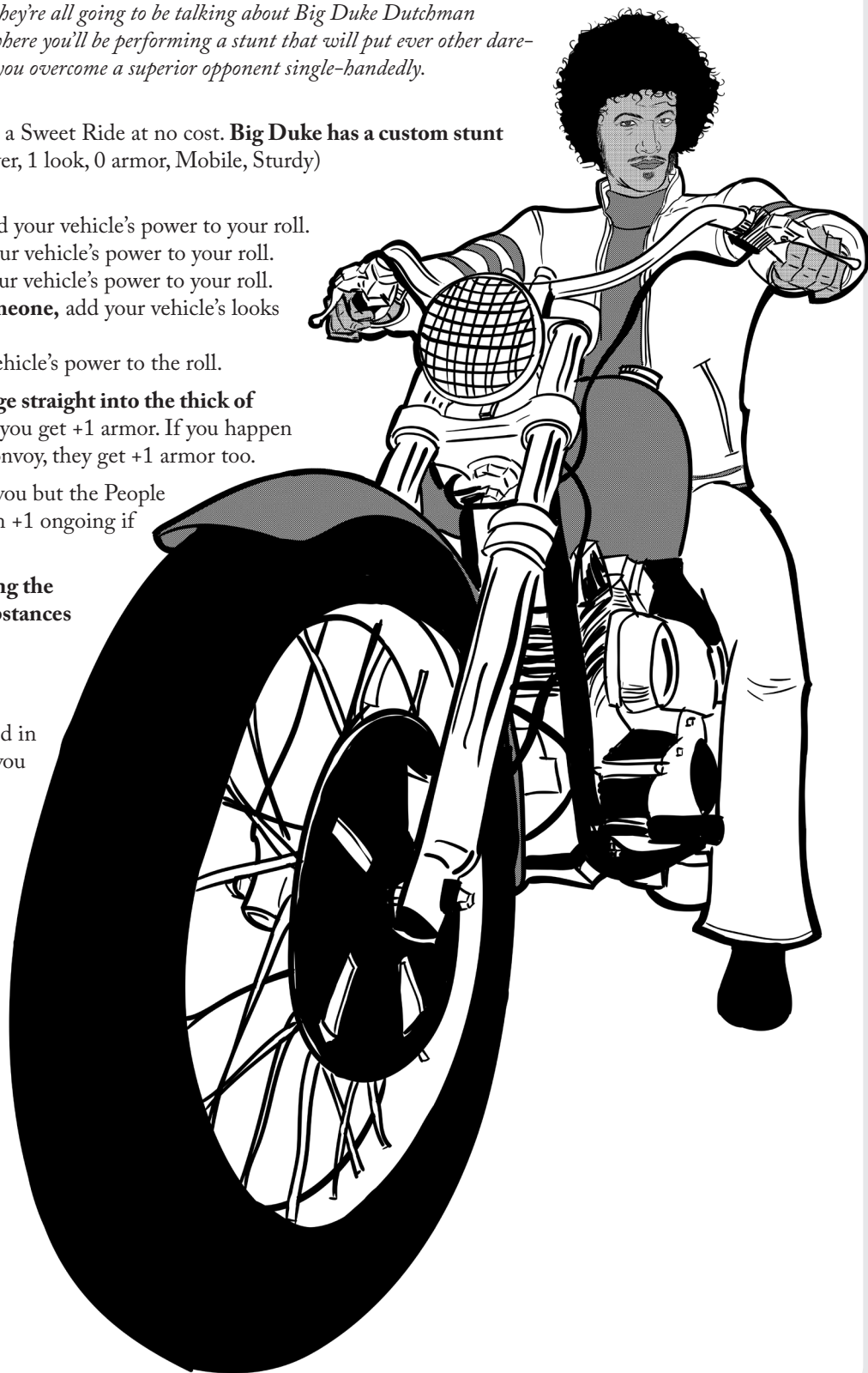
Stats

Might: +1
Hustle: +2
Smooth: +1
Brains: +0
Soul: +0

HARM:

Heat:

XP:



Basic Moves

Deliver a Beatdown (Might)

When you **trade blows with an enemy in melee**, 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.
- Deal great harm (+1 damage)
- Disarm your target
- Blind, hold or otherwise disable your target (they deal -1 harm)
- Give or take something your target is holding or wearing
- You avoid any counter-attack

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On a 10+ you have a clear shot—deal your damage. On a 7-9, choose one (whichever you choose you deal your damage):

- You 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)

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, 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.

Keep Your Cool (Various)

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

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.

Get In Their Face (Might)

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

- On a 10+ they can choose between sucking it up and forcing your hand or doing what you want.
- On a 7-9, they can choose 1:
 - get the hell out of the way
 - barricade themselves securely in
 - give you something they think you want
 - back off calmly, hands where you can see
 - tell you what you want to know (or what they think you want to hear)

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+ You must pay the price, either now or later.
 - On a 7-9 they either want more than you're offering or insist on some sort of immediate assurance that you will do as promised.
- When another PC is the target of Getting What You Want on a 10+ One XP is rewarded when the PC completes their half of the bargain. On a 7-9 One XP is rewarded when the PC completes their half of the bargain and the PC can demand some sort of immediate assurance or good faith payment in advance.

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 something more complex like future favors owed or past favors redeemed. The key is that you can offer something of value to the target.

Free Your Mind (Soul)

When you **relax through meditation or pharmaceutical assistance 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 mostly truthful but cryptic 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?

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

Give Someone the Third Degree (Brains)

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.

Help a Brother Out (Hooks)

When you **directly assist someone you have Hooks with**, Roll+Hooks with them. On a 10+ they take +1. On a 7-9 you also expose yourself to danger or have to pay a cost.

Victoria Crowne

Special Agent of MI-X British Intelligence

X-Tech Honeypot Seeking The Truth

Suggested Theme Song: "Spooky" by Dusty Springfield

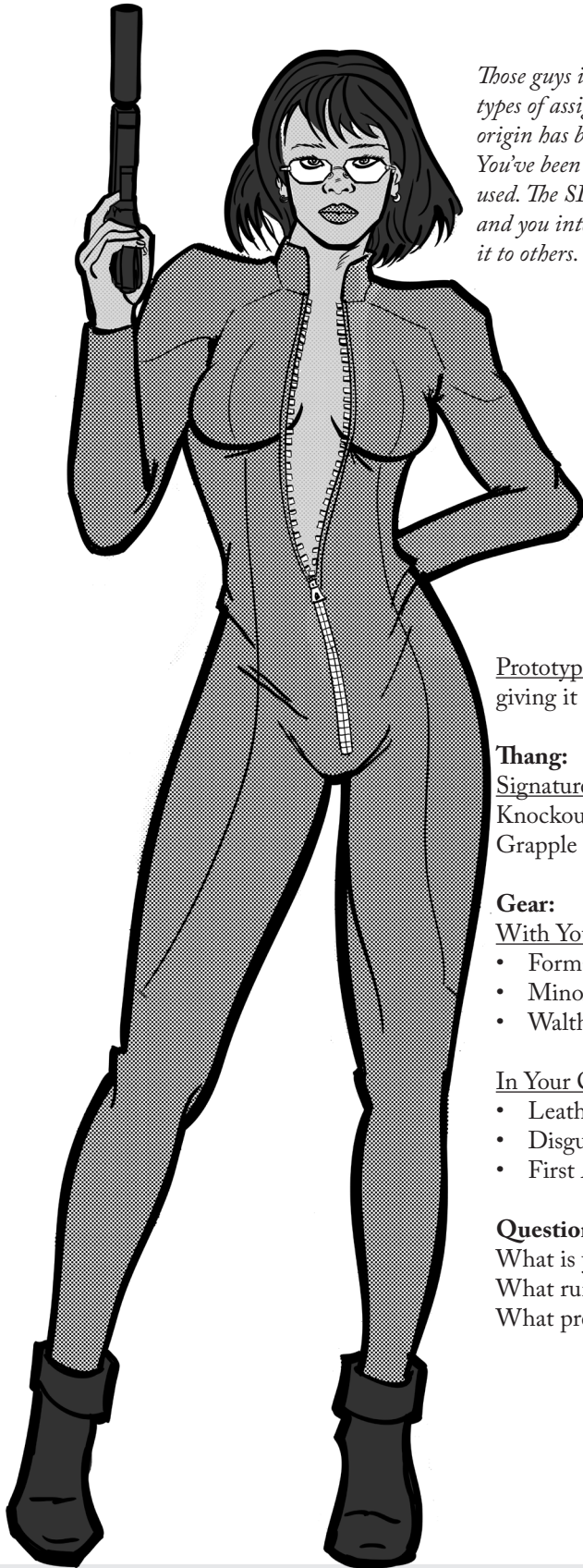
Stats

Might: +1
Hustle: +2
Smooth: +2
Brains: +1
Soul: -1

HARM:

Heat:

XP:



Those guys in MI-6 might get all the press, but not even Commander Bond has clearance for the types of assignments you've been given since joining MI-X. Dangerous technology of questionable origin has been appearing all over the world, and British Intelligence needs to keep tabs on it. You've been sent to the cruise ship to gather intelligence on this new Eldridge Drive that is being used. The SIS was kept in the dark about the original Philadelphia Experiment during WWII, and you intend to rectify that oversight. Gain XP for the session if you discover a secret and expose it to others.

Moves:

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.

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.

X-Tech Expert: When working with X-Tech, you suffer no penalty.

Prototype: - One of your Thangs (Your Pistol) has been enhanced with X-Technology, giving it abilities/qualities beyond the norm.

Thang:

Signature Weapon: Walther PPX Automatic Pistol (2 harm, close, concealed)
Knockout Darts - When you use your pistol you may choose to do non-lethal damage.
Grapple Gun - You can use your pistol to fire a grapnel hook and rappelling line.

Gear:

With You:

- Formal Clothing
- Minox Mini Camera
- Walther PPX in Concealed Holster

In Your Cabin:

- Leather Catsuit (1 armor)
- Disguise Kit
- First Aid Kit

Questions to Consider:

- What is your cover story? (Be sure to use it when introducing yourself)
- What rumors have you heard about the Eldridge Drive?
- What previous mission still haunts you?

Basic Moves

Deliver a Beatdown (Might)

When you **trade blows with an enemy in melee**, 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.
- Deal great harm (+1 damage)
- Disarm your target
- Blind, hold or otherwise disable your target (they deal -1 harm)
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Vincent Peck

Criminologist Author

Former Badge Sleuth Seeking Cold Hard Cash

Suggested Theme Song: "For the Love of Money" by The O'Jays

Stats

Might: +0

Hustle: +1

Smooth: +1

Brains: +3

Soul: +0

HARM:

Heat:

XP:

You're not really a "Cruise Person", you never liked the beach, and haven't swam since the police academy, but your publisher insisted on this speaking engagement to promote the new book. At any rate a couple hours of talking and greeting some fans buys you a week of solitude to work on the next book, and the best part is, out here on the open sea there are no bookies to hassle you about the money you owe. Gain XP for the session when you earn money using your abilities.

Moves:

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?

It's Only Logical: When using a logical argument to convince someone with the Get What You Want move you may roll +**Brains** instead of +**Smooth**.

Friends on the Force: As a former cop you still have contacts in the local law enforcement department. When dealing with local police gain +1 to all rolls.

Packing Heat: You have practical experience on the firing range, which provides a range bonus to pistols - weapons with range of "Close" become "Far" in your hands.

Thang

Fame: Your most recent case got you a lot of attention in the press, and your book tour has been well publicized. People on the cruise are sure to recognize you.

Gear

With you:

- Street Clothes
- 35mm Camera
- Hip flask half full of burbon

In Your Cabin:

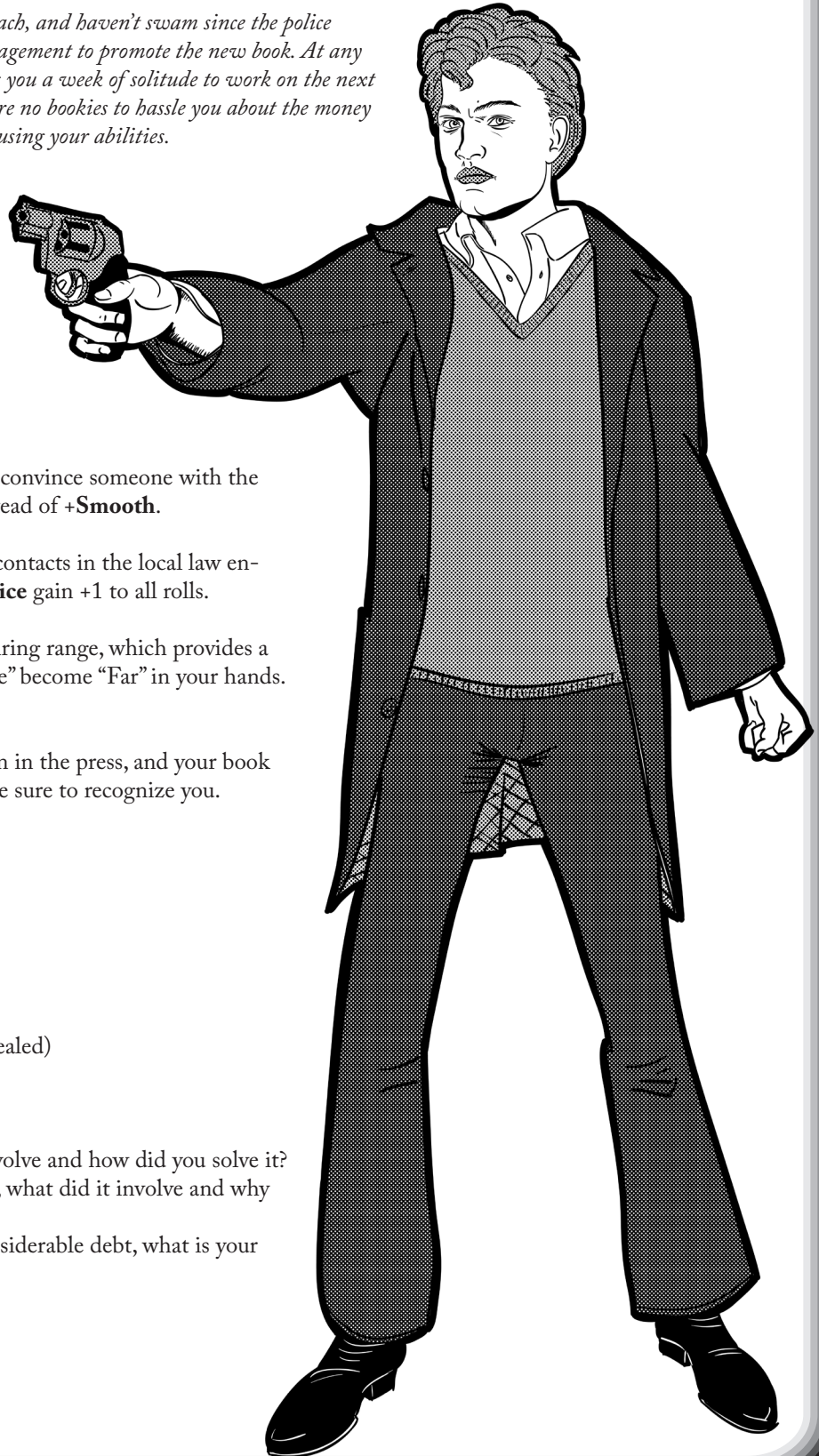
- .38 Service Revolver (2 harm, close, reload, concealed)
- Portable Typewriter

Questions to Consider:

Your most recent case was very public, what did it involve and how did you solve it?

You are haunted by the failure to solve a specific case, what did it involve and why did you fail to solve it?

You're a habitual gambler which has put you into considerable debt, what is your preferred fix?



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

- On a 10+ they can choose between sucking it up and forcing your hand or doing what you want.
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 - get the hell out of the way
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When you **have leverage and try to seduce or manipulate someone**, tell them what you want and roll+Smooth.

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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:

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- What does your character want me to do?
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Some moves may allow you to ask additional or different questions.

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When you **directly assist someone you have Hooks with**, Roll+Hooks with them. On a 10+ they take +1. On a 7-9 you also expose yourself to danger or have to pay a cost.

Samantha "Sammy" Summers

Captain of the Texas Tornados Cheerleaders

All-Star Bopper Seeking Thrills

Suggested Theme Song: "Saturday Night" by The Bay City Rollers

Stats

Might: +0

Hustle: +1

Smooth: +2

Brains: +0

Soul: +1

HARM:

Heat:

XP:

Yeehaw! You really needed this break. Anyone who thinks that cheerleading isn't a sport should try doing hand-stands and backflips while wearing these stupid cowboy boots. It's been a long season, and an even longer semester, the Tornados performed great and now you get to reap the rewards. You've got an all expense paid cruise with your best friends, sure you've gotta make daily publicity appearances for Gettysburg beer but beyond that it's all sun and fun for days on end. Gain XP for the session when you do something just to see if you can.

Moves:

Gang: You are the captain of the Texas Tornados Cheerleader Squad.

The Texas Tornado Cheerleaders

Medium Gang (24 members) 2 harm, 0 armor, Obligation (Gettysburg Beer)

Members of the team accompany you on your adventures, you can utilize them to fight for you, or perform other tasks.

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 3. On a 7-9, choose 1:

- 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 for Captain.

Plan On a Napkin: When you **make a plan of action and explain it to the rest of the team**, roll+**Brains**. On a 10+ hold 3. On 7-9, hold 1. While executing the plan, you can spend 1 hold to give a member of your team +1 to any roll.

Playing Hurt: Once the adrenalin kicks in, you kick into overdrive. **When you've experienced 2 or more harm**, add +1 to all Might and Hustle rolls for the remainder of the Scene.

Ignore The Crowd: Working under pressure is your specialty. **When everything is on the line and only you can overcome the obstacle** gain +2 forward.

Thang

Aptitude: Medical Student - You're secretly working your way through medical school with the intent of going into the sports medicine field. When making rolls associated with this area of expertise always roll as if your stat bonus was +2.

Gear

With You:

Cheerleader Outfit (cowboy hat, boots with spurs)

In Your Cabin:

Portable Stereo (with 8-track player)

Suitcase full of bikinis and pompoms

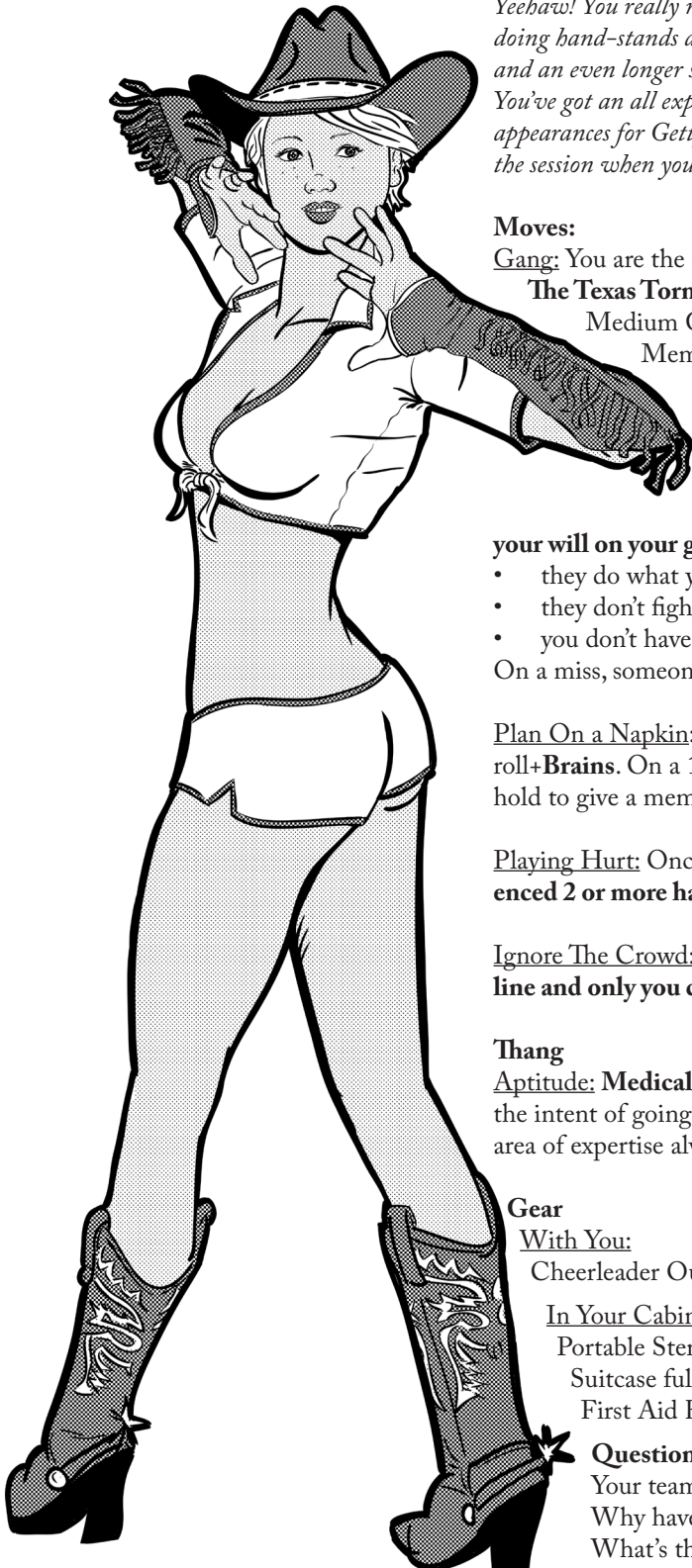
First Aid Kit

Questions to Consider:

Your team consists of 24 other cheerleaders, name at least 5 of them.

Why have you been keeping your medical training a secret from the team?

What's the craziest thing you've done on a dare?



Basic Moves

Deliver a Beatdown (Might)

When you **trade blows with an enemy in melee**, 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.
- Deal great harm (+1 damage)
- Disarm your target
- Blind, hold or otherwise disable your target (they deal -1 harm)
- Give or take something your target is holding or wearing
- You avoid any counter-attack

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 (whichever you choose you deal your damage):

- You 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)

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, 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.

Keep Your Cool (Various)

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

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

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

Help a Brother Out (Hooks)

When you **directly assist someone you have Hooks with**, Roll+Hooks with them. On a 10+ they take +1. On a 7-9 you also expose yourself to danger or have to pay a cost.

Ming Lo

Hong Kong Opera Star

Kung Fu Tough Lady seeking Escape

Suggested Theme Song: "Kung Fu" by Curtis Mayfield

Stats

Might: +0
Hustle: +2
Smooth: +0
Brains: +0
Soul: +2

HARM:

Heat:

XP:

You are the lead in the Hong Kong Opera troupe that is performing on the ship during the cruise. You have been in the Opera your entire life and desire nothing more than escaping to America, but the troupe has invested many years in training you, they keep a close eye on all the performers. Gain XP for the session by overcoming an obstacle all by yourself.

Moves:

Break Some Shit: 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 does not draw any negative attention
 - You can fix the thing again without a lot of effort

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

Way of the Fist: When you **utilize Kung-Fu Technique or training instead of brute force** you may roll+Hustle instead of +Might.

Floating Cherry Blossom: You have mastered superhuman acrobatic techniques that allow you to jump and fall great distances as well as traverse incredibly delicate 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.

Thang:

Animal Companion: **Jack the Dancing Monkey**

When you **Offer Jack a Treat and give him a command** in a stressful situation, roll +**Smooth**, on a 10+ pick 3. On a 7-9 pick 1.

- Jack obeys immediately
- Jack is not harmed or hindered
- Jack performs particularly well
- Jack performs happily

Gear

With You:

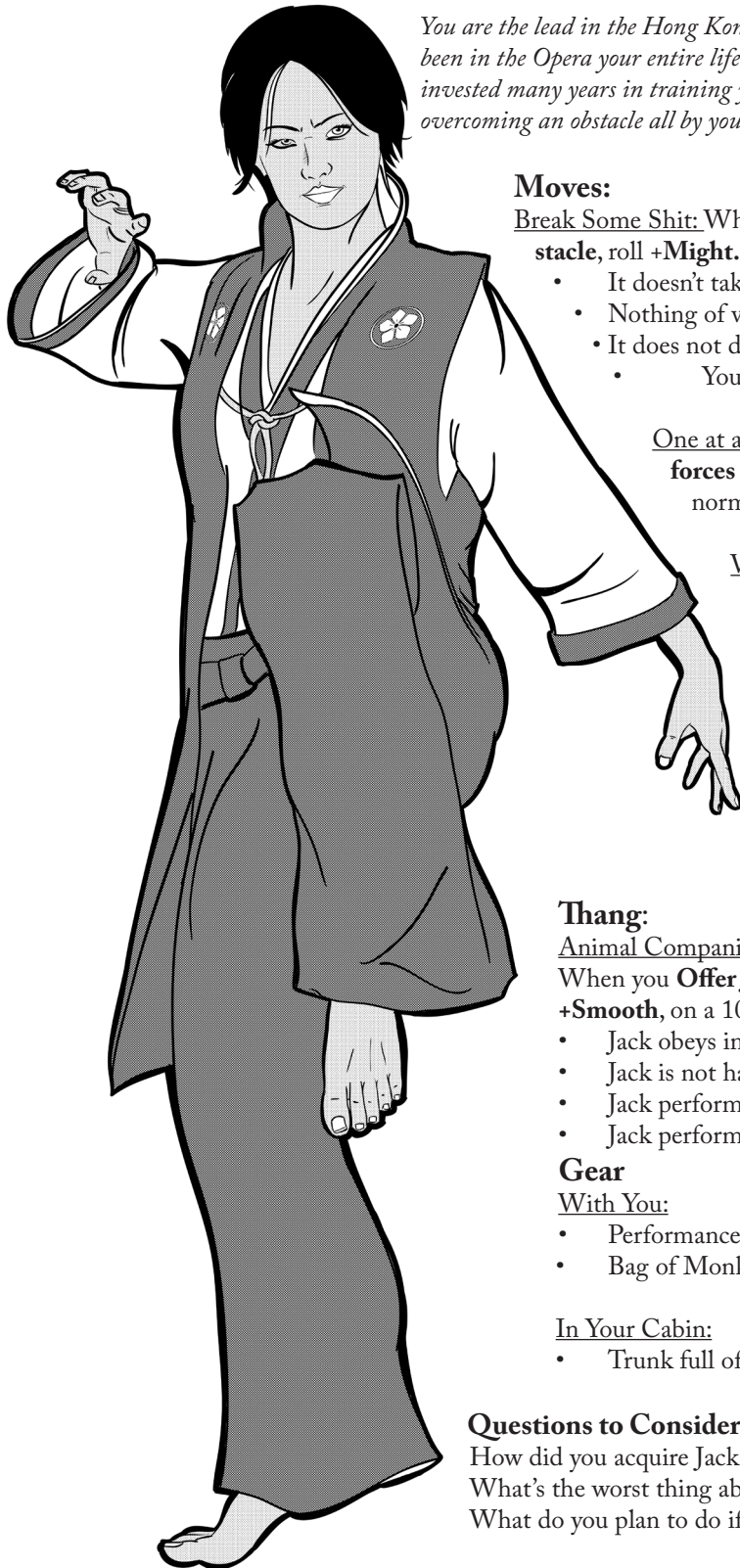
- Performance Outfit
- Bag of Monkey Treats

In Your Cabin:

- Trunk full of opera costumes and stage weapons (2 harm, hand, fragile)

Questions to Consider:

How did you acquire Jack the Dancing Monkey?
What's the worst thing about being in the Hong Kong Opera?
What do you plan to do if you ever get to America?



Basic Moves

Deliver a Beatdown (Might)

When you **trade blows with an enemy in melee**, roll+Might.

- On a 10+ you deal your damage to the enemy AND choose one.
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- Deal great harm (+1 damage)
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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:

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Help a Brother Out (Hooks)

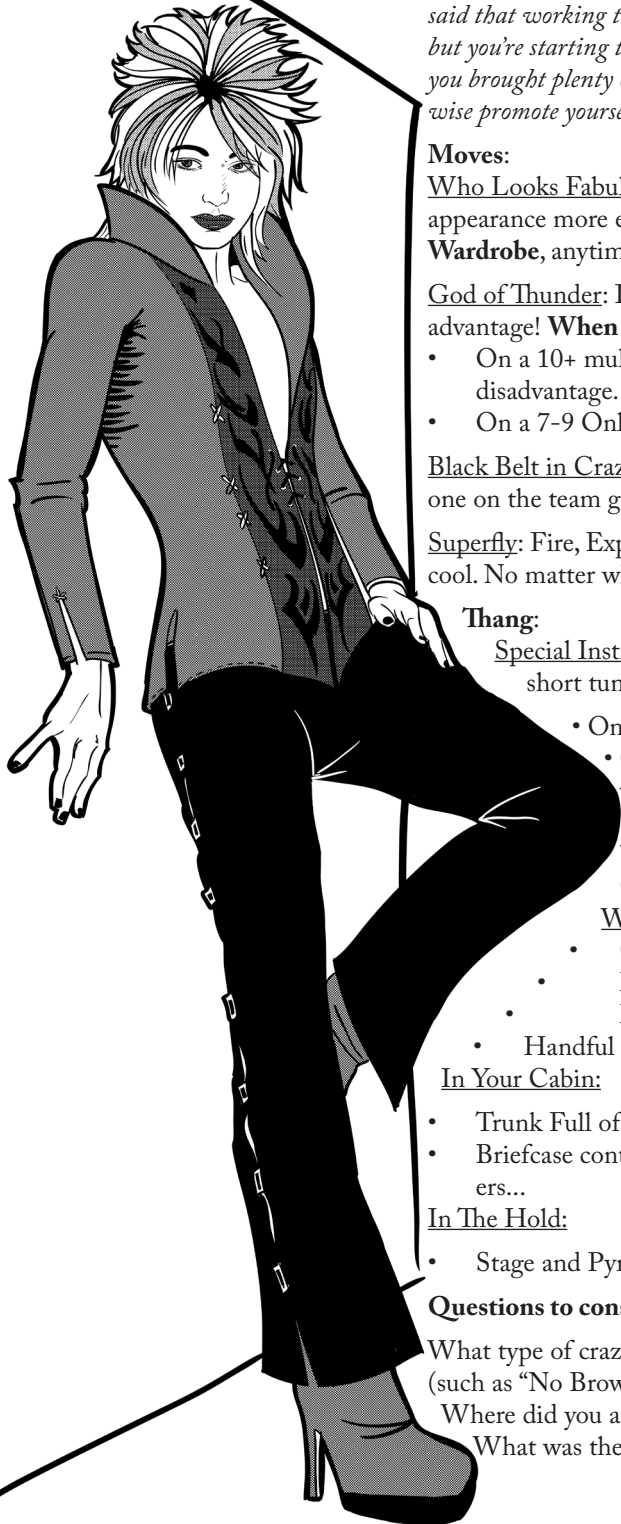
When you **directly assist someone you have Hooks with**, Roll+Hooks with them. On a 10+ they take +1. On a 7-9 you also expose yourself to danger or have to pay a cost.

Gemini

Rising Star

Glam Rocker seeking Fame and Fortune

Suggested Theme Song: "Meal Ticket" by Elton John



Stats

Might: +0
Hustle: +2
Smooth: +0
Brains: -1
Soul: +3

HARM:

Heat:

XP:

Striaight, Gay, Male, Female, they're all just labels, why does everyone have to label you? Can't you just be a pansexual being of pure energy without getting hassled? You'e promoter said that working the cruise would be a good warmup to the big show on Sagebrush Island, but you're starting to have doubts, the people on this ship all seem pretty down. Good thing you brought plenty of dope with you. Gain XP for the session when you grandstand or otherwise promote yourself.

Moves:

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**.

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.

Black Belt in Crazy: Pick a tune to get the team revved up. **While performing**, everyone on the team gains the **area** trait for their melee attacks.

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.

Thang:

Special Instrument: You've acquired a magical enchanted flute, when you play a short tune on it ask a question and **roll+Soul**.

- On a 10+ it gives you a direct answer in a voice that only you can hear.
- On a 7-9 it tells you who knows the answer to your question in a voice only you can hear.
- on a 6- it just lays there like a flute. Whatever drugs you're on must be wearing off.

Gear

With you:

- Glamorous Clothing
- Microphone
- Magical Flute
- Handful of pills

In Your Cabin:

- Trunk Full of Stage Outfits and Makeup
- Briefcase containing a galaxy of multi-colored uppers, downers, laughers, screamers...

In The Hold:

- Stage and Pyrotechnic Gear

Questions to consider:

What type of crazy thing do you have listed on your rider of backstage requirements (such as "No Brown M&Ms)

Where did you acquire your enchanted flute?

What was the worst gig you've done?

Basic Moves

Deliver a Beatdown (Might)

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Colonel Rosco W. Colgrove

Founder of Colonel Rosco's Chicken Hut

(Home of the "Cluck Bucket")

War Vet Vigilante seeking Love

Suggested Theme Song: "You'll Never Find" by Lou Rawls

Stats

Might: +1

Hustle: +1

Smooth: +1

Brains: +1

Soul: +1

HARM:

Heat:

XP:

Fighting the Nazis in Europe was tough, but building a nationwide chain of chicken restaurants was so much tougher, it's a good thing you had your wife Beth Anne by your side. Now Beth Anne is gone and you couldn't continue to run the company without her, so you sold the entire company to a big conglomerate. It's been a year now and your family says you need to get out and meet new people, maybe you can find a new wife on this cruise, a new hot young wife. Gain XP for the session when you gain something through the use of seduction.



Moves:

It's All in the Reflexes: When you use a gun to solve a problem or overcome an obstacle gain +1 to your roll.

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, take +1 forward. On a 7-9 they merely stop what they're doing.

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.

Brothers in Green: When you meet someone else who served in the military, roll +Soul. On a 10+, you've got friends in common - gain +1 on social interactions with this character permanently. On a 7-9, you reminisce about your time in the service. Gain +1 ongoing for the rest of the scene.

Thang

Wealth - You just recently sold your chain of chicken restaurants, you are flush with cash and ready to spend it.

Gear

With You:

- White Linen Suit
- Roll of \$100 bills
- Hickory Walking Stick (2 harm, hand, clumsy)

In Cabin:

- Pair of Antique .45 Revolvers (2 harm, close, Reload Loud)

Questions to Consider

You served in World War II, what did you do?

Where did you build your first Chicken Hut?

You haven't been courting for over 40 years, how do you intend to find a new wife?

Basic Moves

Deliver a Beatdown (Might)

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- On a 7-9, you deal your damage to the target OR choose one.
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- You have to take what you can get: deal 1 harm damage

Take a Hit or Get Outta the Way (Might or Hustle)

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, 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.

Keep Your Cool (Various)

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

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.

Get In Their Face (Might)

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

- On a 10+ they can choose between sucking it up and forcing your hand or doing what you want.
- On a 7-9, they can choose 1:
 - get the hell out of the way
 - barricade themselves securely in
 - give you something they think you want
 - back off calmly, hands where you can see
 - tell you what you want to know (or what they think you want to hear)

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+ You must pay the price, either now or later.
 - On a 7-9 they either want more than you're offering or insist on some sort of immediate assurance that you will do as promised.
- When another PC is the target of Getting What You Want on a 10+ One XP is rewarded when the PC completes their half of the bargain. On a 7-9 One XP is rewarded when the PC completes their half of the bargain and the PC can demand some sort of immediate assurance or good faith payment in advance.

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 something more complex like future favors owed or past favors redeemed. The key is that you can offer something of value to the target.

Free Your Mind (Soul)

When you **relax through meditation or pharmaceutical assistance 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 mostly truthful but cryptic 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?

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

Give Someone the Third Degree (Brains)

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 _____ ?

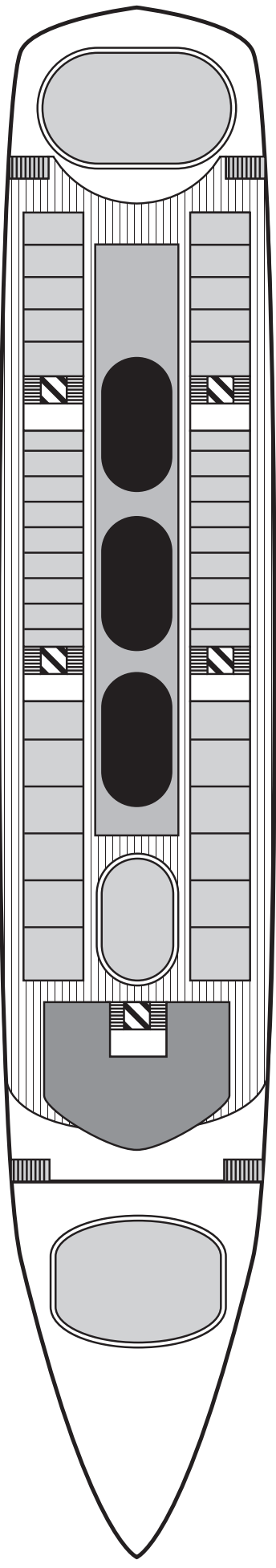
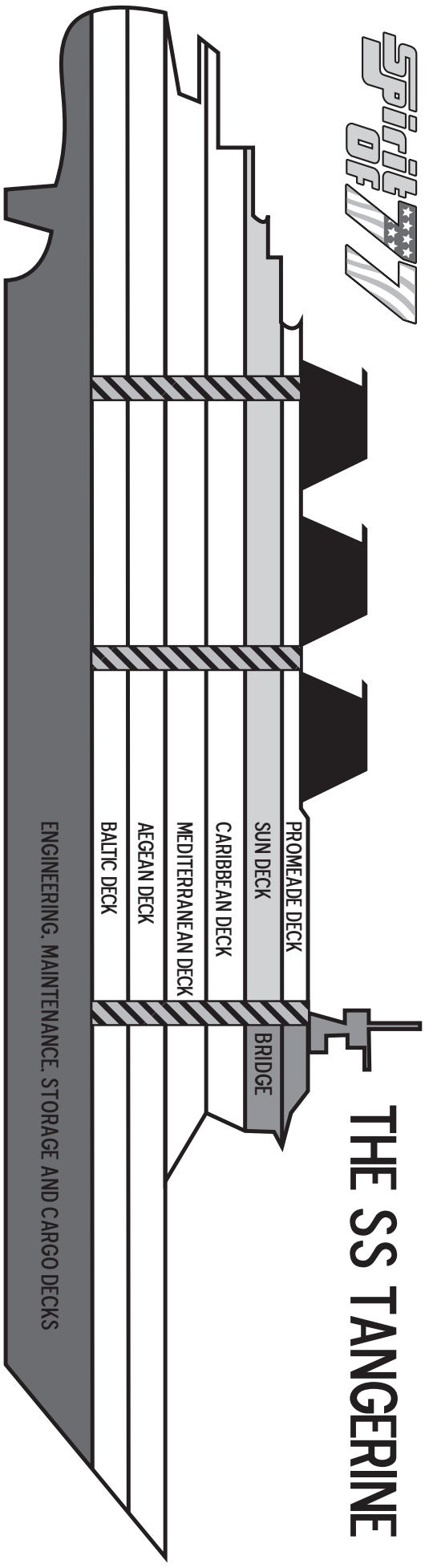
Some moves may allow you to ask additional or different questions.

Help a Brother Out (Hooks)

When you **directly assist someone you have Hooks with**, Roll+Hooks with them. On a 10+ they take +1. On a 7-9 you also expose yourself to danger or have to pay a cost.



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