



THE HOOD

BIG FISH IN A SMALL POND

APOCALYPSE WORLD HACK BY JAMES MULLEN

THE BASTION HOLDING THE FORT

The **'hood** is your kingdom, but it's a beleaguered one, surrounded by potential foes whilst barely holding together against the tensions within. Everyone looks to you and your crew to keep the streets reasonably safe and clean, but you're not the only player in the game. You have to let a little bit of crime take place, but you're careful about who you allow to operate on your patch and they have to pay you for the privilege.

The residents are paying you for protection too, so they expect to see it; fail them, by letting a tragedy occur on your turf, and you'll have to fight to win their trust again. A good way to show you mean business is to enact revenge on whoever was responsible; if they live in your **'hood** though, you might just have to throw them out.

On your own street, you're all-powerful, so that's likely to be where you hold court; if you want someone, have them brought to you, don't go to them or you'll lose the advantage. Make sure your crib is prominently marked on the street plan, as a lot of the action will revolve around it.

You should name a few extra NPCs as members of your crew; these are most likely family members or friends you grew up with. These provide you with strength, but are also your Achilles' heel: if anyone wants to get at you, they are most likely to target your crew first.

You're there for the people in your **'hood**, but they are there for you too: moves like **Community Spirit** and **Wassup?** show that you're the kind of leader who listens to the people and negotiates solutions. On the other hand, if you take **Fuck Off** and especially **Died in My Arms**, you're just asking for it to turn into a blood opera.

Introducing the THE BASTION

*There are sharks circling this **'hood**, ready to eat it whole and spit out the bones; you hate them, but you're forced to deal with them just to hold onto what's yours. It's like 'Neighbourhood Watch', only more pragmatic and tooled-up and everyone in your **'hood** pays you the little they can afford in return for you keeping the real scum off the streets.*

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

Prince/ss, the Boss, Turk, Angel, Vigil, Top Cat, Guard Dog, the Captain, King/Queen [Name], Prez, Duke.

LOOT

You're **getting by** as long as no-one in your **'hood** is taken down or out by someone other than you.

STATS

Choose one set:

- name+1, hush=0, brass-1, wise+1, straight+2
- name+1, hush+1, brass-1, wise=0, straight+2
- name=0, hush+1, brass-1, wise+1, straight+2
- name+1, hush-1, brass=0, wise+1, straight+2



MOVES

You get this one:

⊗ **Turf:** when on your home street, take +1 to any basic move.

Then choose one:

○ **Fuck Off:** when you evict a non-resident from your 'hood, roll+brass. On a 10+, they leave. On a 7-9, choose 1.

- Take them down and take +1 heat.
- Get them to leave but mark their name in your payback box.
- Let them stay but get +1 ongoing to deal with them in your 'hood.

○ **Community Spirit:** When you **ask around**, roll+straight instead of roll+name.

○ **Ordinary Law Abiding Citizen:** you get +1 straight (straight+3).

○ **Died in My Arms:** if you are taken out whilst in your 'hood, you can pick an NPC from your crew who goes out instead of you.

○ **Wassup?:** you can question any NPC resident in your 'hood about anything they know, even their darkest secrets; roll+name. On a 10+, they spill their guts to you and tell you everything they know. On a 7-9, choose 1.






○ They tell you everything they know as a favour to you; mark them for payback.

○ They point you towards someone who knows more; take +1 forward to deal with that person.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT

_____ \$

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE

FINE	DOWN	OUT
⊗	○	●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over, send flowers to the family!

EXPERIENCE

_____ \$

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- They're pissing on your patch all the time and you'd love to tell them to fuck off, but you can't because of their connections; take +2 debt with them.
- You grew up together in this 'hood and stuck up for each other when the going was tough; take +1 debt with them and tell them to take +1 debt with you.
- You saved their ass when everyone else turned their backs on them, 'cos your honour and reputation were on the line; take +2 debt with them.
- This is your 'hood and everyone else just lives in it; take +1 debt with all the other PCs.

Bastion Special: when you double-cross another PC, make the **Fuck Off** move against them, even if you don't have that move. If you evict them, they may move back onto the 'hood after one week, but at a new address.

PAYBACK

FAMILY, -FRIENDS AND -FOES

GEAR

Dough

THE BARKEEP CHOOSE YOUR POISON

There's a lot of bars around, but yours is The Bar: everyone in **the 'hood** who's old enough for a drink comes in here and maybe you turn a blind eye to a few who aren't. Not everyone would want to be a barkeep in a place this rough, but you're used to it and tough enough to hold your own.

The thing is, your liquor license is granted by the authorities, so you've got to stay sweet with them or they can close you down, maybe even for good. When they come asking questions, you'd better have answers; if you decide that discretion is the better part of valour, then you're going to have to think of a way to get the police or the local council back on side.

Your gaff is your kingdom; you get to decide who comes in (**My Gaff, My Rules**) and have the keys to the **Back Room** and the **Guest Room**, so everybody's sure to want to stay in your good books if they want access to a safe place to hide and do business. In the bar, the gossip is flying (**Where Everybody Knows Your Name**) especially when you invite the whole neighbourhood in for a **Party Night**, but keep yourself **Tooled Up** in case there's trouble before closing time.

All your strengths are in your gaff, so like the Bastion, you want to stay close to your centre of power: if there's business to be done, get them to come to you. The advantages it provides to other PCs will put it in their sights though, so don't let them ride roughshod over you, show them who's boss and make sure you get a good deal from them just for letting them cross the threshold.

Introducing the THE BARKEEP

Alright mate, what you having? Same again? No, I haven't seen him today... yeah, just leave it behind the bar and I'll make sure he gets it; speaking of which, there's a little favour you can do me... drink up, then we'll talk business.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

the Gaffer, the Landlady/Landlord, Half-Pint, Long Drink, Teetotal, AA, Moe, Al, [Name of drink], Hooch.

LOOT

You're **getting by** as long as you co-operate with the authorities.

STATS

Choose one set:

- name+2, hush-1, brass+1, wise+1, straight=0
- name+2, hush-1, brass=0, wise+1, straight+1
- name+2, hush-1, brass+1, wise=0, straight+1
- name+2, hush=0, brass+1, wise+1, straight-1



MOVES

Choose two:






- **My Gaff, My Rules:** you can bar anyone in **the 'hood** from coming into your gaff, if they give you reason; when someone you've barred enters your gaff, take +1 debt with them or erase their name from your payback box.
- **Back Room:** any moves made in the private function room of your gaff do not attract heat.
- **Where Everybody Knows Your Name:** when anyone **asks around** in your gaff, including you, they take +1 now but you choose their options for them.
- **Guest Room:** any other PC staying in your guest room cannot be found by anyone who is looking for payback from them and cannot be burned.
- **Tooled Up:** you own a weapon with edge+2 or lead+2,+hot; take +1 now when you **get rough** or **open fire** on the grounds of your gaff.
- **Party Night:** when you arrange a special event in your gaff (pool tournament, karaoke night, stripper, stand-up comic, etc), roll+name; on a hit, take +1 dough. On a 7-9, it all gets a bit rowdy and the police or ambulance get called out; you'll have to answer some questions from them.

When drawing a street plan of **the 'hood**, add your gaff as your home and name at least two bar staff who work for you.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		

Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one:

- Mark experience.
- Choose a move from that PC's playbook.
- Move an NPC from your payback box to theirs.
- Swap all of your heat for all of theirs.
- Make a deal with that PC: they must do what you want, but they can **argue the toss** over the precise terms.

HEAT

_____ \$

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE

FINE	DOWN	OUT
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over, send flowers to the family!

EXPERIENCE

_____ \$

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- They use your gaff as a place to meet clients and make deals: take +2 debt with them.
- There was some trouble in your gaff that would have closed you down, but they made it go away: tell them to take +2 debt with you.
- They use their contacts to get you a good deal on your stock, so you let them drink for free: take +1 debt with each other.
- Everyone drinks in your gaff: take +1 debt with everyone else.

Barkeep Special: when you **double-cross** another PC, they're barred from all businesses in the 'hood until you say so.

PAYBACK

_____ \$

FAMILY, -FRIENDS AND -FOES

_____ \$

GEAR

_____ \$

Dough

THE BLUR TO SEE THE INVISIBLE MAN

The petty side of your activity is the benefit game: with a couple of fraudulent identities, you can make a tidy living off government handouts. Where you really shine though is in doctoring the pasts of other people: wiping records, creating pasts, stealing identities. With a couple of bank statements stolen out of the trash, you can make anybody be anybody.

The one thing your operation can't stand is close scrutiny; you like police attention the way vampires like sunlight. If the fuzz start knocking on doors in your street, they'll scare away all your customers and you'll have to lay low for a bit. The only way to get things up and running again is to get rid of them; maybe if you find out what they're looking for, you can arrange for it to be dropped in their laps.

The Tipp-Ex of History is an important move for the Blur; to do it, you have to identify exactly where the heat is coming from and deal with it at source. You'll probably have to get out on the street and do some legwork for this, maybe even **ask around** or **cover your tracks** before you're in a position to make the heat go away. Alternatively, this is a good move to pay cash for, especially when selling the service to another PC.

The Blur is persistent and hard to get rid of: with the ways you can avoid heat, get rid of it and even survive being burned, you're a good choice for holding items for other characters. You can walk around with pockets full of hot gear and not worry about it; even if someone catches you red-handed, just give them a false name and walk away free.

Introducing the THE BLUR

It can't have been you that did it, because officially, you don't even exist. There are names you use, lots of them, but none of them are really you; sometimes you change identities six times before breakfast. The petty scams you pull keep the wolf from the door but the real money is to be made helping others to escape their pasts.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

Echo, Nobody, the Invisible Man/Woman, Ghost, Fade, Camo, Whisper, No-Face, Legion, Hydra, Schizo.

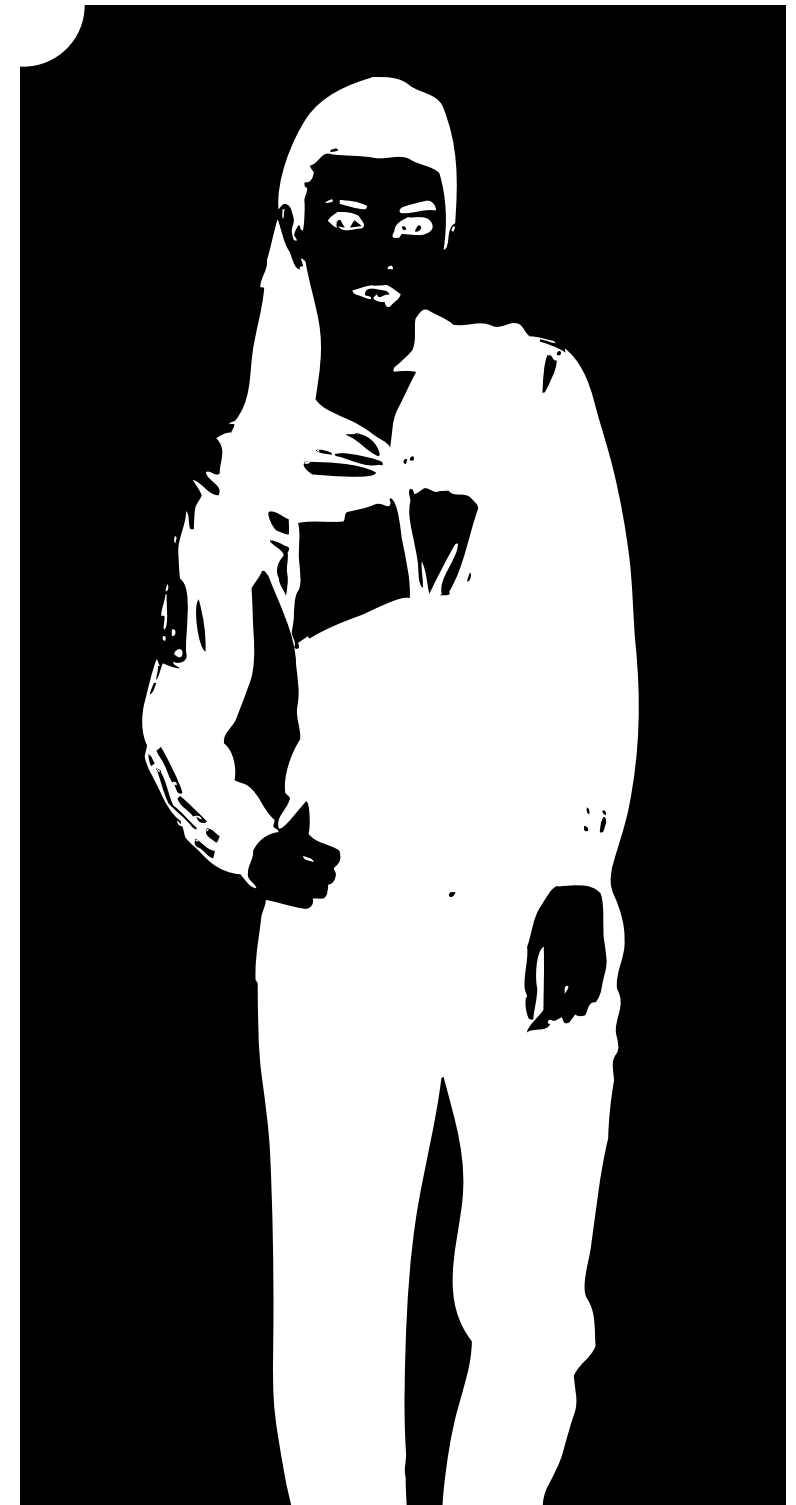
LOOT

You're **getting by** as long as the police stay off your street.

STATS

Choose one set:

- name=0, hush+2, brass-1, wise+1, straight+1
- name-1, hush+2, brass=0, wise+1, straight+1
- name+1, hush+2, brass-1, wise+1, straight=0
- name+1, hush+2, brass-1, wise=0, straight+1



MOVES






Choose two:

- **Obfuscate:** you get +1 hush (hush+3).
- **You Ain't Seen Me:** when you lie low, roll+hush instead of roll+straight.
- **M. Mouse:** when you give a false name roll+hush. On a 10+, no one even checks. On a 7-9, choose one:
 - OK but they need details - hope you're keeping track of all this.
 - Give them an NPC's name; mark them for payback.
- **Identity Theft:** when you steal an identity, roll+hush. On a hit, you forge the documents required. On a 7-9, choose one:
 - The forgeries are perfect; take -1 dough.
 - They won't fool anyone for long; destroy them after a day.
 - They flag up warnings; the forgeries are +hot.
- **The Tipp-Ex of History:** once per day, you can allow any PC (including yourself) to take -1 heat; if someone wants this service from you, **argue the toss** with them.
- **Second Chance:** instead of getting **burned**, you can reset your heat to 1 and all your debts to 0. Choose a new address in **the 'hood** and score through all the names in your payback box: you can never owe payback to any of those NPCs again.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT _____ \$

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE	DOWN	OUT
⊗	○	●
Make some dough!	<ul style="list-style-type: none"> • -1 ongoing • Livelihood is threatened 	End of the line, game over; send flowers to the family!

EXPERIENCE _____ \$

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

- After everyone has shared the details of their characters, choose a different PC for each of the following:
- They've signed papers and sworn statements for you as part of your chain of identities; tell them to take +1 debt with you.
 - You erased the record of a shameful deed they did as a juvenile; take +2 debt with them.
 - You've helped them fill out official forms; take +1 debt with them.
 - No-one else knows the real you all that well; tell everyone else to take -1 debt with you.

Blur Special: when you **double-cross** another PC, hold 1; spend your hold to use a move from their playbook.

PAYBACK _____ \$

FAMILY, -FRIENDS AND -FOES _____ \$

GEAR _____ \$

Dough

THE BORROWER DEEPER IN DEBT

With no job, no income and no credit, it looks bleak for you: everyday is a struggle just to keep your head above water, looking for ways to scrape up enough money to pay off your crippling debts whilst keeping a roof over your head, clothes on your back and food in your pantry.

The only way you have of **getting by** is to rely on the generosity of your friends: make a deal with another PC to do what they ask and they'll help you out with a bit of spare cash. The catch is that when they go **short**, so do you; even if they restore their livelihood, that doesn't help you straight away, you'll have to make a new deal, with them or someone else. You can have several deals on the go at once, with different PCs, so you won't go short just because one of them does, but each time someone you have a deal with goes short, that deal ends right away, so keep track of who's still able to help you.

Your major weakness is also your major strength: not only do you mark experience when you get out of the hole for a while, you can use it to your advantage. No-one wants you out of the picture when you still owe them money, so prolong your value to them **With Interest**. Then when they come knocking & demanding you pay up, just tell them you **Can't Pay, Won't Pay**; make sure you've got a scheme ready to earn a lot of dough quickly, though. You can get a bit of seed money from your **Welfare Cheque** and count on friends & family to bail you out if you're a **Scrounger**.

Make no mistake, you're a leech and you rely on the goodwill of your mates to survive; the only thing you've got to offer them in return is your limitless free time and your willingness to do any favour they ask of you. While they tend to their obligations, you can do all their dirty little chores for them and maybe pick up some good stuff for yourself while you're out and about.

Introducing the THE BORROWER

Got a light? Great, can I bum a smoke too? Cheers, you're a pal; hey, you couldn't loan us £20 until payday? Nah, not my payday, yours. You're a lifesaver mate, anytime you want anything doing, just ask.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

the Sponge, Stony, Worsoff, Handout, Wall Street, Rockefeller, Charity, Gimme, the King/Queen, Pennywise.

LOOT

You're **getting by** as long as another PC agrees to pay your way.

STATS

Choose one set:

- name-1, hush=0, brass+1, wise+1, straight+2
- name-1, hush+1, brass=0, wise+1, straight+2
- name-1, hush+1, brass+1, wise=0, straight+2
- name=0, hush+1, brass+1, wise-1, straight+2



MOVES

You get this one:

⊗ **Do Me A Favour:** when another character agrees to pay your way, you're getting by as long as they are; mark experience and tell them to take +1 debt with you. If their livelihood is threatened, you're short until you can strike up another deal.

Then choose one:

○ **With Interest:** at the end of each session, you can spend heat 1-for-1 to take +1 hole.

○ **Can't Pay, Won't Pay:** when anyone comes to you for payback, roll+brass; on a hit, erase their name from your payback box without giving them what they want. On a 7-9, take +1 hole.

○ **Welfare Cheque:** whenever you start a session with dough=0, roll+straight; on a hit, take +1 dough. On a 7-9, choose one:

- You're called in for an interview about your status.
- They visit your home to make an assessment.
- They send you on a training course for the day.

○ **Scrounger:** when you **make trouble**, on a miss you can take -1 hole and choose one:

- They turn their back on you.
- Mark them for payback.

○ **Poor & Honest:** you get +1 straight (straight+3).

Take +1 hole at the start of every session; if your hole ever reaches 5+, you're **burned**. You can spend dough 1-for-1 to take -1 hole.






NAME:

LOOK _____ \$

HOLE _____ \$

● ● ● ● ● ○

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		

Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one:

- Mark experience.
- Choose a move from that PC's playbook.
- Move an NPC from your payback box to theirs.
- Swap all of your heat for all of theirs.
- Make a deal with that PC: they must do what you want, but they can **argue the toss** over the precise terms.

HEAT _____ \$

● ● ● ● ● ○

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE	DOWN	OUT
⊗	○	●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over; send flowers to the family!

EXPERIENCE _____ \$

● ● ● ● ● ○

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, do the following:

- You've had your hand out to everyone in the 'hood at some time or another: tell everybody else to take +1 debt with you.
- You've got nothing to offer anyone else: ignore what they tell you, you have debt=0 with each of them.

Borrower Special: when you **double-cross** another PC, take -1 hole or +1 debt with them.

PAYBACK _____ \$

FAMILY, -FRIENDS AND -FOES _____ \$

GEAR _____ \$

Dough

THE DRONE

HOW TO GET AHEAD IN BUSINESS

Your collar might be white, but your hands are dirty; having a respectable job hasn't made you anymore respectable than your friends in **the 'hood**, so don't get above yourself. Anyway, you'd be the first to admit that your job is a piece of shit that a trained monkey could do, whether you're dealing with clients' calls or just entering figures into a database.

You've got better job security than most others and even a few perks like a health plan and paid leave, but your boss doesn't like it when his nice clean office fills up with dirty layabouts and troublemakers. Anytime you get a visit at work from someone in your neighbourhood, you're going to come under scrutiny from your boss and find yourself **short**: restoring your livelihood means finding a way to show to your boss that it wasn't what he thought it was and that it will never happen again.

Unfortunately, all the advantages you have to offer are firmly rooted in your workplace, so expect your neighbours to be looking for ways to use your assets. You can make a buck flogging **Office Supplies**, but you've still got to find someone who will buy them off you; there's more dough to be made using an **Untraceable Connection** to run a private business from your office, but watch out for disgruntled customers coming to complain in person.

Your workplace is of interest to many other residents of **the 'hood**: it provides a secure, quiet place to discuss matters in private outside **the 'hood** and after hours. It's a great place to plan a heist or exchange goods and services. When you finally go too far, or just get fed up with the constant sucking up to your boss, it's time to **Take This Job And Shove It** before you start a new life.

Introducing the THE DRONE

Get up, go to work, come home, sleep. Repeat until dead. No. Enough. You want a taste of life before it goes cold, so it's time to grab what's up for the taking and enjoy yourself before your job becomes your whole existence.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

Ratrace, Dilbert, Officeboy/girl, Papercut, Monkey, Seatwarmer, the Wraith, Sellout, [Name of printer/copier brand], the 925.

LOOT

You're **getting by** as long as the other residents of the 'hood stay out of your workplace.

STATS

Choose one set:

- name=0, hush+1, brass-1, wise+1, straight+2
- name+1, hush+1, brass=0, wise-1, straight+2
- name=0, hush-1, brass+1, wise+1, straight+2
- name+1, hush=0, brass-1, wise+1, straight+2



MOVES

Choose two:






- **Store Room:** all goods stored in your workplace are -hot, no matter who they belong to.
- **Office Supplies:** when you steal from work, roll+straight; on a hit, take 1 stock worth 1 dough. On a 10+, your theft goes unnoticed for at least 1 week; on a 7-9, your theft gets noticed that day; on a miss, you are caught red-handed by a co-worker.
- **Untraceable Connection:** when you make a move using the phone or internet in your workplace, treat a 7-9 result as a 10+ instead.
- **Performance Evaluation:** when you **take the heat off** in your workplace, you can target a co-worker instead of a PC; on a 7-9, they get fired, mark them for payback; on a miss, you are caught red-handed by the boss.
- **Temp Work:** when you get another PC a day's work at your workplace, they take -1 heat and you mark experience but your livelihood is not threatened.
- **Take This Job And Shove It:** you can burn down your workplace and start a new life; reset your heat and debts to zero, erase all the names from your payback box and lose all moves from this playbook, then start a new playbook and take 2 dough.

When drawing a street plan of **the 'hood**, add your workplace to the list of locations outside **the 'hood** and name at least three co-workers and your boss.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT _____ \$

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE	DOWN	OUT
⊗	○	●
Make some dough!	<ul style="list-style-type: none"> • -1 ongoing • Livelihood is threatened 	End of the line, game over, send flowers to the family!

EXPERIENCE _____ \$

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

- After everyone has shared the details of their characters, choose a different PC for each of the following:
- The last time you did them a favour, it almost got you fired: take +2 debt with them.
 - They are closely related to one of your co-workers, who helped you get the job: take +1 debt with them.
 - You made use of their unique services in the past but haven't finished paying them off: tell them to take +1 debt with you.
 - You tend to be overlooked and underestimated by everyone else in the 'hood; tell them all to take -1 debt with you.

Drone Special: when you **double-cross** another PC, make your next move as if you had paid cash for it.

PAYBACK _____ \$

FAMILY, -FRIENDS AND-FOES _____ \$

GEAR _____ \$

Dough

THE FALLEN GOOD COP, BAD COP

The main thing you do for your neighbourhood is to let people go about their business without attracting a lot of heat; as the cop on the beat, you take a few bribes to look the other way, lose evidence and tip off your neighbours when the law is onto them. Maybe you're doing this because you've always been bent, but maybe it was something that happened a long time later. A past you'd rather not have widely known could have been the start of the slippery slope, but you could just as easily have been forced into this for 'good' reasons, like making the extra cash you need to help a troubled family member.

The residents of your **'hood** expect you to act as a shield between them and the law, so you've failed them if someone actually gets arrested. If you can't clear their name, you'll have to make a deal with their family or business associates that earns you the trust of **the 'hood** again.

Of course, maybe this is all an act: you might not really be bent, you might be an **Undercover Cop** trying to net a bigger fish than the small fry in your **'hood**. This is a dangerous game to play: there's no such thing as down for you, only alive or dead.

Remember that you're a sworn officer of the law and have the power to arrest people, though in a tense situation you might need your **Warrant Card** to try this without getting the shit kicked out of you. Don't be too free with those arrests though: your livelihood is threatened even when it's you making the arrest. The real trick is avoiding arresting residents in your **'hood** and still keeping your job.

Introducing the THE FALLEN

You took an oath to uphold the law, but you had your fingers crossed behind your back. You wear a uniform and carry a badge, but both of them are kind of stained, because you figured out a while ago that organised crime isn't a problem, it's an opportunity.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

Blue, the Law, Buzzkill, Filth, Sherlock, Morse, the Bill, Righteous, the Sheriff.

LOOT

You're **getting by** as long as no-one in your **'hood** gets arrested.

STATS

Choose one set:

- name+1, hush=0, brass+1, wise-1, straight+3
- name=0, hush+1, brass+1, wise-1, straight+3
- name-1, hush+1, brass+1, wise=0, straight+3
- name+1, hush+1, brass=0, wise-1, straight+3



MOVES






Choose two:

- **Undercover Cop:** instead of getting **burned**, you can arrest an NPC in your payback box, reset your heat to 1. If you have this move, any move that takes you down will take you out instead.
- **Cover Up:** when you provide cover to another character, they take no heat from what they're doing and you take +1 debt with them.
- **Signed Out of the Evidence Room:** you always have access to items that are hot, you don't need to **ask around** for them.
- **Armed Combat Training:** when you get 10+ on a **get rough** or **open fire** move, you can treat it as if you'd rolled 7-9 instead.
- **Warrant Card:** when you hide behind the law, roll+straight. On a hit, no-one will stand in your way. On a 10+, you can arrest somebody and take them with you.
- **Legal Protection:** no-one can ever try to deflect their heat to you.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT

_____ \$

●
●
●
●
●
●

10
EXPLODED

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE

FINE	DOWN	OUT
⊗	○	●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over, send flowers to the family!

EXPERIENCE

_____ \$

●
●
●
●
●
○

5
EXPLODED

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- You keep them out of trouble due to the family ties between you; take +2 debt with them.
- You're in their pocket over a few mutually beneficial deals; take +1 debt with each other.
- There was that one time you warned them a bust or raid was coming; take +1 debt with them.
- No-one trusts a copper; ignore what the others tell you, you have debt=0 with the other PCs.

Fallen Special: when you **double-cross** another PC, they take +1 heat.

PAYBACK

_____ \$

FAMILY, -FRIENDS AND -FOES

_____ \$

GEAR

_____ \$

Dough

THE FEELGOOD PURPLE HAZE

You're just one local supplier, keeping a few potheads in your **'hood** happy, but in this game, no-one stays independent for long. Your activities are the most likely to attract both the attention of the law and the big fish to your **'hood**, so you probably aren't going to be very popular with anyone who doesn't use. Your named users are just the tip of the iceberg though, the regular customers who rely on you for their supply, but anyone who smokes the odd spliff or needs some non-prescription meds comes to you with their business.

The main threat to your livelihood comes from yourself: trying to expand your customer base or trade drugs for favours can easily leave you **short**. Sometimes the only way to get back in the game is to accept the support (i.e. start working for) a bigger dealer who wants to expand their own operation. The alternative is to get your hands on some new gear, fast; if you don't fancy **Growing Your Own**, then you'll need to **ask around**, followed by **arguing the toss**. Either way, this is likely to upset your regular supplier.

Most of the Feelgood's moves focus on the NPC residents of **the 'hood**, so make sure these are well documented; don't just look at the ones you've added to the street plan though, try hooking a few of the other players' family and associates. By making one of the other players' close contacts one of your users, you gain some leverage over that PC. It's a dangerous game to play, but it might be the only one that saves your neck when you finally bring a shit-storm down on your **'hood**.

Introducing the THE FEELGOOD

If it can be smoked, sniffed or stuck into a vein, you supply it; there's always a market for dreams and bright skies and it can't be wrong if so many people want it, right? You're just meeting the demand and if you didn't, someone else would be making all that dough.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

Doc, the Medic, Nursey, Dude, Gonzo, the Hippy, Sick, the Chemist, Spliff, Magic, the Wizard/Witch.

LOOT

You're **getting by** as long as there are at least three users in your **'hood** that you are keeping supplied with drugs.

STATS

Choose one set:

- name+2, hush+1, brass+1, wise-1, straight=0
- name+2, hush+1, brass-1, wise=0, straight+1
- name+2, hush+1, brass-1, wise+1, straight=0
- name+2, hush=0, brass-1, wise+1, straight+1



MOVES

You get this one:

⊗ **Users:** name any 3 NPCs in your **'hood** that are hooked on your drugs; they are your first users. Take +1 now when dealing with any of your users.

USERS _____ \$

Then choose one:

○ **I Can Make You Feel Good:** you can take any PC from **down** to **fine** or from **out** to **down**; take +1 debt with them.

○ **The First One's Free:** you can try to get any NPC in your **'hood** hooked onto drugs; roll+name. On a hit, they become a user. On a 10+, this doesn't interrupt your supply of drugs. On a miss, they OD on your drugs and go **down**.

○ **Customer Loyalty Scheme:** you can payback any of your users by giving them a free hit; roll+name. On a hit, erase them from your payback box. On a 10+, this doesn't interrupt your supply of drugs. On a miss, they OD on your drugs and go **down**; if they've OD'ed before, they go **out**.






○ **Grow Your Own:** you make your own drugs at home, so you can take +1 heat to avoid having your supply interrupted.

○ **Guru:** you can have any of your users go out or get **burned** instead of you; take -1 heat and this interrupts your supply of drugs.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT _____ \$

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE	DOWN	OUT
⊗	○	●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over; send flowers to the family!

EXPERIENCE _____ \$

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- They can't forgive you for bringing drugs into **the 'hood**; they take +2 debt with you.
- You helped their sick relative with the pain; take +1 debt with them.
- You enjoy some social drug uses together; take +1 debt with each other.
- You get smart-mouthed when you're high and piss people off; everyone else takes +1 debt with you.

Feelgood Special: when you **double-cross** another PC, choose a name in their payback box; that NPC becomes one of your users.

PAYBACK _____ \$

FAMILY, -FRIENDS AND -FOES _____ \$

GEAR _____ \$

Dough

THE GO-BETWEEN LET'S MAKE A DEAL

It's hard for anyone else to pin down exactly what it is you do; you rarely commit crimes yourself, acting mostly as a consultant to those who plan to break the law. One day, you're collecting a brown envelope from the back of a toilet and dropping it off where you were told; the next day, you're holding court at the corner of the bar, telling people where to go to meet whoever they need to see.

The people who make use of your services expect you to be discreet: no-one wants their name being linked to a crime, even as a rumour. When the truth spills out, you either need to find the source of the leak and shut it down or do a big favour for the people who've been named.

Information is your stock in trade, hence you have two unique moves for when you **ask around**: when you **Hire a Professional**, you're looking for someone with the best skills for the job, so they do a little better than the average thug. You can also put your ear to the ground and listen for rumours with your **Finger on the Pulse**: you won't always get what you were looking for, but you'll get something the MC thinks you'll want to know.

A useful move for the Go-Between is the **Hook-Up**: owing payback to NPCs is less of a burden for you, because you can always kill two birds with one stone. Don't be afraid to build up a lot of names wanting payback if you've got this move, especially if you've got the kind of dough to pay cash instead of rolling.

Introducing the

THE GO-BETWEEN

Everyone's looking for something; you bring together those with a demand and those who can supply. You always know a person who knows a person, so you broker deals between parties who don't want to meet or don't even want to acknowledge that anything ever changed hands.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

Know-All, Smooth [Name], Slippery [Name], the Pieman, the Operator, Switch, Swapshop, Seesaw, Mayo.

LOOT

You're **getting by** as long as all your deals are kept secret.

STATS

Choose one set:

- name+2, hush+1, brass-1, wise+1, straight=0
- name+2, hush+1, brass=0, wise+1, straight-1
- name+2, hush=0, brass-1, wise+1, straight+1
- name+2, hush+1, brass+1, wise=0, straight-1



MOVES






Choose two:

- **Infamy's Better than Anonymity:** you get +1 name (name+3).
- **Negotiator:** when you **argue the toss**, roll+name instead of roll+wise.
- **Hook-Up:** you can kill two birds with one stone by fixing up two names in your payback box with each other; roll+wise. On a 10+, they each benefit from the deal and you can erase both names from your payback box. On a 7-9 choose 1 or else the deal falls through.
 - You need to make an investment in the deal; take -1 dough.
 - They still need you to do a little job for them.
 - Only one of them benefits from the deal; erase one name but not the other.
- **Hiring a Professional:** when you **ask around** for a person and get a hit, they give +1 ongoing to make a specific move on the job you hire them for.
- **Finger on the Pulse:** you can **ask around** without naming a specific target; if you get a hit, the MC throws a titbit your way and you choose 1 less option.
- **Fence:** all the goods in your possession take -hot when you sell them on.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT

_____ \$

●
●
●
●
●
●

(0/5)

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE

FINE	DOWN	OUT
⊗	○	●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over, send flowers to the family!

EXPERIENCE

_____ \$

●
●
●
●
●
○

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

- After everyone has shared the details of their characters, choose a different PC for each of the following:
- You've fixed some friends up with what they needed in the past; choose two other PCs, you all take +2 debt with each other.
 - They've gotten their hands dirty doing your business for you; they take +2 debt with you.
 - You're a natural networker; take +1 debt with everyone else and tell them all to take +1 debt with you.

Go-Between Special: when you **double-cross** another PC, they take -1 debt with you.

PAYBACK

_____ \$

FAMILY, -FRIENDS AND-FOES

_____ \$

GEAR

_____ \$

Dough

THE HACKER ADDRESS NOT FOUND

Despite what everyone in your **'hood** thinks, you're more than just another cybergeek playing MMOs until 3am and living on caffeine, sugar and grease. You are anonymous. You are everywhere. You are everyone. All the pieces move around **the 'hood** as if they are in control, unaware that from your hidden location, you can change or control their lives how you please.

Your anonymity is the key to your success: ideally, your victims should blame bad luck or 'computer error' for their troubles, but it can be fun to let them know they've been hit, as long as they never know who did it. When any of your misdemeanours gets traced back to your name or address, your revenue stream gets cut off, so keep a few patsies around to shift the blame onto and be ready to burn all your drives at a moment's notice.

The easy way to make money is by using a **Stolen Credit Card**, but you'll attract less attention if you charge your neighbours to **Jury Rig** their electronics. Your real strengths are in your on-line manoeuvres: **Black Box** and **Unauthorised Access** is a potent combination for targeting specific individuals, but beware of leaving a trail that points back to you.

Unfortunately, the real world is out there and it keeps intruding on your life, so you can't just hole up in your fortress of nerditude 24 hours a day. When you're away from the 'net, you're weak and vulnerable, so cultivate relationships and do favours for those who can protect you. Be ready to do what they ask in return though and expect it to be nasty and unpleasant, for someone, not necessarily you.

Introducing the THE HACKER

*Why live in meatspace when cyberspace offers you so much more? While others sweat and toil to make ends meet, you've arranged things so that the money comes to you, like water flowing downhill on a stream of data. You're the ghost in the machine, the spanner in the works, and no-one in **the 'hood** can guess at the power you hold over them.*

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Suggested by: Tommy Rayburn
Layout: Tommy Rayburn

HANDLE

Neo, Cypher, Spark, HAL, Enigma, Data, Byte, Mouse, Brains, Tech Support, Gates, Jobs.

LOOT

You're **getting by** as long as nothing ever gets traced back to you.

STATS

Choose one set:

- name=0, hush+1, brass-1, wise+2, straight+1
- name+1, hush+1, brass-1, wise+2, straight=0
- name-1, hush+1, brass=0, wise+2, straight+1
- name+1, hush+1, brass=0, wise+2, straight-1



MOVES

Choose two:

- **Black Box:** when you track someone's activity on-line, you can tag them as *hacked*. Take +1 on-going against *hacked* characters, but you act as if they are *hot* when you are interacting with them.

- **Stolen Credit Card:** when you buy anything or **pay cash**, roll+hush; on a hit, you can pay the full amount without spending any of your own dough. On a 10+, choose one; on 7-9, choose two.

- It flags up a credit check: take +1 heat.
- The money doesn't last: whoever you paid will come after you, so mark them for payback or they take +1 debt with you.
- You trigger a full security check: you can't do this again this session.

- **Photoshop:** when you frame an NPC, roll+wise; on a hit, everyone believes the frame job and you take -1 heat. On a 10+, they think it's a genuine mistake, not a fit-up; on a 7-9, they know they've been framed and go looking for who did it.

- **Unauthorized Access:** take +1 now to any move you perform online or through digital/electronic media.

- **Upgrades:** you always own all common, commercial digital/electronic devices at their maximum quality, regardless of how much dough you have.






- **Jury Rig:** when you tamper with any device, roll+wise; on a hit, you can add or remove any tag or simply get it working. On a 10+, choose one. On a 7-9, choose two:

- It's temporary: it breaks after a few hours or uses.
- It's unreliable: take -1 now whenever using it.
- You have to strip another device for the parts.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT _____ \$

● ● ● ● ●
● ● ● ● ●

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE ⊗	DOWN ○	OUT ●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over, send flowers to the family!

EXPERIENCE _____ \$

● ● ● ● ●
● ● ● ● ●

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- They are the only person in your **'hood** who knows who you really are and what you do: take +2 debt with each other.
- You had them gain you physical access to a place for one of your on-line scams: tell them to take +1 debt with you.
- You got someone they had problems with put away: take +1 debt with them.
- Staying under the radar is part of what you do: tell everyone else to take -1 debt with you.

Hacker Special: when you **double-cross** another PC, use their special move against them or take +1 debt with them.

PAYBACK _____ \$

FAMILY, -FRIENDS AND -FOES _____ \$

GEAR _____ \$

Dough

THE HEAVY ASK NO QUESTIONS

You're just the typical cash-in-hand, ask-no-questions hireling: when someone needs a simple job doing right away and doesn't want to get their own hands dirty, well, that's money in the pocket to you. The jobs don't take long and they pay well and if you've got no skills to offer other than your willingness to do as you're told, it's probably the best you're going to get.

The money doesn't last forever though and if you're not working, you're going to be short, so you can never afford to turn a job down. If you do, for whatever reason, then it's up to you to hunt down another job quickly; nobody else is going to hire you if there's another offer on the table, because they might upset the person you've turned down.

The Heavy's attitude is well supported by the **Yeah, Boss** move, so there's further incentive not to go around asking questions about your job and just doing as you're told. Combined with **Unstoppable**, there's very little you can't get done, especially if it involves making a mess.

It's also almost impossible to take you **down** or **out**, once you have the **Hard Bastard** move, so you can be a lot less careful about getting into sticky situations. When the knives are out and the bullets are flying, it's you who'll be walking away in one piece. This makes you a very reliable asset for other characters who can depend on you to come back from any job you've been sent on. The catch is that you can only use it once, then you have to spend an advance to get it back... unless you get into the habit of **double-crossing** your partners, in which case you get it back for just a little bit of trouble.

Introducing the THE HEAVY

You provide manual labour on the wrong side of the law: moving crates, guarding doors, breaking arms. It's simple and undemanding, if you don't mind the bruises, the odd hours and the screams.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

Knuckles, Muscles, Troll, Big [Name], Little [Name], Crusher, Psycho, Rocky, Brick, Monster, Tank.

LOOT

You're **getting by** as long as you don't turn down any job you are offered.

STATS

Choose one set:

- name+1, hush+1, brass+2, wise-1, straight=0
- name+1, hush+1, brass+2, wise=0, straight-1
- name=0, hush+1, brass+2, wise-1, straight+1
- name+1, hush-1, brass+2, wise=0, straight+1



MOVES






Choose two:

- **Built like a Brick Shithouse:** you get +1 brass (brass+3).
- **Extreme Persuasion:** when you **argue the toss**, roll+brass instead of roll+wise.
- **Hard Bastard:** erase this move instead of going **down** or **out**.
- **Handy with his Fists:** you don't need a weapon to hurt someone; when you **get rough**, you can roll+brass instead of roll+edge.
- **Unstoppable:** when you **take the hard way** and miss, you may choose all three options to turn it into a hit.
- **Yeah, Boss:** when you take an order without objecting, negotiating or asking questions, take +1 forward to carry out that order.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		

Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one:

- Mark experience.
- Choose a move from that PC's playbook.
- Move an NPC from your payback box to theirs.
- Swap all of your heat for all of theirs.
- Make a deal with that PC: they must do what you want, but they can **argue the toss** over the precise terms.

HEAT

_____ \$

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE

FINE	DOWN	OUT
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over, send flowers to the family!

EXPERIENCE

_____ \$

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBT'S

- After everyone has shared the details of their characters, choose a different PC for each of the following:
- You helped each other through school when you were growing up together; take +2 debt with each other.
 - You had to hurt them once as part of the job you were doing; they take +2 debt with you.
 - They got you the sack from a job when you looked the other way for them; take +1 debt with them.
 - You don't get involved in anyone else's business; tell everyone else to take -1 debt with you.

Heavy Special: when you **double-cross** another PC, regain the **Hard Bastard** move if you had it and erased it; otherwise, take +1 debt with them.

PAYBACK

_____ \$

FAMILY, -FRIENDS AND -FOES

_____ \$

GEAR

_____ \$

Dough

THE ICE

GETTING AWAY WITH MURDER

Unlike most other hirelings, you only do one kind of job, but you do it very well. You charge a lot of money for your services, so you can live quite well off the proceeds of one job for a fairly long time: unlike the rest of your 'hood, you're not constantly scrabbling for cash, but that in itself can make you a target for crime.

As the Ice, your livelihood is pretty safe; it's assumed that your cash is running low at about the same time as you get offered a new job. The catch is that you have to do that job: no mercy, no mistakes. If your target does get away, the only way to restore your livelihood is to pin the blame on someone else and kill them: maybe the person who hired you for the job set you up, maybe you were betrayed by a partner, but whatever the case, blood must be spilled.

Playing the Ice changes the game for everyone: there will be violence and death if you're in **the 'hood**, so expect a lot of collateral damage amongst the NPCs. You probably don't have many you rely on, but family and associates of other PCs are going to get caught in the crossfire when the consequences of your actions catch up with you.

Luckily, you're ferocious when cornered: **Double Shot** and **Hard to Kill** make you a formidable opponent in a gunfight, whereas **Can't Catch Me** and **I Won't Ask Twice** let you use your lethal abilities as a bargaining chip.

Introducing the THE ICE

You're a killer.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

Reaper, Butcher, Blade, Trigger, the Undertaker, the Grave Digger, the Priest, the Professional, Grim, Crow.

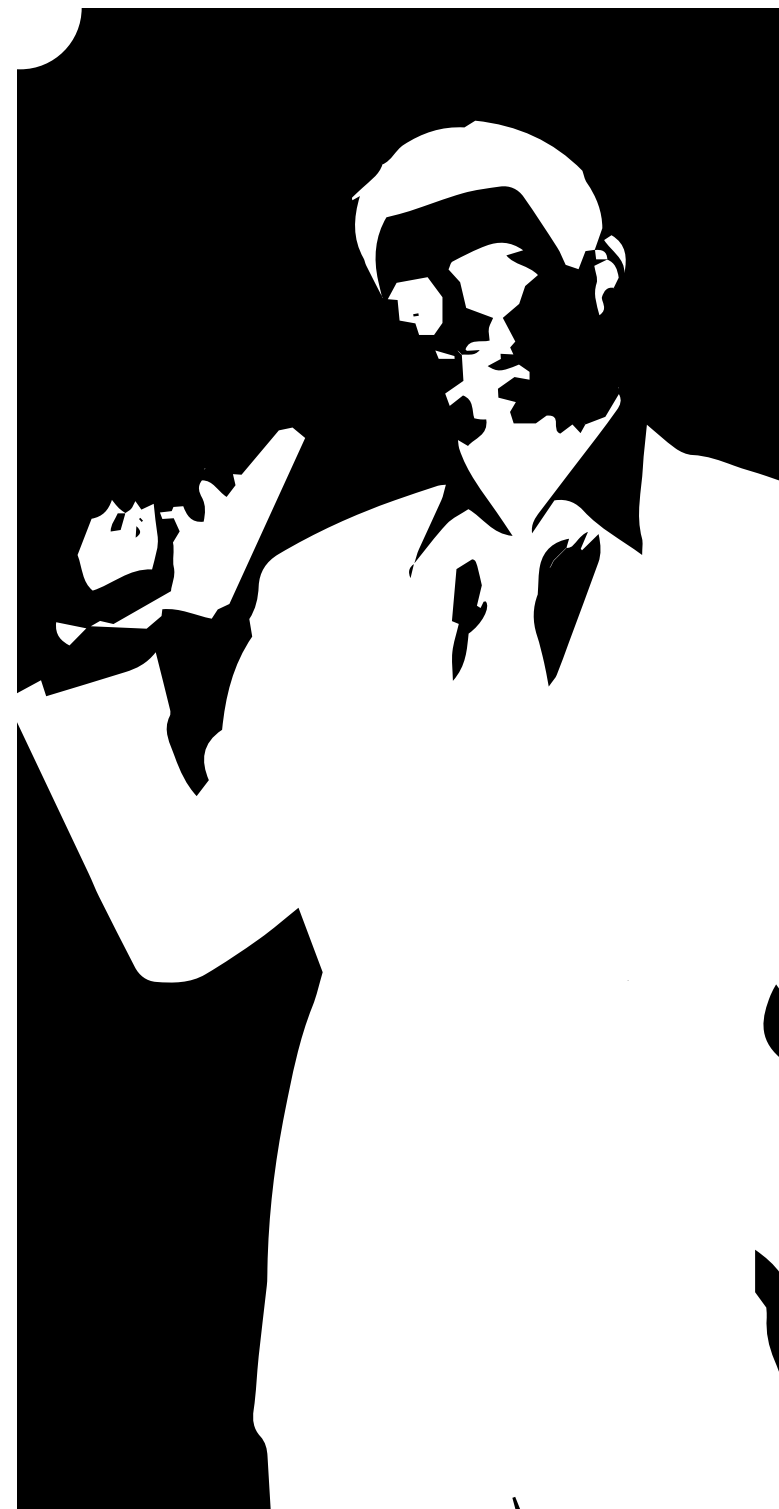
LOOT

You're **getting by** as long as you never let a target live.

STATS

Choose one set:

- name+1, hush=0, brass+2, wise+1, straight-1
- name=0, hush+1, brass+2, wise+1, straight-1
- name-1, hush+1, brass+2, wise+1, straight=0
- name+1, hush+1, brass+2, wise=0, straight-1



MOVES

Choose two:

- **Concealed Weapon:** any weapons are –hot whilst you are carrying them.
- **Pragmatist:** you get +1 brass (brass+3).
- **Can't Catch Me:** when you go to **Plan B**, roll+brass instead of roll+wise.
- **I Won't Ask Twice:** when you **ask around**, you can roll+edge or roll+lead instead of roll+name. If you miss, any NPC you were asking goes **down** and you take +1 heat.
- **Double Shot:** when you **open fire**, you can aim for two opponents at -1 to your roll. The results for taking two opponents **down** or **out** are the same as for one.
- **Hard to Kill:** you can carry on for the remainder of the current scene after being taken **down** or **out** with no penalty. At the end of the scene, go **down** or **out** as normal.






Choose a starting weapon with 1lead, you may give it +1lead for each of the following options you choose, to a maximum of 3lead:

- It has the hot tag.
- You got a good deal on it; mark the dealer for payback.
- It has to be reloaded after every shot.
- It always attracts a lot of attention when fired.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT _____ \$

0

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE ⊗	DOWN ○	OUT ●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over, send flowers to the family!

EXPERIENCE _____ \$

0

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- You took out one of their business partners, hurting their income; they take +1 debt with you.
- They hired your services once; take +1 debt with them.
- Everyone else is uneasy around you and steers clear; ignore what anyone else tells you and take debt=0 with everybody else.

Ice Special: when you **double-cross** another PC, take them **down**, or take them **out** if they were already **down**.

PAYBACK _____ \$

FAMILY, -FRIENDS AND -FOES _____ \$

GEAR _____ \$

Dough

THE LEVER PUTTING ON THE SQUEEZE

For you, it's all about getting things done, or to be more precise, getting other people to do things for you. When you know the levers that make people work and you don't have any morals, there's pretty much nothing standing in your way. Your basic income is made through insurance, i.e. they pay you insurance or you burn their business down, but when it comes to a big pay day, nothing beats blackmail, even if you have to frame them first.

The one thing your operation needs is fear: if people stop being afraid of you, they'll stop doing what you say. The last thing you want is for people in your **'hood** to turn to the authorities for help, so it's in your interests to keep things quiet and safe; if the police do get called in, you might have to spread a few bribes around or even find a soft target within the force that you can manipulate.

Your strengths lie in getting people to do what you tell them to; **Scary Muthafucka** punishes PCs who stand up to you and **Blackmail** stops them from retaliating. With **Muckraker**, you don't have to worry about owing lots of favours, since you can pay them back simply by keeping your mouth shut, but your ultimate weapon is **Intimidation**. If you can find out what someone is scared of and threaten them with it, you can make them do anything you want, but you have to pay a serious price for this afterwards.

Introducing the THE LEVER

Once you know what they're most afraid of, you've got them in the palm of your hand; you're a real craftsman of fear and anxiety, creating bespoke pieces of horror to suit every client. Records of their forged history, photographs of their infidelity, a terrified phone call from their loved ones begging them to pay up... there are many tools at your disposal.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

Creepy [Name], Greasy [Name], Eyeball, Stalker, Freak, Shadow, Wolf, Demon, the Fear, Big Brother.

LOOT

You're **getting by** as long no-one in your **'hood** goes to the authorities.

STATS

Choose one set:

- name+1, hush=0, brass+1, wise+2, straight-1
- name-1, hush+1, brass+1, wise+2, straight=0
- name+1, hush+1, brass=0, wise+2, straight-1
- name=0, hush+1, brass+1, wise+2, straight-1



MOVES






Choose two:

- **Necessary Evil:** when you **take the hard way**, roll+wise instead of roll+brass.
- **Ear to the Ground:** you get +1 wise (wise+3).
- **Scary Muthafucka:** when you **argue the toss** and get a hit, any PC who doesn't do things your way takes -1 forward.
- **Blackmail:** when another PC attempts to make a move against you or choose you as the target of an outcome, you can take -1 debt with them to make them choose somebody or something else.
- **Muck Raker:** when you try to find out an NPC's dark secret, roll+wise. On a 10+, you find something they don't want shared; hold 3. On a 7-9, you manage to make something up about them; hold 1. You can spend hold 1-for-1 to erase their name from your payback box. On a miss, they stand up to you and your livelihood is threatened: you can never make this move against them again, nor can you call upon them for a favour.
- **Intimidation:** when you force an NPC to do something against their will, roll+wise. On a hit, they do it. On a 7-9, choose 1. Mark their name in your payback box no matter what the outcome.
 - They strike back; you go **down** after they've done it.
 - They confess the whole thing; take +1 heat after they've done it.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT

_____ \$

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE

FINE	DOWN	OUT
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over, send flowers to the family!

EXPERIENCE

_____ \$

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- You already know their dirtiest secret; take +2 debt with them.
- They stood up to you and drove you away from their family; take +1 debt with each other.
- You know enough about everybody else to make them think twice; take +1 debt with everybody else.

Lever Special: when you **double-cross** another PC, name a move: they can no longer make that move against you or target you with it in any way.

PAYBACK

_____ \$

FAMILY, -FRIENDS AND-FOES

_____ \$

GEAR

_____ \$

Dough

THE MATRIARCH

KEEP IT IN THE FAMILY

Everyone in **the 'hood** knows you and your sprawling clan of delinquents, though they wouldn't call them that to your face: you get respect because you've got a small army at your bidding, ready to close ranks and converge on whatever target you tell them to at a moment's notice.

You've earned the respect of the other residents, but like a gunslinger, you have to keep earning that respect every time it's challenged. The key to this is the way you look after your kids: everyone knows what you'll do to anyone who hurts them, but to maintain your position in the 'hood, you have to prove that you can stand up for your family against all comers. Until you can prove to the **'hood** that they don't cross you or your family, you're going to stay **short**.

All your unique moves are about your kids, so make sure you describe them in more detail than the usual NPCs when populating the **'hood**. You also need to think about the parent-child relationship you have with each of them and what that says about your moves: **Housekeeping** and **Do As You're Told** fit best if the kids haven't flown the nest yet and still live under your wing. If they've got their own lives, you can still count on them when you need to teach someone a lesson about staying out of your business, especially with **Roughhousing**.

To get the maximum advantage out of your brood, position them cunningly within the **'hood**: if there isn't a Fallen, Hacker, or Ice amongst the PCs, then grab that role for one of your kids with **Prodigal Child**. Even without that move, you can still specify that your kids have jobs or reputations that can be of use to you within the fiction: it's good to have blood relatives in important positions. *Now turn away while I have a quick word with the MC... ok, are the players gone? Right: you ever see someone's kids grow up and make trouble for their parents? Like, a lot of trouble? Yeah, do that: these aren't just player assets, they're also your toys.*

Introducing the THE MATRIARCH

Nothing matters more than family and nothing matters more to your family than you: loved by them and feared by them in equal measure, you have them drilled into obedience, but in return, the family works to protect each of its members. Anyone who crosses one of you crosses all of you and will face the full force of your vengeance upon their heads.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen

Layout: Tommy Rayburn

HANDLE

Big Momma/Daddy, the Godfather/Godmother, the Lady/Lord of the Manor, the Chairman/Chairwoman of the Board.

LOOT

You're **getting by** as long as you leave no wrong against your kids unpunished.

STATS

Choose one set:

- name+1, hush-1, brass=0, wise+2, straight+1
- name+1, hush-1, brass+1, wise+2, straight=0
- name+1, hush=0, brass-1, wise+2, straight+1
- name=0, hush+1, brass-1, wise+2, straight+1



MOVES

You get this one:

⊗ **Kids:** name any 3 NPCs in your 'hood that are your children; they are your kids. You can erase one of your kids' names from another PC's payback box and choose one:

- Move an NPC from your payback box to theirs.
- Swap all of your heat for all of theirs.
- Make a deal with that PC: they must do what you want, but they can **argue the toss** over the precise terms.

KIDS _____ \$

Then choose one:

○ **Prodigal Child:** choose a move from another playbook and assign it to one of your kids; when you get them to make that move for you, mark them for payback and take the result as if you had **paid cash**.

○ **Housekeeping:** take +1 dough at the end of any session if any of your kids names are in any other PC's payback box.

○ **The Greatest Tragedy:** as long as you have one of your kids with you, they can go **down, out** or get **burned** instead of you.






○ **Do As You're Told:** take +1 now when you **ask around** or **argue the toss** with your own kids; take -1 now when you **make trouble** for them.

○ **Roughhousing:** when you **take the hard way** or **get rough**, you may roll+the number of your kids with you instead of roll+brass or roll+edge.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		

Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one:

- Mark experience.
- Choose a move from that PC's playbook.
- Move an NPC from your payback box to theirs.
- Swap all of your heat for all of theirs.
- Make a deal with that PC: they must do what you want, but they can **argue the toss** over the precise terms.

HEAT _____ \$

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE	DOWN	OUT
⊗	○	●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over; send flowers to the family!

EXPERIENCE _____ \$

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- They are another one of your kids, but they're the black sheep of the family: take +2 debt with each other and count them as one of your kids.
- One of your kids is their partner: take +1 debt with each other.
- They gave one of your kids a job and a break: tell them to take +1 debt with you.
- Blood is thicker than water and you don't trust anyone you aren't related to: take +1 debt with everyone else.

Matriarch Special: when you **double-cross** another PC, put all of your kids names in their payback box.

PAYBACK _____ \$

FAMILY, -FRIENDS AND -FOES _____ \$

GEAR _____ \$

Dough

THE MECHANIC NERVES OF STEEL

You're the magician of motor vehicles: not only can you bring them back to life, you quite often make them disappear completely. They purr contentedly under your hands, though what happens to them after they leave your workshop isn't your business: anyone who comes back complaining about the lemon you sold them can take it up with the business end of your adjustable wrench.

You make your money from buying and selling: buy in the cheap bangers, overhaul them in your workshop, then sell them on at an inflated price. As long as you can sell at least one motor every week, you're getting by, but if the business dries up, you'd better move some of your surplus stock cheap and fast. The upside is that you can almost always restore your livelihood by flogging another motor, if you've got any to sell; if you haven't, you might have to resort to desperate measures to restock

Your garage holds a lot of tools and supplies for your work, which are vital if you're going to give a car that **Custom Job** it needs and as long as you've got vehicles sitting there, why not open a **Dealership**? Take **Motor Mouth** if you want to get your stock honestly or **Driveaway Bargain** if you don't care how you acquire it. As a last resort, you can always indulge in a bit of **Crash & Burn** to wipe the slate clean with fire.

There's a lot of wheeling and dealing for the Mechanic: you have to get out there, find the vehicles, then sell them, hopefully at a profit. The dough you earn (or lose) through selling cars is separate from **getting by** but they both rely on you making sales: you might easily have more dough than most of your neighbours, but if it's all locked up in investments in your business you could be as short as they are. You've got a couple of short cuts to protecting your livelihood, but beware of pissing on your own patch too much.

Introducing the THE MECHANIC

You're better with machines than with people: you can understand machines, open them up, see what makes them tick. Machines are a lot easier to fix too, while people are just a lot easier to break.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

Iron Man/the Iron Lady, Turbo, Gearhead, Metal [first name beginning with 'M'], Doughnut, [Name of racing driver].

LOOT

You're **getting by** as long as you've sold a vehicle this week.

STATS

Choose one set:

- name+1, hush+1, brass+2, wise-1, straight=0
- name+1, hush+1, brass+2, wise=0, straight-1
- name+1, hush=0, brass+2, wise+1, straight-1
- name=0, hush+1, brass+2, wise-1, straight+1



MOVES

Choose two:

- **Custom Job:** when you work on any vehicle for a day, roll+brass; on a hit, you can add or remove any tag or simply get it working again. On a 10+, you can add or remove an additional tag; on a miss, the vehicle is a write off and is worth 2 less dough as scrap.

- **Motor Mouth:** take +1 when you **ask around** or **argue the toss** about any vehicle.

- **Driveaway Bargain:** when you steal a car, roll+brass; on a hit, you drive off with it but it is +hot. On a 7-9, the theft is reported immediately, so it is +hot twice.

- **Dealership:** you can trade a vehicle in your possession for any of the following:

- Another vehicle worth 1 dough more.
- To **pay cash** at a value of 1 dough more than the vehicle is worth.
- To erase someone's name from your **payback** box.

- **“Come On, Baby!”:** while you are driving any vehicle, it is +tough and -weak. As soon as you step out of the vehicle, it reverts to its normal tags and status.






- **Crash & Burn:** when you stage an accident with any vehicle, roll+brass; on a hit, the owner of the vehicle takes -2 heat. On a 10+, choose one; on a 7-9, choose two:
 - There's enough evidence to prove this was staged.
 - Whoever was driving goes down.
 - You have to involve someone else's vehicle: mark them for **payback**.

When drawing a street plan of the **'hood**, add your workshop to a street other than the one you live in and name an NPC who works there alongside you.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT _____ \$

● ● ● ● ●
● ● ● ● ●

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE	DOWN	OUT
⊗	○	●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over, send flowers to the family!

EXPERIENCE _____ \$

● ● ● ● ●
● ● ● ● ●

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- You sold them their first motor and it was a heap of shit: take +1 debt with each other.
- You provide free car maintenance to members of their family: take +2 debt with them.
- They can't prove it, but they know you fenced a car that was nicked off them: tell them to take +2 debt with you.
- You're the only mechanic locally who'll touch their dodgy gear: take +1 debt with everyone else.

Mechanic Special: when you **double-cross** another PC, a vehicle they own or are riding in is wrecked.

PAYBACK _____ \$

FAMILY, -FRIENDS AND -FOES _____ \$

GEAR _____ \$

Dough

THE MERCHANT WHAT'S IT WORTH?

Buy it, sell it, the game's getting hard and someone's dealing you a losing card; whatever the commodity or service is, you've got the skill & determination to provide it, at the right price. You look for opportunities, any gaps in the market, and make a quick buck on them before the heat comes down.

All you need to keep your head above water is something to trade in; as long as you have a commodity to sell, people will buy it from you and you'll be in the money. When you're out of stock though, or just don't have the time to sell it, the money dries up and you need to make a deal fast. Unfortunately, everyone has their hand out to the one with all the money and it's easy to let your advantage slip away by a thousand small cuts: a little bribe here, a round of drinks there and before you know it, you're as broke as everyone else.

As long as you have stock, you are king of **the 'hood**, with moves like **Payment in Kind** and **Loss Leader** making you more popular, or at least less hated. Your most important optional move though is **Wheeler Dealer**, which works in partnership with **Lockup** to keep your livelihood secure.

You're also good to have around, because money talks and you have the most to say; you've got the option of having a little extra cash, not to mention being more likely to get your own way, so the rest of the outfit will be looking to you to throw cash at their problems and make them go away.

Introducing the THE MERCHANT

It's all about buying low and selling high; the commodity doesn't matter, only the money. Every week it's something different; flogging fruit and veg without a license, trading stolen TVs from a van at the back of the pub or taking bets at a dog fight: the money's there to be made if you know where to find it.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

Delboy, Trotter, Flash Harry, the Geezer, Diamond [Name], Good Deal, [Name] the Shop, Spiv, the Genie.

LOOT

You're **getting by** as long as you have stock to trade.

STATS

Choose one set:

- name+1, hush=0, brass-1, wise+2, straight+1
- name+1, hush+1, brass-1, wise+2, straight=0
- name+1, hush-1, brass=0, wise+2, straight+1
- name=0, hush+1, brass-1, wise+2, straight+1



MOVES

You get this one:

⊗ **Lockup:** you start with 1 stock to trade in, such as tinned food, pirate DVDs, fake designer watches, etc. You also have a lockup which can hold up to 3 stock: mark it on your street plan. Take -1 stock at the end of every session.

Then choose one:

○ **Wheeler Dealer:** when you **ask around** for stock, take +1 now and add this to your list of options.

- The stock you find is +hot.

○ **Payment in Kind:** when you trade stock, roll+wise. On a hit, take -1 stock. On a 10+, erase their name from your payback box; on a 7-9, it gets them off your back for now.

○ **The Smart Money:** when you **argue the toss** and get a hit, take +1 debt with any PC who chooses not to do things your way.

○ **Clearance Sale:** when you liquidate your stock, take -3 stock and roll+wise. On a hit, take +2 dough; on a 10+, you may also take +1 dough and choose one; on a 7-9, choose one:

- Take +1 heat if any of the stock was +hot.
- Get help doing this; if it's a PC who helps, they take +1 debt with you. If it's an NPC, mark them for payback.






○ **Loss Leader:** if you take -1 stock at the start of a session, you take +1 ongoing against all NPCs in your 'hood.

STOCK _____ \$

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		

Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one:

- Mark experience.
- Choose a move from that PC's playbook.
- Move an NPC from your payback box to theirs.
- Swap all of your heat for all of theirs.
- Make a deal with that PC: they must do what you want, but they can **argue the toss** over the precise terms.

HEAT _____ \$

●

●

●

●

●

●

●

●

●

●

●

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE	DOWN	OUT
⊗	○	●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over; send flowers to the family!

EXPERIENCE _____ \$

●

●

●

●

●

●

●

●

●

●

●

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- You ripped them off badly on a big deal; they take +2 debt with you.
- You got them the goods they needed when they couldn't get it any other way; take +2 debt with them.
- You helped them raise cash by selling their possessions; take +1 debt with each other.
- Everyone else has been burned by your dodgy deals in the past; tell everyone else to take +1 debt with you.

Merchant Special: when you **double-cross** another PC, take +1 stock.

PAYBACK _____ \$

FAMILY, -FRIENDS AND -FOES _____ \$

GEAR _____ \$

Dough

'THE MOVER YOU JUST MISSED HIM

It's all about speed, the right speed: fast enough to meet your deadlines but not so fast as to attract the law's attention. You've got to get in under the radar, even when everybody wants to get their hands on whatever it is you're delivering. Knowing the backstreets of your 'hood is only the beginning: more important is knowing who you can trust on those streets.

Your livelihood depends on your transport: without the wheels, you can't get into motion, so looking after your vehicle is your number one priority. Your first motor is a bit clapped out though, so start looking to save up for something better as soon as you can. When your current motor does let you down, your only option is to fix it or borrow someone else's and pay them back later.

Your most valuable assets, after the wheels, are your speed and discretion: **Duck & Dive** and **Backstreet Knowledge** will make it hard for others to get one over on you, while **Search Me** allows you to keep important items out of their reach if they do catch you.

As you have a fairly stable income, you're one of the more reliable residents of **the 'hood**, with no real day to day worries: that all changes when your motor gets trashed or when your latest package is very hot. You're going to need lots of friends then, so keep 'em sweet and help them out when they need it, then hope that they'll remember to return the favour.

Introducing the 'THE MOVER

When it positively, absolutely has to fucking get there tomorrow. You might just be a cog in the machine, but you've got marketable skills and no conscience: you don't ask what's in the bag, you just pick it up and drop it off, quickly, quietly and cleanly.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

Slick, Swifty, Houdini, Wheels, Gears, the Bolt, the Jet, the Postman, Wings, Fast [Name], Slow [Name].

LOOT

You're **getting by** as long as you have a functioning vehicle.

STATS

Choose one set:

- name+1, hush+2, brass-1, wise+1, straight=0
- name=0, hush+2, brass-1, wise+1, straight+1
- name+1, hush+2, brass-1, wise=0, straight+1
- name-1, hush+2, brass+1, wise+1, straight=0



MOVES

Take this one:

⊗ **Pimp My Ride:** you start with one functioning vehicle worth 2 dough.

Then choose one:

○ **Low Profile:** you get +1 hush (hush+3).

○ **Escape Route:** When you go to **Plan B**, roll+hush instead of roll+wise.

○ **Duck & Dive:** When anyone **gets rough** or **opens fire** on you, they take -1 now.






○ **Backstreet Knowledge:** when you overtake others on the move, roll+wise. On a 10+, you end up minutes ahead of them. On a 7-9, you are seconds ahead. On a miss, you stay behind them all the way.

○ **Search Me:** when you smuggle gear, roll+hush. On a 10+, no-one finds it on you. On a 7-9, you have to stash it and come back for it later. On a miss, it gets found and taken from you.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		

Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one:

- Mark experience.
- Choose a move from that PC's playbook.
- Move an NPC from your payback box to theirs.
- Swap all of your heat for all of theirs.
- Make a deal with that PC: they must do what you want, but they can **argue the toss** over the precise terms.

HEAT _____ \$

●
●
●
●
●
●

HEAT

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE	DOWN	OUT
⊗	○	●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over, send flowers to the family!

EXPERIENCE _____ \$

●
●
●
●
●
●

EXPERIENCE

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- You run illicit goods for them from time to time; take +1 debt with each other.
- You borrowed their motor and wrecked it; tell them to take +2 debt with you.
- Only your fast reflexes got you out of the trouble they made for you when they ratted you out; take +2 debt with them.

Mover Special: when you double-cross another PC, you may dump them in any location of your choice.

PAYBACK _____ \$

FAMILY, -FRIENDS AND -FOES _____ \$

GEAR _____ \$

Dough

THE NEIGHBOR

MIND YOUR OWN BUSINESS

Really, you're not that special, just another everyday citizen trying to get by in the big city: you have a mundane but legitimate job, you mostly try to stay within the law and you don't get involved in other people's business, so long as they stay out of yours. On the other hand, if you can make a little bit extra on the side, without going to too much effort, well, you'd be a fool not to and if you don't, somebody else will.

Of course, you still have to keep your day job: you're no good as a reference or upstanding member of the community if you're just another jobless troublemaker. You've got to make the effort to go into work every day, no matter what else is going on in your life: with the kind of places you work in, even missing one day can be a big problem. Miss a whole week and you'll be looking for a new job in no time, so keep your references up to date.

The big thing working in your favour is that you're clean: neither the authorities nor the criminal underworld have any interest in you, if they even know you exist. That respectable front is an asset that the other PCs can get a lot of use from, so make the most of it: **Cover Story** and **Mi Casa** let you take the heat off almost anyone and anything, so don't forget to negotiate a good price for those little favours. On the other hand, maybe you aren't as innocent as you look: **Look Casual** and **Clean Record** mean that you have a good chance of literally getting away with murder, because nobody ever suspects you.

There is another, far riskier path for the Neighbour: if you think all those criminals should get what they deserve, why not be the one to make it happen? You can go a long way by pointing the finger at other PCs, through both **Pass the Buck** and **Informer**, but don't expect everyone else to take it lying down...

Introducing the

THE NEIGHBOR

Let's make this clear: you're not a criminal. You don't steal (though you do watch pirate movies and buy cheap gear at the market), you're not a druggie (but you like the odd social spliff) and you've never hurt anybody (except when they really pissed you off and were just begging for a slap.) You just keep your head down and get by, but you're certainly not a criminal.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

[Descriptor][Name], e.g. Old Meg, Tall Dave, Irish Paul, Blonde Rita, etc.

LOOT

You're **getting by** as long as you go to work every day.

STATS

Choose one set:

- name=0, hush+1, brass+1, wise-1, straight+2
- name-1, hush=0, brass+1, wise+1, straight+2
- name=0, hush+1, brass-1, wise+1, straight+2
- name-1, hush+1, brass=0, wise+1, straight+2



MOVES

Choose two:






- **Look Casual:** when you **cover your tracks**, roll+straight instead of roll+hush.
- **Clean Record:** you get +1 straight (straight+3).
- **Cover Story:** when you help another PC to **lie low**, they take +2 now; on a hit, you take +1 debt with them instead of them marking someone for payback. On a miss, you're drawn into whatever trouble they're in.
- **Mi Casa:** all goods stored at your home are -hot, no matter who they belong to.
- **Pass the Buck:** when someone comes to you for payback, you can send them to another PC; roll+wise. On a hit, erase that name from your payback box and mark it in the target's: they take +1 debt with you. On a 7-9, take +1 heat.
- **Informer:** when you grass on someone in your 'hood, roll+straight. On a hit, take -1 heat; if your heat=0, take +1 dough instead. On a 10+, it's not widely known that you've grassed, though it can be found out if anyone **asks around**. On a 7-9, everyone knows it was you who grassed on them; if they're a PC, they take +1 debt with you.

When drawing a street plan of the 'hood, mark your address next door to or in the same building as another PC's: that PC is your neighbour.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT

_____ \$

●
●
●
●
●
●
●

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE

FINE	DOWN	OUT
⊗	○	●
Make some dough!	<ul style="list-style-type: none"> • -1 ongoing • Livelihood is threatened 	End of the line, game over; send flowers to the family!

EXPERIENCE

_____ \$

●
●
●
●
●
●
○

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

- After everyone has shared the details of their characters, choose a different PC for each of the following:
- You and your neighbour see & hear all of each other's comings and goings: take +1 debt with each other.
 - You had to ask them for their help outside the law once and you hate yourself for it: tell them to take +1 debt with you.
 - You reported them to the authorities for how they were making their living: tell them to take +1 debt with you.
 - You never have anything to do with the criminals in your 'hood so long as you can avoid it: take -1 debt with everyone else.

Neighbour Special: when you **double-cross** another PC, take -1 heat.

PAYBACK

_____ \$

FAMILY, -FRIENDS AND -FOES

_____ \$

GEAR

_____ \$

Dough

THE PIMP A LIFE OF EASY VIRTUE

As a representative of the oldest profession, you might almost claim some respectability to your work, but let's face facts: you get men and women to sell their bodies, taking cash for sex. It's not nice and neither are most of the customers you service, so anyone who knows you doesn't like you very much and anyone who doesn't still knows enough not to ask any questions.

You can live very well off the proceeds of your hoes, as long as the streets are safe for them to walk, so keeping in with the Bastion and the Fallen is a necessity for your work. The catch comes when your entire stable feels that you aren't looking after their interests and start pocketing the money that rightly belongs to you; in that case, it's time to settle scores and show them who's boss, quick.

Your great strength is your ability to use your hoes in place of other costs and penalties; **Stress Relief**, **Pimped Out** and **Posse** all let you mark a hoe for payback in place of another outcome, while **Weekend Promotion** settles all your debts with them, at the price of a little heat. It all works beautifully, keeping you out of trouble and letting you mark experience for restoring your livelihood, but keep an eye on all the extra heat you're gaining.

The Pimp can be a difficult character to play seriously, but don't be in any doubt about them: they can be just as nasty and serious as the Lever or Ice, given a chance. If you avoid playing them for light relief and steer clear of double-entendres, they can be one of the most disturbing characters in the game.

Introducing the THE PIMP

Everyone has needs, so like all good businesses, you provide an essential service and fill a gap in the marketplace. It's all customer-focused and you need a lot of people skills, as well as a well-placed flick knife.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen

Suggested by: Charles Perez

Layout: Tommy Rayburn

HANDLE

[Town] [Name], Venus, Whitehouse, Hugh, Sleazy [Name], Dirty [Name], Sugardaddy, Huggy, Madam [Name], the Stargazer.

LOOT

You're **getting by** as long as you don't owe payback to all your hoes.

STATS

Choose one set:

- name=0, hush+1, brass+1, wise+2, straight-1
- name+1, hush+1, brass=0, wise+2, straight-1
- name+1, hush=0, brass+1, wise+2, straight-1
- name+1, hush+1, brass-1, wise+2, straight=0



MOVES

You get this one:

⊗ **Stable of Hoes:** name any 3 NPCs in your 'hood that sell their bodies for you; they are your first hoes. Whenever you do something that causes another PC to take +1 debt with you, you may mark the name of one of your hoes in your payback box instead.

HOES _____ \$






Then choose one:

- **Stress Relief:** you can hook up an NPC with one of your hoes for free; erase the target's name from your payback box and replace it with that of the hoe's.
- **Pimped Out:** when you **ask around**, you can mark one of your hoes for payback instead of choosing options.
- **Weekend Promotion:** once per session, you may erase all your hoes' names from your payback box and take +1 heat.
- **Smack My Bitch Up:** when you **take the hard way** or get rough against any of your hoes, roll+wise instead of roll+brass or roll+edge.
- **Posse:** when you **take the heat off**, you can target one of your hoes instead of a PC. On a hit, avoid taking +1 heat. On a 7-9, mark them for payback.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT _____ \$

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE	DOWN	OUT
⊗	○	●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over; send flowers to the family!

EXPERIENCE _____ \$

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- They hate you for what you've done to their brother/sister; tell them to take +2 debt with you.
- You've given them a discount in return for preferential treatment; take +1 debt with each other.
- You've sworn not to tell another soul about their sexual preferences; take +2 debt with them.
- Other's shun your business; tell everyone else to ignore what their playbook says, they all take debt=0 with you.

Pimp Special: when you **double-cross** another PC, erase a hoe's name from your payback box.

PAYBACK _____ \$

FAMILY, -FRIENDS AND -FOES _____ \$

GEAR _____ \$

Dough

THE QUACK MAKING HOUSE CALLS

The good news for your **'hood** is that it's got a doctor on call; the bad news is, it's you. You're a genuinely qualified and practicing medical doctor, but **the 'hood** keeps dragging you into all sorts of moral grey areas, so your sense of right and wrong is maybe a little skewed. Still, you're smart, respected and needed, so enjoy life a little.

The thing with being the doc is that you can't turn away a patient: when someone comes to you for help, you have to treat them, no matter what's happening in their life or yours. When you can't or won't help someone, your livelihood gets threatened and it won't be easy to win back the trust of **the 'hood** without doing a few unpleasant favours for those who run the place.

Your medical training comes in pretty handy with moves that let you help others, like **ER** and **Angel of Mercy**: add **Well Educated** into the mix and you become a reliable person in a crisis. On the other hand, you can get deep into the seedy underbelly of **the 'hood** with **Prescription Pad** and **Doctor's Letter**: if you want to go the whole hog, then equip your **Backstreet Surgery** and start practicing medicine off the books.

Being the Quack is a little like being the Fallen: you have a respectable job, it's just you who's a little tarnished. Make the most of your reputation and don't forget to remind your neighbours about all the things you've done for them. Some of them will see you as an asset to be controlled, so you'll have to walk the tightrope between helping others and being their doormat.

Introducing the THE QUACK

The 'hood hurts and the 'hood kills, so the residents need someone to patch them up and let them go on fighting for another day. That's your job, but it goes deeper than that: you're one of them, someone they can show their old scars and bleeding wounds to. You'd better return the trust they've shown you or it might be you who needs patching up.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Suggested by: Tommy Rayburn
Layout: Tommy Rayburn

HANDLE

Doc [Surname]

LOOT

You're **getting by** as long as you never turn away a patient.

STATS

Choose one set:

- name+1, hush+1, brass-1, wise+2, straight=0
- name=0, hush+1, brass-1, wise+2, straight+1
- name+1, hush=0, brass-1, wise+2, straight+1
- name-1, hush+1, brass=0, wise+2, straight+1



MOVES

Choose two:

- **ER:** when you examine someone within one hour of them going **down** or **out**, roll+wise; on a hit, they improve from **out** to **down** or from **down** to **fine**. On a 10+, choose two; on a 7-9, choose one:
 - This settles the score: erase their name from your payback box or they take -1 debt with you.
 - It doesn't take you a long time to examine them and improve their condition.
 - You aren't drawn any further into their problems.

- **Prescription Pad:** you always have access to controlled or prescription drugs, you don't need to **ask around** for them.

- **Doctor's Letter:** when you sign off on a fraudulent benefit or insurance claim, roll+straight; on a hit, the target gets their claim approved and you take +1 dough; on a 7-9, take +1 heat.

- **Angel of Mercy:** when you stand up for someone in danger of harm, take +1 forward.






- **Backstreet Surgery:** you have an illegal, out-of-hours surgery where you can practice medicine discreetly; mark it on the streetplan. When you operate here and take heat, you may transfer that heat to the backstreet surgery instead; when it reaches 5 heat, it gets burned. You may remove heat from your surgery by **lying low**, but if it gets burned, you must find a new site for it before you can use this move again.

- **Well Educated:** you get +1 wise (wise+3).

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT _____ \$

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE	DOWN	OUT
⊗	○	●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over, send flowers to the family!

EXPERIENCE _____ \$

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- You couldn't do anything to save the life of their loved one: tell them to take +2 debt with you.
- You've signed off on disability assessments for one of their family: take +2 debt with them.
- You know the medical history of everyone in **the hood**: take +1 debt with everyone else.

Quack Special: when you **double-cross** another PC, choose whether they go down or you do.

PAYBACK _____ \$

FAMILY, -FRIENDS AND -FOES _____ \$

GEAR _____ \$

Dough

THE RADAR DID YOU HEAR THAT?

Information is your stock-in-trade, so the more you know, the better off you are... well, not exactly. No-one in your **'hood** likes a snitch, so you have to be careful about who you sell your information to: money's no good in the graveyard. Being the Radar means betraying trusts on a daily basis, so the trick is knowing when the value of the information you have outweighs the consequences of selling it.

If someone comes to you looking for answers and you don't cough up, however, then you're going to find yourself short for a while: if you're not profiting from what you know, then you're not **getting by**. If you end up being asked to tell-all about a subject you'd rather keep to yourself, then your best bet to restore your livelihood is to find another way to please your customer, even if it means throwing someone else to the lions.

As the Radar, you're going to be pissing off the other PCs like clockwork: **Cash for Questions** and a **Word to the Wise** all let you sell them out for some debt with you, earning you dough and getting NPCs off your back. You're going to want to watch your own back if you're using those moves regularly, so take **Lookout** and **Roll With the Punches** when you can: the former not only lets you avoid trouble, but you can sell your services as a lookout to the other PCs, which might keep them from burying you in wet concrete for a while longer.

The Radar is the joker in the pack and the fly in the ointment: you'll be right in everyone's sights from the off if you have **I Know What You Did**, as the only way they can guarantee privacy in their affairs is by getting rid of you. You can either creep, crawl and generally make yourself indispensable, in the hope that they'll think twice before putting a bullet between your eyes; or you can play it fast and hard, screw everyone over and burn through **the 'hood** in a brilliant blaze of betrayal & blood.

Introducing the THE RADAR

The 'hood has a voice, but not everyone can understand it: you do though and you know well enough that there are times when it pays to shut up and listen. It pays again when you sell what you know to those with an interest, even if you aren't always too fussy about who you sell out.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn
Dedicated to Matt Schillinger

HANDLE

Snoop, Snitch, [Name of news channel],[Name of newspaper], the Whisper, Newsflash, the Oracle, Blind [Name], Wiki, X-Ray.

LOOT

You're **getting by** as long as you always sell what you know when asked.

STATS

Choose one set:

- name+1, hush+1, brass-1, wise+2, straight=0
- name=0, hush+1, brass-1, wise+2, straight+1
- name=0, hush-1, brass+1, wise+2, straight+1
- name-1, hush+1, brass=0, wise+2, straight+1



MOVES






Choose two:

- **I Know What You Did:** you can turn all your out-of-character knowledge about another PC into in-character knowledge at any time; they take +1 debt with you.
- **Know It All:** when you **ask around**, roll+wise instead of roll+name.
- **Roll With the Punches:** when anyone **gets rough** or **opens fire** on you, on a 7-9, you choose the outcome instead of them.
- **Lookout:** when you stay on the lookout, roll+wise; on a hit, you get a warning that someone is coming long enough before they arrive for you to get away. On a 7-9, you don't have time to do everything: if you stay to warn your friends, you are all here when they arrive, but you get +1 forward to face them; if you leave without your friends, you get away but your friends take -1 forward to face them.
- **Cash for Questions:** when you go to the authorities with information about illegal activities, take +1 dough and +1 heat; if this is about another PC's illegal activities, they take +1 debt with you.
- **A Word to the Wise:** when you point the finger at another PC, roll+wise; on a hit, an NPC in their payback box goes and seeks payback from them right now and you may erase that name from your payback box; on a 7-9, the PC you just fingered takes +1 debt with you.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT _____ \$

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE	DOWN	OUT
⊗	○	●
Make some dough!	<ul style="list-style-type: none"> • -1 ongoing • Livelihood is threatened 	End of the line, game over, send flowers to the family!

EXPERIENCE _____ \$

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

- After everyone has shared the details of their characters, choose a different PC for each of the following:
- You were always grassing on them and they were always beating you up for it when you were kids: take +1 debt with each other.
 - They hold you responsible for helping the authorities put them away for a short stretch: tell them to take +2 debt with you.
 - Your testimony helped catch the real criminal when they were in the frame: take +2 debt with them.
 - Everyone else thinks you're an unreliable snitch and steers clear of you: tell them all to take -1 debt with you.

Radar Special: when you **double-cross** another PC, spread a rumour about them and put the name of any NPC in their payback box.

PAYBACK _____ \$

FAMILY, -FRIENDS AND-FOES _____ \$

GEAR _____ \$

Dough

THE REBEL NEW KID ON THE BLOCK

The 'hood is full of kids with no hopes, no prospects and no imagination: you don't want that to be your world. You've seen what it takes to get by and you're not afraid to get your hands dirty looking after you and yours.

Your parents just don't understand: every time they catch you bunking off school or hanging out with the people they look down on, they give you a hard time over it. They can't throw you out, but they can take away your stuff, so if you want to keep them sweet, keep them in the dark. If you do get into a row with them, find a way to make it up to them, even if you have to get one of your older mates to lie and cover up for you.

You start off with a few disadvantages compared to the other PCs, but you are full of potential; the problem is that realising that potential will bring a shitstorm down on your head. It's not just **Fuck Up**, but your special move: making trouble is your fast track to the big leagues and along the way, **Tough Kid**, **Diss** and **Get Away** will help you watch your back.

Change is the destiny of the Rebel: either they'll grow up to be something more than they are now or they'll never get the chance to grow up at all. Don't pull your punches with this playbook: play them loud, fast and in your face, make bad decisions, then learn from your mistakes... then go ahead and make them again.

Introducing the THE REBEL

Shit man, school is for losers, y'know? Your school is the streets and you're learning all you need to know about life on them. There ain't nothing waiting for you when you're older, if you want anything in this life you've got to take it for yourself and you're starting right the fuck now!

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen

Layout: Tommy Rayburn

HANDLE

Ratboy/Ratgirl, Young [Name], the Kid, Babyface, Schoolie, Brat, the Menace/Minx, Junior, [Name of character from children's TV/books/films]

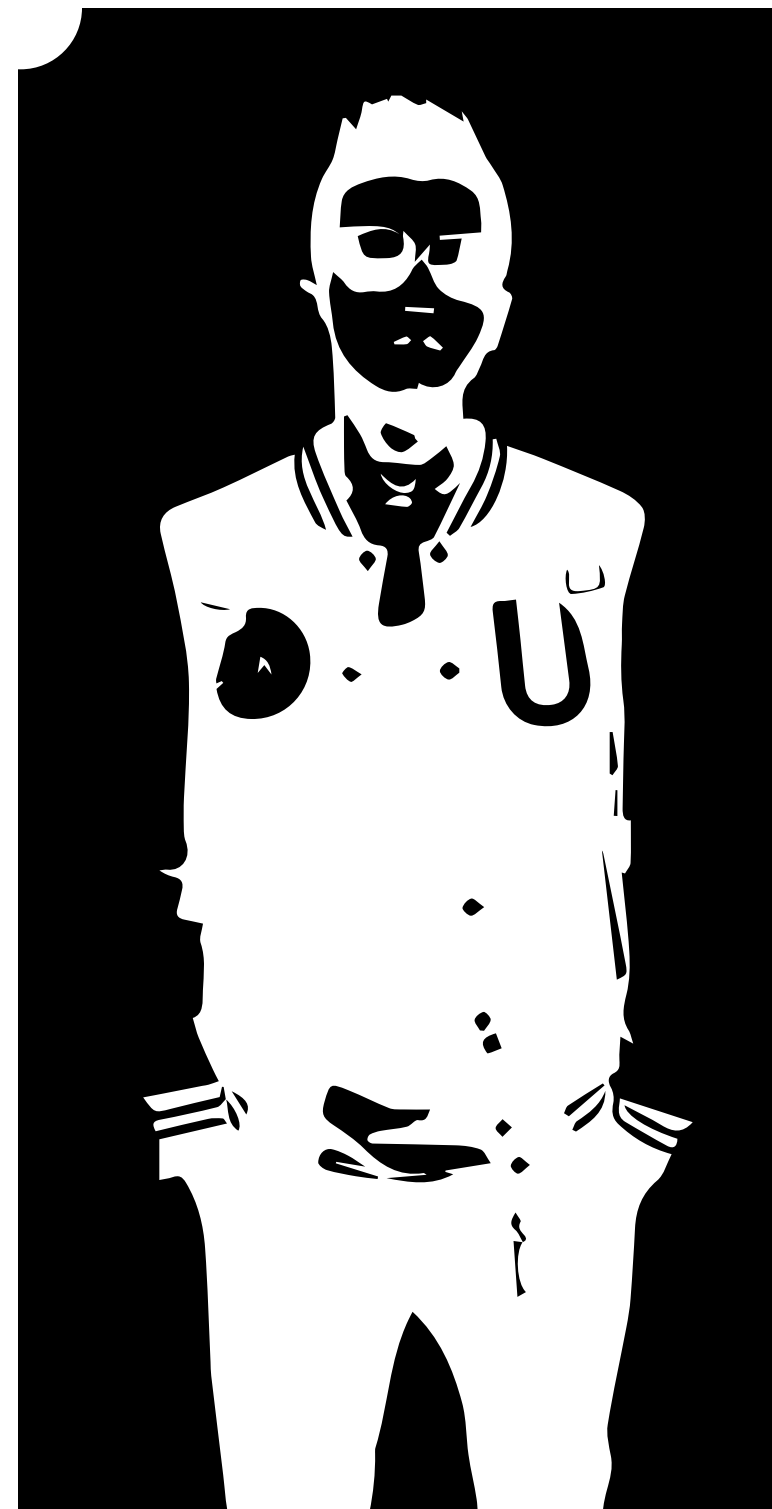
LOOT

You're **getting by** as long as your parents or carers don't find out what you're up to.

STATS

Choose one set:

- name-1, hush=0, brass+1, wise+1, straight+1
- name=0, hush-1, brass+1, wise+1, straight+1
- name-1, hush+1, brass+1, wise=0, straight+1
- name-1, hush+1, brass+1, wise+1, straight=0



MOVES

Choose two:

- **Parental Guidance:** write your primary parent's or carer's name in your payback box; take -1 heat every time you pay them back.
- **Graduation:** when you get **burned**, reset your heat to zero then choose a new playbook and carry on playing this character, but you lose all moves from this playbook.
- **Fuck Up:** when you **cover your tracks** or **take the hard way**, you can mark experience and miss instead of rolling.
- **Tough Kid:** you don't take -1 ongoing when you're **down** and you recover from **down** to **fine** in hours rather than days.
- **Diss:** when you diss anyone loudly, to their face, roll+brass; on a hit, they back-off and don't hassle you; on a 7-9, mark them for payback or they take +1 debt with you.
- **Get Away:** when you lose your pursuers, roll+brass; on a hit, you leave them far behind; on a 7-9, choose one:
 - It's a near miss: go **down** after you get away.
 - You only buy a little time: they'll catch back up soon. You run back to your carer: explaining the situation to them threatens your livelihood.






Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one:

- Mark experience.
- Choose a move from that PC's playbook.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. 		

HEAT _____ \$

●●●●●

BURNED

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE	DOWN	OUT
⊗	○	●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over, send flowers to the family!

EXPERIENCE _____ \$

▶●▶●▶

V

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- They are close family and they look out for you: take +1 debt with each other.
- They did you a really big favour one time, but only because they respected your carer: tell them to take +1 debt with you.
- You're a street rat who'll do almost anything you're asked to, as long as there's something in it for you: take +1 debt with everyone else.

Rebel Special: when you **double-cross** another PC, take any stat+1 [max:2].

PAYBACK _____ \$

FAMILY, -FRIENDS AND -FOES _____ \$

GEAR _____ \$

Dough

THE SCHEMER WOULD I LIE TO YOU?

For whatever reason, you appear trustworthy and honest: it's a God given gift that you exploit at every opportunity. Even people who've been stung by you before will believe that it was down to circumstances beyond your control, that you lost your money too but if they give you a little bit more, you can make it all back for them. You're the worm in the apple, feeding off the tasty flesh all around you and making the whole thing rotten to the core.

Money just falls into your pockets: with your looks, charm and willingness to lie, you persuade your marks to part with their cash on the flimsiest of pretexts. After a while though, they get wise to your scheme and you need to move on before you attract too much attention, so the Schemer's life is constantly on the go. Your livelihood will get threatened on a regular basis as you are forced to come up with new schemes, but it's all a great learning experience.

Your moves are geared to giving you a big social advantage: you're wiser than most, so **Face in the Crowd** and **Untouchable** let you take full advantage of that. You're also a master of manipulating the other PCs, even when they know you for what you really are: **Give 'em Enough Rope** and **Friendly Face** will keep them in your debt if they don't back off and leave you alone.

If you're going to be the Schemer, you've got to be prepared to make shit up: it's not just about playing the character, but also coming up with their latest get rich quick scheme. Think fast and talk faster, always be ready with a plausible excuse and never, ever admit to anything when you can lay the blame elsewhere.

Introducing the THE SCHEMER

Getting rich quick is the name of the game; find the loophole, look for the shortcut, then exploit it fast & hard. You've got to spend money to make money, sure, but nobody said it had to be your own.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

Face, Anansi, Slim, the Barracuda, Smiling [Name], Tricky [Name], Fast Talk, Motormouth, the Preacher.

LOOT

You're **getting by** as long as you have at least one scam on the go.

STATS

Choose one set:

- name-1, hush+1, brass+1, wise+2, straight+0
- name-1, hush+1, brass=0, wise+2, straight+1
- name-1, hush=0, brass+1, wise+2, straight+1
- name=0, hush-1, brass+1, wise+2, straight+1



MOVES

You get this one:

⊗ **Scam:** you start with one scam on the go, such as a pyramid investment scheme, fake charity collection, home improvement sales, etc. At the end of every session, you either have to drop your current scam or take +1 heat. Starting up a new scam is part of the conversation for your character.

SCAM COLLECTION _____ \$






Then choose one:

- **Been There, Done That:** you get +1 wise (wise+3).
- **Face in the Crowd:** when you **cover your tracks**, roll+wise instead of roll+hush.
- **Untouchable:** when you **take the heat off**, roll+wise instead of roll+brass.
- **Give ‘em Enough Rope:** whenever another PC **argues the toss** with you, take +1 debt with them in addition to whatever else happens.
- **Payoff:** when you keep one scam going for more than two sessions, take +1 dough for every additional session it runs.
- **Friendly Face:** when you **payback** an NPC in someone else’s **payback box**, take +1 debt with that PC.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC’s playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT _____ \$

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE ⊗	DOWN ○	OUT ●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over, send flowers to the family!

EXPERIENCE _____ \$

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- You ripped-off their family in a past scheme; tell them to take +2 debt with you.
- They watched your back when you were both kids; take +2 debt with them.
- Everyone else has learned the hard way not to trust you; take +1 debt with everyone else and tell them all to take +1 debt with you.

Schemer Special: when you **double-cross** another PC, nullify their double-cross move. Whatever it is, it just doesn’t happen.

PAYBACK _____ \$

FAMILY, -FRIENDS AND -FOES _____ \$

GEAR _____ \$

Dough

THE SHARK THE ROOT OF ALL EVIL

It's all about the money, nothing else matters; you measure your success by the size of your wallet and the bling you carry. You've taken the little bit of cash you had and gradually leveraged it into a bigger and bigger stash, by loaning it out at extortionate rates of interest. Everyone hates you and everyone needs you.

As long as there are people who owe you money, there's a source of income open to you, but you have to collect what you're owed on a regular basis or else your livelihood is threatened. Finding ways to get more people into your debt is essential, especially as debtors are unreliable at the best of times and even manage to pay of all that they owe you on some occasions. Do favours when you're asked, then come back later with the full asking price for your services.

Unlike other playbooks, the unique moves you start with are fixed and you get no choice in it, but once you earn an advance, you can start thinking about your career path. If you want to make a lot of money fast, **Final Demand** and **Long Term Investments** will keep the money rolling in; on the other hand, if you like having an army of debtors who owe you, **Outsourcing** will put them to work for you and **Easy Terms** will make sure you never run out of them.

The Shark tends to swim in their own pool: they have their own secure way of getting by, regardless of what others in their **'hood** are up to. The catch is that your debtors are probably also their friends and relatives, so you're more likely to come into direct conflict with another PC than almost anyone else. If there's a Heavy or Ice in your circle, put them on your books as soon as you can and think about becoming the gang boss to ensure the loyalty of the rest.

Introducing the THE SHARK

Money isn't just a means to an end, it's an end in itself; people chase it, hoard it, dream of it and count it. When they're desperate enough for some more of it, they come to you.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

[Bank Name], Uncle, Midas, Moneybags, Jackpot, the Lottery, Payday, Cashpoint, the Mint.

LOOT

You're **getting by** as long as you collect a payment from at least 1 debtor every session.

STATS

Choose one set:

- name+2, hush=0, brass+1, wise+1, straight-1
- name+2, hush-1, brass=0, wise+1, straight+1
- name+2, hush-1, brass+1, wise+1, straight=0
- name+2, hush-1, brass+1, wise=0, straight+1



MOVES

You get these two:

⊗ **Bankroll:** name any 3 NPCs in your **'hood** that have taken out a loan with you; they are your first debtors. You can erase a debtor's name from your payback box at any time, but you can't also collect a payment from them in that session.

DEBTORS _____ \$

⊗ **Payment:** when you collect a payment from a debtor, roll+wise. On a hit, they pay you. On a 7-9, choose one. On a miss, they pay off their loan and cease to be a debtor.

- You have to rough them up to get your payment; they go **down**.
- You take their last penny; they can't pay you again unless their situation changes.
- It takes you all day to get their money, if you can spare the time.
- If they're a PC, threaten their livelihood.

You can choose these when you advance:

○ **Final Demand:** when you collect the final payment from any debtor, take 1 dough and they cease to be a debtor.

○ **Long Term Investments:** take 1 dough each time you earn an advance.






○ **Outsourcing:** take +1 ongoing to all help they give you when you recruit a debtor for a job; mark them for payback.

○ **Easy Terms:** when you **argue the toss** with someone who wants money from you, on a 10+ you can give in to their demands but they become one of your debtors.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT _____ \$

● ● ● ● ●
● ● ● ● ●

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE	DOWN	OUT
⊗	○	●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over; send flowers to the family!

EXPERIENCE _____ \$

● ● ● ● ●
● ● ● ● ●

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- They blame you for not helping their family when you could have done; they take +2 debt with you.
- Without you, they'd have lost everything; take +2 debt with them.
- Everyone else has come to you for a loan sometime; take +1 debt with everybody else.

Shark Special: when you **double-cross** another PC, they take -1 dough or their livelihood is threatened.

PAYBACK _____ \$

FAMILY, -FRIENDS AND-FOES _____ \$

GEAR _____ \$

Dough

THE SHEPHERD DELIVER US FROM EVIL

You're meant to be a moral compass to the residents of **the 'hood**, steering them onto the right path and away from temptation... but in the real world, people aren't that perfect, so you're really there to forgive them for their sins and help them to make amends for their wrongdoing. Sometimes, to help them you have to shield them from the authorities or the bigger fish who won't give them a second chance, which draws you into the seedy underbelly of the city time and time again.

The residents come to you with the weight of the world on their shoulders and expect you to lighten the load for them; you're supposed to keep their secrets, not share them around, but if the proper moral course of action involves betraying that trust, you'll do it in order to save them from a worse fate. You might find that church/synagogue/temple attendances fall off when word gets out that you're a snitch, so you're going to have to do something spectacular to earn their trust again and restore your livelihood.

Most of your moves rely on your clean reputation, so keeping your heat=0 is a key strategy for you; to compensate for the potential loss of experience this results in, you get to mark experience whenever you save a member of your **Flock** from big trouble, including any other PCs. When you **Balance the Books**, you can kill two birds with one stone, reducing your own heat and saving a PC from being burned by confronting those who have them in their sights.

It's in your interests to push against the flow and try to get the other PCs to do the right thing, at least occasionally: those who are in your flock are nominally on your side, so get all up in their business and save them from themselves... again and again and again.

Introducing the THE SHEPHERD

*When the residents of **the 'hood** don't know what is the right thing to do, they can turn to you and seek your guidance. Even if you can't persuade them to stay within the law, you can at least be there to hear their confession and to say the Last Rites for them.*

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen

Layout: Tommy Rayburn

HANDLE

Use the name and title your flock addresses you by.

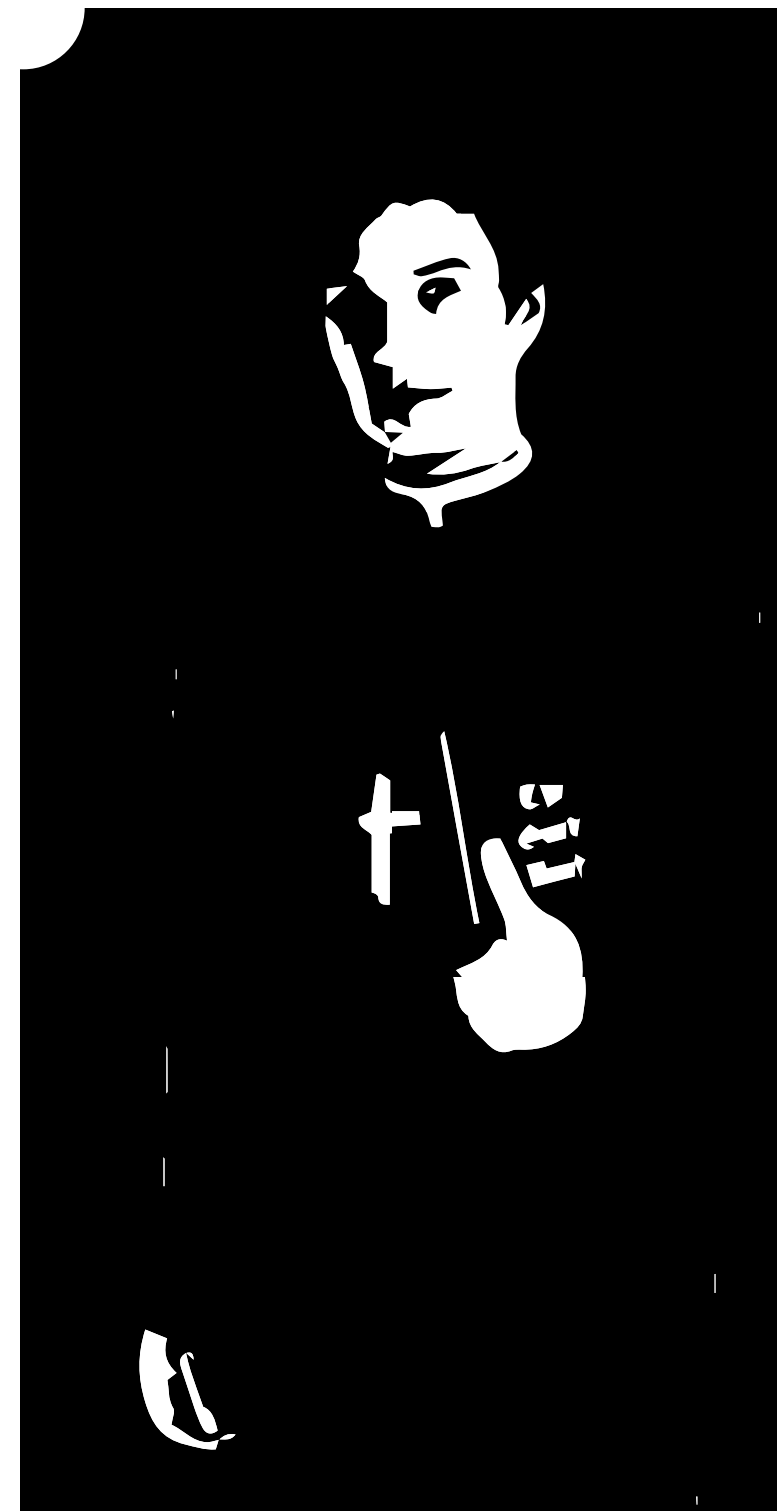
LOOT

You're **getting by** as long as you never betray a trust.

STATS

Choose one set:

- name=0, hush+1, brass-1, wise+1, straight+2
- name+1, hush=0, brass-1, wise+1, straight+2
- name=0, hush+1, brass-1, wise+2, straight+1
- name+1, hush=0, brass-1, wise+2, straight+1



MOVES

You get this one:

⊗ **Flock:** for each NPC in **the 'hood**, toss a coin; on a head, they are part of your flock. Whenever you save a member of your flock from going out or getting burned, mark experience.

Then choose one:

○ **Divine Calling:** when your heat=0, take +1 now when you roll+wise or roll+straight.

○ **Confessor:** no member of your flock can keep a secret from you if you ask them about it; if your heat>0, you have to promise to help them with it in return and mark them for **payback** or they take +1 debt with you.

○ **Balance the Books:** when you go to confront the big fish who have your 'hood in their sights, roll+straight; on a hit, you and each member of your flock take -1 heat but they will ask for something in return. On a 10+, you can argue the toss about the details; on a 7-9, you have to do it or else. You can save a PC member of your flock from being burned if you act immediately to make this move when they reach 5+ heat.






○ **Street Preacher:** when your heat=0, you can preach the truth in public, roll+name; on a hit, the MC chooses one of the listeners who becomes a member of your flock. On a 7-9, you upset someone else who is listening: choose who and mark them for **payback**.

○ **Condemnation:** when your heat=0, you can condemn a single resident of your **'hood**; if they are a PC, they **make trouble** when they deal with members of your flock; if they are an NPC, they can't get **payback** from anyone, but can still be marked for it. If they want you to withdraw your condemnation, they have deal with you in person and reach a deal you agree to; they also cease to be condemned if your heat>0.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		

Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one:

- Mark experience.
- Choose a move from that PC's playbook.
- Move an NPC from your **payback** box to theirs.
- Swap all of your heat for all of theirs.
- Make a deal with that PC: they must do what you want, but they can **argue the toss** over the precise terms.

HEAT _____ \$

●●●●●●

(5/5) (5/5)

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE	DOWN	OUT
⊗	○	●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over; send flowers to the family!

EXPERIENCE _____ \$

●●●●●

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, ask each other PC if they are a member of your flock or not: if they are, take +1 debt with each other. For those who aren't, choose a different PC for each of the following:

- You tried to help them once but they rejected it aggressively: take +1 debt with them.
- They came through for a member of your flock who was in need of their services: tell them to take +1 debt with you.

Shepherd Special: when you **double-cross** another PC, they make trouble whenever they deal with your flock for the rest of the session.

PAYBACK _____ \$

FAMILY, -FRIENDS AND -FOES _____ \$

GEAR _____ \$

Dough

THE THIEF

WHAT'S YOURS IS MINE

One step up from a mugger, your preference is for breaking and entering; find the valuables, nick 'em and flog 'em, that's your motto. A word to the wise though: don't piss on your own patch. Nicking stuff from your neighbours in **the 'hood** will only make trouble for you, so make sure you operate somewhere else, ok?

The thing is, all those stolen goods have to sit somewhere until you can move them on, so that's going to be in your 'hood somewhere; the last thing you want then is for a bunch of flat-footed plods sticking their noses in everywhere. Your livelihood is threatened anytime the police are in your **'hood** (except for the Fallen, 'cos you've got a deal with him, right?) as even a clever thief like you struggles to move stolen goods right under their noses. Burn the evidence, flog it for a fraction of what it's worth or pin it on someone else, just don't get caught with it.

The Thief's moves are particularly archetypal and are all geared around finding, stealing and selling stuff; you can even use your skills to steal a weapon right out of your enemy's hands if you've got **Disarm**. Partner this with **Search for Traps & Secret Doors** and you've got the making of an action movie-style jewel thief, but you can also be more down to Earth with **Seller's Market** and just concentrate on making your living.

The Thief gets along well with most other residents of **the 'hood**, as long as you stay off their patch: you've got vital services to offer to just about everyone else, plus you have a shared interest in keeping the police away. Stay valuable and you'll stay healthy, but don't assume that past favours done make you invulnerable now and never even think about stealing from your own **'hood**, no matter what the temptation...

Introducing the

THE THIEF

All property is theft, so on balance you're not really doing anything wrong. Anyway, sometimes it's barely a crime, like when people are so careless with the way they leave stuff lying around, you're actually, like, tidying up and being all environmental, innit? Don't matter whether it's in a pocket, bag, locker, car, house or bank vault, you'll take it if you can.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn

HANDLE

Fingers, Raffles, Dipper, Marx, the Cat, the Magpie, the Phantom, Weasel, Ratboy, Shifty, [Shop Name], the VIP.

LOOT

You're **getting by** as long as the police stay out of your **'hood**.

STATS

Choose one set:

- name-1, hush+2, brass+1, wise+1, straight=0
- name+1, hush+2, brass-1, wise+1, straight=0
- name=0, hush+2, brass+1, wise+1, straight-1
- name+1, hush+2, brass+1, wise=0, straight-1



MOVES

You get this one:

- ⊗ **Nick It:** when you steal gear, roll+hush. On a 10+, choose 2. On a 7-9, choose 1. All goods you steal are +hot.
 - You leave no evidence you were there.
 - You can get out the same way you got in.
 - You don't set off any alarms.

STOLEN GEAR






Then choose one:

- **Stealthy:** you get +1 hush (hush+3).
- **In & Out:** when you **cover your tracks** and get a hit, choose one less option from those available.
- **Seller's Market:** when you sell hot gear on the black-market, roll+wise. On a hit, you can sell it for its normal value. On a 7-9, choose 1.
 - There's little interest; take -1 dough off the value of that gear.
 - Everyone knows it's hot; take +1 heat.
 - You know someone who'll take it off your hands; mark them for **payback**.
- **Search for Traps & Secret Doors:** when you search a location, roll+hush. On a hit, you find anything that is hidden there. On a 10+, no-one else knows what you've found.
- **Disarm:** if you enter a situation without a weapon, you may take the weapon with the lowest edge or lead value from those around you.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT _____ \$

● ● ● ● ●
● ● ● ● ●

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE ⊗	DOWN ○	OUT ●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over, send flowers to the family!

EXPERIENCE _____ \$

● ● ● ● ●
● ● ● ● ●

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- You both went stealing from shops as kids; take +1 debt with each other.
- They're pretty sure you've stolen from them but they can't prove it; tell them to take +2 debt with you.
- If it wasn't for you, they would've been caught red-handed by the police; take +2 debt with them.

Thief Special: when you **double-cross** another PC, steal one gear from them.

PAYBACK _____ \$

FAMILY, -FRIENDS AND-FOES _____ \$

GEAR _____ \$

Dough

THE TOURIST

LIVE LIKE COMMON PEOPLE

You're not from **the 'hood** and it's not your home, it's just somewhere you're visiting. You grew up in a life of privilege, never knowing real hardship... you still don't. Your family keeps hoping this is a phase you'll grow out of and until you do, they'll keep supporting you.

The parent who controls the purse strings is losing patience though and beginning to use more persuasive techniques to entice you back home, like threatening to cut you off. You have to use a combination of promises, small favours and emotional blackmail to keep the money coming in.

The money's there whenever you want it, because your family is **Loaded**, so you can almost always afford anything you want. You can enjoy living life to the full with **Dance and Drink and Screw** and exploit your sense of entitlement with **They're Laughing At You** by treating it all as a game. Keep your family's number on speed-dial with **If You Called Your Dad** and you can get them to pull strings with the authorities, at a price. Take **Never Get It Right** and you can flip back and forth between owing payback and going short in the time it takes to change your mind.

Your family is a big deal to you: they most likely live a long way from **the 'hood**, but they have their ways of keeping tabs on you: your parental provider in particular always seems to know what you're doing and how to find you. When naming this NPC, don't forget the rest of your family, by blood or marriage, and the people who work for them, e.g. solicitors, security, PAs and so on.

Play the Tourist like you were watching a big 3D blockbuster at the cinema: enjoy the experience, then leave it behind you and go off to seek another one. Let the other residents take advantage of you however they like, because you've always got the ultimate escape route just waiting to welcome you home.

Introducing the THE TOURIST

It's, like, so real on the streets, y'know? It's just, like, more honest here, yeah? People here are really living their lives and, like, having to struggle; it's made you so much more grateful for everything your family has given you.

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn
Dedicated to Jarvis Cocker

HANDLE

Golden Boy/Girl, Rich Kid, Moneybags, Her/His Majesty, [Name] Hilton, Cashpoint, Platinum, the Snob.

LOOT

You're **getting by** as long as you're not cut off by your parental provider.

STATS

Choose one set:

- name-1, hush=0, brass=0, wise+1, straight+1
- name-1, hush+1, brass=0, wise+1, straight=0
- name=0, hush-1, brass=0, wise+1, straight+1
- name=0, hush-1, brass+1, wise+1, straight=0



MOVES

You get this one:

⊗ **Loaded:** when you take money from your parental provider, roll+the amount of dough you ask for. On a miss, they give it to you with no strings; on a hit, they give it to you but there are strings attached. On a 7-9, choose one; on a 10-11, choose two; on a 12+, all three:

- They give you what you told them you wanted the money for, instead of the money.
- They want you to do something in return: mark your parental provider for **payback**.
- They cut you off.

You can't make this move while you are cut off or they are marked for **payback**.

Then choose one:

○ **If You Called Your Dad:** when any PC (including you) gets **burned**, you can **argue the toss** with your parental provider. On a hit, the target PC takes -1 heat and doesn't get **burned**; take +1 debt with them.

○ **Dance and Drink and Screw:** when you have sex with a resident of **the 'hood** whom you haven't had sex with before, mark experience; if they are another PC, take +1 debt with them.

○ **They're Laughing At You:** when another PC makes a move against you, you may take +1 debt with them and they make that move as if they had **paid cash**.






○ **Never Get It Right:** You can restore your livelihood by marking your parental provider for **payback** but you don't mark experience when you do so; you can erase your parental provider's name from your **payback** box by going **short**.

○ **A Thirst for Knowledge:** when your debt with any other PC rises to more than +3, you may choose two different options instead of one.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		
Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one: <ul style="list-style-type: none"> ○ Mark experience. ○ Choose a move from that PC's playbook. ○ Move an NPC from your payback box to theirs. ○ Swap all of your heat for all of theirs. ○ Make a deal with that PC: they must do what you want, but they can argue the toss over the precise terms. 		

HEAT

_____ \$

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE

FINE	DOWN	OUT
⊗	○	●
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over; send flowers to the family!

EXPERIENCE

_____ \$

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- They introduced you to the 'hood after a one night stand you had together: take +1 debt with each other.
- It's your family's fault that their family is short of money: tell them to take +2 debt with you.
- They're your 'street friend', even though you know deep down they only stick with you for your money: take +2 debt with them.
- Your ignorance and naiveté has made trouble for everyone else: tell them all to take +1 debt with you.

Tourist Special: when you **double-cross** another PC, take +1 debt with them.

PAYBACK

_____ \$

FAMILY, -FRIENDS AND -FOES

_____ \$

GEAR

_____ \$

Dough

THE VOICE MAKE GOOD ART

You were born with a talent and you can't hide it: whether you sing, dance or paint, **the 'hood** is your stage and the streets are your canvas. Every day you are out there, making your name and creating art from the life all around you. Without you, things would be less colourful, but quieter too, so maybe not everyone appreciates your creations.

Fame is fleeting and no matter what you achieve, the same question comes up: what have you done lately? You risk losing your fame if you're not out there creating new art and your livelihood depends on your fame: when its gone, the fast way to get back on top is to betray another PC and tell the story of that mutual betrayal through your art.

If constantly double-crossing your friends is a tall-order, then take **Bad Reputation** or **Tortured Artist** with your first advance and start mixing it up, so you can turn your troubles into inspiration. To be taken seriously as an artist, you need to be able to sway the masses, which is exactly what **Spread the Word** lets you do. Once you can reliably build-up your fame, **Share the Spotlight** and **The Golden Goose** let you put it to work for you, getting you out of trouble when you need it the most.

As the Voice of **the 'hood**, it's down to you speak up and make a noise about the things the residents feel strongly about or to alert them to what they need to know; as this isn't always in everyone's interests, cultivate a close relationship with a stronger PC who can protect you from the fallout your art creates. This might mean selling out once in a while and saying what they tell you to say, but it's a small price to pay for still having the breath to speak with and you'll probably end up getting the last word anyway.

Introducing the THE VOICE

*Someone must speak for those who have no voice; someone must teach those who won't learn; someone must show the truth to a world with its eyes closed. You dare to speak for **the 'hood**, using your art to inspire, to protest and to expose.*

A Character Playbook for

THE 'HOOD

BIG FISH IN A SMALL POND

Game Mechanics: James Mullen
Layout: Tommy Rayburn
Dedicated to Tommy Rayburn

HANDLE

Sketch, Doodle, Splash, the Siren, Famous, Rockstar, Vincent, Elvis, the Idol, [Celebrity Name].

LOOT

You're **getting by** as long as you have at least 1 fame.

STATS

Choose one set:

- name+2, hush-1, brass=0, wise+1, straight+1
- name+2, hush=0, brass-1, wise+1, straight+1
- name+2, hush-1, brass+1, wise+1, straight=0
- name+2, hush-1, brass+1, wise=0, straight+1



MOVES

You get this one:

✘ **Local Celebrity:** you begin with 1 fame, but you take -1 fame every day (min=0); when you perform your art in **the 'hood**, roll+name. On a hit, you don't lose fame that day; on a 7-9, choose one:

- Your art upsets someone: mark them for payback.
- It takes a lot longer than you expected.
- You create a disturbance and get drawn into the centre of the trouble.

FAME _____ \$

When you pay cash to someone else in **the 'hood**, you can take -1 fame and pay 1 less dough.

Then choose one:

○ **Bad Reputation:** when you **take the hard way** and take heat, take +1 fame and incorporate it into your art.

○ **Share the Spotlight:** when an NPC comes to you for payback, you may take -1 fame and remove their name from your payback box instead of doing what they want.

○ **Tortured Artist:** when you **make trouble**, you may take +1 fame if they turn their back on you or take -1 fame to turn a hit into a miss.

○ **Spread the Word:** when you use your art to spread news through **the 'hood**, roll+fame: on a hit, word spreads and **the 'hood** responds. On a 10+, choose one; on a 7-9, choose two:






- You have no control over the response you've started.
- It gets traced back to you: take +1 heat.
- You have to stake your reputation on this: reset your fame to zero.

○ **The Golden Goose:** when your heat reaches 5+, you can take -1 fame and -1 heat instead of getting burned.

NAME:

LOOK _____ \$

STATS DEBT

	Who	How Much
 NAME		
 HUSH		
 BRASS		
 WISE		
 STRAIGHT		

Debt can never rise to more than +3; anytime it does so, reset it to zero and choose one:

- Mark experience.
- Choose a move from that PC's playbook.
- Move an NPC from your payback box to theirs.
- Swap all of your heat for all of theirs.
- Make a deal with that PC: they must do what you want, but they can **argue the toss** over the precise terms.

HEAT _____ \$

Gain Heat as the price of a move or when the MC makes a hard move against you.

STATE _____ \$

FINE	DOWN	OUT
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Make some dough!	• -1 ongoing • Livelihood is threatened	End of the line, game over; send flowers to the family!

EXPERIENCE _____ \$

Mark experience when:

- You restore your livelihood.
- You **take heat**.
- Your debt reaches more than +3 with another PC.

When ever your experience reaches 5, reset experience to zero and choose one:

- Get a new move
- Take +1 stat (max:+2)
- Advance a basic move.
- Advance a playbook move

DEBTS

After everyone has shared the details of their characters, choose a different PC for each of the following:

- You used to collaborate artistically with them when you were both young: take +2 debt with each other.
- You told their lifestory through your art without their permission: tell them to take +2 debt with you.
- They sheltered you when you were still trying to make your name: tell them to take +2 debt with you.
- Everyone else knows who you are and what you do: tell them all to take +1 debt with you

Voice Special: when you **double-cross** another PC, take +1 fame and turn it into a story through your art.

PAYBACK _____ \$

FAMILY, -FRIENDS AND -FOES _____ \$

GEAR _____ \$

Dough