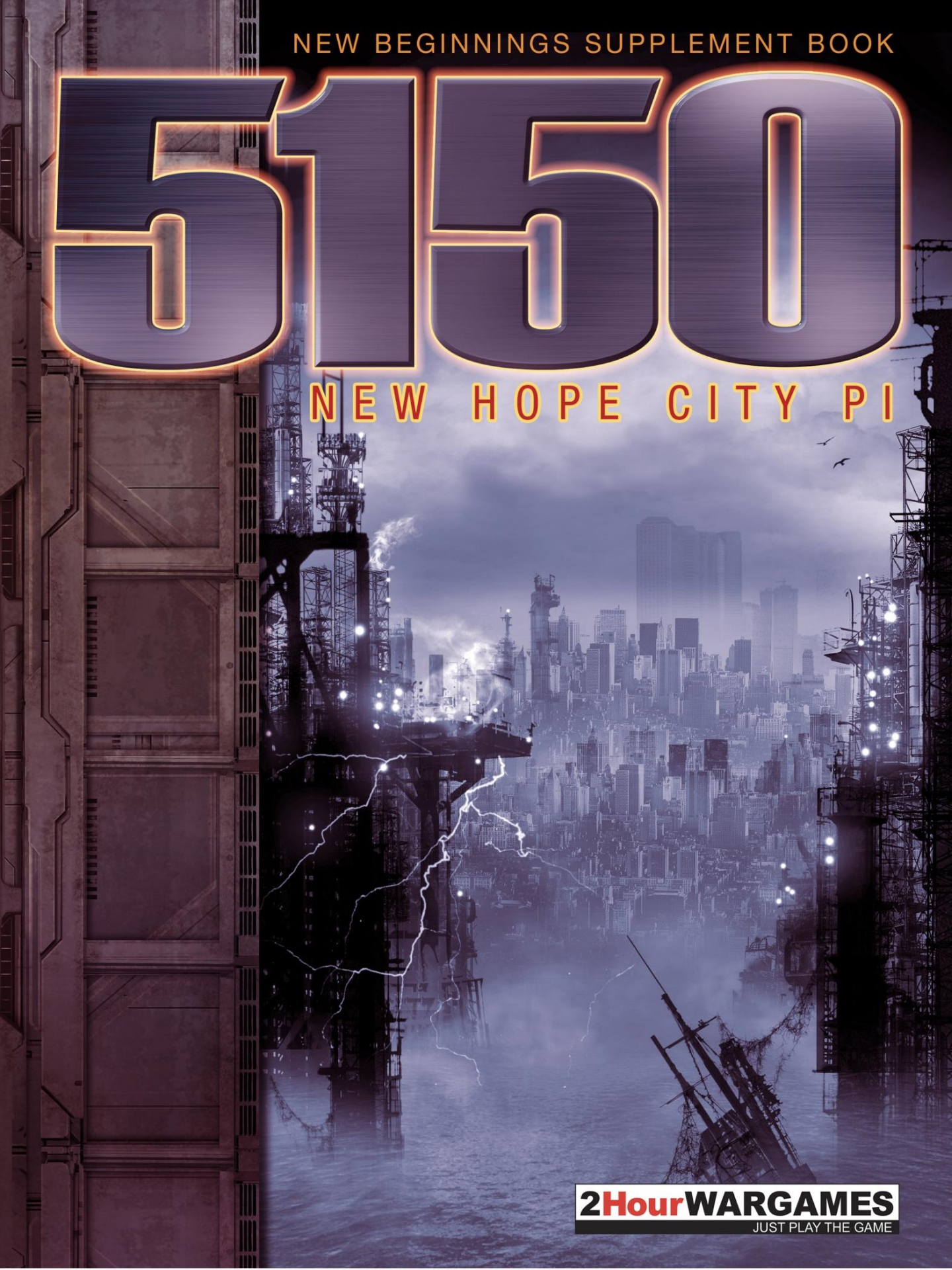


NEW BEGINNINGS SUPPLEMENT BOOK

5150

NEW HOPE CITY PI



2HourWARGAMES
JUST PLAY THE GAME

NEW BEGINNINGS SUPPLEMENT BOOK

5150

WHEN THE COPS JUST WON'T DO

Like every place else, New Hope City has laws for its inhabitants to live by. It has laws and it has Police to enforce them. But not all laws are created equal or equally enforced. If you're a Mover or Shaker in the City, you have instant access to the legal system 24/7. But if you're not; well sometimes the Cops just won't do.

That's where the PI comes in. Short for Private Investigator, the PI is the guy you go to when the Cops can't or won't do their job. The PI is the guy you go to when you can't go to the Cops. Life isn't always black and white and the PI works in the gray area in between. In *New Hope City PI* we take you into their world. As a PI you'll be offered a variety of crimes to solve, those that the Police won't touch for one reason or another. Inside *NHC PI* you'll find:

- The details on five types of Crimes and how they differ
- A system to generate and solve Clues, based on the abilities of your Investigator.
- Eleven different Areas or Neighborhoods, each with unique residents.
- Over fifty Professions to generate Victims, Suspects and People of Interest.
- An easy to use Transit System to get around New Hope City and seamlessly change locations.
- Mechanics to generate hundreds of possible Cases with no two ever being alike.
- Information on the Operators from the Department of Home Security and their mysterious prey, the Cyndee.
- New mechanics to make your 5150 New Beginnings games easier and quicker to play.

NEW HOPE CITY PI

5150: NEW BEGINNINGS SUPPLEMENT BOOK

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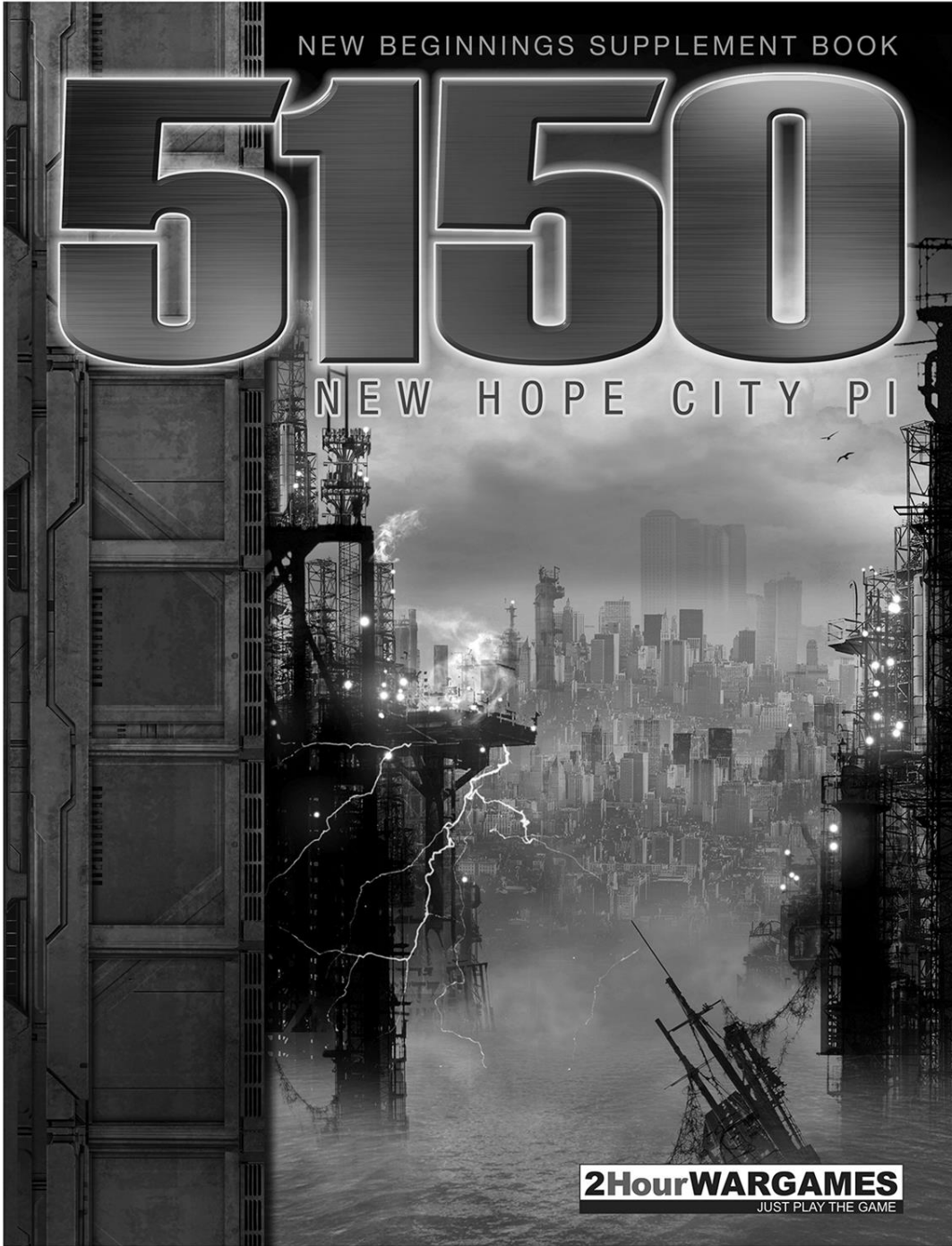
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\$15.00

New Hope City PI is not a stand-alone game. You must have 5150 – New Beginnings to play.

NEW BEGINNINGS SUPPLEMENT BOOK

5150

NEW HOPE CITY PI



2HourWARGAMES
JUST PLAY THE GAME

WRITTEN BY ED TEIXEIRA

ARTWORK BY PAUL KIME

NEW HOPE CITY PI: A 5150: NEW BEGINNINGS SUPPLEMENT

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NEW HOPE CITY PI: A 5150: NEW BEGINNINGS SUPPLEMENT

PROLOGUE

She was hot and she knew it. Maybe it was the blue skin or something else but she had my full attention.

“But you have to take my case,” she implored, with a bit too much cleavage for a lady in trouble.

“Sorry, but like I told you over the Comm-Link, it’s not my kind of case.” I replied. “I can give you a couple of references. They ain’t as good as me, but they’ll take the case.”

The Xeog turned and walked slowly towards the door, then paused. She looked as good going out as she had coming in; but it really wasn’t my kind of case. She turned around and walked over to me. Getting close she whispered in my ear, “I’ll make it worth your while. Just name it.”

I did; she slapped me in the face. Smiling she said, “Not in your life, but my husband will give you money. More than you can imagine.”

“I have a big imagination,” I said as I rubbed my face.

“He has a lot of money,” she replied.

I guess it was my kind of case after all.

INTRODUCTION

New Hope City PI is a supplement for *5150 New Beginnings - Urban Renewal*. NHC is a bustling city, with an unlimited number of inhabitants and each has their own story. In NHC PI we allow you to take these stories and turn them into adventures on the fly.

YOUR ROLE

In New Hope City PI you’re a Private Investigator. When the cops won’t do, they hire you. If you want to be a Police Detective instead, you can still use these rules. In fact you can use these rules for investigating in any gaming period, with any Two Hour Wargames rules. If the set you choose doesn’t use People Skill like we do in *Urban Renewal* don’t worry, just use Rep.

As a PI you’ll be offered a variety of crimes to solve from Robbery to Murder. The way to solve a Crime is to find a certain number of Clues based on how difficult the Case is. The more difficult the Case the more Clues you need to

find. This can be either finding an Object or Questioning a Person of Interest. Sounds simple enough but you’ll be facing twists and turns as you’ll be moving through all the levels of society in New Hope City, from the Movers and Shakers to the Criminal Element as well.

We’ve built the mechanics to blend into your current *Urban Renewal Encounters*. This means *NHC PI* is a game within a game where what your Star has done previously, ties into what he’ll be doing now.

THE BASICS

Here’s some basic info on your character.

- As a PI your character should be a Star.
- We recommend a Rep of 5. If your existing character has a higher Rep than that, feel free to use it.
- He can use the Police or Mercenaries QRS found in *Urban Renewal*.
- You can use any existing Grunts from your *Urban Renewal* band of Grunts.

SETTING THE CRIME

It all starts with setting up the Crime. Here’s how we do it:

- *What* happened?
- *Who* was the Victim?
- *When* did it occur?
- *Where* did it occur?
- *How difficult* will it be to solve?
- *How many Clues* need to be solved?
- Who is the *Employer*?
- Is there a specific *time frame* to solve the Crime?
- How much am I getting *paid*?

Let’s cover each in more detail.

CASE NOTEBOOK

All the particulars on the Crime and the Investigation can be tracked on the Case Notebook provided in the rear of the book (page 42).

THE CRIME

Without a crime there's no need to investigate. While technically Case Building (page 2) isn't a crime, we have lumped it in with them. You can choose the Crime you wish to investigate or have it determined for you. Here's how we do it:

- Roll 2d6, add the results together and consult the Crime Table.
- Go down the left-hand column to the corresponding row and across to see the Crime.

2 **CRIME**
(Add the results together)

#	CRIME
2 to 3	Kidnapping.
4 to 6	Robbery.
7	Case Building.
8 to 10	Theft.
11 to 12	Murder.

Example – I decide to start an Investigation. I roll 2d6 and score a 3 and 6 for a total of 9. The case will be to investigate the theft of something. I now go to the Theft section for more info on the Crime.

CASE BUILDING

Strictly speaking, Case Building is not a crime, but you will get paid for it. Typically someone (jealous spouse) is trying to get the goods (pictures, videos, taped recordings) on their cheating spouse. Worse case, it gives the wronged spouse “the hammer” in future arguments with the cheater; best case, divorce with a large settlement. Also used for industrial spying cases where the neglected employee decides to sell trade secrets to their rivals.

Case Building is only available to Private Investigators and not the Police.

KIDNAPPING

Kidnapping includes illegal captivity and/or forced employment as well. Snatch someone and hold them against their will and you'll face kidnapping charges.

Investigating a Kidnapping is usually Police work. But there is a chance (1 - 2) that a Private Investigator will be hired to investigate. This can be after (1 - 2) the Police investigation has been completed, in competition with the

ongoing investigation (3) or instead of (4 - 6) using the Police. In these cases the Employer may wish to find the perpetrators before the Police do and handle them on their own.

MURDER

Kill someone and you'll be tried for murder. On a scale of 1 to 5 for how serious the crime is, Murder is Level 5 as found in *Urban Renewal*. Trying to kill someone and failing, is attempted murder and still a Level 5 Crime.

Investigating a Murder is usually Police work. But there is a chance (1 - 2) that a Private Investigator will be hired to investigate. This can be after (1 - 3) the Police investigation has been completed and the “wrong” person arrested, or to run in competition to the ongoing investigation (4 - 6). In these cases the Employer may wish to find the perpetrators before the Police do and handle them on their own.

ROBBERY

Using force or the threat of force to steal something from someone is Robbery.

Robberies are usually (1 - 3) investigated by the Police. But there is a chance (4 - 6) that a Private Investigator will be hired to investigate. This can be after (1 - 4) the Police investigation has been completed, successfully or unsuccessfully, or to run in competition to the ongoing investigation (5 - 6). In these cases the Employer may wish to find the perpetrators before the Police do and handle them on their own.

THEFT

This one is pretty self-explanatory. Take something that doesn't belong to you and it's considered to be Theft. Take it from someone and that's Robbery.

Theft is usually (1 - 4) investigated by the Police. But there is a chance (5 - 6) that a Private Investigator will be hired to investigate. This can be after (1 - 4) the Police investigation has been completed, successfully or unsuccessfully, or to run in competition to the ongoing investigation (5 - 6). In these cases the Employer may wish to find the perpetrators before the Police do and handle them on their own. In some cases the Employer is more concerned about recovering the property and reporting the theft could cause “problems”.

What was stolen? That's up to you but if you need some help, it could be money (1), jewelry (2), information (3), a vehicle (4 - 5), or other articles of choice (6).

THE VICTIM

You will need to generate the Gender, Rep and Skills of the Victim and other Non-Player Characters, during the game. For ease of play we've reproduced the necessary NPC Generators from *Urban Renewal* in the rear of the book (page 43).

Now that you know the Crime, we must determine who the Victim is. Here's how we do it:

- Roll 2d6 and add the results together.
- Go to the Victim Table, down the left-hand column and across to see the Circle that the Victim comes from.
- Next go to the appropriate Circle Table (page 10) and roll 2d6, add the results, and see who is the Victim.

2 THE VICTIM *(Add the results together)*

#	CIRCLE
2 to 3	Movers.
4 to 5	Shakers.
6 to 8	Ordinary Joes.
9	Exotics.
10 to 12	Criminal Element.

Example – Continuing the Theft case I roll 2d6 and score a 3 and 2 for a total of 5. Looking on the Victim Table I see the Victim is from the Shakers Circle, a prominent group of people. I go to the Circle - Shakers Table (page 11) and roll 2d6 again, scoring a total of 11. This is a Trophy Wife. There is also a possibility of her being a Xeog (1 – 2) or Razor (1 – 2). I roll 1d6 and score a 2, she's a Xeog. You always roll for the first possible Alien and if successful, no additional rolls are made. If no successes are rolled then the person is a Basic. One more question to answer. Who's she married to? I roll on the table again and score a 9. She's married to a Government Assistant. Alien? I roll to see if he's a Zhuh-Zhuh and score a 3. Her husband is a Basic.

WHEN DID IT OCCUR?

Or more specifically, in what Day Part did it occur. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- Consult the *NHC PI* specific Day Part Table to see when the Crime occurred.

1 DAY PART *(Read the result as rolled)*

#	DAY PART
1	Early
2	Daytime
3	If the Crime is a Kidnapping or Murder, count as Late. Otherwise Daytime.
4	If the Crime is a Robbery or Theft, count as Daytime. Otherwise Evening.
5	Evening
6	Late

Example – I need to find out when the necklace disappeared, so I roll 1d6 on the Day Part Table. I score a 4. As this is a Theft Crime it occurred in the Daytime. But where did it happen?

WHERE DID IT OCCUR?

The area of New Hope City where the Crime occurs can influence the Investigation in different ways. Here's how to determine where the Crime occurred:

- Go to the Where Are They Table, to the section for the Victim (page 45).
- Go down to the row of the Victim.
- Go across to the appropriate column for the Day Part (page 3) to see in which Area the Crime occurred.
- Next go to the Buildings Table (page 46) for that Area, roll 2d6, and add the results. This tells you the Building in the Area where the Crime was committed. This is the Target Building (*Urban Renewal* page 51).
- Roll 1d6. On a score of 1 or 2 the Crime was committed, *outside* the building.

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X WHERE ARE THEY? <i>(Match the Person to the Day Part)</i>

MOVERS	EARLY	DAY	EVENING	LATE
Diplomat	C	C	GH	GH
Office Holder	C	C	GH	GH
Patron	GH	F	GH	GH
Religionist	HH	F	P	HH
Scientist	C	C	C	HH
Trophy Wife	GH	F	P	GH
SHAKERS	EARLY	DAY	EVENING	LATE
Accountant	F	F	S	M
Attorney	F	F	P	HH
Corporate Exec	F	F	P	HH
Doctor	C	C	P	GH
Entertainer	HH	F	P	HH
Government Asst.	C	C	P	M
Professor	F	F	M	M
Trophy Wife	HH	F	P	HH
EXOTICS	EARLY	DAY	EVENING	LATE
Athlete	MT	P	P	MT
Bounty Hunter	MT	L	P	S
Detective	C	F	P	M
Guide/Trader	L	C	P	L
Gunslinger	MT	MT	S	S
Investigative Reporter	C	F	P	HH
Mercenary	MT	F	S	S
Pilot	M	S	S	M
Police Officer	C	C	P ⁽¹⁾	M
Police Sergeant	C	C	M	M
ORDINARY JOES	EARLY	DAY	EVENING	LATE
#1 & 2	C	C	P	MT
#3	S	S	S ⁽²⁾	L
#4	F	F	P	MT
#5 & 6	F	F	P	MT
Spouses ⁽³⁾	F	F	MT	MT
CRIMINAL ELEMENT	EARLY	DAY	EVENING	LATE
Dealer	L	C	P	HH
Escort	L	C	P	S
Ganger	L	L	P	S
Net Runner	L	L	P	L
Smuggler	L	S	P	L
Thief	L	F	P	S
Transporter	L	C	P	L

(1) May be off-duty (1 – 4). (2) Off work and blowing off steam.
 (3) Use for all spouses.

C: City Hall
F: Financial District
GH: Gaea Heights
HH: Hope Heights
L: Lower Gaea (1- 2), Hope (3 – 5) or Polariston (6)
M: Middleton
MT: Midland Terrace
P: Pub & Rec
S: Space Port

Example – So the Xeog Trophy Wife lost her necklace; she had it stolen during the Daytime. Looking on the Where Are They Table, in the Shakers section, I go down to the Trophy Wife row and see for the Daytime Day Part she was in the Financial District, probably shopping. Going to the Financial District Buildings Table I roll 2d6, add the results and score a 9. She lost the necklace in a High End Retail store. As the necklace wasn't taken from her during a Robbery, this may be where she noticed it missing. In any case, this is considered to be the Crime Scene.

Let's review the Areas of New Hope City from *Urban Renewal*.

CITY HALL

The City Hall Area is where the government of the city and planet are located. The Main Police Station, City Jail and Court House are located here as well. There are a variety of buildings present including the Hospital. The City Hall Area has a few High End Condos. These Condos are usually (1 – 4) used as the *secondary* residences of many of the Movers and Shakers of NHC. The City Hall Area employs a large number of Ordinary Joes as well.

2 CITY HALL BUILDINGS
(Add the results together)

#	BUILDING
2	Bank
3	High End Condo
4	High End Retail
5	Restaurant
6	Office Building
7	Office Building
8	Office Building
9	Green (Coffee House)
10 (1 – 5)	Doctor’s Office
10 (6)	Drug Store
11	Bar
12	Gentlemen’s Club

FINANCIAL DISTRICT

The Financial District is the showcase of New Hope City. The economy of the planet flows through the Financial District. All of the major interstellar Banks, have an office in the Financial District. Being close to Gaea Prime space but not on its Information Grid, allows for privacy and encourages discrete “high risk – high reward” investments.

Some of the best shopping happens in the Financial District, especially around the holidays. With the wide range of Aliens inhabiting NHC, there’s a holiday almost every week; well at least for someone.

The Financial District employs a significant percentage of the NHC population, more than any other Area. Many of the deals that affect the lives of the inhabitants of New Hope, are cut in the Bars and Boardrooms of the Financial District.

2 FINANCIAL DISTRICT BUILDINGS
(Add the results together)

#	BUILDING
2	High End Condo
3	Parking Garage
4	Green (Coffee House)
5	Bank
6	Office Building
7	Office Building
8	Office Building
9	High End Retail
10	Bar
11	Restaurant
12	Drug Store

THE HEIGHTS

Originally, there was one Area referred to as the Heights. This is now known as *Gaea Heights*. On the other end of the city, is the newer version called *Hope Heights*. Hope Heights grew from a small number of disgruntled Movers and Shakers who were excluded from the original Heights for their political views and formed their own community. Not coincidentally, Gaea Heights is adjacent to the City Hall Area, while Hope Heights is as far away from City Hall as is possible, even farther away from it than is Little Hisha.

Movers are from either Gaea Heights (1 – 4) or Hope Heights (5 – 6) while some (1) Shakers live in Hope Heights.

Both Areas claim to be the “real” Heights.

Simply put, this is where the wealthy live. Not the rich, like the top tier CVL players; the ones that own the rich. Gated communities, private security, some high end businesses, to cater to the immediate needs of the residents and a very high Police presence ⁽¹⁾ at all times. Residents of the Heights rarely go out of the Heights and usually only on business, or for a rendezvous of a clandestine nature.

(1) The Law Levels of all the Areas during all Day Parts can be found on the New Hope City Transit System Map (Urban Renewal page 62).

2 THE HEIGHTS BUILDINGS
(Add the results together)

#	BUILDING
2	Bar
3	Green (Coffee House)
4	Doctor’s Office
5	Restaurant
6	House (Condo)
7	Gated House (High End Condo)
8	House (Condo)
9	Grocery Store
10	Office Building
11	Bar
12	High End Retail

LOWER INCOME AREAS

Barrio, 'hood, trailer park, picture it any way you like. The Lower Income Areas of NHC are as follows:

- **LOWER HOPE** – The area closest to the Space Port and also now known as *Little Hisha*, for the large Hishen population.

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- **LOWER GAEA** – The traditional Lower Income Area, who view themselves as superior to Little Hisha, as they are closer to the City Hall Area.
- **LOWER POLARISTON** – The third of three Lower Income Areas. Closer still to City Hall and, you guessed it, in their eyes, the better of the three Lower Income Areas.

All Lower Income Areas are densely populated with cracker box size Apartments and run down Houses, occupied by the “wealthier” families, Gangs, or run as a Flop House with rent charged on a nightly basis. “*You pay to stay*” with the form of currency negotiated by the owners.

The Lower Income Areas are also where Aliens tend to live. This is punctuated by the large number of Alien exclusive neighborhoods, within each Area, the largest concentration being in Lower Hope, AKA Little Hisha.

All business is locally owned except for the ever present Greens, found throughout the Gaea Prime Universe. Some of the best food in NHC can be found in the Lower Income Areas at the local Noodle and Chip shops.

2	LOWER INCOME BUILDINGS <i>(Add the results together)</i>
----------	--

#	BUILDING
2	Drug Store
3	Storage Facility
4	Green (Coffee House)
5	Tavern
6	House (High End Condo)
7	Apartment Building (Office Building)
8	Apartment Building (Office Building)
9	Flop House (Condo)
10	Grocery Store
11	Restaurant
12	Clinic (Doctor’s Office)

MIDDLE INCOME AREAS

The Middle Income Areas, *Midland Terrace* and *Middleton*, are where the middle class and “Mover and Shaker wannabes” live. The Middle Income Areas are where the people that make too much to live in the Lower Income Areas, but not enough to make it to the Heights, live.

Unlike the Lower Income Areas, the Middle Income Areas are relatively safe with a visible Police presence. City Hall views the Middle Income Areas as an important part of NHC, as after the Lower Income Areas, the Middles as they are called, contain the largest percentage of inhabitants. As almost all are LWC Basics striving to

get ahead. They represent a significant portion of the local economy.

2	MIDDLE INCOME BUILDINGS <i>(Add the results together)</i>
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#	BUILDING
2	Bank
3	Drug Store
4	Tavern
5	Restaurant
6	House (Condo)
7	Apartment Building (Office Building)
8	House (Condo)
9	Grocery Store
10	Green (Coffee House)
11	High End Retail
12	Doctor’s Office

PUB & REC

Where folks go to *have a good time and forget their cares*. How you define a good time and what you’re trying to forget is up to you but anything you want can be found here; *anything...if you know where to look*.

This Area provides entertainment to all inhabitants, Basic or Alien and all incomes, low or high. Restaurants, Bars, Taverns and Gentlemen’s Clubs cater to all appetites.

There are live performance theaters, vid-screen centers, a Convention Center and Casinos that feature Boxing and MMA bouts, as well as a Stadium used for Qwik matches and Competitive Violence League games. ⁽¹⁾

2	PUB & REC BUILDINGS <i>(Add the results together)</i>
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#	BUILDING
2	Stadium (Storage Facility) ⁽¹⁾
3	Convention Center (Parking Garage)
4	Green (Coffee House)
5	Tavern
6	Bar
7	Restaurant
8	Restaurant
9	Casino (Office Building)
10	Grocery Store
11	Theater
12	Gentlemen’s Club

(1) War Memorial Stadium is home to sixteen NHC Qwik Association teams, the eight CVL D League teams, two CVL B League teams and the CVL “A” League NHC Rollers.

SPACE PORT

The New Hope Space Port is the only *legal* way to enter New Hope. The Space Port sees constant traffic coming or going, in one form or another, 24/7. The area around the Space Port caters to the workers, has Storage Facilities for business and personal use, light industry, Restaurants and Bars. There is a chance (1 – 4) that a Bar in the Space Port is actually a low end Gentlemen’s Club.

Apartments, Gaming Houses and No-Tell Motels make up a large portion of the Area.

2	SPACE PORT BUILDINGS <i>(Add the results together)</i>
----------	--

#	BUILDING
2	Bar
3	Tavern
4	Storage Facility
5	Apartment Building (Office Building)
6	Bar
7	Restaurant
8	No-Tel Motel (Condo)
9	Gaming House
10	Green (Coffee House)
11	Parking Garage ⁽¹⁾
12 (1 – 4)	Grocery Store
12 (5 – 6)	Drug Store

(1) The Parking Garage is at the Space Port. If not at the Space Port treat this as Light Industry.

DIFFICULTY FACTOR

How difficult will it be to solve the Crime? This will be a number from 1 to 5 with the higher the number the more difficult the investigation. This number is called the Difficulty Factor.

CLUES

Investigators must collect a specific number of Clues to solve the Crime. The number of Clues is *always* twice the Difficulty of the Crime. When Building a Case instead of solving Clues, you will gather Pieces of Evidence.

Investigators can attempt to solve up to one Clue per Day Part per day.

INVESTIGATION TABLE

To determine the Difficulty Factor and number of Clues to be solved we use the Investigation Table. Here’s how we do it:

- Consult the Investigation Table.
- Go down the left hand column to the type of Crime then across to find the Difficulty Factor. This will require a 1/2d6 roll.
- Once the Difficulty Factor is determined go over to the next column to see the number of Clues needed to be solved; twice the Difficulty Factor.

X	INVESTIGATION <i>(Investigation specifics)</i>
----------	--

TYPE	DIFFICULTY	CLUES
Case Building	1 + 1/2d6	4 to 8
Kidnapping	2+1/2d6	6 to 10
Murder	2+1/2d6	6 to 10
Robbery	1/2d6	2 to 6
Theft	1+1/2d6	4 to 8

Example – So the Trophy Wife had her necklace stolen. I look under the Type column and go down to the Theft row. Looking in the Difficulty column I roll 1/2d6 and score a 2. This makes the Difficulty Factor 3 and the number of Clues to be found 6.

THE EMPLOYER

So we have the Crime and we have the Victim. The Police aren't involved so who's footing the bill, who hired you? Here's how we do it:

- Roll 2d6, add the results and consult the Employer Table.
- Go down the left-hand column then across.
- That's your Employer.

2 THE EMPLOYER *(Add the results together)*

#	CRIME
2 to 4	Victim. ⁽¹⁾
5 to 9	Spouse ⁽²⁾ or Family of Victim.
10 to 12	Employer (1 – 2) or Associates (3 – 6) from the Victim's Circle.

(1) If Murder then re-roll. (2) If the Victim is married (1 – 3) the Employer will always be the Spouse, if not then Patriarch of the Family.

Example – The Xeog's hubby contacted you. He told you that someone stole an expensive necklace. He wants you to get it back and "take care" of the perpetrator.

PERSON OF INTEREST?

Can the Employer be a Person of Interest (page 21)? You bet and when you are to Question a character that is the same Profession as the Employer, you must Re-question him (page 24) him.

The Spouse, even if it is not the Employer, is always a Person of Interest and should be questioned ASAP!

SPOUSE, EMPLOYER, AND FAMILY

Once you know who your Employer is you need to find out more about him. Here's how we do it:

- The Spouse will usually (1 – 5) come from the same Circle (page 47) as the Victim but there is a chance (6) that it will be 1/2d6 Circles lower.
- The Family will come from one Circle higher than the Victim (1) if possible, the same Circle (2 – 4) as the Victim or one Circle lower (5 – 6) if possible.

- The Circles are ranked from the highest to the lowest in the following order; Movers, Shakers, Exotics, then Ordinary Joes. Criminal Element is not used.
- Roll on the appropriate Circle to determine the Profession of the Employer.

Example – I am investigating the Murder of a Shaker. I roll 2d6 on the Employer Table and score a 9. This could be the Spouse, if the Victim was married (1 – 3). I roll 1d6 and score a 4, he wasn't. This means the Family is the Employer.

I roll 1d6 and score a 5. This means the Family Patriarch comes from one Circle lower, the Exotic Circle. I roll 2d6 on the Circle – Exotics Table and score a total of 8. This means the Patriarch, head of the Family in NHC, is a Police Officer.

MEETING THE EMPLOYER

The first Encounter is always meeting the Employer (*Urban Renewal* page 95). Review how this is done and set up a meeting with the Employer.

PEELING BACK THE ONION

Here's another tool for building your stories. So when you take a Job you find out whom your Employer is. But what happens when you have a Confrontation or similar Encounter with some NPCs? Or maybe you find the Suspect in a Crime but want to find out who they work for? Here's how we do it:

- Take a People related Challenge with the NPC leader. If successful, continue on. If not, then you can't proceed any further.
- Go to the Circle of the NPC leader.
- Then down to the corresponding row.
- Roll 1d6, read the result as rolled, see which Circle is listed.
- If the Circle is the same or lower, the NPC leader acted on his own.
- If the Circle is higher, go to that Circle and roll 2d6, add the results together, and see who is involved.
- Roll 1d6, read the result as rolled, see which Circle is listed.
- If the Circle is the same or lower, that is the Employer.
- If the Circle is higher, go to that Circle and roll 2d6, add the results together, and see who is involved.

- Continue the process until you have reached the highest Circle.

Example – I have a Confrontation with a Ganger. But who is his Employer? I take a People related Challenge and score more successes. He spills his guts.

I go to the Criminal Element Circle and down to the Ganger row. I roll 1d6 and score a 6, Shaker.

I now go to the Shaker Circle and roll 2d6, score a 9. That's a Government Assistant. I roll 1d6 again and score a 5, Shaker. As it's not a higher Circle I have found out that a Government Assistant hired a Ganger to rough me up.

TIME FRAME

Some investigations may have to be completed by a certain time, some do not. Here's how we do it:

- Go down the Timeframe Table to the Crime.
- Roll 1d6 and read the result as rolled.
- Go across the row to the column that matches the die score.
- The Investigation will either be Pressing or Not Pressing.

1 TIME FRAME (Read the result as rolled)

TYPE	PRESSING	NOT PRESSING
Case Building	1 - 4	5 - 6
Kidnapping	1 - 5	6
Murder	1 - 5	6
Robbery	1 - 3	4 - 6
Theft	1 - 3	4 - 6

Example – The Xeog Trophy Wife had her necklace stolen. I roll 1d6 and score a 3. The Investigation is pressing. Much later, I get a Murder case. I roll 1d6 and score a 6. The Investigation is not pressing.

PRESSING

When an Investigation is *pressing*, the Crime must be solved in a specific number of days. Here's how we do it:

- The Crime must be solved in a number of days equal to half the Difficulty Factor.
- If it is not solved, the Crime counts as unsolved and it can be investigated again but counting it as *not pressing*. This will increase the Difficulty Factor by 1/2d6 if you continue on the Case.
- If you do not solve a pressing Crime in time you will get paid only half the previously agreed to Wage, if you solve it later.

NOT PRESSING

A *not pressing* Investigation, does not need to be solved in a specific number of days. Here's how we do it:

- The previous Investigation, not yours, has gone cold so the Difficulty Factor is generated normally.
- Once the first Clue is solved, the Investigators have one day per Clue to solve the Crime. If they do not, the Crime reverts back to an unsolved Crime and becomes a new Investigation with all previous Clues lost.
- If you do not solve a not pressing Crime in time you will get paid only half the previously agreed to Wage, if you solve it later.

Example – I have been hired to investigate a Murder from two years ago (not pressing). I roll for the Difficulty Factor and score a result of 4. This means I must solve 8 Clues. I solve the first Clue and have eight days to solve the Case. By the end of the eighth day I have solved seven Clues. I have failed, all Clues are lost, and will now take 8 Clues to solve.

WAGES

Different jobs will pay different amounts but all pay in *chances to increase a Rep or Skill* (*Urban Renewal* page 57). Payment is made only for success and at the end of the job, after the Encounter is over. You have to return to the Employer to collect your Wages.

Here is a list of jobs and the base pay for doing each one. Note that you will subtract one chance for every Grunt you use to help do the job.

X BASE WAGE

<i>JOB TYPE</i>	<i>BASE PAY</i>
Arrest	1
Breaking & Entering - Black Job	1
Body Guard	2
Building a Case	3
Hit - Black Job	5
Investigation – Black Job (1 – 2)	3
Kidnap - Black Job	4
Robbery - Black Job	1
Security – Black Job (1 – 3)	2
Transport - Black Job (1 – 4)	2

MODIFIERS TO WAGES

To determine what a Job will pay, multiply the Base Wage by the Wage Modifier, based on the Circle of the Employer.

X EMPLOYER WAGE MODIFIER

<i>EMPLOYER</i>	<i>MODIFIER</i>
Movers	5
Shakers	3
Exotics	2
Ordinary Joes	1
Criminal Element	2

CIRCLES

You were introduced to Circles in *Urban Renewal*. These Circles update the ones found there, by adding the new Aliens found in *New Hope City PI*.

ALIENS

Here's a list of the abbreviations used for the Aliens including the new ones found here.

X ALIENS

<i>ABBREVIATION</i>	<i>ALIEN</i>
(F)	Fezglok
(G)	Grath
(Gx)	Geenx
(H)	Hishen
(L)	Lerksah
(M)	Munjar
(N)	Nonne
(O)	Orabel
(R)	Razor
(T)	Tip-Tip Glom
(V)	Vangore
(X)	Xeog
(Z)	Zhuh-Zhuh

2 CIRCLE - MOVERS *(Add the results together)*

#	<i>MOVERS</i>	<i>1-3</i>	<i>4</i>	<i>5</i>	<i>6</i>
2 - 3	Diplomat (Z1)	M	S	J	E
4 - 6	Office Holder (Z1)	S	J	M	CE
7	Scientist (Z1)	S	J	J	M
8	Religionist (Z1)	S	J	J	M
9	Patron (Z1)	E	S	M	CE
10 - 12	Trophy Wife (X1-2) (R1-2)	M	M	S	E

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2 **CIRCLE - SHAKERS**
(Add the results together)

#	SHAKERS	1-3	4	5	6
2 - 3	Corporate Exec	S	E	M	CE
4	Professor (Z1)	J	S	S	CE
5 - 6	Attorney (Z1)	S	S	M	CE
7	Accountant	S	J	M	CE
8	Doctor	J	E	S	CE
9	Government Asst. (Z1)	J	S	S	CE
10	Entertainer	S	E	M	CE
11 - 12	Trophy Wife (X1-2) (R1-2)	S	J	M	CE

2 **CIRCLE – EXOTICS**
(Add the results together)

#	EXOTICS	1-3	4	5	6
2	Pilot (Z1)(H1) (R1)(X1) (N1)	E	J	S	CE
3	Gunslinger (R1)(X1)(Z1-2)	E	J	S	CE
4	Mercenary (Z1-2)(X1) (G1-2)(H1) (R1)(T1)	E	J	S	CE
5	Police Sergeant (Z1-2)	J	E	M	M
6	Investigative Reporter (Z1)	S	E	M	CE
7 - 8	Police Officer (Z1)	J	E	CE	CE
9	Detective (Z1)	E	S	M	CE
10	Athlete ^(*) (Z1) (H1)(G1) (R1)(X1)(V1)	E	S	J	CE
11	Bounty Hunter (G1)(R1)(X1) (T1)(V1)	J	S	J	CE
12	Guide/Trader (X1)	J	S	S	CE

1/1 **CIRCLE – ORDINARY JOES**
(Read each result as rolled)

#	#	ORDINARY JOES	1-3	4	5	6
1 - 2	1	Culinary (B1)(Gx1)	J	S	M	CE
	2	Delivery Driver (Z1)(F1)(V1)(M1)	J	E	S	CE
	3	Sales Clerk (O1)(Gx1)	J	J	J	CE
	4	Storeowner (Z1)(F1)(O1)	J	S	M	CE
	5+	Wait Staff (Z1)	J	S	E	CE
3	1	Farmer (Z1)	J	J	J	J
	2	Laborer (Z1-2) (F1)(V1)(M1)	J	J	J	J
	3	Manufacturing (Z1) (O1)(Gx1)(V1)	J	J	J	J
	4	Mechanic (Z1-2) (T1)(Gx1)(V1)	J	S	E	CE
	5	Miners (Z1-2) (F1)(V1)(M1)	J	J	J	J
	6	Power Supply (Z1)	J	J	J	J
4	1	Engineer	J	J	S	S
	2	Lab Assistant (Z1)	J	J	S	CE
	3	Med Tech (Z1)(N1)	J	J	S	CE
	4	Data Analysis (L1)	J	J	S	CE
	5+	Computer Tech (N1)(L1)	J	E	S	CE
5 - 6	1	Translator (Z1)(R1)(X1)	J	S	S	M
	2	Brokers (L1)	J	S	S	M
	3	Accounting (Z1) (Gx1)(N1)(L1)	J	J	S	S
	4	Corporate Asst. (X1)	J	S	S	S
	5	Courier (Z1)(T1)	J	J	S	S
	6	Attorney (Z1-2)(O1)	J	E	CE	CE

2 CIRCLE – CRIMINAL ELEMENT
(Add the results together)

#	CRIMINAL	1-3	4	5	6
2	Net Runner (X1)(Z1)(L1)	CE	CE	S	E
3	Smuggler (Z1)(H1) (R1)(X1)	CE	CE	S	E
4	Dealer (Z1-2) (R1)(H1) (X1)(O1)(N1)	CE	J	S	S
5 - 6	Thief (Z1)(H1-3) (X1)(Gx1)	CE	J	J	S
7 - 9	Ganger (Z1)(H1-2) (R1)(X1)(G1) (T1)(F1)(V1)	CE	CE	J	S
10 - 11	Escort (Z1)(X1)(R1)	J	CE	E	S
12	Transporter (X1)(R1) (Z1)(T1)	CE	E	S	S

TRUSTED ALIENS



“The Usual Suspects.”

CURRENT HISTORY

From the Department of Home Security: “Making Us Stronger”.

Being spread over three of the Nine Rings, Gaea Prime has come into contact with hundreds of Xenofoms (referred to as Aliens). To catalogue all of them would take years but for those hoping to get an idea of the roles that these Aliens play, in the 5150 Universe let’s begin with the term Trusted Alien.

Trusted Alien status means different things to different people. To many it means advancement towards Gaea Prime Citizenship, while to some malcontents it represents a sell out to all things Gaea Prime.

When a Race reaches Trusted Alien status, its members can travel anywhere in Gaea Prime space in relative safety. Trusted Aliens have demonstrated positive and peaceful behavior and an ability to get along with other Races. Just as not all Basics are law-abiding and peaceful, the same applies to Trusted Aliens. But in Gaea’s infinite wisdom, she judges all on an individual basis, as does the Gaea Prime government.

Trusted Aliens are an important and integral part of Gaea Prime society and have contributed to the greatness of the whole. We welcome Trusted Aliens and so should you!

GENDER

For simplicity we present these Aliens as male. If desired there is a chance (1 – 2) of a female.

USING TRUSTED ALIENS

Like all other Aliens, players are encouraged to use them as desired.

BUARDEEM



REPUTATION

Buardeem can have a variety of Reputations.

ATTRIBUTES

Buardeem have the following Attribute Package.

BUARDEEM

BUARDEEM ATTRIBUTE PACKAGE

Drunkard (or Druggie): Roll 1d6 at the start of every Encounter. If the score is higher than the figure's Rep or a "6" is rolled, toss another 1d6 and consult the table below:

- **(1 - 2) Staggering:** When move will subtract 1/2d6" from their normal move and will take the Fast Move Test with only 1d6.
- **(3 - 4) Dumbass:** Behave as if Dim.
- **(5 - 6) Nerves of Steel:** Perform as if has Nerves of Steel attribute.

Natural Cook: Buardeem are great cooks and can whip up a meal from almost anything. Consequently when cooking and serving food will count a free Party Favor.

Sure Handed: Counts a +1d6 when taking a Fitness related Challenge specifically involving the use of the hands as the primary factor.

PROFESSIONS

Buardeem can have the two following Professions.

- Culinary (LWC) Sav.
- Storeowner (LWC) Sav. Always restaurants.

WEAPONS

Storeowners will have access to a Shotgun under the counter in their shop (they always live upstairs). Culinary have 1/2d6 One Hand Weapons (knives) carried in a case on their person at all times.

ARMOR

Buardeem do not wear armor.

COM-LINKS

Buardeem will have Stationary Com-Links at the restaurants and home but never on their person, preferring to rely on Public Com- Link Booths when needed.

FEZGLOK



REPUTATION

Fezglok can have a variety of Reputations.

ATTRIBUTES

Fezglok have the following Attribute Package.

FEZGLOK

FEZGLOK ATTRIBUTE PACKAGE

Nerves of Steel: Treat Duck Back as if Carry On and never Outgunned. Not affected by **Fear**. Counts a +1d6 when taking the Charge into Melee Test

Slow to React: Counts a -1d6 when taking the In Sight Test.

Vicious: Counts a +2d6 when in melee. Counts a +1d6 when taking the Charge into Melee Test. That's a total of +2d6 when added to the Nerves of Steel!

PROFESSIONS

Fezglok can have the following Professions.

- Delivery Driver (LWC) Fit. Especially furniture movers or cargo loaders.
- Storeowner (LWC) Sav. Especially Pawn Shops.
- Ganger (Ganger) Fit.
- Laborer (LWC) Fit.

- Miners (LWC) Sav.

WEAPONS

There is a chance (1) that a non-Ganger will be armed with an Improvised Weapon. A Storeowner will have access to a Shotgun under the counter and Gangers can have a BAP (1 – 3) or BA MP (4 – 6).

ARMOR

Fezglok do not wear armor.

COM-LINKS

All Fezglok will have Stationary Com-Links at their home but only Delivery Drivers will have Mobile Com-Links.

GEENX



REPUTATION

Geenx can have a variety of Reputations.

ATTRIBUTES

Geenx have the following Attribute Package.

GEENX

GEENX ATTRIBUTE PACKAGE

Agile: Counts a +1d6 when taking any Fitness related Challenge involving agility.

Slight: Counts a -1d6 when in melee.

Wishy-Washy: The Wishy-Washy character cannot make up his mind and when taking a People related Challenge with another character, will re-roll any “1” that is rolled.

PROFESSIONS

Geenx can have the following Professions.

- Culinary (LWC) Sav. Kitchen help.
- Sales Clerk (LWC) Pep.
- Thief (Ganger) Sav.
- Manufacturing (LWC) Sav.
- Mechanic (LWC) Sav.
- Accounting (LWC) Sav.

WEAPONS

Geenx are always unarmed.

ARMOR

Geenx do not wear armor.

COM-LINKS

Geenx do not have Mobile Com-Links. Rarely (1 – 2) will they have Stationary Com-Links at their homes.

LERKSAH



REPUTATION

Lersah have a variety of Reputations.

ATTRIBUTES

Lersah have the following Attribute Package.

LERKSAH

LERKSAH ATTRIBUTE PACKAGE

Dislikes Children: This character does not like children and receives a -2 to Skill when taking a People related Challenge with a child, especially their own.

Logical: Counts a +1 to Skill when taking a Science or Mechanical Savvy related Challenge but only if Business oriented.

PROFESSIONS

Lersah can have the following Professions.

- Net Runner (LWC) Sav:
- Computer Tech (LWC) Sav:
- Data Analyst (LWC) Sav:
- Miners (LWC) Sav.
- Accounting (LWC) Sav.
- Brokers (LWC) Sav.

WEAPONS

There is a chance (1) that a Lersah will be armed with a Pistol, a greater chance (1 – 2) if a Net Runner.

ARMOR

Lersah do not wear armor.

COM-LINKS

All Lersah will have Mobile Com-Links.

MUNJAR



REPUTATION

Munjar (Munjarii) have a wide variety of Reputations.

ATTRIBUTES

Munjar have the following Attribute Package.

MUNJAR

MUNJAR ATTRIBUTE PACKAGE

Dim: Counts a -1 to Skill when taking a People related Challenge.

Rage: Counts a +1d6 when in melee. Counts a +1d6 when taking the Charge into Melee Test

Resilient: Once during each Encounter the character will treat its first Out of the Fight result as a Knocked Down result instead.

PROFESSIONS

Munjar can have the following Professions.

- Delivery Driver (LWC) Fit. Especially furniture movers or cargo loaders.
- Laborer (LWC) Fit.
- Miners (LWC) Sav.

WEAPONS

There is a chance (1) that a Munjar will be armed with an Improvised Weapon.

ARMOR

Munjar do not wear armor.

COM-LINKS

All Munjar will have Stationary Com-Links at their home but only Delivery Drivers will have Mobile Com-Links.

NONNE



REPUTATION

Nonne have a variety of Reputations.

ATTRIBUTES

Nonne have the following Attribute Package.

NONNE

NONNE ATTRIBUTE PACKAGE

Poser: Will roll only 1d6 when taking the Received Fire and Man Down Tests.

Slight: Counts a -1d6 when in melee.

Wary: Takes the In Sight Test with a +1d6 bonus.

PROFESSIONS

Nonne can have the following Professions.

- Dealer (LWC) Pep.
- Bounty Hunter (Merc) Sav.
- Pilot (LWC) Sav.
- Computer Tech (LWC) Sav.
- Med Tech (LWC) Sav.
- Accounting (LWC) Sav.

WEAPONS

Dealers will be armed with a Pistol (1 – 4) or MP (5 – 6) with Bounty Hunters substituting a BAP or a BAMP. All others are unarmed.

ARMOR

Only Bounty Hunters will wear Armored Jackets. The rest of the Nonne do not wear armor.

COM-LINKS

All Nonne will have Mobile Com-Links.

ORABEL



REPUTATION

Orabel have a variety of Reputations.

ATTRIBUTES

Orabel have the following Attribute Package.

ORABEL

ORABEL ATTRIBUTE PACKAGE

Agile: Counts a +1d6 when taking Fitness related Challenge involving agility.

Coward: Treats a result of Duck Back as Retire. Counts a -1d6 when taking the Charge into Melee Test.

Haggle: This person is good at negotiating and will re-roll any “6” rolled while using their People Skill.

PROFESSIONS

Orabel can have the following Professions.

- Sales Clerk (LWC) Pep.
- Storeowner (LWC) Sav.
- Dealer (LWC) Pep.

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- Manufacturing (LWC) Sav.
- Attorney (LWC) Pep.

WEAPONS

Orabel are always unarmed.

ARMOR

Orabel do not wear armor.

COM-LINKS

Orabel always have Mobile Com-Links.

TIP-TIP GLOM



REPUTATION

Tip-Tip Gloms have a wide variety of Reputations.

ATTRIBUTES

Tip-Tip Gloms have the following Attribute Package.

TIP-TIP GLOM

TIP-TIP GLOM ATTRIBUTE PACKAGE

Ambidextrous: The character ignores the *firing with Off Hand penalty*.

Initiative: Counts one Rep higher for Activation purposes when operating alone.

Steely Eyes: Counts a +1d6 when taking the In Sight Test.

PROFESSIONS

Tip-Tip Gloms can have the following Professions.

- Ganger (Ganger) Fit.
- Transporter (Merc) Sav.
- Bounty Hunter (Merc) Sav.

- Mercenary (Merc) Fit.
- Mechanic (LWC) Sav.
- Courier (LWC) Sav.

WEAPONS

Tip-Tip Gloms will always be armed. Gangers, Transporters, Bounty Hunters and Mercenaries will always have a BAP (1 – 3) or MP (4 -6) and access to Shotguns when on a Raid or similar. Mechanics and Couriers will always carry a Pistol; always.

ARMOR

Tip-Tip Glom Bounty Hunters and Mercenaries, when on a Raid wear Armor Jackets while the other Professions do not wear any armor.

COM-LINKS

Tip-Tip Gloms always carry Mobile Com-Links.

VANGORE



REPUTATION

Vangore have a variety of Reputations.

ATTRIBUTES

Vangore have the following Attribute Package.

VANGORE

VANGORE ATTRIBUTE PACKAGE

Cruel: Counts a +1d6 when taking a People related Challenge against those with a lower Rep.

Rage: Counts a +1d6 when in melee. Counts a +1d6 when taking the Charge into Melee Test

Slow Mover: Normal movement is 6". Will only roll 1d6 when taking the Fast Move Test.

PROFESSIONS

Vangore can have the following Professions.

- Delivery Driver (LWC) Fit. Especially furniture movers and cargo loaders.
- Ganger (Ganger) Fit.
- Bounty Hunter (Merc) Sav.
- Athlete (Merc) Fit.
- Laborer (LWC) Fit.
- Manufacturing (LWC) Sav.
- Mechanic (LWC) Sav.
- Miners (LWC) Sav.

WEAPONS

Vangore Gangers and Bounty Hunters will always be armed with a BAP. They will switch it for a Shotgun (1 – 3) or BAMP (4 – 6) during Raids or Robberies. Other Vangore may (1 – 2) be armed with an Improvised Weapon.

ARMOR

Vangore Bounty Hunters and Mercenaries, during a Raid will wear Armor Jackets while the others do not wear armor.

COM-LINKS

Bounty Hunters, Delivery Drivers and Gangers will have Mobile Com-Links while the others will only have Stationary Com-Links at home.

G. A. X.



“Anyone to everyone.”

Gene Altering Xenofoms or GAX for short. The Alien Studies Institute have rated these Aliens as Code Red, highly dangerous, but for a unique reason.

The GAX can sense what is the most pleasing life form to each individual around them, and make them believe that is what they seeing.

While most GAX are content to graze on their Home World, some have been abducted or lured from the world and are showing up in Gaea Prime space. They are peaceful by nature but easily tricked into doing things to create profit for others. GAX can often be found in pleasure related Professions and usually (1- 5) will be found in the private employ of others.

The GAX will change their appearance not to deceive but more like a camouflage defense mechanism for self-preservation. They are not a trusting lot but when they do trust someone it's hard to convince them otherwise. (Will always count as a Hated Enemy in any People related Challenge, when someone is trying to convince them that their trust is misguided.)

GAX OR NO GAX?

As they can appear as anyone to everyone there are only two ways to discover the GAX. The most common one is by a Vid-Cap, where the true nature of the GAX is revealed.

The other is not so common. Two people have to encounter the GAX at the same time, in which case they will see different things. Sometimes this can be as simple as a difference in hair color or extreme as opposite sexes.

When opposite genders see the GAX, they could see opposite genders. Unless the observers discuss particulars about what they've seen, the GAX will go unnoticed.

Example - Billy Pink and Sooze see a GAX. Billy sees her as a blonde female Basic while Sooze sees her as a blonde haired male Basic. Let them speak about the person they saw and figure that something is amiss.

Now it would be easy for players to *always* say that they are talking about every NPC they meet, but we all know, that's not how it would work in reality. So we use the following procedure:

- The players must be aware of the possible existence of a GAX in the Encounter. This can be written into the scenario or provided by the game master, if you choose to use one.
- When players encounter a PEF it is resolved normally.
- If the interaction with the PEF was resolved peacefully, a GAX will not use violence, and a female Basic NPC with the Stunning Attribute was present, roll 2d6. If a "7" is scored she may be a GAX.
- Now roll 2d6 and compare the results to the People Skills of *both* characters. If they *both* pass 2d6, they realize that something was "funny", as what they saw did not match up to each other.
- Be sure to list the GAX on your Character Journal in case you run into the GAX again. Then what? That's up to you!

REPUTATION

GAX have a variety of Reputations.

ATTRIBUTES

GAX have the following Attribute Package.

GAX

GAX ATTRIBUTE PACKAGE

Coward: Treats a result of Duck Back as Run Away. Counts a -1d6 when taking the Charge into Melee Test.

Free Spirit: Counts a +1d6 when taking a People related Challenge but counts a -1 to Skill when taking a Savvy related Challenge.

Stunning: Counts a +2d6 when taking a People related Challenge versus the opposite sex.

PROFESSIONS

GAX will attach themselves to someone who can provide for their basic needs.

WEAPONS

GAX never use weapons.

ARMOR

GAX never wear armor.

COM-LINKS

GAX do not have Mobile Comm-Links unless given them by someone (1).

1 GAX GENERATOR
(Read the result as rolled)

#	REP	FIT	PEP	SAV	CASH	WPN
1	3	1	3	2	0	x
2	3	1	3	2	0	x
3	3	1	3	2	0	x
4	3	1	3	2	0	x
5	4	2	4	3	0	x
6	4	2	4	3	0	x

AGE

We're adding four age groups to *Urban Renewal* but we are only concerned with three of them. The three important age groups are:

- **Young (Y)** – Young adults.
- **Mature (M)** – Mature adults.
- **Old (O)** – Older adults.

These age groups can work for most Aliens as well, except for Grath which are always considered Mature. What's the fourth age group? Little children who are kept track of but do not function except to drive the story. Your Star can choose its Age.

DETERMINING AGE

If you choose to use Age in your adventures here's how we do it:

- When you need the Age of a character simply roll 1d6.
- On a score of "1" or "2" the character is Young.
- On a score of "6" the character is Old.
- Any other score and the character is Mature.

USING AGE

We've made Age easy to use in *Urban Renewal*. Here's how we do it:

- Old NPCs have their Fit Skill reduced by one.
- Young NPCs have their Savvy Skill reduced by one.
- When Old NPCs take a People related Challenge with Young NPCs, count their People Skill at one lower than it actually is.

Example – I decide to add Age to my Urban Renewal adventures. I roll 1d6 for the Office Holder and score a 5. He is Mature. I then roll 1d6 for his Xeog Trophy Wife and score 2. She is Young, what a coincidence.

I need more specifics so roll 1d6 on the appropriate People Generators, LWC (page 43) for the Office Holder and score a 2. I ignore the Gender result as I have previously determined that the Office Holder is a male. The Skills and Rep as rolled remain the same.

I then go the Xeog Generator (page 45) and score a 4. As she is Young I reduce her Savvy from 4 to 3.

INVESTIGATING

To succeed in the Investigation you must solve a set number of Clues or, if Building a Case, capture Pieces of Evidence. Once this number is reached, you will do one of two things.

- Turn the information over your Employer.
- Turn the information over to the authorities.

ADVANCING THE INVESTIGATION

Each Clue that is found, advances the Investigation towards its conclusion. There are two ways to advance the Investigation; Get Information from a Person of Interest or Find an Object. But which will you do and in what order? Here's how we do it:

- Roll 1d6, read the result as roll.
- Add 1 for each Clue already solved.
- Consult the Advance the Investigation Table.
- Go down the left-hand column to the modified total, then across to see what must be done in the next Encounter.
- After finding a Clue, or not, the PI always returns to this table for his next Clue until the Crime is solved.

1 ADVANCE THE INVESTIGATION *(Read the results as rolled)*

CIRCUMSTANCE	MODIFIER
Each Clue found.	+1

#	NEXT ENCOUNTER
1 to 4	Find an Object.
5 or more	Get Information from a Person of Interest.

Example – After meeting my Employer I go to the Advance the Investigation Table. I roll 1d6 and read the result as rolled. Scoring a 4 means I must Find an Object.

FIND AN OBJECT: WHERE?

In this Encounter the Investigator must find a Piece of Evidence that is linked to the Crime. It could be a Weapon, an Item, or Piece of Information, such as a hand written note, receipt, vid-capture, or similar. Unless dictated by the Encounter, pick an object that matches well to the Crime Scene or Target Building. But first you must know where to look. Here's how we do it:

- You can choose the Day Part but it may be influenced by normal business hours of the Building.
- If this is the first Object, you will go to the Crime Scene.
- If it is not then first go to the Where Are They Table (page 45), to the section for the Victim and determine what Area you must go to.
- Then go to the Area Buildings Table (page 46) to determine the Target Building.
- Next go to the appropriate Area
- Go to the Target Building and search for the Object.

Example – After meeting with the Trophy Wife I have to find an object. As this is the first one I go to the Crime Scene. Later I roll on the Advance the Investigation Table and have to find another object.

I go to the Where Are They Table (page 45) and down to the Shakers – Trophy Wife row. Going across to the Daytime column I see that I must go to the Financial District. I then go to the Financial District Buildings Table (page 46) roll 2d6 and score a 7. I must go to an Office Building and search for the object.

This is my first Find an Object Clue (from the Advance the Investigation Table) so I go to the Crime Scene. Once there I roll 2d6 versus my Rep and score a 2 and 6, passing 1d6.

I roll 2d6 versus the Difficulty Factor (page 7) of 4 for the Crime and score a 2 and 3, passing 2d6. Looking on the Find an Object Table under passed 1d6 more in the Crime column, I see that the Clue is not found.

I now return to the Advance the Investigation Table.

HELP FINDING OBJECT

Investigators can “bring in help” to Find an Object. Here’s how we do it:

- Decide what is to be found based on the Victim and Building it could be found in.
- Use a Tool, Person, etc. that could make it easier to find.
- Reduce the DF by one point if using help to Find an Object.

Example – I need to Find an Object in a bank. I figure this could be bank records, so call in a Net Runner to help me hack into the system.

FIND AN OBJECT: HOW?

After you have reached the Crime Scene or Target Building you can now look for the Object. Here’s how we do it:

- Roll 2d6 versus the Rep of the Investigator and determine how many d6 are passed.
- Next roll 2d6 versus the Difficulty Factor of the Crime. Determine how many d6 are passed.
- Compare the number of d6 passed by both and consult the Find an Object Table.
- Immediately carry out the result.

2 FIND AN OBJECT
(Taken versus Rep or Difficulty Factor)

#D6 PASSED	INVESTIGATOR	CRIME
More	The object was found.	Object cannot be found.
Same	If Rep is higher than DF the object was found.	If Rep is higher than DF the object was found.

GET INFO: PERSON OF INTEREST

In this Encounter the Investigator must question someone about the Crime, a Person of Interest. To question someone the Investigator uses the Questioning Table. But first you have to find them. Here’s how we do it:

- First go to the Circle Table of the Victim (page 47).
- Go down to the row that corresponds to the Victim.
- Next roll 1d6 and go across to see the Circle of the Person of Interest.
- Go to that Circle Table, roll 2d6, add the results and see who the person is.

Example – I roll on the Advance the Investigation Table and score a result of “Get information from a person.” I go to the Shakers Circle Table and down to the Victim’s row, Trophy Wife. I now roll 1d6 and score a 5. Going across I see the letter “M”. This means the next person to talk to is a Mover.

I go to the Mover Circle Table and roll 2d6 for a total of 6. This results in an Office Holder. Going to the Movers Profession section (Urban Renewal page 10) I look up Office Holder and am directed to roll on the LWC Generator. I roll 1d6 and score a 2. Here are the stats for the Office Holder.

Gender F Rep 4 Fit 2 Pep 3 Sav 4 Cash 1

I then roll in Urban Renewal (page 7) for an Attribute and score Charismatic.

The Person of Interest is a Rep 4, Female Office Holder. And there’s some jewelry missing, hmmm...

GET INFO: WHERE ARE THEY?

Now that you know the Person of Interest you have to find them. Here’s how we do it:

- Determine the Day Part by rolling on the Day Part Table (page 3) or by choice.
- Go to the appropriate Where Are They Table (page 45) section for that person.
- Go down to the row for that person.
- Go across to the correct Day Part to see in which Area that person should be.
- Next go to the Area Buildings Table (page 46) to find the Target Building.
- Go the Area.
- Go to the Target Building and attempt to Question the Person of Interest.

Example – I am looking for an Office Holder who may have information about the stolen necklace. Looking on the Where Are They Table, under the Office Holder row, I see she will be in the City Hall Area most of the time and at home in Gaea Heights. I take this to mean she is working in the City Hall Area and lives in Gaea Heights. But where do I find her?

This is where the Buildings Tables (page 46) come in. I go to the City Hall Buildings Table (page 46) as it is during the Daytime Day Part, roll 2d6 and scores a total of 8. I have found the Office Holder in an Office Building (I take it to be her office).

GET INFO: QUESTIONING

Now that you have found the Person of Interest you can question them. But first you must see if they alone. Here’s how we do it:

- Roll 1d6, read the result as rolled.
- If a 1 – 3 is scored the NPC is not alone.
- The result scored is also the number of NPCs it is with.
- Roll 1d6 on the Person of Interest’s Circle to see who they are. You can choose to roll for each NPC or assume they are all the same and roll only once.

Now it’s time to question the Person of Interest. Here’s how we do it:

- Go to the Questioning Table.
- The Investigator and Person of Interest start with 1d6 per level of People Skill.
- Modify both d6 totals by any applicable Attributes.
- Modify the PI’s d6 total by any applicable Circumstance.
- Roll the modified number of d6.
- Count how many successes were rolled by each character.
- Consult the Questioning Table, go down the left hand column and carry out the result based on the number of successes rolled by the Investigator compared to the Person of Interest.

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PEP	QUESTIONING <i>(Counting successes)</i>
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ATTRIBUTE	MOD
<i>Attractive</i> - And opponent is opposite sex. Xeogs will also have this effect on Basics and Zhuh-Zhuhs.	+1d6
<i>Charismatic</i>	+2d6
<i>Cruel</i>	+1d6
<i>Dim or a Dumbass</i>	-1d6
<i>Free Spirit</i>	+1d6
<i>Genius</i>	-2d6
<i>Logical</i>	-1d6
<i>Shy</i>	-1d6
<i>Smooth</i>	+1d6
<i>Stunning</i> - And opponent is opposite sex. Xeogs have this effect on Basics and Zhuh-Zhuhs.	+2d6
CIRCUMSTANCE	MOD
<i>Circle</i> – Each Circle the PI is lower than the Person of Interest.	-1d6
<i>Hated Enemy</i> – Person of Interest is considered to be a <i>hated enemy</i> .	-2d6
<i>Heights</i> – Person of Interest is Mover in either of the Heights.	-1d6
<i>“Monkey Boy”</i> - PI refers to a Zhuh-Zhuh as a "monkey boy".	-2d6
<i>Not Alone</i> – Person of Interest is not alone.	-1d6
<i>Party Favor</i> - Each Party Favor character spends on opponent this Encounter. <i>Does not work for non-Movers taking a People related Challenge with a Mover.</i>	+1d6
<i>Police</i> – The Person of Interest is Police or other Law Enforcement.	-2d6
<i>Re-Questioning</i> – If re-questioning the Person of Interest.	+1d6
<i>Run In</i> - PI had <i>run in</i> with Person of Interest in the past.	-1d6
<i>Weapon</i> – PI has weapon drawn and Person of Interest does not.	+2d6
<i>Weapon</i> – Person of Interest has weapon drawn and PI does not.	-2d6

# SUCCESSES	RESULT
3+ or more	<i>Person of Interest</i> provides answers and a valuable Piece of Evidence. Roll 1d6. If a “1” is scored two Clues are solved. Otherwise one Clue solved.
2 more	<i>Person of Interest</i> provides answers. Clue solved.
Same, 1 more or 1 less	<i>Person of Interest</i> answers questions but gives you nothing of help. If the same Profession is rolled again, it is the same Person of Interest. The PI may Re-question the Person one last time, counting a +1d6.
2 less	<i>Person of Interest</i> refuses to answer any questions. If Criminal Element, there are Complications.
3+ less	<i>Person of Interest</i> refuses to answer any questions and there are Complications.

TAILING

So you’ve questioned the Person of Interest but something’s still bothering you, something doesn’t sit right. Maybe you should “tail” him and see where he goes next? Here’s how we do it:

- You have questioned the Person of Interest and not found a Clue.
- You declare your intent to “tail” him.
- To do this we go to the Tailing Table.
- Both sides start with 0d6.
- Modify this number by any applicable Circumstance.
- The Investigator rolls his modified number of d6, looking for successes.
- The Person of Interest rolls his modified number of d6, looking for successes.
- Compare the number of successes scored by the Investigator to the Person of Interest and go to the Tailing Table
- Go down the left-hand column to the row that matches the number of successes of the Investigator to that of the Person of Interest
- Immediately carry out the results.

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TAILING <i>(Looking for successes)</i>
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CIRCUMSTANCE	MODIFIER
Each point of Investigator Rep	+1d6
Each point of Person of Interest Savvy	+1d6

# SUCCESSSES	RESULT
More	Person of Interest goes to a building in the next section and is seen speaking with a NPC. Roll 1d6 versus the total Persons of Interest you have Questioned. <ul style="list-style-type: none"> Pass 1d6 – He is speaking with one of them at random. Pass 0d6 – You do not recognize the NPC he is talking to. You can re-question either Person of Interest with a +1d6 bonus by hinting that the opposite Person of Interest “ <i>spilled the beans</i> ”.
Same	Person of Interest notices the “tail” and disappears. Investigator suffers a -1d6 penalty when re-questioning the Person of Interest.
Less	Person of Interest notices the “tail” and disappears. Will also refuse to be re-questioned.

RE-QUESTIONING

If you roll the same Profession of the Person of interest you questioned, it will be him during a subsequent Encounter. You can re-question that Person, but only once. This will give you a +1d6 modifier on the Questioning Table.

Example – I start to Question the Office Holder. She has a People Skill of 3 so starts with 3d6. I can see how she was voted in as she’s Charismatic and gains a +2d6 Bonus. She rolls 5d6, scores a 1, 2, 3, 4 and 5 making it three successes.

I start with a 4d6 for my People Skill and pick up a +1d6 Bonus for being Smooth. I roll 5d6 and score 3 successes. Looking on the Questioning Table, scoring the same number of successes, I don’t learn anything from her.

Later I roll another Person of Interest that is also an Office Holder. This means I can go back and re-question her at a bonus of +1d6. This time I score more successes and she gives me a Clue.

I go back to the Advance the Investigation Table and score a result of Find an Object. As this isn’t the first time, I now return to the section called Find Object – Where (page 20) and go through the procedure.

BUILDING THE CASE

Building a Case consists of capturing evidence on the Victim, who may be engaged in “inappropriate behavior” with someone other than the Employer. This could be Pieces of Evidence such as receipts, or visual and audio captures. Consequently things are handled a bit differently. Here’s how we do it:

- What* happened?
- Who* is the Culprit?
- When* did it start?
- Where* did it start?
- How difficult* will it be to build the Case?
- How many Pieces of Evidence* must be gathered?
- Who* is the *Employer*?
- Is there a specific *time frame* to Build the Case?
- How much am I getting *paid*?

Use the previous procedures as outlined previously.

HOW TO BUILD THE CASE

To Build the Case, the Investigator uses the Click - Click Table. Here’s how we do it:

- Use the Advance the Investigation Table (page 20) as you normally would.
- Substitute the Click-Click Table for the Questioning Table.
- The Find an Object Table is still used if called for.
- The Culprit is *always* the Person of Interest.
- Use the Where Are They (page 45) and Buildings Tables (page 46) to find out where the Culprit can be found at various Day Parts.

CAUGHT IN THE ACT

Just because you have found the Culprit doesn’t mean you have caught them in the act. They may just be going about their business. So each time you come into contact with the Culprit we must determine if they are caught in a compromising position. Here’s how we do it:

- Roll 1d6 and read the result as rolled.

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- If the Culprit is in the Pub & Rec Area, count the result as one lower.
- If the Culprit is in its Home Area then count the result as one higher.
- If the modified score is a 1, 2, 3, or 4 the Culprit has been caught in the act.
- If the modified score is a 5 or 6 it is not and you have wasted your time. Advance the Day Part by one and return to the Advance the Investigation Table (page 20).

GATHERING EVIDENCE

You've caught the Culprit in the act so it will be with the person he/she is having "inappropriate behavior" with and you can now attempt to gather a Piece of Evidence. Here's how we do it:

- Go to the Click-Click Table.
- The Investigator and the Culprit start with 1d6 per point of Rep.
- Modify the number of d6 rolled by the Investigator or Culprit by any applicable Circumstances.
- Roll the modified number of d6, looking for successes, a score of 1, 2 or 3.
- Determine how many successes are scored.
- Consult the Click-Click Table and immediately carry out the result, based on the number of successes rolled by each character.

REP	CLICK - CLICK <i>(Read the result as rolled)</i>
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INVESTIGATOR CIRCUMSTANCE	MODIFIER
The Investigator bribed someone (Cash Challenge) to gain a surprise advantage on the Culprit.	+1d6
CULPRIT CIRCUMSTANCE	MODIFIER
Each Circle higher the Culprit is, more than the Investigator. ⁽¹⁾	+1d6
Culprit is at Home in Gaea Heights.	+2d6
Culprit is at Home in Hope Heights.	+1d6

# SUCCESSSES	INVESTIGATOR	CULPRIT
More	Culprit caught in compromising act. Gather one Piece of Evidence.	<i>If Culprit scores twice as many successes it slips away and there are Complications. Otherwise Culprit slips away.</i>
Same	Culprit slips away.	Culprit slips away.

(1) The Circles are ranked from the highest to the lowest in the following order; Movers, Shakers, Exotics, then Ordinary Joes. Criminal Element is not used.

Example – I decide that I can work two cases at the same time and this is an easy one. I'm building a case for a client who wants to get the goods on his spouse. He thinks she's been straying so he hired me. Hey, I don't judge, I just work.

I find out where she will be using the Where Are They and Buildings Tables. She's in a bar in the Middleton Area. I catch up to her and set up to record her, if I catch her in a compromising act.

I roll 1d6 to see if she's alone and score a 3. Bingo! She's caught in the act and I go to the Click – Click Table.

I take a Cash Challenge (Urban Renewal page 15) and successfully bribe a waitress to gain the advantage of surprise. This lets me roll 6d6 with my Rep of 5. I score 3 successes.

She starts with 4d6 and gets no bonus. She's an Athlete, a Qwik player, and a member of the Exotic Circle like me. She scores 2 successes.

Looking on the Click – Click Table and under score more successes column I get a Piece of Evidence. One down and three left. This is a pretty easy case with a Difficulty Factor (page 7) of 2.

COMPLICATIONS

For whatever reason, things have gone wrong and unforeseen Complications have arisen. Complications can take many forms based on the people involved when the Complications occur.

Complications come up when using the Questioning and Click – Click Tables. That Person of Interest or Culprit will cause the Complications.

Example – I’m taking pictures of the female Qwik player and her boyfriend again but things go badly this time.

Rolling on the Click – Click Table she scores twice as many successes as I do. She slips out the back door and I have a bad feeling. Yep, she’s going to cause Complications for me.

MOVERS COMPLICATIONS

If you mess with these guys, it could end your career. But you can make a lot of \$\$ if you pull it off. Here are the Complications that Movers can put on you and how we do it:

- Consult the Movers Complications Table.
- Roll d6 and read the result as rolled.
- Add the Difficulty Level of the Crime.
- Go down to the modified total and across to see what the Complication will be.

1 MOVERS COMPLICATIONS *(Add to the Difficulty Factor of the Crime)*

#	RESULT
2 to 4	Discredit
5 to 7	Legal Woes
8 to 9	Blackmail
10+	Confrontation

SHAKERS COMPLICATIONS

Not as dangerous as the Movers but can still cause you a lot of grief. Good \$\$ though, so consider taking any job they offer. Here are the Complications that Shakers can put on you and how we do it:

- Consult the Shakers Complications Table.
- Roll d6 and read the result as rolled.
- Add the Difficulty Level of the Crime.

- Go down to the modified total and across to see what the Complication will be.

1 SHAKERS COMPLICATIONS *(Add to the Difficulty Factor of the Crime)*

#	RESULT
2 to 5	Discredit
6 to 8	Legal Woes
9+	Confrontation

EXOTICS COMPLICATIONS

Exotics will sometimes use Legal means to complicate matters but don’t shy away from Confrontations. Here are the Complications that Exotics can put on you and how we do it:

- Consult the Exotics Complications Table.
- Roll d6 and read the result as rolled.
- Add the Difficulty Level of the Crime.
- Go down to the modified total and across to see what the Complication will be.

1 EXOTICS COMPLICATIONS *(Add to the Difficulty Factor of the Crime)*

#	RESULT
2 to 6	Legal Woes
7+	Confrontation

Example – The Qwik player decided to cause me Complications. I roll 1d6, score a 5, add the Difficulty Factor of the case (2) and for a total of 7. Uh oh; it looks like I’m going to have a Confrontation (Urban Renewal page 86) with her.

ORDINARY JOES COMPLICATIONS

Nothing to worry about with the Ordinary Joes but they also don’t pay well. Good for gaining experience. Here are the Complications that Ordinary Joes can put on you and how we do it:

- Consult the Ordinary Joes Complications Table.
- Roll d6 and read the result as rolled.
- Add the Difficulty Level of the Crime.
- Go down to the modified total and across to see what the Complication will be.

1 ORDINARY JOES COMPLICATIONS
(Add to the Difficulty Factor of the Crime)

#	RESULT
2 to 7	Legal Woes
8+	Confrontation

CRIMINAL COMPLICATIONS

The Criminal Element has a one track mind. Criminal Element Complications means someone is going to get hurt. Here is the Complication that the Criminal Element can put on you.

- Confrontation.

BLACKMAIL

Movers will attempt to use Blackmail as one of their Complications. They will attempt to gather incriminating evidence or fabricate it if needed. They will then threaten to release the info to whoever will cause the most damage. Here's how we do it:

- The Investigator rolls 1d6 per level of Rep.
- The Mover rolls 1d6 per level of Wage Modifier found on the Wage Table (page 10).
- Both sides count the number of successes rolled.
- Consult the Blackmail Table and immediately carry out the results, based on the number of successes rolled by the Investigator.

BLACKMAIL
(Counting successes)

# SUCCESSES	RESULT
More	No effect.
Same	Drop the case or roll 2d6 to decrease your Rep or People Skill, your choice.
Less	Drop the case or you will <i>never</i> get a job from any Mover or Shaker. In addition roll 1d6 to decrease your Rep or People Skill, your choice, for each success the Mover scored.

Example – I'm Building a Case against a Patron. My Questioning has caused Complications, Blackmailing to be exact. I look at the Wage Modifier Table (page 10) and see that the Mover will roll 5d6. He scores 3 successes. I roll 5d6, one per each point of Rep. I score less successes. Looking under the "Less" row I see it may be a good idea to drop the case. But I say "screw him" and will continue on.

I will roll 3d6 versus my People Skill to see if it decreases. I score three "ones"! Luckily I can only drop one level regardless of the number of d6 rolled.

DISCREDIT

Movers and Shakers will attempt to "discredit" the Investigator as one of their Complications. They will attempt to cast doubt on the abilities of the Investigator, in hopes of alienating anyone they come into contact with. Here's how we do it:

- The Investigator rolls 1d6 per level of Rep.
- The opposition rolls 1d6 per level of Wage Modifier found on the Wage Table (page 10).
- Both sides count the number of successes rolled.
- Consult the Discredit Table and immediately carry out the results, based on the number of successes rolled by the Investigator.

DISCREDIT
(Counting successes)

# SUCCESSES	RESULT
More	No effect.
Same	No effect.
Less	Word gets out of how inept you are. Count the Run In modifier on all future Questioning rolls until you solve this Crime.

Example – I'm investigating a Shaker and have run into Complications. He tries to discredit me. I roll 5d6 and score 4 successes. He rolls 3d6 and scores 3 successes. He has no effect. Later we have more Complications. He tries to discredit me again and fails.

LEGAL WOES

Legal Woes are Complications that use the legal system. Here's how we do it:

- If you physically assaulted the subject while Questioning someone, you are subject to Arrest (*Urban Renewal* page 84).
- If you did not assault the subject they will take you to court, charging you with Disturbing the Peace and any other applicable Crime (*Urban Renewal* page 66).
- After the trial they will attempt to get a Restraining Order. The chance of success depends upon if they won (1 – 4) or lost (1 – 2) the trial. If you contact the person and violate the Restraining Order, you will go back to court counting a combined Crime Level of 3.
- Movers and Shakers will always have Exceptional Counsel (*Urban Renewal* page 67).
- Any result of jail time means the case goes cold, becomes Not Pressing (page 9) and all solved Clues are lost!

WHO DID IT?

After you have found all the Clues required by the Difficulty Factor of the Crime, you can find out who committed the Crime. Here's how we do it:

- Consult the Who Did It Table.
- Roll 1/2d6 for each Person of Interest you have questioned.
- Modify each result by any applicable Circumstances.
- Read the Result.

1/2 **WHO DID IT**
(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Person of Interest provided a Clue	-1
Person of Interest is the same Circle as the Victim.	+1
Investigator had Confrontation with the <i>non-Criminal Element</i> Person of Interest.	+1
Person of Interest is the same Profession as Victim.	+1
Person of Interest is a Ganger.	+1
Person of Interest is Spouse or relative of victim.	+1

Usually the person with the highest score committed the Crime but if two or more characters have the same score...

- If one is a Criminal Element and the others are not, he or she committed the Crime.
- If none of the above applies and one is a Spouse or relative, he or she committed the Crime.
- If none of the above applies and one is in the same Profession, he or she committed the Crime.
- If none of the above applies then the Crime can be re-investigated or dropped, as no person has been identified as the perpetrator. All Clues lost and the Case becomes Not Pressing.

FOLLOWING THE STORY

There may be cases where you have the suspects narrowed down to two or more and you're ready to use the previous method, to see who actually did it. But you *know* by the story it should be a particular one. Then just say it's him! It's your story.

Example – I finished a 15 Encounter Murder investigation and had three possible Suspects. According to the previous mechanics, it should have been a Smuggler, but for the story, the Government Assistant made more sense. So I chose to go with the Government Assistant as it was my story!

GOTCHA!

You've solved the Case. Now what? That's up to you. But here are your options:

- If you're a Police Detective have the suspect arrested (*Urban Renewal* page 84). You can do the deed if you like.
- If you're not a Police Detective, turn the info over to your Employer who will usually tell the Police or handle it themselves. You can be involved in that if you want.
- If you're not a Police Detective you can make a Citizen's Arrest, using whatever means you see fit.
- Get the suspect and "take care of him", whatever that means to you.

Now go see the Employer and get paid your Wages (page 10).

WHY DID THEY DO IT?

Everyone wants to know why the crime was committed. Here's how we do it:

- Go to the Why They Did It table.
- Roll 2d6, add the results together, and go down the left-hand column to the corresponding row.
- Go across to the corresponding Crime and read the reason why.

2	WHY THEY DID IT <i>(Adding the result together)</i>
----------	---

#	KIDNAP	MURDER	ROB	THEFT	VIGIL
2	\$	A	\$	\$	RE
3	\$	A	\$	\$	RE
4	\$	RE	\$	\$	RE
5	\$	RE	\$	\$	RE
6	\$	RE	\$	\$	RE
7	\$	RE	\$	\$	J
8	\$	RE	\$	\$	J
9	P	RE	\$	RE	J
10	RE	RA	P	RE	J
11	RU	RA	P	P	J
12	RU	RA	P	P	J

\$ = It was done for monetary gain.

A = It was unmediated and done by accident.

J = It was done to bring the Victim to justice.

P = It was done for political gain.

RA = It was done at random.

RE = It was done for revenge on the Victim.

RU = It wasn't a kidnapping, the Victim went willingly.

WHY DID THEY REALLY DO IT?

There will be times when you have a Suspect and you can imagine the reasons why he committed the Crime. Or maybe you find it convenient to choose the reason to help build another Encounter. In these cases, choose your reason why and don't roll.

Example – Just like I chose the Government Assistant to be the Suspect, I chose the reason why the murder occurred. It was to cause an Investigation of the CVL Team Owner, causing the franchise selling to price to drop, favoring the prospective buyer, a local Office Holder.

FALL GUY

If the Suspect is a Mover, Shaker or Exotic, there is a chance that someone will come to the Police and confess to the Crime. This is called the Fall Guy. Here's how we do it:

- Go to the Circle of the original Suspect.
- Go down to the Suspect's row.
- Roll 1d6, read the result and go to the appropriate column. This is the Circle of the Fall Guy (it could be a girl). The Circle *must* be lower than the Circle of the original Suspect. ⁽¹⁾ If it is not, then no Fall Guy appears.
- If there is a Fall Guy go to the Circle of the Fall Guy, roll 2d6, add the result together, and down to the appropriate row.
- This is the Fall Guy; now roll the NPC stats on the appropriate People Generator.

(1) If the Suspect is a Smuggler or Dealer and Criminal Element is rolled, a Ganger will be the Fall Guy.

Example – A Corporate Exec is charged with Theft. He is a Shaker. I roll on 1d6 on the Corporate Exec row of the Shaker Circle and score a 6. This sends me to the Criminal Element Circle, where a roll of 6 gives me a Thief. The Thief now goes on trial for the Crime. Mysteriously he is provided with Exceptional Counsel.

THE TRIAL

The Suspect has been arrested and is facing trial. Here's how we do it:

- Use the procedure outlined in *Urban Renewal* (page 67).
- Movers and Shakers will always have Exceptional Counsel (*Urban Renewal* page 67).
- Movers also count one column to the left on the Justice is Served Table.

WHAT IF THE SUSPECT WALKS?

You still get paid. The Employer may (1 – 2) hire you to re-investigate. But regardless of that, there could be repercussions. Here's how we do it:

- If the Suspect walks, you now have a "hated enemy" (*Urban Renewal* page 48). When you run into this Profession in the future roll 1d6. A result of "1" means you will have a Confrontation with the Suspect.
- If the Suspect is convicted and is Gang affiliated you now have a "hated enemy". When you run into the Suspect's Profession in the future, roll 1d6. A result of "1" means you will have a Confrontation with members of his Gang.

RECOVERING THE LOSS

Once the Crime has been solved there is a chance that the stolen articles or Victims can be recovered. Each Crime has its own particulars and recovery of stolen articles and Victims will not always be possible.

KIDNAPPING

If the Crime is not solved by the specified number of days the Ransom is paid (1- 5) or not (6).

If the Ransom is paid (you can actually play this as an Encounter if you desire) the Victim is returned unharmed.

If the Ransom isn't paid the Victim will disappear (1 – 3) or turn up dead (4 – 6).

ROBBERY & THEFT

If the Crime is solved by the specified number of days, the stolen articles may be recovered. Here's how we do it:

- Roll 2d6 versus the number of days it took to solve the Case.
- Determine how many d6 were passed.
- Consult the Recovered Table and carry out the results.

2

RECOVERY

(Taken versus number of days to solve Case)

#D6 PASSED	RESULT
2	None of the articles are recovered.
1	Half of the articles are recovered.
0	All of the articles are recovered.

VIGILANTE

Some folks in New Hope City see crime as a disease and they are the cure. They want to take the law into their own hands. Some view themselves as *crime fighters*, even to the point of donning costumes, while others view themselves as *judge, jury and executioner*.

Vigilantes will be either a Crime Fighter (1 – 3) or Executioner (4 – 6).

CRIME FIGHTERS

Crime fighters will hunt down the Criminal Element, make a Citizen's Arrest and bring them to the Police Station.

EXECUTIONER

The judge, jury and executioners prefer swift justice. The executioner will hunt down and kill members of the Criminal Element without remorse.

WHO ARE THEY?

Being a Vigilante doesn't pay well so they will have a daytime job. They can also come from any Circle of society. Here's how we do it:

- Roll 2d6, add the results together, and go to the Vigilante Table.

- Go down the left-hand column to the appropriate row.
- This will give you the Circle and Profession of the Vigilante.
- Vigilantes will be Stars or Rep 4 (1 – 2) or Rep 5 (3 – 6) Grunts and use the Mercenaries Reaction Tables.
- Vigilantes are always loners, never revealing their secret.

2	VIGILANTE <i>(Adding the result together)</i>
----------	---

#	CIRCLE	PROFESSION
2	Mover	Patron
3	Shaker	Attorney
4	Exotic	Athlete
5	Exotic	Bounty Hunter
6	Exotic	Gunslinger
7	Exotic	Police Officer
8	Ordinary Joe	Delivery Driver
9	Ordinary Joe	Choice or roll randomly
10	Ordinary Joe	Attorney
11	Criminal Element	Thief
12	Criminal Element	Escort

STALKING THEIR PREY

How does the Vigilante find his prey? Here's how we do it:

- The Vigilante goes on any Encounter he desires. Even if it's riding the City Transit train.
- PEFs are resolved normally.
- If a Criminal Element is resolved, the Vigilante can choose to fail a People related Challenge. This means he will surrender his Cash. The NPC will tell him to leave (1 – 2) or the NPC will choose to leave.
- However, if he passes a People related Challenge the NPC will leave and not reveal himself as a Criminal Element.

Once the Vigilante has determined that the NPC is, indeed, a Criminal Element and has left, the Vigilante will stalk him. Here's how we do it:

- Go to the Stalking Table.
- Both sides start with 0d6.
- Modify this number by any applicable Circumstance.
- The Vigilante rolls his modified number of d6, looking for successes.
- The Criminal Element rolls his modified number of d6, looking for successes.

- Compare the number of successes scored by the Vigilante, to the Criminal Element and go to the Stalking Table
- Go down the left-hand column to the row that matches the number of successes of the Vigilante to that of the Criminal Element.
- Immediately carry out the results.

#	STALKING <i>(Looking for successes)</i>
----------	---

CIRCUMSTANCE	MODIFIER
Each point of Vigilante Rep	+1d6
Each point of Criminal Element Savvy	+1d6

#	RESULT
SUCCESSSES	
More	Vigilante (with weapon drawn) corners the Criminal Element (<i>with weapon not drawn</i>) in an Alley or other private place. The Criminal Element does not count cover or concealment. In Sight is taken, with the Criminal Element counting as active and with a -2d6 penalty.
Same	Vigilante corners the Criminal Element in a private place. Criminal Element does not count cover or concealment. In Sight is taken, with the Criminal Element counting as active.
Less	Vigilante cannot find a chance to act. Criminal Element leaves table safely.

HOW MANY OF THEM?

The Vigilante can always choose not to make an attack on the Criminal Element, even if scoring more successes on the Stalking Table. This will often occur if there are too many NPCs involved.

In this case, having scored more successes on the Stalking Table, the Vigilante follows the Criminal Element back to his Home. He now knows where the Criminal Element lives and can pay him a visit at a later date. This can be a Raid, Confrontation or any other Encounter.

Just remember that if the Vigilante encounters a Criminal Element PEF with the same Profession, there is a chance (1) that it is the same NPC. Did you save the info on your Character Journal from *Urban Renewal*?

REPERCUSSIONS

Review the Eye Witness and Investigation sections in *Urban Renewal* (page 64). Investigations are handled a little bit differently for Vigilantes. Here's how we do it:

- Anonymous tips are never phoned in against Vigilantes.
- To be investigated, an Eye Witness must come forward.
- As you need to score two or more successes to get an Eye Witness to come forward, the Areas and Day Parts with low Law Levels are better for the Vigilante.

CRIMINAL EYE WITNESS

If there ever is a Criminal Element Eye Witness, they will not go to the Police but will handle it themselves. Here's how we do it:

- When rolling a "3" on the Involuntary Encounter Table, the Confrontation will be with friends of the Eye Witness.

POLICE WORK

The New Hope City Police are usually pretty efficient and in this section we expand their role in *Urban Renewal*.

SUSPICIOUS BEHAVIOR

If you run into the Police during an Encounter, they will automatically *size you up for suspicious behavior*. Here's how we do it:

- Go to the Suspicious Behavior Table.
- Start with 1d6 per point of your People Skill or that of the leader of the group if they are NPCs.
- Start with 1d6 per point of Law Level of the Area for the Day Part.
- Roll the modified number of d6 looking for successes, a score of 1, 2 or 3.
- Consult the Suspicious Behavior Table, based on the number of successes scored by the character, compared to the number of successes scored by the Law Level.
- Immediately carry out the results.

PEP/LL SUSPICIOUS BEHAVIOR

(Looking for successes)

# SUCCESSSES	RESULT
More	Player may choose to Walk the Walk (<i>Urban Renewal</i> page 88) or count as if scored same number of successes.
Same	Police will run you for any outstanding Warrants and attempt to make an Arrest if there are. If no Warrants, will engage in pleasantries.
Less	Police will run you for any outstanding Warrants and attempt to make an Arrest if there are. If no Warrants, they will question you. Each character takes a People related Challenge versus the Police leader. If score less successes, the Police will attempt to arrest you for Disturbing the Peace. Otherwise they will leave the table.

Example – Billy, Sooze and Byden are out Late in Little Hisha. The PEF is resolved and I roll on the Who Are They Table (page 45). I roll 2d6 and the result is Police, which is always a Police Cruiser with two cops. Rolling on the Police Generator (page 44) they are Rep 4 and Rep 3. The Law Level is 1 for the Day Part and Area.

*Billy rolls 5d6 for his People Skill and scores a 1, 2, 3 4, and 5 for 3 successes. The Police roll 3d6 and scores a 1, 2 and 4 for 2 successes. As Billy scores more successes we choose to count it as the same number. The Police run for Warrants on Billy, Sooze and Byden. Byden has one and this has just turned into an Arrest Encounter (*Urban Renewal* page 84). How'd that happen?*

NPC WARRANTS

In New Hope City you will run into a lot of Non-Player Characters. It's easy enough to track *your* Grunts (NPCs) but trying to keep track of all the others is impossible. Instead we use an easy system to determine if an NPC has an outstanding Warrant. Here's how we do it:

- Start with the Circle of the NPC, each NPC if in a group.
- Roll 2d6, add the scores and consult the Warrants Table.
- Go down the left-hand column to the total then across and read the result.
- This will tell you if there is an outstanding Warrant.

NEW HOPE CITY PI: A 5150 URBAN RENEWAL SUPPLEMENT

- Remember that if you generate an NPC that has a Warrant, it's a good idea to keep track of him for future use.

2 NPC WARRANTS *(Adding the results together)*

#	RESULT
2	Movers and Shakers have Level 1 Warrant. Criminal Elements have Level 3 Warrant. Ordinary Joes and Exotics have Level 2 Warrant.
3	Criminal Elements have Level 2 Warrant. Ordinary Joes and Exotics have Level 1 Warrant.
4	Criminal Elements have Level 1 Warrant.
5+	No outstanding Warrants.

Example – Billy, Sooze and Byden are run for Warrants. I know Billy and Sooze don't have any Warrants but I'm not sure of Byden. I roll 2d6 and score a 3. Looking on the NPC Warrants Table I see as Byden is an Ordinary Joe he has an outstanding Level 1 Warrant. The Police will now attempt to arrest him (Urban Renewal page 84).

Now let's see what the warrant was issued for. Here's how we do it:

- Go to the For What Table.
- Roll 1d6 and read the result as rolled.
- Modify the result by any applicable Circumstance.
- Go down the left-hand column to the result then across to the appropriate Level.
- Read the result for the Crime.

1 FOR WHAT? *(Read each result as rolled)*

CIRCUMSTANCE	MODIFIER
Criminal Element	+1

#	LEVEL 1	LEVEL 2	LEVEL 3
1	Disturbing the Peace	Endangerment	Mayhem
2	Disturbing the Peace	Soliciting	Mayhem
3	Disturbing the Peace	Soliciting	Resisting Arrest ⁽¹⁾
4	Shoplifting	Theft	Weapons ⁽²⁾
5	Shoplifting	Theft	Weapons
6	Lewd Behavior	Robbery	Weapons

(1) This is actually a Failure to Appear Warrant for skipping a court date, for one of the crimes rolled at random. The NPC has a chance (1 – 3) or skipping Bail as well. (2) If a Weapons charge the Police will draw their weapons.

BAIL

At the Police Station but before your Day in Court (*Urban Renewal* page 91) you may be offered Bail. Here's how we do it:

- If charged with a combined Crime Level of 3 or less, your Bail is inconsequential.
- If charged with a combined Crime Level of 4 to 6, your Bail is equal to 3 Cash d6. You count 3d6 lower until you appear in court. However, the Bail Bondsman will cover this if you want and you do not have your Cash d6 reduced.
- If charged with a combined Crime Level of 7 or higher, or Murder, no Bail is offered and you will spend time in jail until, your Court Date.
- If you show up for your Day in Court you are square with the Bail Bondsman. If you skip you have a problem.

Example – Jim Bob Joe is charged with a combined Crime Level of 5. The Bail Bondsman pays the Bail of 3 Cash d6. Jim Bob Joe skips his Day in Court so they issue a warrant for Failure to Appear (counts as Resisting Arrest).

In addition he has jumped Bail and has a Bounty Hunter looking for him.

JUMPING BAIL

If you skip your Day in Court the Bail Bondsman forfeits the Cash d6 he put up as your Bail. He doesn't like that and will take steps to recover his losses. Here's how we do it:

- The Bail Bondsman hires a Bounty Hunter to catch you.
- It is treated as an Involuntary Encounter (*Urban Renewal* page 83). When rolling for a possible Involuntary Encounter (1 – 3) and a "4" is scored, you have a Confrontation (page 86) with a Bounty Hunter.
- If the Bounty Hunter captures you, he will take you the Police Station to collect.
- The Bail Bondsman will charge you for the Cash d6. Reduce your Cash d6 by 1 for 1/2d6 months.

PROLOGUE PART II

Hey sweetie. Can I have another one please? Yeah, that's right. Keep the change.

Anyway, you were saying? Ain't that the truth? Hey, can I tell you something? I know we just met but you're so easy to talk to.

Man, I hate my job. What do I do? I'm the cleanup guy. Whenever my boss has a problem he sends me or someone like me to clean it up. What? Department of Home Security. Yeah, the guys from Gaea Prime that publish those Travel Advisories.

What kind of cleaning up? Long story. Can I buy you a drink? Whatever I'm drinking? You got it. Hey bartender.

Looks like the place is closing up, guess time flies. Can I give you a lift? No, no problem, besides it's raining pretty bad outside.

After you. Gentleman? I've been called a lot of things in my life but never a gentleman. Which way? Got it, that's near the Space Port right? What were you doing up here so late at night? Sorry, my bad, I should know better than to ask a lady her business.

Here we are. Coffee? Sure, that'd be great on a night like this. Just let me find a place to park.

Man, this is a sweet place you have here. Thanks, that coffee hit the spot. This the real stuff? You're a lady full of surprises. It's hard finding the real stuff so far from GP.

Hell yes! You don't have to ask me twice. Lead on, I can finish my coffee later. I'm all yours...

Timlin rubbed his hands as he blew into them. "Damn it's cold," he thought as he walked down the alley. He could see three Med-Techs going over the car and a full body bag. Colonel Karnes was smoking a cigarette and on the Comm-Link. Timlin waited until he was finished then asked, "We have an ID?"

Karnes handed him a wallet. Timlin opened it up and read.

"DHS? Ain't he a long way from home?"

"Yes he is." Karnes dropped the cigarette butt and rubbed it out. "Intel says he was a cleanup guy, an Operator. They say he wasn't here on vacation either."

No fooling, Timlin thought. Who comes to New Hope on vacation? Timlin walked over to the car and looked in from the driver's side. No blood, no signs of a struggle.

As two of the Techs loaded the body into the vehicle the third spoke to Karnes. His curiosity satisfied, Timlin walked back to Karnes who was lighting up another cigarette.

"Tech says our boy had coffee in his system."

"That kill him?" Timlin asked with a grin.

"Funny man. No, that was the snapped neck," Karnes replied. "I'm just saying real coffee is hard to find."

"And?"

"And that's probably a good starting point for your investigation." Now it was time for Karnes to smile.

Timlin shook his head and said, "I'd love to Lieutenant but I'm just a week away from early retirement."

"Then I guess you better get on it. I'd hate to see your retirement delayed for lack of the proper paperwork." Karnes took a long drag from the cigarette then exhaled. "I got your clearance reinstated for this one. Keep me posted." Karnes turned to leave then stopped. Without turning around he said "Good to see you again Frank. Have you heard from Hallern?"

"No. No I haven't," Timlin replied.

Karnes nodded knowing that Timlin had told the truth. "Keep me posted."

Karnes continued on down the alley.

SPECIAL INVESTIGATORS

People in the 5150 Universe know about the *Department of Home Security* based on Gaea Prime. They know them as the people who post those Travel Advisories to help keep Gaea Prime Citizens safe from visiting a dangerous planet. The DHS Special Division (DHS-SD) is what they don't know about.

The DHS-SD has one responsibility. *That is to find and eliminate Cyndee.* To know yourself you must know your enemy. Here's the low down on Cyndee ⁽¹⁾

(1) Operators always refer to Cyndee as *Mary Jane*.

CYNDEE



"She's a beauty; she's a one in a million girls."

CURRENT HISTORY

Symon is the familiar term used for the current generation of Synthetic Humans. The Symon used by the Star Army are the pinnacle of Sym-Life technology and not found anywhere else in Gaea Prime space. The current version is the SYN-2. The SYN-2 is not a mindless fighting machine and has built-in survival instincts. They will fight and keep fighting long after many humans would give up but they will not fight to the death... unless necessary.

5150: STAR ARMY

"The Symon used by the Star Army are the pinnacle of Sym-Life technology and not found anywhere else in Gaea Prime space."

Yeah right, not anymore. According to the authorities Cyndee ⁽¹⁾ do not exist. They were designed to be the perfect operative. They were as close to Basic as any machine could ever be.

The Cyndee was designed for Black Ops. Yes, they could fight, but they were to be used to infiltrate their opponent's heart then rip it out. To facilitate this, Cyndee were always in Basic female form as close to perfect as they could be. Perfect; there's that word again.

Their mission was to get close to and destroy those "untouchable" few who find themselves on the wrong side of the law. At least on the wrong side of whoever controlled the Cyndee and that was the problem. No one could control them. Not their employers, not even their creators, the *Prosperity Corporation*; no one.

So that's why they never made it into production. At least that's what *everyone* wants you to believe.

(1) Cyndee is also the plural form of the word.

REPUTATION

See the Cyndee Generator (page 37).

ATTRIBUTES

Cyndee have the following Attribute Package.

CYNDEE

CYNDEE ATTRIBUTE PACKAGE

Ambidextrous: The character ignores the *firing with Off Hand penalty*.

Armored: Will take Recover From Knock Down Test with 3d6 counting the best 2d6.

Heightened Senses: Whenever approached within 12" will immediately turn to face, whether active or not. Counts +1d6 when taking the In Sight Test.

Ice Water in the Veins: Not affected by *Fear*. Counts a +1d6 when taking the Charge into Melee Test

Impervious: Can change her first Obviously Dead result to a Knocked Down, *once every Encounter*.

Leap: Can leap onto single story buildings or 6" distance from a standing start, by taking a Fitness related Challenge. Failure of the test does not result in injury but does end its activation.

Rapid: Normal move is now 12" and allowed to use 3d6 when taking the Fast Move Test, counting all three.

Stunning: Counts a +2d6 when taking a People Challenge versus opposite sex Basics.

Targeting: Does not suffer the Fast Move penalty when shooting.

Vicious: Counts a +2d6 when in melee. Counts a +1d6 when taking the Charge into Melee Test. Note that the +1d6 is in addition to *Ice Water in the Veins*.

White Knight: Will not shoot or melee anyone unable to defend themselves.

PROFESSIONS

Cyndee can only be found in the Ordinary Joes Circle and can have a wide variety of Professions. They tend to work in the "seedier" Areas such as Low Income Areas, Space Port Areas, and low end Pub & Rec Areas.

WEAPONS

Cyndee can use any weapon types. They will usually be armed with a P (1 – 2) or BAP (3 – 6), as they prefer not to draw attention to themselves.

ARMOR

Cyndee have inherent armor, blended into their bodies, allowing them to roll a special Recover from Knock Down Test (page 41) with 3d6 instead of 2d6. If the Cyndee is hit by smallarms fire, or if she is cut by a melee weapon, the Cyndee will bleed, appearing to be a normal Basic. Once given the chance they “lay hands” over the wound and repair the superficial damage, returning the affected area to a normal look.

Blended armor feels like flesh to the touch.

COM-LINKS

Cyndee have access to all types of Com-Link but rarely use them. As they are typically loners, who would they talk to?

REACTION

Cyndee only take the following Reaction Tests and use the Cyndee Reaction Tests, not LWC:

- In Sight.
- Charge into Melee.
- Received Fire Test.
- Recover From Knock Down Test.
- They only take the Man Down Test, if they are protecting another Basic for whatever reason. These Basics are referred to as Dependents and will only occur in special pre-generated Encounters.

NO NEEDS

Cyndee have no physical needs. They can go without food indefinitely but are programmed to eat and drink as a Basic, so as not to raise questions.

Cyndee do not care for wealth and any accumulated in excess is casually discarded. They do respond to affection and kindness, often forming unique relationships with real Basics. They are never found with other Cyndee and will

always leave the Area, if they cross paths with others of their kind.

SURVIVAL

Cyndee have Survival as their sole motivation. As such, they will behave in the following ways:

- If confronted by one or two opponents and there’s a reasonable chance that they can be killed without exposing her identity, the Cyndee will attack.
- If confronted by three or more opponents the Cyndee will attempt to fight her way off the table. See the section called Death Wish later in the book (page 38).

MEETING CYNDEE

Cyndee are “the perfect female Basic” and only specially trained operatives (Operators) can tell a Cyndee from a Basic. Non-Operators cannot discover the Cyndee as they have no idea that such thing exists. If you are an Operator, you will meet in her one of two ways.

- **Found:** If the Cyndee is the goal, you are an Operator trying to find and kill the Cyndee.
- **Randomly:** You have run into the Cyndee totally at random.

FINDING THE CYNDEE

To find a Cyndee you must be an Operator and successfully Build a Case (page 2) against her. The Difficulty Factor is always a 5 and the Cyndee uses Circle – Ordinary Joes.

Once you have found the necessary ten Clues, you can take the Recognition Test with a +3d6 bonus to see if it *really* is a Cyndee.

RECOGNIZING PERFECTION

If you are an Operator and have not Built a Case (page 2) use the following procedure:

- You run into an Ordinary Joe female Basic, all alone, in any Lower Income, Space Port, or Pub & Rec Area. *They will not be found in any other Area.*
- Roll 2d6 when you meet her. If *boxcars*, double sixes, are rolled, you have met a Cyndee. Go to

the Cyndee generator to determine her Rep and Skills.

- The two characters take a People related Challenge.
- If the Cyndee scores more successes, the Operator does not recognize her as a Cyndee.
- If both score the same number of successes or the Operator scores more, he could recognize her as a Cyndee.
- Re-roll the d6 looking for successes.
- Compare the number of successes that each scored and consult the Recognition Table.
- Go down the left-hand column to the row that fits how the Operator's successes compare to the Cyndee successes.
- Immediately carry out the results.

REP	RECOGNITION <i>(Counting successes)</i>
------------	---

# <i>SUCCESSSES</i>	<i>RESULT</i>
3+ or more	The Operator realizes that she is a Cyndee but luckily the Cyndee doesn't suspect.
2 more	The Operator realizes that she is a Cyndee but the Cyndee realizes that he knows. Take an In Sight, with the Cyndee counting as active.
Same, 1 more, or 1 less	They exchange a pleasant greeting with each other. May continue interacting normally but the Operator cannot instigate a Recognition Test. In the future if the Cyndee discovers that the character is an Operator, the Recognition Test is taken again. Any result of "exchange a pleasant greeting" means the Cyndee disappears.
2 less	They exchange a pleasant greeting then continue away from each other.
3+ or less	The Cyndee realizes that he is an Operator and will agree to accompany him to a private area, where she will try to kill him. When alone, the characters will take a People related Challenge. <i>If the Cyndee scores more successes</i> - The two enter melee, with the Operator counting its Rep as two points less than it actually is. <i>If the Operator scores more successes</i> - The Operator realizes that she is a Cyndee. Take an In Sight with the Cyndee counting as active.

RANDOMLY MEETING THE CYNDEE

The way to randomly meet a Cyndee is as follows:

- You run into a female Basic, all alone, in any Lower Income, Space Port, or Pub & Rec Area. *They will not be found in any other Area.*
- Roll 2d6 when you meet her. If *boxcars*, double sixes, are rolled, you have met a Cyndee. Go to the Cyndee generator to determine her Rep and Skills.
- You take a People related Challenge with her.
- If you are *not* an Operator you don't realize it. Just treat her as an Ordinary Joe female Basic.
- If you are an Operator then immediately take the Recognition Test.
- Cyndee are only encountered once per Encounter.

GENERATING CYNDEE

When you have met a Cyndee it is time to learn more about her. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- Consult the Cyndee Generator Table for specifics.

1	CYNDEE GENERATOR <i>(Read the result as rolled)</i>
----------	---

#	REP	FIT	PEP	SAV	CASH	WPN
1	6	6	4	3	2	Varies
2	6	6	4	3	2	Varies
3	6	6	4	3	2	Varies
4	6	6	4	3	2	Varies
5	7	7	5	3	2	Varies
6	7	7	5	3	2	Varies

DEATH WISH

Although Cyndee do not exist, there are rumors that on rare occasions they will attempt to kill as many armed enemies as possible, before being themselves killed. This murder by police may occur in the following situations:

- First confirm that the character is a Cyndee.
- Surround the Cyndee, by having opponents to her front, flanks and rear or block any escape route.
- Have her outnumbered by at least four to one. If less than four to one, she will attempt to fight her way off the table.
- If these requirements are met, the Cyndee will fight to the death, hers or theirs.

CALLING FOR BACK UPS

If confronting a verified Cyndee, there is a chance that there are Operators in the area. To be a certified Cyndee an Operator must have recognized her as one and posted an “all-points bulletin”, with a photo of the Cyndee. Here’s how we do it:

- After the first Police Officers have arrived as per the Police Are Called section (*Urban Renewal* page 63) further respondents may be Operators.
- Roll 1d6 for each Police Cruiser that arrives.
- If a “1” is scored replace it with an Operator in a car.
- There can never be more than three Operators called in, on one Encounter.

OPERATORS

Now that you know all there is about Cyndee, or at least you better, let’s go over the Operators.

STARS

If you are playing an Operator Star, you start as Rep 5. You can choose your Skills as you like but I would put a premium on People and Fit. Failing a People related Challenge with a Cyndee could be fatal.

REP

Grunt Operators will be Rep 5 (1 – 4) or Rep 6 (5 – 6).

SKILLS

Grunt Operators will always have their Skills from high to low, in the following order:

- Fit.
- People.
- Savvy.
- Cash.

GENDER

Grunt Operators are always male. Stars have a choice.

ATTRIBUTES

Grunt Operators have the following Attributes, while Stars can choose *any three* from the Basic Attributes (*Urban Renewal* page 7). This is different than rolling for them.

OPERATOR

OPERATOR ATTRIBUTES

Initiative: Counts one Rep higher for Activation purposes when operating alone.

Resilient: Once during each Encounter, the character will treat its first Out of the Fight result as a Knocked Down result instead.

Tough: Once during each Encounter, the character will treat the first Run Away result as a Duck Back result.

WEAPONS

All Operators use a BAP with +1 to Impact *heavy rounds*.

ARMOR

Grunt Operators always wear Armored Jackets (*Urban Renewal* page 16).

COM-LINKS

Operators always have Mobile Com-Links.

EXTENDED EXAMPLE

Operator Reggie Cole is on a Chillin’ Encounter. He enters Coffee Time and has a Defining Moment. Rolling on the PEF Resolution Table, he passes 2d6 and has contacted other characters. Going to the Who Are They Table (page 45) he rolls 2d6 and scores a 2. Under the Middle Income column this results in an Ordinary Joe #1 & #2 NPC.

Going to the Ordinary Joe Circle Table (page 48) he scores a result of Wait Staff. Reggie now goes to the LWC Generator (page 43) and scores a female Basic result. Any Ordinary Joe female Basic who is alone could be a Cyndee. I now roll 2d6 and score "boxcars", she is a Cyndee. But will Reggie realize it?

I now go to the Cyndee Generator (page 37) and roll 1d6, scoring a 5. She has a Rep of 7 and People Skill of 5. They take a People related Challenge and the Operator scores more successes. Reggie and the Cyndee now take the Recognition Test (page 37) rolling 1d6 per point of Rep. Reggie scores 1 success more than the Cyndee. Reggie doesn't realize she is a Cyndee and they continue to interact as a normal male and female Basic.

Much later, Cyndee discovers that Reggie is an Operator during conversation. The Recognition Test is taken again and Reggie scores 1 more success than the Cyndee. She disappears.

STEP BY STEP

Here's a Step by Step example of how to use *NHC PI*. Do not forget to check for a Travel Encounter when you enter an Area. Here's how we do it:

1. Determine the Crime (page 2).
2. Determine the Victim (page 3).
3. Determine in what Day Part the Crime occurred (page 3).
4. Determine in what Area of NHC the Crime occurred (page 3).
5. Determine in what Building in the Area the crime occurred (page 5).
6. Determine the Difficulty Factor of the Crime (page 7).
7. Determine how many Clues must be found (page 7).
8. Determine who your Employer is (page 8).
9. Go visit your Employer (page 8).
10. See if the Investigation is Pressing or Not Pressing (page 9).
11. Determine how much you will be paid for successfully solving the Crime (page 10).
12. Exit the table and return to the Area in NHC where your Home or Office is located.

After completing the above steps it's time to solve the Crime. Here's how we do it:

1. Decide what Clue must be solved by rolling on the Advance the Investigation Table (page 20).

2. If you must find an object go to the Find an Object: Where section and determine where the object is (page 20). You can choose the Day Part but it may be influenced by normal business hours of the Building.
3. Go to the appropriate Building, have a Defining Moment (*Urban Renewal* page 78) and search for the Clue, by rolling on the Find an Object Table
4. Exit the Building, leave the table and return to your Home or Office.
5. Return to Advance the Investigation Table (page 20).
6. If you must get information from a person, go to Get Info: Person of Interest (page 21).
7. Go to the Circle Table of the Victim (page 47). Go down to the row for the Victim and roll 1d6.
8. This is the Circle of the Person of Interest who must be questioned. Go to its Circle Table (page 47) and determine its Profession.
9. Determine what NPC Generator to use for the Person of Interest (page 21) and generate its information.
10. Then go to the appropriate section of the Where Are They Table (page 45) for their Circle, to find the Area they can be found.
11. Then go the Buildings Table for the Area (page 46) to see exactly where they are found.
12. Now do a Chillin' Encounter and go see them, being sure to place the Target Building, in the section opposite of where you enter the table.
13. Go to the Building, have a Defining Moment and gain access to the Person of Interest.
14. Question the Person of Interest (page 49).
15. Exit the Building, leave the table and return to your Home or Office.
16. Return to the Advance the Investigation Table (page 20).

After finding the required number of Clues, you can find out who did it. Here's how we do it:

1. Go to the Who Did It Table (page 28) and see who committed the Crime.
2. Turn the evidence over to your Employer (page 10) and collect your wages.

FINAL WORDS

New Hope City PI is not a scenario book. It's a tool that you can use to *make* your scenarios. Making scenarios can be time consuming and any work you do in making them, you should record. There will be many NPCs generated in your Encounters and you should save them for future use.

In the rules, when you run into the same Profession, there is a chance (1) that it will be a NPC you previously interacted with. This can save you valuable time in your game playing. And the more you game the more info you can save, which saves you more time.

New Hope City PI can be as detailed as you like. It will also take some time to get used to it and feel free to use as little or much of it as desired. Like we've said before, think of it as a tool box. You may not use all the tools but you have them if you need them.

EPILOGUE

The Xeog was right; her husband did have a lot of money. He also had a sweetie on the side and now a messy divorce. I walked out of the bank and went to the car. I hadn't seen that many zeroes in one place since I bet on the Rollers in last year's CVL Championship Game. At least this time the zeroes were on my bank statement and not on the playing field. I slid into the passenger side as she started the car.

"Everything in order?" she asked.

"Just like you said," I replied. "What's the plan?"

"I think I deserve a vacation," she replied. "Maybe a few days away while my attorneys work out the details. Want to come along?" The Xeog leaned over, kissed my cheek and whispered, "I'll make it worth your while".

I just smiled as we drove off. I like cases with happy endings.

Too bad neither of us saw the black sedan following behind.

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2

CYNDEE REACTION TABLE

* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * +1d6 if in cover. Any roll of a "6" counts as a failure.	Outgunned – Never Outgunned. If retrieving wounded – Carry On. If in range and able to fire - Fire. If out of range or unloaded - Charge into Melee if in reach, otherwise Duck Back. Carry On when next active.	Outgunned – Never Outgunned. If retrieving wounded – Carry On. If in range and able to fire – Fire. If out of range or unloaded - Charge into Melee if in reach, otherwise Duck Back. Carry On when next active.	Outgunned – Never Outgunned. If retrieving wounded – Duck Back. Carry On when next active. If in range and able to fire – Snap Fire. If out of range or unloaded - Duck Back. Carry On when next active.
MAN DOWN *	If Dependent Obviously Dead - Run Away. Otherwise - Carry On.	If Dependent Obviously Dead - Run Away. Otherwise - Carry On.	If Client Obviously Dead - Run Away. Otherwise - Carry On.
RECOVER FROM KNOCK DOWN Any roll of a "6" counts as a failure. Takes test with 3d6 counting the best 2d6.	All - Knocked prone but will still Carry On.	All - Knocked prone but will still Carry On but at 2 Reps lower until next active.	All - Obviously Dead

CYNDEE

CYNDEE ATTRIBUTE PACKAGE

Ambidextrous: The character ignores the <i>shooter firing with Off Hand penalty</i> when shooting.
Armored: Will take Recover From Knock Down Test with 3d6 counting the best 2d6.
Heightened Senses: Whenever approached within 12" will immediately turn to face whether active or not. Counts +1d6 when taking the In Sight Test.
Ice Water in the Veins: Not affected by Fear . Counts a +1d6 when taking the Charge into Melee Test
Impervious: Can change her first Obviously Dead result to a Knocked Down <i>once every Encounter</i> .
Leap: Can leap onto single story buildings or 6" distance from a standing start by taking a Fitness related Challenge. Failure of the test does not result in injury but does end its activation.
Rapid: Normal move is now 12" and allowed to use 3d6 when taking the Fast Move Test counting all three.
Stunning: Counts a +2d6 when taking a People Challenge versus opposite sex Basics.
Targeting: Does not suffer the Fast Move penalty when shooting.
Vicious: Counts a +2d6 when in melee. Counts a +1d6 when taking the Charge into Melee Test. Note that the +1d6 is in addition to Ice Water in the Veins .
White Knight: Will not shoot or melee anyone unable to defend themselves.

CYNDEE

CASE NOTEBOOK

<i>CRIME</i>	<i>DF</i>	<i>CLUES</i>	<i>VICTIM</i>	<i>CIRCLE</i>	<i>WHEN</i>	<i>WHERE</i>	<i>EMPLOYER</i>	<i>WAGES</i>

CRIME – Enter the type of Crime to be solved.

DF – Enter the Difficulty Factor of the Crime.

CLUES – Number of Clues to be solved.

VICTIM – Enter the Name and Profession of the Victim.

CIRCLE – Enter the Circle of the Victim.

WHEN – Enter when the Crime occurred.

WHERE – Enter where the Crime occurred.

EMPLOYER – Enter the person, business or organization that is paying you to solve the Crime.

WAGES – Enter how many Improving Rep rolls you are getting paid to solve the Crime.

<i>CLUE #</i>	<i>OBJECT</i>	<i>PERSON OF INTEREST</i>	<i>CIRCLE</i>	<i>PROFESSION</i>	<i>WHEN</i>	<i>WHERE</i>	<i>SOLVED</i>

CLUE # – Enter the number of the Clue.

OBJECT – Enter what the Object is you are looking for.

PERSON OF INTEREST – Enter who is the Person of Interest you must question.

CIRCLE – Enter the Circle of the Person of Interest.

PROFESSION – Enter the Profession of the Person of Interest.

WHEN – Enter when you tried to solve the Clue.

WHERE – Enter where you tried to solve the Clue.

SOLVED – Enter the number of Clues you have solved as you solve it.

1 BUARDEEM GENERATOR
(Read the result as rolled)

#	REP	FIT	PEP	SAV	CASH	WPN
1	3	2	1	3	0	Varies
2	3	1	2	3	0	Varies
3	3	2	1	3	0	Varies
4	4	2	3	4	1	Varies
5	4	3	2	4	1	Varies
6	5	3	4	5	2	Varies

1 FEZGLOK GENERATOR
(Read the result as rolled)

#	REP	FIT	PEP	SAV	CASH	WPN
1	3	2	1	3	0	Varies
2	4	4	3	2	1	Varies
3	4	3	2	4	1	Varies
4	4	4	2	3	1	Varies
5	5	5	3	4	2	Varies
6	5	5	4	3	2	Varies

1 GANGER GENERATOR
(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	CASH	WPN
1	M	4	3	2	4	1	P
2	M	4	4	3	2	1	MP
3	F	3	3	2	1	0	None
4	F	4	4	3	2	1	P
5	F	4	4	2	3	1	MP
6	M	5	5	4	3	2	BAP

1 GEENX GENERATOR
(Read the result as rolled)

#	REP	FIT	PEP	SAV	CASH	WPN
1	3	1	2	3	0	Varies
2	3	1	2	3	0	Varies
3	3	1	2	3	0	Varies
4	4	3	4	2	1	Varies
5	4	4	1	3	2	Varies
6	4	4	2	3	1	Varies

PEOPLE

1 GRATH GENERATOR
(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	CASH	WPN
1	M	4	4	2	3	1	BAP
2	M	4	4	2	3	1	BAMP
3	M	4	4	2	3	1	BAP
4	M	4	4	2	3	1	BAMP
5	M	4	4	2	3	1	BAP
6	M	4	4	2	3	1	BAP

1 HISHEN GENERATOR
(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	CASH	WPN
1	M	3	3	1	2	0	BAP
2	M	3	3	2	1	0	P
3	M	3	3	1	2	0	P
4	M	3	3	1	2	0	MP
5	M	4	3	4	2	1	BAP
6	M	4	3	2	4	1	MP

1 LERKSAH GENERATOR
(Read the result as rolled)

#	REP	FIT	PEP	SAV	CASH	WPN
1	3	1	2	3	0	Varies
2	3	3	4	2	0	Varies
3	4	2	3	4	1	Varies
4	4	3	2	4	1	Varies
5	4	3	2	4	1	Varies
6	4	2	3	4	1	Varies

1 LWC GENERATOR
(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	CASH	WPN
1	M	5	5	3	2	4	BAP
2	F	4	2	3	4	1	None
3	M	4	3	4	2	1	P
4	F	3	3	2	1	0	BAP
5	M	3	2	3	0	1	None
6	F	4	3	4	2	1	None

1 **MERCENARIES GENERATOR**
(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	CASH	WPN
1	M	4	4	2	3	1	BAP
2	M	5	4	3	5	2	MP
3	F	5	5	3	4	2	BAP
4	F	4	4	2	3	1	MP
5	M	4	4	2	3	1	BAP
6	M	5	5	3	4	2	BAP

1 **MUNJAR GENERATOR**
(Read the result as rolled)

#	REP	FIT	PEP	SAV	CASH	WPN
1	5	5	3	4	2	Varies
2	4	3	2	4	1	Varies
3	4	4	2	3	1	Varies
4	3	3	2	1	0	Varies
5	3	2	1	3	0	Varies
6	3	3	2	1	0	Varies

1 **NONNE GENERATOR**
(Read the result as rolled)

#	REP	FIT	PEP	SAV	CASH	WPN
1	3	2	3	1	0	Varies
2	3	2	1	0	3	Varies
3	4	3	2	4	1	Varies
4	4	3	4	1	2	Varies
5	4	3	2	4	1	Varies
6	5	3	4	5	2	Varies

1 **ORABEL GENERATOR**
(Read the result as rolled)

#	REP	FIT	PEP	SAV	CASH	WPN
1	3	2	1	3	0	Varies
2	3	2	3	1	0	Varies
3	3	1	2	3	0	Varies
4	4	3	4	2	1	Varies
5	4	2	4	3	1	Varies
6	4	2	4	3	1	Varies

PEOPLE

1 **POLICE GENERATOR**
(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	CASH	WPN
1	M	4	4	2	3	1	BAP
2	F	5	4	5	3	2	BAP
3	F	3	3	2	1	0	BAP
4	M	4	4	3	2	1	BAP
5	M	4	4	3	2	1	BAP
6	M	5	5	3	4	2	BAP

1 **RAZOR GENERATOR**
(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	CASH	WPN
1	F	4	4	2	3	1	None
2	F	5	4	5	3	2	None
3	F	4	4	2	1	3	None
4	F	4	4	3	2	1	None
5	F	4	4	3	2	1	None
6	F	5	5	3	4	2	None

1 **TIP-TIP GLOM GENERATOR**
(Read the result as rolled)

#	REP	FIT	PEP	SAV	CASH	WPN
1	3	3	1	2	0	Varies
2	4	2	3	4	1	Varies
3	4	2	3	4	1	Varies
4	4	3	2	4	1	Varies
5	4	4	2	3	1	Varies
6	5	5	4	2	0	Varies

1 **VANGORE GENERATOR**
(Read the result as rolled)

#	REP	FIT	PEP	SAV	CASH	WPN
1	4	3	1	4	2	Varies
2	4	4	3	2	1	Varies
3	4	3	2	4	1	Varies
4	4	4	2	3	1	Varies
5	4	3	2	4	1	Varies
6	5	5	3	4	2	Varies

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1 XEOG GENERATOR
(Read the result as rolled)

#	GEN	REP	FIT	PEP	SAV	CASH	WPN
1	F	5	3	4	5	2	None
2	F	5	4	5	3	2	None
3	F	5	5	4	3	2	None
4	F	5	5	3	4	2	None
5	F	4	4	3	2	1	None
6	F	5	5	3	4	2	None

2 WHO ARE THEY?
(Add the results together)

#	CITY HALL	FINANCIAL DISTRICT	THE HEIGHTS	MIDDLE INCOME
2	Joe 1 & 2	Joe 1 & 2	Mover	Joe 1 & 2
3	Exotic	Criminal	Shaker	Joe 4
4	Joe 1 & 2	Joe 4	Mover	Police
5	Mover	Mover	Mover	Exotic
6	Exotic	Shaker	Police	Exotic
7	Shaker	Shaker	Mover	Shaker
8	Police	Shaker	Mover	Shaker
9	Mover	Police	Shaker	Joe 5 & 6
10	Criminal	Joe 5 & 6	Criminal	Joe Spouse
11	Police	Joe Spouse	Shaker	Joe Spouse
12	Criminal	Joe Spouse	Shaker	Joe 3

2 WHO ARE THEY?
(Add the results together)

#	LOWER INCOME	PUB & REC	SPACE PORT
2	Police	Joe 5 & 6	Joe 1 & 2
3	Joe 1 & 2	Joe 1 & 2	Shaker
4	Joe Spouse	Police	Police
5	Exotic	Exotic	Exotic
6	Joe 3	Criminal	Exotic
7	Joe 3	Shaker	Joe 3
8	Joe 1 & 2	Criminal	Criminal
9	Criminal	Shaker	Joe 3
10	Criminal	Mover	Criminal
11	Criminal	Joe 4	Joe 3
12	Criminal	Joe 5 & 6	Joe 1 & 2

X WHERE ARE THEY?
(Match the Person to the Day Part)

MOVERS	EARLY	DAY	EVENING	LATE
Diplomat	C	C	GH	GH
Office Holder	C	C	GH	GH
Patron	GH	F	GH	GH
Religionist	HH	F	P	HH
Scientist	C	C	C	HH
Trophy Wife	GH	F	P	GH
SHAKERS	EARLY	DAY	EVENING	LATE
Accountant	F	F	S	M
Attorney	F	F	P	HH
Corporate Exec	F	F	P	HH
Doctor	C	C	P	GH
Entertainer	HH	F	P	HH
Govt. Asst.	C	C	P	M
Professor	F	F	M	M
Trophy Wife	HH	F	P	HH
EXOTICS	EARLY	DAY	EVENING	LATE
Athlete	MT	P	P	MT
Bounty Hunter	MT	L	P	S
Detective	C	F	P	M
Guide/Trader	L	C	P	L
Gunslinger	MT	MT	S	S
Investigative Reporter	C	F	P	HH
Mercenary	MT	F	S	S
Pilot	M	S	S	M
Police Officer	C	C	P ⁽¹⁾	M
Police Sergeant	C	C	M	M
ORDINARY JOES	EARLY	DAY	EVENING	LATE
#1 & 2	C	C	P	MT
#3	S	S	S ⁽²⁾	L
#4	F	F	P	MT
#5 & 6	F	F	P	MT
Spouses ⁽³⁾	F	F	MT	MT
CRIMINAL ELEMENT	EARLY	DAY	EVENING	LATE
Dealer	L	C	P	HH
Escort	L	C	P	S
Ganger	L	L	P	S
Net Runner	L	L	P	L
Smuggler	L	S	P	L
Thief	L	F	P	S
Transporter	L	C	P	L

(1) May be off-duty (1 - 4). (2) Off work and blowing off steam.
(3) Use for all spouses.

WHO AND WHERE

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2 CITY HALL BUILDINGS
(Add the results together)

#	BUILDING
2	Bank
3	High End Condo
4	High End Retail
5	Restaurant
6	Office Building
7	Office Building
8	Office Building
9	Green (Coffee House)
10 (1 – 5)	Doctor’s Office
10 (6)	Drug Store
11	Bar
12	Gentlemen’s Club

2 FINANCIAL DISTRICT BUILDINGS
(Add the results together)

#	BUILDING
2	High End Condo
3	Parking Garage
4	Green (Coffee House)
5	Bank
6	Office Building
7	Office Building
8	Office Building
9	High End Retail
10	Bar
11	Restaurant
12	Drug Store

2 THE HEIGHTS BUILDINGS
(Add the results together)

#	BUILDING
2	Bar
3	Green (Coffee House)
4	Doctor’s Office
5	Restaurant
6	House (Condo)
7	Gated House (High End Condo)
8	House (Condo)
9	Grocery Store
10	Office Building
11	Bar
12	High End Retail

2 LOWER INCOME BUILDINGS
(Add the results together)

#	BUILDING
2	Drug Store
3	Storage Facility
4	Green (Coffee House)
5	Tavern
6	House (High End Condo)
7	Apartment Building (Office Building)
8	Apartment Building (Office Building)
9	Flop House (Condo)
10	Grocery Store
11	Restaurant
12	Clinic (Doctor’s Office)

2 MIDDLE INCOME BUILDINGS
(Add the results together)

#	BUILDING
2	Bank
3	Drug Store
4	Tavern
5	Restaurant
6	House (Condo)
7	Apartment Building (Office Building)
8	House (Condo)
9	Grocery Store
10	Green (Coffee House)
11	High End Retail
12	Doctor’s Office

BUILDINGS

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2 PUB & REC BUILDINGS
(Add the results together)

#	BUILDING
2	Stadium (Storage Facility) ⁽¹⁾
3	Convention Center (Parking Garage)
4	Green (Coffee House)
5	Tavern
6	Bar
7	Restaurant
8	Restaurant
9	Casino (Office Building)
10	Grocery Store
11	Theater
12	Gentlemen's Club

(1) War Memorial Stadium is homed to sixteen NHC Qwik Association teams, the eight CVL D League teams, two CVL B League teams and the CVL "A" League NHC Rollers.

2 SPACE PORT BUILDINGS
(Add the results together)

#	BUILDING
2	Bar
3	Tavern
4	Storage Facility
5	Apartment Building (Office Building)
6	Bar
7	Restaurant
8	No-Tel Motel (Condo)
9	Gaming House
10	Green (Coffee House)
11	Parking Garage ⁽¹⁾
12 (1 - 4)	Grocery Store
12 (5 - 6)	Drug Store

(1) The Parking Garage is at the Space Port. If not at the Space Port treat this as Light Industry.

2 CIRCLE - MOVERS
(Add the results together)

#	MOVERS	1-3	4	5	6
2 - 3	Diplomat (Z1)	M	S	J	E
4 - 6	Office Holder (Z1)	S	J	M	CE
7	Scientist (Z1)	S	J	J	M
8	Religionist (Z1)	S	J	J	M
9	Patron (Z1)	E	S	M	CE
10 - 12	Trophy Wife (X1-2) (R1-2)	M	M	S	E

2 CIRCLE - SHAKERS
(Add the results together)

#	SHAKERS	1-3	4	5	6
2 - 3	Corporate Exec	S	E	M	CE
4	Professor (Z1)	J	S	S	CE
5 - 6	Attorney (Z1)	S	S	M	CE
7	Accountant	S	J	M	CE
8	Doctor	J	E	S	CE
9	Government Asst. (Z1)	J	S	S	CE
10	Entertainer	S	E	M	CE
11 - 12	Trophy Wife (X1-2) (R1-2)	S	J	M	CE

2 CIRCLE - EXOTICS
(Add the results together)

#	EXOTICS	1-3	4	5	6
2	Pilot (Z1)(H1) (R1)(X1) (N1)	E	J	S	CE
3	Gunslinger (R1)(X1)(Z1-2)	E	J	S	CE
4	Mercenary (Z1-2)(X1) (G1-2)(H1) (R1)(T1)	E	J	S	CE
5	Police Sergeant (Z1-2)	J	E	M	M
6	Investigative Reporter (Z1)	S	E	M	CE
7 - 8	Police Officer (Z1)	J	E	CE	CE
9	Detective (Z1)	E	S	M	CE
10	Athlete ^(*) (Z1) (H1)(G1) (R1)(X1)(V1)	E	S	J	CE
11	Bounty Hunter (G1)(R1)(X1) (T1)(V1)	J	S	J	CE
12	Guide/Trader (X1)	J	S	S	CE

CIRCLES

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1/1 **CIRCLE – ORDINARY JOES**
(Read each result as rolled)

#	#	ORDINARY JOES	1-3	4	5	6
1-2	1	Culinary (B1)(Gx1)	J	S	M	CE
	2	Delivery Driver (Z1)(F1)(V1)(M1)	J	E	S	CE
	3	Sales Clerk (O1)(Gx1)	J	J	J	CE
	4	Storeowner (Z1)(F1)(O1)	J	S	M	CE
	5+	Wait Staff (Z1)	J	S	E	CE
3	1	Farmer (Z1)	J	J	J	J
	2	Laborer (Z1-2)(F1)(V1)(M1)	J	J	J	J
	3	Manufacturing (Z1)(O1)(Gx1)(V1)	J	J	J	J
	4	Mechanic (Z1-2)(T1)(Gx1)(V1)	J	S	E	CE
	5	Miners (Z1-2)(F1)(V1)(M1)	J	J	J	J
	6	Power Supply (Z1)	J	J	J	J
4	1	Engineer	J	J	S	S
	2	Lab Assistant (Z1)	J	J	S	CE
	3	Med Tech (Z1)(N1)	J	J	S	CE
	4	Data Analysis (L1)	J	J	S	CE
	5+	Computer Tech (N1)(L1)	J	E	S	CE
5-6	1	Translator (Z1)(R1)(X1)	J	S	S	M
	2	Brokers (L1)	J	S	S	M
	3	Accounting (Z1)(Gx1)(N1)(L1)	J	J	S	S
	4	Corporate Asst. (X1)	J	S	S	S
	5	Courier (Z1)(T1)	J	J	S	S
	6	Attorney (Z1-2)(O1)	J	E	CE	CE

CIRCLES

2 **CIRCLE – CRIMINAL ELEMENT**
(Add the results together)

#	CRIMINAL	1-3	4	5	6
2	Net Runner (X1)(Z1)(L1)	CE	CE	S	E
3	Smuggler (Z1)(H1)(R1)(X1)	CE	CE	S	E
4	Dealer (Z1-2)(R1)(H1)(X1)(O1)(N1)	CE	J	S	S
5-6	Thief (Z1)(H1-3)(X1)(Gx1)	CE	J	J	S
7-9	Ganger (Z1)(H1-2)(R1)(X1)(G1)(T1)(F1)(V1)	CE	CE	J	S
10-11	Escort (Z1)(X1)(R1)	J	CE	E	S
12	Transporter (X1)(R1)(Z1)(T1)	CE	E	S	S

INVESTIGATION

1 **ADVANCE THE INVESTIGATION**
(Read the results as rolled)

CIRCUMSTANCE	MODIFIER
Each Clue found.	+1

#	NEXT ENCOUNTER
1 to 4	Find an Object.
5 or more	Get Information from a Person of Interest.

2 **FIND AN OBJECT**
(Taken versus Rep or Difficulty Factor)

#D6 PASSED	INVESTIGATOR	CRIME
More	The object was found.	Object cannot be found.
Same	If Rep is higher than DF the object was found.	If Rep is higher than DF the object was found.

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PEP	QUESTIONING (Counting successes)
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ATTRIBUTE	MOD
<i>Attractive</i> - And opponent is opposite sex. Xeogs will also have this effect on Basics and Zhuh-Zhuhs.	+1d6
<i>Charismatic</i>	+2d6
<i>Cruel</i>	+1d6
<i>Dim or a Dumbass</i>	-1d6
<i>Free Spirit</i>	+1d6
<i>Genius</i>	-2d6
<i>Logical</i>	-1d6
<i>Shy</i>	-1d6
<i>Smooth</i>	+1d6
<i>Stunning</i> - And opponent is opposite sex. Xeogs have this effect on Basics and Zhuh-Zhuhs.	+2d6
CIRCUMSTANCE	MOD
<i>Circle</i> - Each Circle the PI is lower than the Person of Interest.	-1d6
<i>Hated Enemy</i> - Person of Interest is considered to be a <i>hated enemy</i> .	-2d6
<i>Heights</i> - Person of Interest is Mover in either of the Heights.	-1d6
<i>"Monkey Boy"</i> - PI refers to a Zhuh-Zhuh as a "monkey boy".	-2d6
<i>Not Alone</i> - Person of Interest is not alone.	-1d6
<i>Party Favor</i> - Each Party Favor character spends on opponent this Encounter. <i>Does not work for non-Movers taking a People related Challenge with a Mover.</i>	+1d6
<i>Police</i> - The Person of Interest is Police or other Law Enforcement.	-2d6
<i>Re-Questioning</i> - If re-questioning the Person of Interest.	+1d6
<i>Run In</i> - PI had <i>run in</i> with Person of Interest in the past.	-1d6
<i>Weapon</i> - PI has weapon drawn and Person of Interest does not.	+2d6
<i>Weapon</i> - Person of Interest has weapon drawn and PI does not.	-2d6

# SUCCESSES	RESULT
3+ or more	<i>Person of Interest</i> provides answers and a valuable Piece of Evidence. Roll 1d6. If a "1" is scored two Clues are solved. Otherwise one Clue solved.
2 more	<i>Person of Interest</i> provides answers. Clue solved.
Same, 1 more or 1 less	<i>Person of Interest</i> answers questions but gives you nothing of help. If the same Profession is rolled again, it is the same Person of Interest. The PI may Re-question the Person one last time, counting a +1d6.
2 less	<i>Person of Interest</i> refuses to answer any questions. If Criminal Element there are Complications.
3+ less	<i>Person of Interest</i> refuses to answer any questions and there are Complications.

CLICK - CLICK

PEP	CLICK - CLICK (Read the result as rolled)
------------	---

INVESTIGATOR CIRCUMSTANCE	MODIFIER
The Investigator bribed someone (Cash Challenge) to gain a surprise advantage on the Culprit.	+1d6
CULPRIT CIRCUMSTANCE	MODIFIER
Each Circle higher the Culprit is more than the Investigator. ⁽¹⁾	+1d6
Culprit is at Home in Gaea Heights.	+2d6
Culprit is at Home in Hope Heights.	+1d6

# SUCCESSES	INVESTIGATOR	CULPRIT
More	Culprit caught in compromising act. Gather one Piece of Evidence.	<i>If Culprit twice as many successes it slips away and there are Complications.</i> <i>Otherwise Culprit slips away.</i>
Same	Culprit slips away.	Culprit slips away.

(1) The Circles are ranked from the highest to the lowest in the following order; Movers, Shakers, Exotics, then Ordinary Joes. Criminal Element is not used.

QUESTIONING

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WANT MORE?

Me too! The Trusted Aliens found in this book are part of the A7D12 Travelers line from Zombiesmith.



The eight Aliens in NHC, PI are just a small number of this range. Look for more of them to show up in New Hope City.



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