

ESCAPE FROM NEW YORK™

A CINEMATIC ADVENTURE

COMPATIBLE WITH THE **EVERYDAY HEROES™** SYSTEM

Credits

Publisher: D Todd Scott

Project Manager: Jennifer Barnette

Game Designer: Sigfried Trent

Adventure Designers: Kim Frandsen, Thomas Pugh, Sigfried Trent

Editor: David Larkins

Layout Designer: Bora Haxhirai

Cover Artist: David Chen

Interior Artists: Ines Munoz Diaz, Wilson Andres Carreño Guevara, Bhavesh Visram, Stefan Milosavljevic, Jozsef Vajko, Abdelmounim Bouazzaoui

Map Designers: Damien Mammoliti, Timothy Toolen, Top Down Maps



Table of Contents

Credits	2
Table of Contents	3
Foreword	4

Part I: | Introduction **5**

The Movie	5
The World of Escape from New York.	6
Terminology.	6
Timeline	7
US Government	10
Anti-Government Revolutionary Groups	12
New York Maximum Security Penitentiary	12

Part II | Hero Options **24**

Backgrounds	24
Professions	25
Classes.	28
Gutter Rat [Charming Hero]	28
Motorhead [Agile Hero]	30
Street Warrior [Strong Hero]	32
Feats	34
Equipment	36

Part III | New Rules **46**

Weapons with Multiple Damage Types	46
Street Cred.	46
The Craziest Disease.	48

Part IV | Game Master Advice **49**

Themes	49
Adventure Ideas	50

Part V | The Adventure **52**

Liberty Lost	52
ACT 1: Welcome to New York Max . . .	55
ACT 2: The Rotten Apple Bites Back .	66
ACT 3: All in a Day's Work. . .	96

Part VI | The Cast **104**

Supporting Cast.	104
Key Characters	117
Pregenerated Heroes	121

Foreword

Hey everyone. I'm very excited you are checking out Evil Genius Games' first-ever Cinematic Adventure. The film **Escape From New York** came out when I was ten years old, and I wasn't yet a fan of action cinema. I had to wait to see it on video in the late 1980s. My D&D buddies and I watched just about everything from John Carpenter once we discovered him. While his movies didn't have the highest budgets or the biggest stars, you knew you were going to experience a cool adventure with great characters and lots of imagination.

Escape from New York delivers on all fronts. The movie is rich with stylish details and stars one of the coolest action heroes ever imagined, Snake Plissken. Kurt Russell just oozes cool and badassitude. His pithy dialogue, swagger, and good looks render him an icon of confident manliness. Yet Kurt was able to imbue the character with a measure of humanity and just enough vulnerability to make Snake more than just a power fantasy character.

It's a real honor for me to have the opportunity to add my own creativity to the world of **Escape from New York** and join forces with absolute legends of storytelling. Hopefully, in reading this, you will find that I honored the world and the creative work of so many who put their hearts into making **Escape from New York** a classic. I sincerely hope your stories in this world become the stuff of gaming legend!

SINCERELY,
SIGFRIED TRENT,
LEAD DESIGNER
EVIL GENIUS GAMES



PART 1: INTRODUCTION

Welcome to New America, an alternate past to our own in which the chemical fallout from World War III led to an explosion of crime in the US. Coupled with the war, it drove America towards totalitarianism. New York is now the nation's prison, where madmen, murderers, thieves, and all of New America's undesirables are walled off from the rest of society and left to their own devices. It is a place of darkness and corruption, but also one where there is great opportunity for adventure and heroism.

We are going to dive into the world of ***Escape from New York*** like never before. Learn about its gangs, neighborhoods, history, and how it all fits together. There are new heroic classes to discover including the filthy Gutter Rat, the industrious Motorhead, and the deadly Street Warrior as well as new backgrounds, professions, feats, and gear to round them out. Game masters will find new tools and advice for creating exciting adventures.

Finally, you can put your skills and endurance to the test in the included adventure, ***Liberty Lost***. A group of condemned criminals will be sent on a near suicidal mission to stop a nuclear bomb from leveling the prison and killing everyone in it. Along the way, they must fight and talk their way through the murderous gangs of the city, compete in a thrilling deathrace through the streets, and track down the device that controls the bomb before it's too late!

The Movie

"Plissken, if you get back in that glider and fly back here without the tape or the President, I'll shoot you down myself! You try to climb out, I'll burn you off the wall! Do you understand that, Plissken?"

-BOB HAUKE

Escape from New York is a classic near-future action film released in 1981 by Embassy Pictures. The genre film legend John Carpenter directed, co-wrote, and co-scored the film. Its iconic anti-hero

Comfort and Safety

For the comfort and safety of you as the Game Master and of your players, we want to outline themes in ***Escape from New York*** that some may find uncomfortable. We recommend discussing these with your group before you begin play and ask if anyone has any concerns about how these topics are presented.

- Deadly violence
- Dystopian political themes including authoritarianism and terrorism
- Depictions of cannibalism
- Depictions of violent psychosis
- Depictions of illicit drug use
- Heroes being hunted and/or captured
- Heroes being restrained
- The threat of nuclear annihilation
- Occasional profanity
- Religious cults and criminal gangs

If any players express concern about these themes or depictions, we recommend you take efforts to minimize the focus on the concerning theme.

The Fade-To-Black Tool

As a group, determine a way for anyone in the game to signal when they would like an uncomfortable scene to resolve "off-screen" with no further description. You can then narrate a "fade-to-black." The consequences of actions still happen, and the world still moves on, but the details of that scene are now left to the imagination.

Ideally, the signal is a gesture that is easy to observe for everyone in the game. In person games often use a card or figure to point to. The X-card (a card or paper with an X drawn on it) is a common standard. Saying "let's fade to black" should be an option as well.

Snake Plissken is played to perfection by star Kurt Russell, who cemented himself as an action star with the role.

The film is set in the year 1997—at the time, 16 years into the future. New York City had become a massive prison island filled with mad cannibals and criminal gangs. A revolutionary group forces Air Force One to crash-land in New York, stranding the president in the city. The United States Police Force is powerless to act without risking the president's life, so they coerce a legendary criminal, Snake Plissken, into undertaking a covert rescue.

Escape from New York was a massive hit at the time, garnering both popular and critical praise for its imagination, vivid characters, and tense action. It helped push John Carpenter and Kurt Russell careers to new heights. It also left a lasting impression on science fiction and action fans. William Gibson credited the film with influencing *Neuromancer* which in turn sparked the rise of the cyberpunk genre. Hideo Kojima paid homage to Snake Plissken and his iconic eyepatch with the modern hero Solid Snake.

The World of Escape from New York

Welcome to the dystopian world of **Escape from New York**, where American cities have been turned into lawless prisons surrounded by a militarized national police force. Criminal gangs, revolutionary terrorists, and political corruption are all rampant threats to both the life and spirit of humanity. In a world spiraling downward, it takes acts of heroism just to hold on to your principles, much less to try and change the world for the better.

While this world may be a grim one for humanity as a whole, it is a setting ripe for adventure. As governments try to tighten their despotic grip, more and more rebellious groups look to overthrow them by any means necessary. The lawless Free Zones are wild places where ingenuity and violence are the currency of change. Those with the ambition and the will to power can quickly change the rules and make their own future.

Snake Plissken is a character who knows he can't change the world but nonetheless fights for his own independence and principles. Even in a dark place, he is drawn to the light and to people who are looking for hope. The heroes in this world are not

always paragons of virtue, but they retain something that affirms their basic humanity, refusing to surrender to the darkness.

Terminology

Here are a few terms we often refer to in describing the world of **Escape from New York** or which are unique to this setting. Using these in your character dialog, backgrounds, and adventures can help bring the world to life in your games.

Attack on America. The event that officially started World War III. An accidental attack by the Soviet Union in which New York City was inundated with the nerve agent, Reagent 18.

Blackbellies. A term for USPF officers. It's a reference to their standard issue black body armor.

Crazies. The victims of Reagent 18 exposure become both extremely violent and detached from reality. They are commonly called Crazies as a result.

Free Zones. While nominally under New America's sovereignty, these areas have been walled off or otherwise turned into lawless territories separated from the United States proper.

New America. A slogan used during Harold Iderman's presidency and subsequently to describe America under martial law.

New York Maximum Security Prison (New York Max). This is the official name for what once was Manhattan Island but is now a no-man's-land surrounded by high walls and armed guards.

National Liberation Front of America (NFLA). The most active and successful among the revolutionary socialist organizations trying to destabilize the US government.

Reagent 18. A Russian nerve agent that creates a permanent state of psychosis in victims, who are known as Crazies.

United States Police Force (USPF). Founded in 1989, the USPF quickly took over all aspects of domestic law enforcement as well as all criminal justice roles.

World War III. A war between the United States, the Soviet Union, and many of their allies. While the conflict can be traced back to 1979, it was officially

declared by the US in 1987 after the Attack on America and continued until 1998.

Timeline

Escape from New York, the film, does not go into details about the world it is set in. There are many hints and references, but ultimately, it's not important for the action of the film to know how things got to the state in which the movie is set. This timeline draws upon the film and its associated lore, but it also includes details newly revealed only in these pages.

There is no official canonical timeline for this world. We present this as one possibility, carefully crafted

to fit the events of the film and other details that are part of the Plissken legend. We encourage Game Masters to decide for themselves what really happened in this alternate Earth, or to give players the opportunity to influence it through their adventures.

This *Escape from New York* timeline is a dark vision of the future of America as seen from its past. John Carpenter said that his first draft of the story was inspired by the political environment of the Nixon administration, so this timeline starts there, but with one small change that has ever-widening consequences. In keeping with the film, this is a dystopian timeline that starts with hope but devolves into a nightmare.

1965

Plissken History: Snake Plissken is born in Cleveland, Ohio.

1972

US History: After his historic trip to China, President Nixon gets cold feet and calls off the Watergate break-in. He is re-elected for a second term.

1975

World History: The US, Russia, and China enter into the Global Anti-Proliferation and Retaliatory Assurance Treaty (GAPRAT). The treaty sets strict limits on nuclear arsenals, forbids new testing of radioactive weapons, and calls for a zero-proliferation goal for fission-based nuclear weapons. Nixon is hailed as a great peacemaker.

1976

US History: Gerald Ford is elected president, riding the wave of Nixon's popularity. There are claims Nixon is now a "Shadow President."

1978

World History: Russia and China put tremendous pressure on the US over Israel's suspected nuclear weapons arsenal, accusing them of violating GAPRAT with US complicity. OPEC countries and Russia begin a second oil embargo against the US.

1979

World History: The Soviet Union begins its invasion of Afghanistan. Islamic revolutionaries depose the Shah of Iran and later take sixty-six US hostages. Open hostilities break out between Israel, Egypt, Jordan, and Syria, initiating a second Arab-Israeli war.

US History: The US is both in a recession and experiencing inflation due to the oil embargo. The Ford administration becomes wildly unpopular.

1980

World History: Iraq launches an invasion of Iran with covert support from the US and Israel. Israel goes on the offensive

against Egypt and captures the Suez Canal, but vows to keep it open.

US History: President Ford authorizes a failed attempt to rescue the US hostages in Iran, resulting in their deaths. The US also vows to support Israel in the second Arab-Israeli war with equipment and tactical support. Ronald Reagan runs against Ford in the Republican primary, scoring an upset, then goes on to win the general election.

1981

US History: Ronald Reagan makes good on his campaign promises for the US to take a direct and forceful role in the Middle East. Military personnel and equipment begin deploying to Israel and Iraq in late February. The Soviet Union sends personnel and equipment to Iran in reaction.

Ronald Reagan is assassinated by John Hinckley, Jr., in March, with George H. W. Bush succeeding him and vowing to carry on his legacy.

1983

US History: President Bush unveils the Ronald Reagan Memorial Star Wars Initiative to create security in space and establishes the US Space Command to carry out the plans.

1985

World History: Persistent and bloody conflict in the Middle East leads to a major worldwide energy crisis and global recession. Every country on the Arabian Peninsula is drawn into the conflict by this time.

US History: President Harold Iderman is sworn in on the promise to win victory in the Middle East through direct military action. US and Russian forces engage in direct conflict in the region, though war is not yet declared.

Plissken History: Plissken is recruited as an Army Officer at the age of 20 and enrolled in the Special Forces.

1987

US History: A disguised Soviet tanker containing massive quantities of Reagent 18 explodes in New York Harbor, contaminating the city and killing 1.2 million Americans. President Iderman declares war on the USSR, beginning World War III.

World History: China declares itself neutral in World War III so long as neither side violates the GAPRAT treaty agreements against the use and testing of nuclear weapons.

1988

US History: Covert attacks on US water supplies come to light as millions of Americans turn into “crazies” after exposure to the toxin. President Iderman declares martial law and Congress grants him broad emergency powers. The New York Maximum Security Prison is established to hold both victims of Reagent 18 and any other criminals deemed beyond rehabilitation.

World History: Open warfare in the Middle East, Eastern Europe, and Alaska intensifies.

1989

US History: The United States Police Force is founded to deal with rampant violence and civil unrest, and to enforce martial law edicts. All local police units are folded into the USPF or disbanded. Harold Iderman serves a second term as president after a landslide victory. NASA is absorbed into the US Space Command. The US starts directly targeting and destroying Russian satellites in orbit.

1990

Plissken History: Snake Plissken is sent on his final mission, later dubbed the Leningrad Ruse, and is the only survivor from his team. He loses the use of his left eye due to nerve gas exposure and is hospitalized for four months stateside.

1991

Plissken History: Snake returns home to discover his parents dead and their property confiscated by the USPF. He leaves the service and

becomes a criminal specializing in stealing from the US government and its supporters. This earns him a top spot on the USPF's most-wanted list.

1993

US History: President Eleanor Iderman, the former First Lady, is sworn in as the nation's first woman president, though under contested circumstances. Her husband had won the primary for a third term, but the Supreme Court ruled he could not assume office, even under the auspices of martial law. Eleanor was then substituted on the ballot.

Plissken History: Snake Plissken, Fresno Bob, and Harold Hellman attempt a major heist in Kansas City. Snake is presumed dead in the aftermath.

1997 (The Year of the Film)

US History: President John Harker is sworn in after a close election marked by political violence. He promises to bring reason and sanity back to America, and to negotiate an end to the war. The Idermans attempt a coup but are killed by their own Secret Service detail.

World History: China negotiates a cease-fire between the United States, Russia, and their allies in the Middle East, to culminate in a peace summit in Hartford, Connecticut. President Harker plans to reveal that the US has successfully developed fusion bomb technology to gain leverage over the Soviets and China. On the way to the summit, Air Force One is hijacked by the NLFA and crashes into New York Max where he is taken hostage by The Duke of New York.

Plissken History: Snake Plissken and his accomplice Bill Taylor rob the Denver Federal Reserve. Bill is killed, and Snake is captured by the USPF during their escape. Snake is offered amnesty from his crimes in return for rescuing President Harker and the cassette tape containing information about US fusion research. Snake is successful, but he intentionally destroys the tape. As a result, the Hartford Summit is a failure, and the war continues.

1998

World History: The Americans demonstrate their fusion bomb technology and leverage it to gain a permanent cease-fire with Russia. Russia loses most of Eastern Europe while America gains a number of foreign territories it occupied during the war, including many parts of the Middle East. Unrest and violence in the newly claimed US territories and protectorates becomes a constant problem going forward.

Plissken History: Snake Plissken returns to his life as a thief and saboteur.

1999

US History: The wildly popular evangelist and head of the National Evangelical Assembly, John Grace announces the formation of the America Reborn Party and proclaims that God will ravage the country for its sins with the coming of the millennium. He predicts the West Coast will be thrown beneath the waves of God's divine wrath so that his party can win the presidency.

World News: The UN declares America's many protectorates and territories to be illegal occupations. The US leaves the UN in protest.

2000

US History: The strongest earthquake ever recorded strikes the West Coast of the United States on February 15th. It does unprecedented damage and triggers massive tidal waves. Portions of the San Andreas Fault collapse and flood, turning Los Angeles into an island, and killing as many as 10 million Americans. Amidst the chaos, many Americans see John Grace as a prophet of God.

2001

US History: The Final Awakening begins in New America. President John Grace is sworn in as president after a landslide victory. He begins the work of remaking America into God's kingdom on earth.

Plissken History: Snake leaves the continental United States and travels throughout the Pacific territories and protectorates, aiding independence forces.

2002

US History: Los Angeles Island is declared unholy ground and turned into "Los Diablos," a place of exile for unrepentant moral criminals.

2005

US News: President John Grace, in conjunction with the military and the USPF,

dissolves Congress, adopts a new Constitution, and moves the national capital to Richmond, Virginia. He declares America born again. Some regions of the country turn secessionist, but most are brought to heel over the following years.

2011

US News: With the death of President Grace, succession passes to the head of the National Evangelical Assembly, David Parson. President Parson initiates the Sword of Damocles project, a global network of fusion-powered satellites capable of sending EMP blasts anywhere on Earth.

Plissken History: Snake takes up gun fighting in New Vegas, Thailand, and makes a name for himself as one of the best in the world.

2013

US History: The Sword of Damocles is stolen by President Parson's daughter, who flees in disguise to L.A.

Plissken History: Snake is captured in New Vegas by the USPF and charged with moral crimes. He is sentenced to exile in L.A., but then pressed into service to recapture the Sword of Damocles.

World History: Snake rescues Parson's daughter. Instead of returning the Sword of Damocles, Snake programs the world code into the device and unleashes a worldwide EMP event disabling all the world's electronics and power sources.

The world fades to black...

US Government

By 1997, the time of the film, the US Government was well on its way to becoming an authoritarian state but hadn't completely given up on traditional structures of power. President Harker still worries about public opinion, and the press is not yet entirely under the thumb of the national government. This is ten years after Congress granted martial law powers; the bulk of the country has become used to these powers as the status quo.

The congressional martial law decree waived due process rights so long as the government could show a compelling national security interest. Broad pre-qualifications, including the war effort against Russia, fighting Reagent 18 exposure, suppressing revolutionary socialist groups, and deterring criminal felonies, defined the scope of such interest. The same legislation authorized the creation of the USPF and gave it broad judicial powers. While these measures were concerning to many voters, the anger and fear created by the Attack on America outweighed these concerns, resulting in popular support for their adoption.

By 1997, martial law was no longer especially popular, but there was no political consensus on exactly how to reform the USPF and return to a pre-war justice system. President Harker's failure at the Hartford Summit sets the stage for political chaos and the rise of John Grace and the National Evangelical Assembly, who ride a wave of apocalyptic religious fervor into the presidency and eventually replace the American government with one of their own design.

The Blackout in 2013 unraveled most of the social and political fabric of the world, giving humanity a chance to begin again...or to repeat the mistakes of the past that lead to their downfall.

United States Police Force (USPF)

The USPF was formed to both enforce the dictates of martial law and to respond to the rampant crime waves unleashed by the crazies. Its core leadership and most of the officer corps are military veterans, primarily those who served in the Gulf conflict or World War III. At first, they worked alongside local police. After a number of inter-agency conflicts erupted, however, all local law enforcement organizations were dissolved and folded into the USPF.

As court cases skyrocketed, the president suspended habeas corpus and empowered the USPF to make determinations of guilt and dispense sentences on a discretionary basis. Though forbidden from executing anyone who voluntarily surrendered, they otherwise had wide latitude to dole out punishment.

The brutal efficiency of the USPF did manage to make a serious dent in the problem of the crazies and effectively impose martial law, though they were less effective in dealing with organized revolutionary groups and crime arising from poverty and social decay.

Remarkably, the USPF has stayed true to its stated mission despite suffering from inevitable corruption within its ranks. Leadership in the USPF remains loyal to government authorities despite all the political turmoil in New America. The USPF retained its powers and funding under the new Constitution of America Reborn, demonstrating its central place in New American government.

US Military

The US military in the world of *Escape from New York* is not significantly different than in our own world. The US was involved in combat in the Middle East from 1981 through the end of WWII in 1998. World War III naturally saw the military fighting in theaters worldwide, though never with the kinds of intensity or levels of casualties from previous world wars.

In 1983, the US Space Command became the sixth branch of the US military, splitting off from the Air force as part of the Star Wars program. While never a large branch of the military, the USSC received massive funding to drive research and production of space-based weapons platforms.

With the conclusion of World War III, the US military transitioned to fighting terrorism and putting down uprisings in the far-flung territories and protectorates the country had claimed and occupied during the war.

The dissolution of Congress and the rewriting of the Constitution did create some turmoil within all branches of the military. There were a number of desertions, and some units joined separatist forces in US territories and even within given US states. By and large, supporters of President Grace held sway, and the military officially supported the new government when all was said and done.



Anti-Government Revolutionary Groups

The government of New America has made a great many enemies in the world. Internal revolution and outside agitators are eager to see America fall and pick its bones clean. These are just a few of the more prominent groups with a strong presence inside the country.

Guiding Star Family (GSF)

The Guiding Star Family is a revolutionary group originating in Brazil, subsequently spreading to the United States. They espouse a mixture of revolutionary socialism and the Candomblé religion, which itself is a mixture of Afro-Brazilian and Catholic faith traditions. The GSF claims to fight primarily for the liberation of people in bondage, and its membership tends to come from minority groups within whichever country it is operating in. Only those dedicated to the Candomblé faith may join.

The GSF has a reputation for being more disciplined and principled than many similar groups. They are still considered a terrorist organization by the American government and have been responsible for numerous bombings and attacks on government offices and organizations. One of the GSF's stated goals is to unite other American nations against the United States. They often find themselves at odds with other revolutionary groups due to their exacting principles and exclusive religious orientation.

The National Liberation Front of America (NLFA)

The NLFA is a socialist revolutionary group operating in the United States, seeking to overthrow the US government through revolutionary action. First formed in the 1980s, it wasn't until 1990 that they became a serious threat. The declaration of martial law and a desire to end the ongoing world war radicalized a number of youth and committed socialists, who joined the NLFA. Meanwhile, the organization received an influx of funding from the Soviet Union as part of that country's strategy to destabilize the US on the domestic front.

The NLFA began bombing government facilities and national landmarks, freeing prisoners, and clashing

with the USPF. During the period when the USPF was mostly occupied putting down rioting crazies, the NLFA operated with near impunity, but this didn't last long. Once the blackbellies got the upper hand on the crazies, they turned their attention to suppressing revolutionary groups, forcing them to return to a more clandestine operation. The NLFA established a strong presence within the New York Maximum Security Penitentiary, attempting to radicalize the inmates. While it proved a safe base of operations, they found it difficult to get many interested in their politics.

Later the NLFA infiltrated most of the Free Zones within North America and built alliances with other radical groups. Though many of their attacks have weakened and embarrassed US authorities, they have so far been unsuccessful at fomenting a broader revolution.

New York Maximum Security Penitentiary

New York Max, as it is most commonly called, is the home of nearly all of New America's long-term inmates. Prisoners from across the country are brought here for permanent incarceration. Only those with sufficient means to buy leniency, or those sentenced to national service for petty crimes, are spared from exile.

New York itself was evacuated and effectively abandoned in 1988 when the *Isabella*, a disguised freighter carrying huge quantities of Reagent 18, caught fire, and then exploded in the harbor. The highly toxic nerve agent heavily contaminated the bulk of New York and New Jersey, as well as its waterways and groundwater. Nearly three million people died from direct exposure while as many as ten million received enough of a dose to become psychopathic maniacs in the coming months.

After the initial evacuation order, the entire area was placed under quarantine. When martial law went into effect, Manhattan Island was used to isolate anyone showing signs of exposure to Reagent 18.

The first national USPF chief hit upon the idea of using Manhattan to house dangerous criminals, deserters, revolutionaries, and anyone else deemed sufficiently problematic. Quickly, prisoners from all across the country were shipped off to New York Max.

The prison's initial defenses were armed checkpoints at the major exits of the island. The remaining bridges were demolished, while the tunnels from the island were flooded. Those exits that remained were heavily fortified or booby-trapped.

Over time, an enormous containment wall arose on the shorelines surrounding the island. Mines bobbed on the waters of the rivers and harbor, and regular helicopter patrols constantly sought out escapees. By 1992, the prison had earned a reputation for being escape-proof. The savings from shutting down prisons nationwide more than offset the cost of securing the island, and the project was deemed a stroke of genius by those in power.

The USPF maintains the prison's headquarters on Liberty Island, which has been completely scrubbed of Reagent 18 contamination, according to officials. Major outposts for USPF forces are located around the island near the locations of the last remaining bridges to and from the island. These were originally used to bring new inmates onto the island, but by 1997 all these points of entry were permanently closed, the USPF now relies on helicopters for depositing new prisoners and otherwise moving to and from the island.

Security

The official overview document for New York Max describes the USPF containment strategy as a "security onion," with multiple layers of security measures designed to reinforce one another to ensure no prisoner can escape from New York.

Layer one is made up of the inmates themselves. By creating an unstructured environment within the prison, conflicts between prisoners and the need to survive keep the inmates both busy and divided. Even when the gangs are cooperating, the ever-present threat of the prison's resident crazies ensures a preoccupation with self-defense.

Layer two comprises the rivers that surround the island, in concert with the destruction of the access routes across them. While not especially effective on their own, the waterways ensure that those trying to cross are highly visible to air patrols and guards manning the security wall.

Layer three is the security wall that surrounds the island except for the two Hudson River gaps. These are secured by a chain of artificial islands with gun emplacements and searchlights. The wall is the most iconic of the prison's defenses. Up to 50 feet tall in most places, it is built from reinforced concrete and topped by razor wire. It is rigged with numerous sensors, lit 24 hours a day, and manned by armed guards.



Layer four is the aerial patrol which constantly searches for prisoners attempting to cross the rivers. The patrols also run missions to disrupt any prisoner activity that looks to be aimed at mounting an organized attack. The armored UH-1 helicopters can be equipped with rockets, snipers, or heavy machine guns and can carry up to a dozen armed officers in prison missions.

Layer five is the small army of USPF officers stationed in bases at key strategic positions outside the security wall. At any given time, there are as many as 8,000 officers stationed at the prison, and every station contains a significant armory. While far fewer than the prisoners they guard, the other security layers ensure mass assaults are impossible.

Layer six is the failsafe device. The official security briefing manual does not detail what this device is, but in case of an extreme situation such as a military attack from the outside or a natural disaster that threatens to wipe out the other defenses, the entire prison and its inmate population can be effectively “neutralized.”

The Economy

New York Max has its own unique economy. By and large, business is done with barter and trade of goods without the use of a physical currency. Some gangs do have their own system of internal scrip for supplies, and the Fat Cat’s gang still insists on trading in US greenback notes which they hoard away somewhere. For the most part, it’s the reputation of gangs and individuals that serve as currency, trading goods today for favors tomorrow. Those that don’t make good on their promises often face violent retribution and find it hard to barter.

Food and water are always in demand. Most of the groundwater is badly contaminated with Reagent 18, so rainwater collection is an important activity, as is distilling water. Food primarily comes from salvage, the Nightshades of Central Park, rats, and food aid delivered by the USPS on a weekly basis. Most of the salvaged canned and dried food in the city was consumed within the first few years.

Guns and ammunition are always in short supply compared to demand, and any firearm with ammunition is a real prize. It’s usually not wise to advertise that you own any significant quantity of ammunition as it puts a target on your back. Fuel likewise became quite scarce after the first few years, though in 1985 The Duke and Brain

successfully started up a small-scale fuel production facility in the city. While not enough to satisfy demand, it was enough to allow gang leaders and others with clout to run cars and even generators on occasion.

What is not in short supply are material goods, jewelry, luxury furniture, fine clothing, and other items that were once sold for large sums. Enterprising scavengers can find all manner of nice things in the city, more than the population generally needs. The same goes for real estate, which once was among the scarcest commodities in the city but is now basically without value. Some inmates have staked out entire apartment complexes.

The Duke of New York, while famed for his savage violence, largely rules through trade. He and his court have near-exclusive access to goods smuggled into the city from the outside. This gives other gangs a strong incentive to court his favor and follow his rules.

Organizations in New York Max

Surviving in New York Max is nearly impossible without friends and allies. Safety and strength are usually found in numbers. Your reputation and standing with the powerful groups that run the city are essential to making your way. Here are the major players inside the city.

Crazies

After the Attack on America, “crazies” quickly became the popular term for victims of Reagent 18 exposure. The brain damage caused by the toxin led to widespread acts of vandalism and violence. Crime rates shot up to staggering levels, overwhelming the legal system, law enforcement, and society in general.

As time went on, with the USPF given leave to execute crazies on sight and methods found to neutralize Reagent 18 in groundwater, the overall number of crazies in the population plummeted. Nonetheless, they persist in highly contaminated or uncontrolled zones like New York Max. While crazies are widely feared and reviled, the loss of a loved one to the disease is tragic, and there are many who work to try to find a way to reverse the disease.

Crazies have a habit of gathering and working together to survive. Some component of the disease makes them less aggressive around one another than to those unaffected by the condition. As a result, they often go out in groups or roving bands, committing acts of violence against any non-infected they can find. In New York, they hold sway over most of the underground in the city, coming out at night in raids to steal food or take captives (who are generally eaten).

Groups of crazies usually lack any institutional leadership. Instead, they are simply led by those with the most initiative and charisma. While crazies are capable of speech, the more advanced the disease, the less intelligible and rational they become. The infected still seem to have an intuitive understanding of each other's utterances and can always effectively communicate among themselves.

Crazies are the largest group of inmates by an order of magnitude and pose a constant threat to the other inmates. Individually, they are not especially dangerous, but in packs they can easily overwhelm the toughest street warrior. As their condition makes them sensitive to sunlight, most organized social activity in New York Max takes place in the daytime while the crazies lurk underground.

The Duke and his Royal Court

The Duke is an enterprising career criminal who built an inner circle of the best New York Max had to offer and used them to effectively take control of the prison. He operates through a feudal-style system, granting titles and responsibilities to local strongmen willing to deliver tithings in return for providing the muscle to help put down rivals.

The Duke's court provides both the muscle and brain power that he uses to both keep himself at the top of the feudal pyramid while providing for his subjects. Working with "Brain," the pair managed to tap into a source of petroleum and refine gasoline for vehicles and generators, offering significant quality of life improvements for inmates willing to trade with The Duke.

But the real source of The Duke's success is his smuggling operation. He uses his network of vassals to scavenge items in demand outside the prison and trade them with corrupt USPF guards for items in demand from inside the prison. The Underground is the only portion of the city where The Duke's influence doesn't extend. Crazies can't be bought or

sold and are too numerous to be brought to heel by force.

The Duke does not claim any part of the city as his territory, but instead travels through the city, holding court in locations secured by the thirteen major gangs that swear fealty to him.

New York Street Gangs

The street gangs of New York Max have their roots in the Bronx social club gangs of the 1960s and 1970s. They are very different from the criminal gangs that developed in the 1980s around the drug trade. The social club gangs were originally formed by youth looking for thrills and adventure as New York neighborhoods went into steep economic decline.

While they certainly dabbled in crime, this wasn't usually the primary focus of these organizations the way it was with purely criminal gangs. Charisma, demonstrations of loyalty, personal fashion, displays of courage, and the like played a larger role than how much money gang members earned. These markers of success persist in the street gangs of New York Max.

Street gangs vary in size from a handful of like-minded individuals to membership in the low hundreds. Larger gangs usually have specialized roles and duties for their members. Most gangs have a core cadre of soldiers who fight the gang's battles, while other members do more menial work, provide entertainment, craft weapons for the gang, scavenge, produce or sell drugs, and so on.

Most street gangs boast an evocative name, and their members wear gang colors in public. Colors usually include some kind of signature style, logo, or other recognizable appearance. A strong display of colors shows the gang's commitment and strength. Stealing another gang's colors and displaying them as trophies is a common feature of inter-gang conflict.

Each gang has its own leadership structure, initiation rites, membership criteria, and codes of conduct. Differentiating themselves from each other is part of overall gang culture. Within a gang's claimed territory, non-members are expected to follow orders from members, and to follow the gang's rules. In return, they are given some measure of protection and possibly charity.

Gangs often form alliances and rivalries with other gangs, fighting over territory, prestige, or personal differences. Open warfare is not unheard of, but in New York Max, all the gangs are under pressure from the crazies, and it's considered too risky to engage in all-out warfare if it can be avoided. Under The Duke, such warfare is forbidden, and any gang going too far in their rivalries faces The Duke's personal wrath as well as being cut off from the essential supplies he controls.

Gang Colors

The street gangs of New York have a tradition of wearing distinctive clothing that quickly makes it obvious which gang they are affiliated with. Obtaining a set of colors is one of the requirements of joining a gang. The most common form of colors is a leather or denim jacket with a screen print of the gang's name and/or symbol on the back. Because inmates are limited to scavenging, a good set of gang colors is considered valuable. As a result, colors are rarely destroyed but instead taken as ransom by rival gangs during conflicts. Wearing your colors into another gang's territory without invitation is a good way to get beaten up and lose your colors.



1. The Wharf Rats

Territory: Financial District (Region 1)

Colors: Black leather jackets with a cartoon rat and the gang name

REPUTATION	INFLUENCE	STRENGTH	RESOURCES
4	1	3	2

The Wharf Rats are one of the smaller gangs in New York Max, but their reputation as fierce and dangerous fighters is known throughout the prison. Their soldiers practice stealth and ambush tactics regularly, using them both to surprise enemies in their territory and to commit raids on their neighbors. The Wharf Rats recruit few non-soldier members into their gang, but at the same time they tolerate unaffiliated inmates in their territory and rarely impose any taxation.



2. The Hippies

Territory: Greenwich Village (Region 2)

Colors: Tie-dye t-shirts with a skull and flowers and psychedelic colors

REPUTATION	INFLUENCE	STRENGTH	RESOURCES
3	3	3	3

The Hippies are one of the more eclectic gangs in the city. They pattern their style on the counterculture movement of the 1960s and 1970s, though their claims of peace, love, and chill vibes are sometimes used as a cover for ruthless violence. The Hippies are the largest producers of recreational drugs in the city and jealously guard their manufacturing knowledge and raw materials sources. They are one of the larger gangs and not especially picky about their membership, but their soldiers are regarded as some of the weakest in the city, relying on numbers rather than skill.



3. The Flying Dragons

Territory: Lower East Side (Region 3)

Colors: Grey hoodie or shirtless vest with a Chinese dragon image

REPUTATION	INFLUENCE	STRENGTH	RESOURCES
5	3	4	3

The Flying Dragons have a history stretching back to the 1960s. Hailing from the Chinatown neighborhood, their original membership primarily consisted of Chinese immigrants, many with links to organized crime. Today, the gang's membership still attracts prisoners of Asian heritage, but the gang is more diverse than it once was. Martial arts fighting styles are widely practiced by their soldiers, and tattoos are highly prized by members, who tend to go bare-chested under their signature gray hoodies. The Flying Dragons are also renowned for the quality of their craftsmanship, with other gangs paying them to make their colors for them.



4. The Angel's Army

Territory: Hell's Kitchen
(Region 4)

Colors: A cross with wings
along with the gang's name

REPUTATION	INFLUENCE	STRENGTH	RESOURCES
1	2	4	3

The Angel's Army is one of the more loosely organized gangs in the city. Unlike many of their rivals, they are not very picky about members, maintaining a very loose hierarchy of leadership, with a few individuals achieving archangel status and no single leader. Since their colors are simply white crosses painted on clothing, it's easy for anyone to paint themselves up and assume membership. While many don't consider them a "real" gang, they are still a force to be reckoned with.



5. The Broadway Boys

Territory: Midtown Manhattan
(Region 5)

Colors: Colorful and outlandish
theater fashion or drama
masks on a jacket

REPUTATION	INFLUENCE	STRENGTH	RESOURCES
3	4	2	5

The Broadway Boys consider themselves the guardians of culture and the arts within the city. They seek out members with a sense of flamboyant style and a love of the arts. While they don't have any specific uniform for their colors, members of the gang are always unmistakable, with their outlandish outfits raided from the closets of Broadway theaters. The Broadway Boys maintain good relations with most of the other gangs, providing entertainment and hospitality services. Their territory hosts the largest trade market and The Duke's blood sport events. When attacked, they call in favors to get revenge, and have a reputation for utterly humiliating their foes.



6. The Tudors

Territory: East Midtown
(Region 6)

Colors: Red vests with crown
logo and the gang's name

REPUTATION	INFLUENCE	STRENGTH	RESOURCES
4	4	3	3

The Tudors started out by taking over the Tudor City apartment complex in the Midtown East neighborhood of Manhattan, but quickly spread out to control most of the area surrounding the projects. The gang's style venerates British culture and humor to some degree, and the members refer to each other as lords and ladies, kings and queens. Humor plays a significant role in the gang's culture and being deemed funny is an important element in becoming a member. Despite this, their reputation among other gangs is that they are ruthless and brutal opponents.



7. The Fat Cats

Territory: Upper West Side
(Region 7)

Colors: Business suits with
a cartoon cat in a top hat
painted on the back

REPUTATION	INFLUENCE	STRENGTH	RESOURCES
3	4	1	4

With their motto of "Prosperity First," the Fat Cats value cleverness over strength among their membership. They insist on making trades using American greenbacks, and the only way to get into the gang is to buy membership with traditional US currency. The Fat Cats are one of the few gangs that will tolerate nearly any other gang wearing their colors on their turf, but those who make camp there are expected to pay a tithe. Through their brokering, the Fat Cats have managed to gain a lot of influence and few true enemies among the gangs of New York, even though they are not respected as fighters.



8. The Chosen

Territory: Upper East Side (Region 8)

Colors: Bleached jackets with the silhouette of a meditating figure

REPUTATION	INFLUENCE	STRENGTH	RESOURCES
4	2	3	3

The Chosen are not so much a single gang as a collection of smaller gangs devoted to various religious faiths. While they don't share a common belief, they do all have the desire to preserve free religious practice and to follow an agreed-upon set of moral principles. They are one of the more progressive groups in the city, supporting efforts to civilize and clean up the prison. Within their territory, they follow a set of shared laws, as well their own faith-based practices. The different groups generally get along, but internal conflicts are somewhat more common than in other gangs.



9. The Reapers

Territory: Hamilton Heights (Region 9)

Colors: Denim vest with an image of death painted on it

REPUTATION	INFLUENCE	STRENGTH	RESOURCES
4	4	3	2

One of the three traditional Bronx gangs now located in Manhattan, the Reapers trace their history back to the 1960s. Featured in Life Magazine in 1972, the Reapers were the inspiration for many films and books exploiting street gang culture. Unlike the Black Spades and The Tomahawks, the Reapers are really a reconstituted gang, their original incarnation having made peace and broken up in the early 1980s. They were re-formed in 1990 as a women's gang but, as there aren't all that many women in New York Max to recruit from, they have since taken on male members. The Reapers always offer sanctuary to women prisoners in need, but otherwise guard their territory fiercely.



10. The Black Spades

Territory: Central Harlem (Region 10)

Colors: Denim vest with spade icon and the gang's name

REPUTATION	INFLUENCE	STRENGTH	RESOURCES
5	5	4	3

The Black Spades lay claim to being the oldest gang in the city, and as a result, their gang culture reveres the ideals of tradition and respect. The Black Spades began as a Black and Latino gang but are actually one of the more diverse NY gangs by the time of the film. Spanish remains a popular language within the gang. Most other gangs have a lot of respect for the Black Spades, even at times when they feud with them, and the Spades' voice carries great weight throughout New York.



11. The Tomahawks

Territory: East Harlem (Region 11)

Colors: Leather or Denim Jacket with "Hawks" printed in large letters

REPUTATION	INFLUENCE	STRENGTH	RESOURCES
5	4	5	3

The Tomahawks are another of the New York gangs with deep roots in the Bronx neighborhood. Formed in the 1960s, they were primarily composed of Black and Puerto Rican youth and remain largely so today. Contrary to their name, they have no ties to Native American tradition and don't use indigenous iconography. Their name was chosen for its connotation of a warrior culture, something they aspire to. They are known to have the strongest, most loyal overall crew of soldiers in New York Max.



12. The Yankees

Territory: Washington Heights (Region 12)

Colors: Yankees sports jerseys, baseball hats, or white shirt with baseball image

REPUTATION	INFLUENCE	STRENGTH	RESOURCES
4	3	3	3

The Yankees claim they are the most “patriotic” of the major New York gangs and hold a love of the city itself despite its sorry state. It is popular among its members to claim to be New York natives or to have some historical ties to the city. Gang lore states they were founded by Brad Arnsberg after the Attack on America to try and save the city. The Yankees are adamant about reclaiming New York from the USPF. While they guard their territory with jealousy, they are quick to form alliances with other gangs in the hopes of uniting to defeat the USPF.



13. The Nightshades

Territory: Central Park (Region 13)

Colors: A vegetable drawn as a skull and the gang’s name

REPUTATION	INFLUENCE	STRENGTH	RESOURCES
4	5	2	5

The Nightshades have a special place in New York as the main source of food that isn’t rat, pigeon, or human flesh. The Nightshades are primarily the city’s agricultural workers and have slowly transformed portions of Central Park into a farm of sorts. With the soil of Central Park largely poisonous, the Nightshades stripped much of the topsoil away and worked to cultivate garden beds with minimal Reagent 18 contamination.

The Nightshades have enjoyed the protection of the other gangs since the early days of the prison. Their mysterious leader maintains strict discipline within the gang, and they are very selective of their members. Being a Nightshade means never having to worry about where your next meal is coming from, but breaking their sacred rules just once will put you on the shortlist for ritual sacrifice.



- A. 207th Street Train Yard
- B. 69th Street Bridge
- C. American Museum of Natural History
- D. Bellevue Hospital
- E. Broadway Theatre District
- F. Brooklyn Bridge
- G. Cathedral of St. John the Divine
- H. Central Park
- I. City College of New York
- J. Empire State Building
- K. George Washington Bridge
- L. Guggenheim Museum
- M. Holland Tunnel
- N. Liberty Island
- O. Madison Square Garden
- P. New York Public Library
- Q. Queens Midtown Tunnel
- R. Rockefeller Center
- S. World Trade Center
- T. Security Wall

- 1. Wharf Rats
- 2. Hippies
- 3. Flying Dragons
- 4. Angel's Army
- 5. Broadway Boys
- 6. Tudors
- 7. Fat Cats
- 8. Chosen
- 9. Reapers
- 10. Black Spades
- 11. Tomahawks
- 12. Yankees
- 13. Nightshades

New York Max

Neighborhoods

New York Maximum Security Penitentiary has no official internal divisions designated by the USPF authority. It is simply divided up into quadrants based on longitude and latitude. Various portions of the city, roughly corresponding to its pre-prison neighborhoods, are claimed by various street gangs. The exact borders of these territories vary as the power of a given gang expands and contracts, or as the alliances of smaller gangs shift between existing factions.

Real estate is not all that scarce in Manhattan. There are far more buildings than there are living inhabitants to fill them. Most of the island's original residents evacuated the city after the Attack on America. While the USPF is always bringing in new prisoners, the death rate among inmates is commensurate to this influx. Most territorial disputes exist purely for pride, but there are some key locations that have significant value to the residents.

The Duke discourages territorial conflicts, and disputes are settled by arena combat or by petitions to his court, along with an appropriate tribute. Being in The Duke's good graces is simply more valuable than any specific piece of territory in the city.

Notable NY Locations

A list of notable locations in New York City could fill many volumes. By and large, all the buildings that stood as of 1987 are still there a decade later. Most of the buildings suffer from superficial damage like broken windows. A few buildings have been hit with explosions or by crashing aircraft since the city was turned into a prison. The largest share of damage to buildings is from fire, which the occupants have little means or incentive to fight and often rage through the city.

A. 207th Street Train Yard. The train yards are where all of Manhattan's subway trains are stored and maintained, as well as being the headquarters for their operation. The Duke used the Train Yard to hide President Harker in 1997 when he was taken prisoner. The yard is in Yankees territory, but they made it available exclusively to The Duke and his court.

B. 69th Street Bridge. The 69th Street Bridge was built in 1929, spanning over Roosevelt Island and connecting the island of Manhattan to the borough of Queens across the East River. It features a

cantilever design with thick steel trusses offering two lanes of traffic in each direction. It was left standing, heavily mined and barricaded, as one of the emergency access points for the USPF forces. The section of the containment wall it intersects is well guarded. Snake Plissken is the first person from within the prison to successfully navigate its full length since it was closed and mined in 1990.

C. American Museum of Natural History. Located adjacent to Central Park, it was once a place to see the bones of dinosaurs and learn about the Earth's history. It is now commonly referred to as Crazy Town due to the high concentration of crazies who have claimed the place as their own. It is one of the few places they can be found above ground during the day. They rarely raid from the location, but anyone foolish enough to step inside the building is likely to be mobbed by hundreds if not thousands of crazies of all descriptions.

D. Bellevue Hospital. One of two large hospital complexes in Manhattan, Bellevue Hospital still serves patients thanks to a small crew of volunteers with medical skills and the protection of the Tudors gang. Members from other gangs are expected to come to Bellevue without colors if they seek medical attention. Those they help are expected to give back either through scavenging useful supplies or volunteering.

E. Broadway Theaters. The theater district in Midtown Manhattan is the centerpiece of city culture, even in the era of New York Max. The Broadway Boys gang seeks to maintain the Great White Way's tradition, putting on regular shows to entertain the other gangs and curry favor. It is one of the most reliable parts of town to find other people, make deals, and trade. This is where Snake found the president's tracking device in the film.

F. Brooklyn Bridge. This most iconic of New York bridges was opened to the public in 1883 and continued serving New York up until World War III. Though it was refurbished many times, it stood strong as a symbol of the city until 1990, when it, like many others, was blown. While most of the spanning deck was destroyed, the cable supports and towers survived the attack, and thus some semblance of the bridge remains.

G. Cathedral of St. John the Divine. This large, gothic Cathedral was built by the Episcopal church in 1909, and is the sixth largest in the world despite being unfinished. It lies within the Reapers' territory, and they sometimes use it for ceremonial

occasions such as swearing in new members. It's too large a building to effectively secure, so it's left empty most of the time. At the time of the included adventure, it is occupied by the Guiding Star Family, a revolutionary group on good terms with the Reapers' leadership.

H. Central Park. Central Park remains a vast area of relatively undeveloped land in the midst of Manhattan Island. Controlled by the Nightshades, it's off-limits to other gangs without their permission. They are attempting to reclaim the park from the toxic effects of Reagent 18 which contaminate the soil and groundwater. Central Park is also where the USPF

choppers drop humanitarian supplies and deliver new prisoners.

I. City College of New York. Before The Duke unified the New York Gangs, and in the years after he died, the City College of New York acted as something like the United Nations for the Gangs of New York, especially the Harlem Three: The Reapers, the Black Spades, and the Tomahawks. While in Reaper territory, other gangs are allowed to wear their colors here for the purpose of negotiating and airing grievances.

J. Empire State Building. The Empire State is perhaps the most iconic of all New York towers and the world's tallest building when it was constructed in 1931, maintaining that title for nearly 40 years. It was badly damaged by fire soon after the city was turned into a prison, but still stands. It lies under the control of the Broadway Boys gang who don't have any special interest in the building. The NLFA briefly used it as a base of operations but eventually lost control of it.

K. George Washington Bridge. The George Washington Bridge opened to the public in 1935. It is a massive steel suspension bridge to which a second car deck was added in 1962. It crosses the Hudson River connecting Upper Manhattan with Fort Lee. The bridge was bombed in 1990 but survived the initial bombardment. It was subsequently left standing but badly damaged. The decks were heavily mined in 1991, and there is no access point on the barrier wall, only heavy machine gun emplacements.

L. Guggenheim. The Guggenheim Museum is a location most inmates in New York Max avoid at all costs. A mysterious figure or group calling themselves "The Red Opera" has turned the fine art museum and its unique architecture into a museum of pain. On display are various victims of their artistic impulses, mutilated in horrifying and imaginative ways. It's said that anyone daring to disrespect their museum ends up as part of the collection.

M. Holland Tunnel. Running along the bottom of the Hudson River, the Holland Tunnel once linked Southern Manhattan with Jersey City. In 1990 it was flooded using detonation charges. Some portions of the tunnel were filled with silt, while the full length was fully flooded with water. While the tunnel is essentially non-traversable, it retains an important function for the USPF: it provides a source of electricity to Manhattan on a portion of the power



grid reserved for emergencies. The USPF uses this when they have to covertly enter the city, operating the secret lift in the World Trade Towers and a few other systems. It is only activated when needed to prevent inmates from discovering it.

N. Liberty Island. The USPF has made Liberty Island their headquarters, due to its symbolic importance, because it guards one of the two gaps in the security wall, and because it is highly defensible. It maintains a sizable fleet of helicopters, but also operates river boats and submarines. The Statue of Liberty is home to the prison's failsafe device, though that fact is known only to the highest ranks of the USPF and the President.

O. Madison Square Garden. The Garden is the largest venue for indoor events in the city and is used by The Duke to hold gladiatorial fights, drag races, and other amusements for the residents of the city. It's designated neutral ground during events, and no inter-gang violence is allowed. Those breaking the peace will find themselves recruited for bloodsport in the next fight.

P. New York Public Library. This massive library is the home and fortress of Harold "Brain" Hellman in 1995, as well as the site of his oil drilling operation. It is also the home to a fantastic book collection that is of little use to most of New York's Gangs. It's situated not far from Times Square in territory claimed by the Tudors that was at one time carved out of

midtown Broadway Boys territory. The Duke has since declared it his personal property, nominally to promote peace between the two gangs.

Q. Queens Midtown Tunnel. Queens Midtown Tunnel opened to the public in 1940 and was the only tunnel not flooded in 1990. It was used as a means for incursions into the city by the USPF until 1993, when a massive number of crazies assaulted the officers tasked with defending it. The tunnel's failsafe explosives were detonated before they could breach the final defenses, flooding the tunnel and killing everyone inside.

R. Rockefeller Center. This famous plaza in Midtown Manhattan is the center of trade in the city. During the day, it's a vibrant market with representatives from different gangs and independent inmate groups trading wares and offering personal services of various sorts. Under The Duke's leadership, violence in the market is punished by his appointed special enforcers. The place usually clears out before dark, as it's not a very defensible location.

S. World Trade Center Towers. These are the tallest buildings in Manhattan. Snake Plissken lands his glider on the top of one of the two towers to infiltrate the prison. The USPF maintains a secret freight elevator to provide a quick way up and down to those who know of it. While the Wharf Rats claim the towers as their territory, they rarely occupy or patrol them.



PART 11: HERO OPTIONS

Backgrounds

"You going to kill me, Snake?"

— BOB HAUKE

"Not now, I'm too tired... Maybe later."

— SNAKE PLISSKEN

Backgrounds in New America are not markedly different than in our own world. In New York Max itself, almost none of the residents were born or raised in the city. Naturally, there is a disproportionate population of juvenile delinquents, orphans, and survivors of tragedy compared to the general population.

Convict

You spent time in one or more penal institutions and know the ins and outs of prison life.

Ability Score Increase: Increase your Strength by 1, to a maximum of 20

Skill Proficiencies: Endurance

Iconic Equipment: A badass prison tattoo

Special Feature: Know the Routine. You have advantage on Insight checks made against law enforcement, correctional officers, and other convicts.

Legend

Your past is the stuff of legends. Whether those legends are true or not, who can say, but your reputation precedes you wherever you go.

Ability Score Increase: Increase your Charisma by 1, to a maximum of 20

Skill Proficiencies: Any one skill proficiency of your choice

Iconic Equipment: You are known for a distinctive and decorative piece of clothing or jewelry—perhaps an eyepatch...

Special Feature: Instant Credibility. No matter where you go, your starting Street Cred score is 3 instead of 1.

New York Native

Unlike most of the population of New York Max, you were actually a resident of the city before the Attack on America. Whether through misfortune, love of the city, or sheer insanity you didn't evacuate.

Ability Score Increase: Increase an ability score of your choice by 1, to a maximum of 20

Skill Proficiencies: Streetwise

Iconic Equipment: An "I Love New York" baseball hat, a smashed Statue of Liberty penny

Special Feature: Reagent Resistant. You are immune to Reagent 18 exposure.

War Veteran

You are a combat veteran but now have a different profession in civilian life.

Ability Score Increase: None

Skill Proficiencies: Basic, Advanced, and Military Equipment

Iconic Equipment: A collection of service medals and photographs of your comrades in arms

Special Feature: Veterans Benefits. In addition to the financial programs offered by your government, you have advantage on Charisma checks made when speaking to military personnel and veterans.



Professions

Life in New York Max is not easy. The most common professions in the city are focused on survival and violence. It's rare to find anyone who isn't skilled in some kind of weapon, and developing streetwise skills is often a matter of life and death.

Charm

You are in the business of trading sex and/or affection for money or patronage. Your work is considered a "moral crime" in New America, but carries far less stigma in Free Zones like New York Max.

Ability Score Increase: Increase your Charisma and two other different ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Performance, Persuasion, and Streetwise

Iconic Equipment: A sexy outfit, condoms, and pepper spray

Wealth Level: 2

Special Feature: Distracting. When not in combat, you can make a **Charisma (Persuasion)** check vs. a target's Wisdom saving throw. If you win the challenge, the target has the Distracted condition so long as you keep talking to them.

Nightshade Druid

You are one of the Nightshades of Central Park, tasked with growing food, purifying the soil, and following the Nightshade's code to protect the park from corruption.

Ability Score Increase: Increase your Strength and Wisdom by 1, to a maximum of 20

Skill Proficiencies: Basic, Improvised, and Historical Equipment, Endurance, Medicine, Natural Science, and Survival

Iconic Equipment: Robe, sandals, scythe, seeds, water skin, and vegetables

Wealth Level: 1

Special Feature: Urban Jungle. You may substitute Survival for Streetwise when in urban environments.

Drug Cook

You work for a criminal enterprise making recreational drugs. Whether you have formal training or not, you know how to produce, process, and prepare illicit drugs for sale.

Ability Score Increase: Increase your Intelligence and two other different ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Medicine and Natural Science

Iconic Equipment: Chemistry kit, hazmat suit, and a sample of your work

Wealth Level: 3

Special Feature: Drug Expert. You have advantage on ability checks to identify illicit drugs and diagnose symptoms of intoxication, addiction, and withdrawal, as well as ability checks made to produce illicit drugs.

Fixer

You are who people come to see when they need something done. You're not the one who does the deed, but you know someone who can. Your network of contacts and connections is your greatest asset, and you make others pay dearly for access.

Ability Score Increase: Increase your Intelligence and Charisma by 1, to a maximum of 20

Language: Choose one additional language useful in your work

Skill Proficiencies: Deception, Insight, Persuasion, and Streetwise

Iconic Equipment: Expensive clothing, tasteful jewelry, and a little black book

Wealth Level: 3

Special Feature: Serious Cred. Your Street Cred in your city starts at 4, and you have advantage on ability checks made to gain Street Cred.

Gang Leader

You hold a position of leadership within a street gang. This grants some power over its members, but also comes with the responsibility to maintain order, provide for your members, and defend the gang's reputation and territory.

Ability Score Increase: Increase your Charisma and one other ability score of your choice by 1, to a maximum of 20

Skill Proficiencies: Basic and Advanced Equipment, Intimidation, Persuasion, and Streetwise

Iconic Equipment: Gang colors and combat knife

Wealth Level: 2

Street Cred. Your Street Cred in your city starts at 4

Special Feature: Gang Leadership. You may give direct orders to gang members under your command so long as the orders are not obviously harmful to the gang as a whole.

Gang Soldier

You are a blooded soldier in a street gang. You have proven your ability to fight, as well as your loyalty. While you are expected to carry out orders, you do have an influential voice within the gang due to your service.

Ability Score Increase: Increase your Strength, Dexterity, and Constitution by 1, to a maximum of 20

Skill Proficiencies: Basic, Improvised, and Advanced Equipment, Intimidation, and Streetwise

Iconic Equipment: Gang colors and baseball bat

Wealth Level: 1

Street Cred. Your Street Cred in your city starts at 3

Special Feature: Tough Enough. You can use your Constitution or Strength modifier instead of Charisma when making Intimidation checks.

Prison Gladiator

You make your living competing in blood sports for money, prestige, and bloodlust. That, or you were conscripted into competition as a prisoner of some warlord



in the Free Zones. If you have lived this long, you must either be very good or very lucky.

Ability Score Increase: Increase your Strength and Dexterity by 1, to a maximum of 20

Skill Proficiencies: Basic, Advanced, Historical, and Improvised Equipment, and Intimidation

Iconic Equipment: Bad-ass gladiator outfit

Wealth Level: 3

Special Feature: Grit. Regain one spent hit die after finishing a short rest.

Rat Catcher

You have one of the more essential but inglorious jobs in a gang: catching rats and other vermin for food. The one thing New York doesn't want for is rats, and fortunately they seem to be largely immune to Reagent 18, making them safe to eat.

Ability Score Increase: Increase your Dexterity and two other different ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Basic and Historical Equipment, Athletics, Stealth, and Streetwise

Iconic Equipment: Filthy clothes, rubber boots, leather gloves, handmade bow, and arrows.

Wealth Level: 1

Special Feature: Underground Ghost. You have advantage on **Dexterity (Stealth)** checks made to hide and move silently when in an underground environment.

Revolutionary Soldier

You are a soldier in one of the many revolutionary organizations that have risen up around the world in reaction to the social collapse of the world powers. Whether you fight for an ideal or in the service of a charismatic leader, you fight against an authoritarian government.

Ability Score Increase: Increase your Strength, Dexterity, and Constitution by 1, to a maximum of 20

Skill Proficiencies: Basic, Advanced, and Military Equipment, Stealth, and Survival

Iconic Equipment: Makeshift fatigues, AK-47 assault rifle, and combat knife

Wealth Level: 1

Special Feature: Zeal. Gain 1d4 temporary hit points when you defeat an opponent in combat. Defeat is normally defined as dropping them to 0 hit points or forcing them to surrender. Note that temporary hit points don't accumulate; see the rule on temporary hit points for details.

Scavenger

You make your living by selling things that other people throw out, leave behind, or abandon. It is one of the most common professions in the Free Zones but is seen as a criminal occupation in New America.

Ability Score Increase: Increase your Wisdom and two other different ability scores of your choice by 1, to a maximum of 20

Skill Proficiencies: Basic Equipment, Investigation, Perception, and Streetwise

Iconic Equipment: A crowbar, a backpack, a climbing kit, and a lantern or flashlight

Wealth Level: 1

Special Feature: Dumpster Diving. You can find any non-restricted item with a Price Level of 2 or less for free, given an hour's time. You can find any non-restricted item of Price Level 3 in the same way, but it requires repairs to be useful.

USPF Officer

You are one of the many rank-and-file USPF Officers. While you are expected to follow the chain of command and your orders, you have broad latitude in dealing with suspected criminals.

Ability Score Increase: Increase your Dexterity and Constitution by 1, to a maximum of 20

Skill Proficiencies: Basic, Advanced, and Military Equipment, Intimidation, and Vehicles

Iconic Equipment: Black uniform, helmet, and medium ballistic vest

Wealth Level: 3

Special Feature: Jack Boots. As a reaction, you can make an unarmed opportunity attack against an adjacent opponent after they fall prone.

CLASSES

Life in the free zones is brutal and basic. A life of violence is standard in New York Max and these classes reflect that. The exception here is Motorhead, a line of specialization you can find in any industrial society.



Gutter Rat [Charming Hero]

"You touch me... he dies. If you're not in the air in thirty seconds... he dies. You come back in... he dies."

— ROMERO

The gutter rat may seem like the lowest of the low—weak, and pitiable—but in truth, they are among the most dangerous of people. They know how to play mind games with their enemies, striking when and where they are most vulnerable. Most treacherous of all are their lies, which come to them as easily as breathing does to most.

Gutter Rats are versatile heroes who can support a team with a mix of social skills and subterfuge outside of combat. In a fight, they specialize in inflicting status effects on enemies and delivering devastating blows to their suffering opponents.

Proficiencies

Saves: Dexterity and Charisma

Skills: Choose Three (Acrobatics, Deception, Intimidate, Perform, Security, Sleight of Hand, Streetwise, Stealth)

Equipment: Basic and Improvised Equipment

Underhanded Expertise: Choose One (Deception, Security, Sleight of Hand, Streetwise, Stealth)

Equipment Recommendations

Equipment Pack: Punk Pack

Weapons: Stun Gun, combat Knife, sawed-Off shotgun

Lvl Talents

1	Play the Fool, Slippery, Sneaky
3	Trapmaker, Viciousness
5	Advanced Combat Training, Clever Fool
7	Improved Viciousness
9	Execution

Talents

Play the Fool (1st Level). You can take an action to distract an opponent who can see and hear you. Make a **Charisma (Deception)** check opposed by a **Wisdom (Insight)** check from the target. If you win the contest, the opponent is considered Distracted by your antics until the beginning of your next turn.

Slippery (1st Level). You have advantage on **Dexterity (Sleight of Hand)** checks made to escape bonds and **Dexterity (Acrobatics)** checks to escape a grapple. You can make such checks as a bonus action during combat.

Sneaky (1st Level). You have advantage on **Dexterity (Stealth)** checks made while trying to move without making any noise.

Trap Maker (3rd Level). You have advantage on **Intelligence (Security)** checks made to determine if a trap you set works correctly.

Viciousness (3rd Level). When you hit an Incapacitated opponent, it is always considered a critical hit.

Advanced Combat Training (5th Level). Once during your turn, when you take the Attack action you can make two attacks as part of that action.

Clever Fool (5th Level). After using your Play the Fool talent, whether or not you are successful, you can take the Dodge action as a bonus action.

Improved Viciousness (7th Level). When you hit a Blinded, Distracted, Exhausted, Grappled, Intoxicated, Prone, Restrained, or Sick opponent, it is always considered a critical hit.

Execution (9th Level). When you hit an Incapacitated opponent, you can roll any number of your unspent influence dice and add the result to your damage total. This damage is not multiplied by a critical hit.

Gutter Rat Tricks

Bleeding Strike. After hitting an opponent with an attack, you may spend an influence die. The target takes damage equal to the roll at the start of each of their turns. This damage continues until either they fall to 0 hit points, or the First Aid action is used to stop the bleeding. Your trick DC sets the DC for the First Aid action.

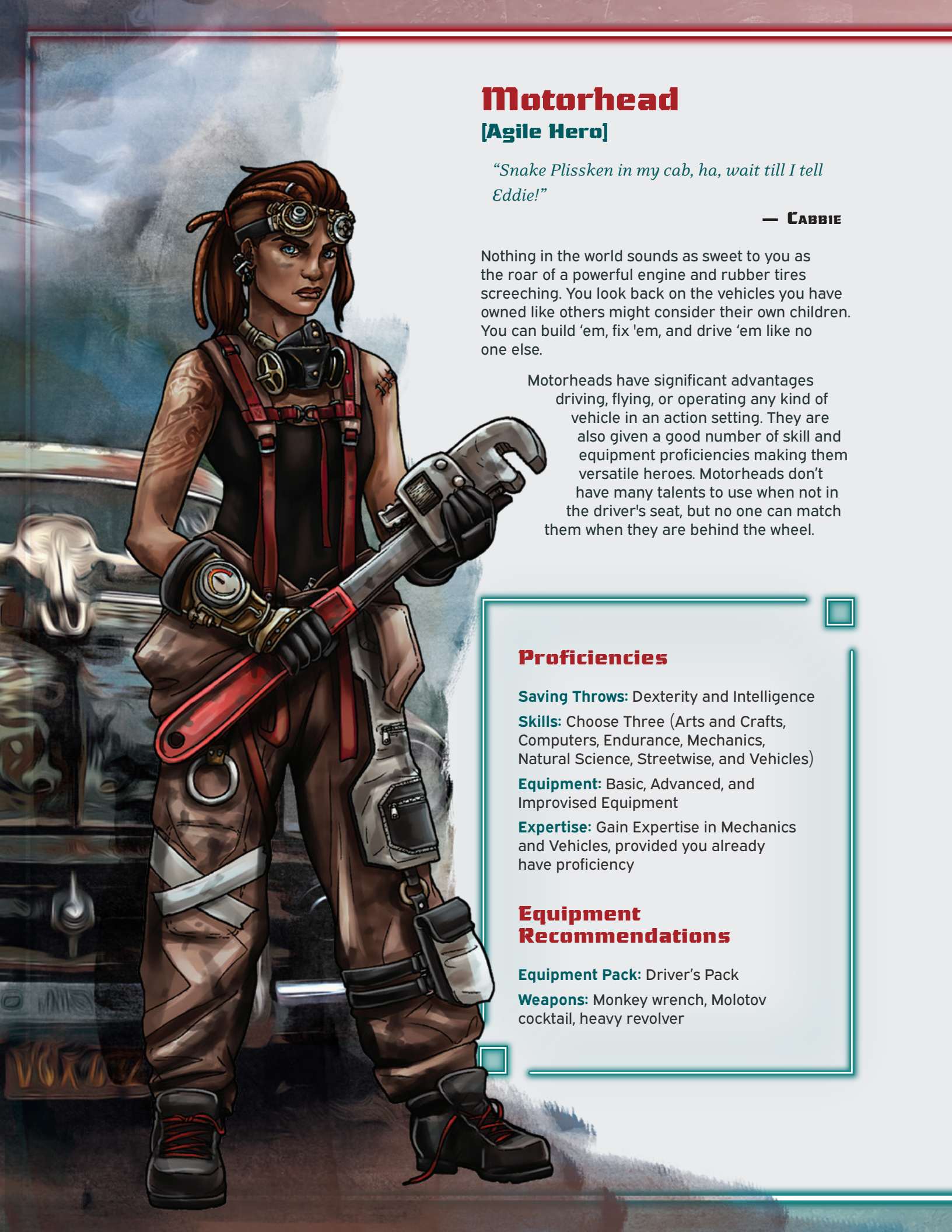
Blinding Strike. When making a melee attack, after rolling to hit but before determining the result, you can roll an influence die and add it to the attack roll. If the attack hits, in addition to the normal damage the target must succeed on a Constitution saving throw or be blinded until the end of their next turn.

Gloat. After an opponent has made a successful saving throw against a talent or attack you used against them, you can use your reaction to roll an influence die to apply a penalty equal to your roll, potentially turning the success into failure.

Hobbling Strike. When making a melee attack, after rolling to hit but before determining the result, you can roll an influence die and add it to the attack roll. If the attack hits, in addition to the normal damage the target's speed is reduced to 0 until the end of their next turn.

Killer Instinct. When you score a critical hit, you can roll one influence die and add double the result to the total damage dealt.

Squirm. When an opponent successfully hits you with an attack, you can spend an influence die to impose a penalty on their attack roll equal to your influence roll. If the roll no longer meets or beats your defense, it is a miss.



Motorhead

[Agile Hero]

"Snake Plissken in my cab, ha, wait till I tell Eddie!"

— CABBIE

Nothing in the world sounds as sweet to you as the roar of a powerful engine and rubber tires screeching. You look back on the vehicles you have owned like others might consider their own children. You can build 'em, fix 'em, and drive 'em like no one else.

Motorheads have significant advantages driving, flying, or operating any kind of vehicle in an action setting. They are also given a good number of skill and equipment proficiencies making them versatile heroes. Motorheads don't have many talents to use when not in the driver's seat, but no one can match them when they are behind the wheel.

Proficiencies

Saving Throws: Dexterity and Intelligence

Skills: Choose Three (Arts and Crafts, Computers, Endurance, Mechanics, Natural Science, Streetwise, and Vehicles)

Equipment: Basic, Advanced, and Improvised Equipment

Expertise: Gain Expertise in Mechanics and Vehicles, provided you already have proficiency

Equipment Recommendations

Equipment Pack: Driver's Pack

Weapons: Monkey wrench, Molotov cocktail, heavy revolver

Level	Talents	Motor Pool
1	Combat Driver	1
3	Advanced Combat Driver	2
5	Advanced Combat Training	3
7	Max Performance	4
9	Master Motorhead	5

Talents

Combat Driver (1st Level). You do not have disadvantage when making ranged attacks due to being in a moving vehicle. You treat integrated vehicle weapons as Advanced Equipment instead of Military Equipment.

Motor Pool (1st-9th Level). The Motorhead gains access to motor pool talents. At first level, you select a single motor pool talent from the motor pool list. When the number of motor pool talents increases, as shown in the Motorhead table, you choose an additional motor pool talent. These choices are permanent.

Advanced Combat Driver (3rd Level). During a chase, if you use the Brace or Gain Ground action during your turn while driving/piloting a vehicle you can use a bonus action to make an attack with an integrated vehicle weapon.

Advanced Combat Training (5th Level). Once during your turn, when you take the Attack action you can make two attacks as part of that action.

Max Performance (7th Level). The Strength, Dexterity, and Constitution modifiers of any vehicle you are driving are each increased by 2.

Master Motorhead (9th Level). Double the number of chase points you receive for winning a **Dexterity (Vehicles)** contest, overcoming a challenge, or avoiding a hazard as a driver of a vehicle.

Motor Pool

Avert Disaster. You can re-roll one failed vehicle damage saving throw. You can't use this talent again until you have taken a short rest.

Backstreets. You have advantage on **Wisdom (Streetwise)** checks made while navigating a vehicle.

Burnout. You have advantage when making driving speed contests.

Daredevil Driver. You have advantage when making a **Dexterity (Vehicles)** check to perform a vehicle stunt.

Evasive Maneuvers. Until the start of your next turn, you can take an action while driving a vehicle to give disadvantage to all attack rolls against the vehicle or its passengers.

Inconspicuous. You can use **Dexterity (Vehicles)** when making checks to follow someone when driving a vehicle and remain unseen. Furthermore, you have advantage when making these checks.

Let's Roll. You can enter and start or exit a vehicle as a bonus action. Note that this assumes you have the necessary keys or the like to open and start the vehicle. This also assumes you are within 5 feet of the vehicle's cockpit or driver's seat.

Nimble. You have advantage when making driving maneuverability contests.

Quick Fix. You can attempt to repair damage to a vehicle as an action during a chase or combat. No tools are needed. Make an **Intelligence (Mechanics)** check to lower the level of one Vehicle Condition by one. The DC is based on the current level of the condition. A totaled vehicle cannot be repaired with a Quick Fix.

Condition Level	DC
1	10
2	15
3	20

Repo Man. You can use **Intelligence (Mechanics)** or **Intelligence (Vehicles)** when trying to hotwire, open, or control a vehicle without its keys. You also have advantage on these checks.

Safety First. You have advantage on **Dexterity (Vehicles)** checks made to avoid a crash.

Too Cool. You have advantage on a single Charisma check made while driving a vehicle. You can't use this talent again until you have taken a short rest.



Street Warrior

[Strong Hero]

"I don't give a fuck about your war... or your president."

— SNAKE PLISSKEN

If New York is a concrete jungle, you seek to be its tiger. Only the tough survive, and only the strong rise to the top. That doesn't mean you have to be a monster, but it does mean you dare not show weakness on the streets. Failure is not an option.

The Street Warrior is an all-around fighter that can use nearly any weapon effectively. Their Determination talent means that bad luck and enemy attacks only make them increasingly dangerous. Taking wild risks for big damage almost always pays off at some point during a fight.

Proficiencies

Saving Throws: Strength and Constitution

Skills: Choose Two (Athletics, Acrobatics, Endurance, Mechanics, Intimidation, Streetwise)

Equipment: Basic, Advanced, Improvised, Historical, and Military Equipment

Equipment Recommendations

Equipment Pack: Punk Pack

Weapons: Any

Level	Talents
1	Bad Ass, Determination
3	Rise Up, You'll Regret That, Try It and Find Out
5	Advanced Combat Training
7	Shrug It Off, Ticked Off
9	Just Die Already

Talents

Bad Ass (1st Level). You can always use Strength instead of Charisma when making Intimidation ability checks.

Determination (1st Level). Gain one point of determination when you fail an attack roll against an opponent in combat. You have a +1 bonus on attack rolls and a +2 bonus to weapon damage for each point of determination you have. When you hit an opponent with an attack in combat, you lose one point of determination if you have any. You lose all determination points at the end of a long rest.

The maximum number of determination points you can accumulate is equal to your level.

Example: In the first round of combat, Echo makes two attacks against an opponent. He misses the first attack and gains one determination point. His second attack is now made with +1 to hit and +2 to damage. He misses this as well and now has two determination points. In the next round, Echo again makes two attacks. His first attack has +2 to hit and +4 to damage. Echo scores a hit and loses one determination point. His second attack is at +1 to hit and +2 to damage. He lands that one as well and loses his last point of determination.

Rise Up (3rd Level). To use Rise Up, you must have one or more determination points and at least one unspent hit die. When you succeed on a death saving throw, you can spend one or more Determination points and spend an equal number of hit dice to recover hit points. Add your Constitution

modifier to the result of each hit dice you roll. You can then take your turn.

You'll Regret That (3rd Level). You gain one determination point after failing a saving throw caused by an enemy's attack or hostile effect during combat.

Try It and Find Out (3rd Level). As a bonus action, you can attempt to intimidate an opponent within 100 feet who can see and hear you. Make a contested **Strength (Intimidation)** check against a Wisdom saving throw from the target. If you win the contest, before the start of your next turn the target's next attack roll has disadvantage against you.

Advanced Combat Training (5th Level). Once during your turn, when you take the Attack action you can make two attacks as part of that action.

Shrug It Off (7th Level). After failing a saving throw, you can use a reaction and spend one Determination point to re-roll the saving throw. You cannot use Shrug it Off and You'll Regret That on the same saving throw.

Ticked Off (7th Level). When you are hit for 15 or more points of damage from a single attack from an opponent, you gain one determination point.

Just Die Already (9th Level). As an action, you can make a single attack by spending all of your determination points. The bonus to attack and damage is determined by the number of points spent, up to the maximum shown on the table below. You cannot choose to spend fewer points than you have; even if it is more than 6, you must spend them all.

Points	Attack	Damage
1	+1	+2
2	+3	+6
3	+6	+12
4	+10	+20
5	+15	+30
6	+21	+42

Feats

Combat Mechanic (Minor Feat)

You are an expert in taking down vehicles by hitting them in just the right spot. You gain the following benefit:

- Whenever you successfully damage a vehicle, but it is not totaled, you can choose the Body, Control, or Power result on the Vehicle Damage Table instead of having the driver of the vehicle roll.

Crazy Talk (Minor Feat)

You have learned how to communicate with crazies and have some insight into their twisted minds. You gain the following benefit:

- You can understand the intended meaning of the strange things crazies say and can communicate simple ideas to them in return. This allows you to effectively make social challenges with Crazies or gather information from them.

Go Behind (Minor Feat)

You have learned how to sucker your opponents into leaving themselves open to a reversal. You gain the following benefit:

- When an opponent within 5 feet misses you with a melee attack, you can use your reaction to move directly behind them and make a melee opportunity attack with advantage on the attack roll. You can only use this feat once against a given opponent.

You cannot use Go Behind while you have 0 movement speed or there is no reasonable way to move behind an opponent. This movement does not provoke opportunity attacks.

Multiclass Feats

Gutter Rat Training (Major Feat)

Prerequisite: Not a Gutter Rat, Charming Hero or Charming Hero Training, Level 4+

You have learned how to fight dirty and generally behave like a conniving wretch. You gain the following benefits:

- You gain proficiency in Basic and Improvised Equipment.
- You gain 1 additional influence die.
- Play the Fool: You can take an action to distract an opponent who can see and hear you. Make a **Charisma (Deception)** check opposed by a **Wisdom (Insight)** check from the target. If you win the contest, the opponent is considered Distracted by your antics until the beginning of your next turn.
- You have advantage on **Dexterity (Stealth)** checks made while trying to move without making any noise.
- You can learn two Tricks from the Gutter Rat trick list.

Advanced Gutter Rat Training (Major Feat)

Prerequisite: Not a Gutter Rat (class), Gutter Rat Training (feat), Level 8+

There aren't many depths to which you would not sink to get the upper hand over your enemies. You gain the following benefits:

- You gain 1 additional influence die.
- Your influence dice are now d8 instead of d6. (Ignore this if your archetype is Charming Hero.)
- After using Play the Fool, whether or not you are successful, you can take the Dodge action as a bonus action.
- You learn one additional Trick from the Gutter Rat trick list.

Motorhead Training (Major Feat)

Prerequisite: Not a Motorhead (class), Agile Hero or Agile Hero Training, Level 4+

You have a love affair with vehicles. You build them, tune them, and drive them with passion and skill. You gain the following benefits:

- You gain proficiency in Mechanics and Vehicles if you don't already have these proficiencies. (You do not gain alternate picks if you have these proficiencies.)
- You do not have disadvantage when making ranged attacks due to being in a moving vehicle.

- You treat integrated vehicle weapons as Advanced Equipment instead of Military Equipment.
- You learn two Motor Pool Talents of your choice.

Advanced Motorhead Training (Major Feat)

Prerequisite: Not a Motorhead (class), Motorhead Training (feat), Level 8+

You are a demon on the road and a genius in the garage. You gain the following benefits:

- You gain Expertise in Mechanics and Vehicles if you don't already have Expertise in these skills.
- If you use the Brace or Gain Ground action during your turn while driving/piloting a vehicle, you can use a bonus action to make an attack with an integrated vehicle weapon.
- You learn two additional Motor Pool talents of your choice.

Street Warrior Training (Major Feat)

Prerequisite: Not a Street Warrior (class), Strong Hero or Strong Hero Training, Level 4+

Through hard-fought experience, you have made yourself into a well-rounded warrior ready to fight anyone, anywhere, at any time. You gain the following benefits:

- You gain one equipment proficiency of your choice. You cannot choose military equipment unless you already have Advanced Equipment proficiency.
- You can use Strength instead of Charisma when making ability checks using Intimidation.
- When you fail an attack roll against an opponent in combat, gain one point of determination. You have a +1 bonus on attack rolls and a +2 bonus to weapon damage for each point of determination you have. When you hit an opponent with an attack in combat, lose one point of determination if you have any. You lose all determination points at the end of a long rest. You can accumulate a maximum of 3 determination points.

Advanced Street Warrior Training (Major Feat)

Prerequisite: Not a Street Warrior (class), Street Warrior Training (feat), Level 8+

You live for the thrill of the fight and won't back down from anyone. Your reputation alone is enough to scare away all but the toughest foes. You gain the following benefits:

- You can accumulate a maximum of 6 determination points.
- After failing a saving throw, you can use a reaction and spend one determination point to re-roll the saving throw.
- As a bonus action, you can attempt to intimidate an opponent within 100 feet who can see and hear you. Make a contested **Strength (Intimidation)** check against a Wisdom saving throw from the target. If you win the contest, before the start of your next turn the target has disadvantage on their next attack roll against you.



Equipment

Owing to the lack of same-day delivery and internet shopping, obtaining goods is a slower process in New America. Despite this, it's still easy to find any legal product you may need. Black markets are especially common in New America, so illegal goods are even a bit easier to acquire.

Within New York Max, things are very different. There are some markets in Midtown Manhattan, but most people simply go scavenging for what they need. If you want to find something you don't have, you are most likely going to need to succeed on a Streetwise check or else bargain with a scavenger who knows where to find what you need. If you have enough Street Cred, you can probably borrow what you are looking for from someone who has it already.

The city was abandoned very quickly, and much of what was in the city on the day of the Attack on America is still there. The only things that are in especially short supply are consumable goods like ammunition, fuel, and food.

Restricted Items in New America

In the world of *Escape from New York*, restricted items from the Core Rulebook are still restricted. Within Free Zones like New York Maximum Security Penitentiary there is no pervasive law enforcement, and thus nothing is considered restricted. Many items are very hard to get, but nothing is strictly illegal or necessarily going to get an alarmed reaction from other residents.

Firearms in New York Max

Firearms are relatively scarce in New York Max. What guns there are in the city were either abandoned there during the evacuation or later smuggled into the city by revolutionaries and criminals. Even more scarce than guns is quality ammunition. While there was a somewhat decent supply initially, over the years this has dwindled as it was used up by the gangs. The raw materials for making black powder simply aren't common on the island, so it is difficult to create new cartridges.

Due to the black powder shortage, bows, crossbows, slingshots, and air-powered pellet guns are all popular ranged weapons for hunting and combat. Some of the gangs have become adept at building bows and crafting arrows out of scavenged materials.

Equipment Packs

Most of the EVERYDAY HEROES equipment packs work for *Escape from New York*, though you will want to exclude some modern day items like cellphones, smart watches, and so forth. Likewise, these packs work perfectly well in the modern world.

Driver's Pack (Price Level 2)

Clothes: Sneakers, jeans, t-shirt

Vehicle: A rusted 4-door American sedan

Gear: Car stuff, gas canister

Weapons: Sawed-off shotgun

Punk Pack (Price Level 1)

Clothes: Sneakers, ripped pants, t-shirt, gang colors

Gear: Bag stuff

Weapons: Baseball bat, throwing knife

Revolutionary Soldier Pack (Price Level 3)

Clothes: Second-hand military fatigues, a set of civilian clothes, jump boots

Vehicle: Late-model compact import

Gear: Bag stuff, survival kit, secure shortwave handheld radio, revolutionary pamphlets

Weapons: Combat knife, AK-47 assault rifle

Snake's Mission Pack (Price Level 4)

Clothes: Urban camo pants, sleeveless black shirt, combat boots, eye patch

Vehicle: Gullfire glider

Gear: Pocket stuff, backpack, weapons belt, countdown watch with two-way miniature radio, emergency beacon bracelet, radio tracking device, folding binoculars

Weapons: Smith & Wesson Model 67 heavy revolver with two quick loads and scope, MAC-10 SMG with an integrated suppressor, optical scope and three 32-round magazines, three shuriken



USPS Officers Pack (USPS Assigned Gear)

Clothes: Black uniform, heavy boots, riot helmet with face shield, fingerless gloves

Gear: Pocket stuff, handcuffs, regulations booklet

Weapons: Riot baton (a large wooden club), M-16 assault rifle, 2 tear gas grenades

Armor: Modern combat armor

Weapons

The selection of weapons available in New York Max is limited to what was in the city back in 1988. Over time that supply has dwindled and what remains are mostly improvised weapons.

Basic Weapons

Pistol, Pellet. These are pistols that shoot a small, pointed lead pellet using compressed air. They are typically used for hunting tiny animals or for target practice. They have a short range and are not suitable as self-defense weapons. They are especially useful in New York Max for hunting rats and pigeons because they do not require black powder to create new rounds. As they are often designed to look like a real gun, they can be used for intimidation so long as no one calls your bluff.

Sawed-off Shotgun. The infamous sawed-off shotgun is usually a double barrel long gun cut down to a concealable length. Though it packs a powerful blast, it's very hard to land a direct hit beyond very close quarters.

Advanced Weapons

Harpoon Cannon. Mounted on a swivel, this massive gun fires a huge, barbed, explosive-tipped harpoon attached to a steel cable. It's designed to both kill the target whale and hook them with a steel line so they can be secured. The other end of the cable is generally attached to a winch.

Improvised Weapons

Fun Gun. Tranquilizer pistols that use darts filled with fast-acting designer drugs to induce a state of euphoria and confusion in their victim. If a victim is hit by a fun gun dart, they must make a DC13 Constitution saving throw. If they succeed, they have

one level of intoxication. If they fail, they have two levels of intoxication.

Heavy Chain. A sufficiently heavy chain makes an effective and versatile weapon. It can be swung at a good distance, wrapped around a fist, or around an opponent's neck to choke them out.

Pipe Gun. A pipe gun is a homemade firearm typically constructed of pipes, one functioning as the barrel and the other as the breach. A cartridge is placed in the breach, which is then manually slammed forward to strike the cartridge, thus firing the gun. It's awkward to use and not very accurate, but it can be smuggled past security with ease and hidden in plain sight when disassembled. Damage is based on the ammunition it is designed for: Pistol 1d6, Rifle 1d8, Shotgun 1d10. It has the Shot property when using shotgun shot.

Shiv. A small, improvised stabbing weapon made from common materials. They are typically created by prisoners and any other place where weapons are banned.

Spiked Wooden Club. Driving nails through a wooden club creates a weapon that, while somewhat inelegant, is far more intimidating than a simple baseball bat. Skilled combatants claim there is little combat advantage to such a weapon versus a regular bat, but no one mocks it after taking a shot from one.

Torch. With limited access to electricity, torches are very common in New York Max. As weapons, they are more threatening than deadly, but there is often one close at hand in emergencies. A torch can either be swung as a bludgeoning weapon or thrust against a target to try and ignite their clothing. In the latter case, a successful attack does not deal damage. Instead, it gives the target the Burning condition.

Historical Weapons

Armored Gauntlet. While gauntlets are designed primarily to protect the wearer's hands during a fight, they can also deliver a weighted punch. Studs and spikes are sometimes added, though these are more intimidating than impactful.

New Weapons

Weapon	Damage	Range	Rounds	Reload	PV	Properties	Price	Bulk
Basic Weapons								
Pistol, Pellet	1d4 ballistic	100/200	1	Action	1		2	1
Sawed-off shotgun	2d6 ballistic	30/60	2	Action	3	Burst 2, Loud, Restricted, Shot	2	2
Advanced Weapons								
Harpoon Cannon	4d6 explosive/piercing	90/180	1	Action	3	Heavy, Loud, Slow-Firing, Stationary	4	8
Improvised Weapons								
Fun Gun	1 piercing	40/80	1	Action	1	Special	3	2
Heavy Chain	1d8				1	Improvised, Reach 10 feet	1	1
Pipe Gun	Special	40/80	1	Action	1-3	Disguised, Loud, Special	1	2
Shiv	1d4 piercing				1	Improvised	1	0
Spiked Wooden Club	1d8 bludgeoning/piercing	10/20			1	Improvised, Versatile (1d8)	1	2
Torch	1d4 bludgeoning				1	Improvised, Special	1	1
Historical Weapons								
Armored Gauntlet	1d6 bludgeoning				1		2	1

Vehicles

When New York was evacuated, many vehicles were left behind in the aftermath. Most belonged to those who had died from Reagent 18 exposure, but dealer stock, corporate fleets, and wrecks were also common sources. Those who remained behind in the city and early inmates pretty much had their pick of what remained. In the early years, scavenged fuel was easy to come by and inmates amused themselves by racing in the streets of New York, doing crazy stunts, and generally having a good time. Some of the gangs developed a subculture of modding cars for racing, fighting, or simply prestige—the wilder and more ostentatious the modification the better.

As time went on, and gasoline became scarce, keeping a car running became a luxury only available to gang leadership or dedicated drivers

who traded their services for fuel scavenged from the more dangerous areas of the city. Adding to this was the lack of maintenance for roadways, which became increasingly cluttered with crashed cars and other debris.

It was partly The Duke’s love of cars that led him to hatch a plan with Brain to drill for oil and refine motor fuel. Against all odds, they were successful, and the city now has a steady but small supply of gasoline, heating oil, and other petroleum products. Not only could The Duke keep his caravan roaming the city, but it gave him yet another point of leverage over the gangs.

Since Manhattan was abandoned in 1987, none of the vehicles are newer than that; the majority are models from the 70s and 80s. Domestic cars tend to be large luxury or muscle cars while the imports are smaller and cheaper compacts. Among the gangs in the city, American cars are generally more popular.

New Vehicles

Name	Pax	Str	Dex	Con	AV	Price	Top Speed	Properties
Gullfire Glider	2	+0	+4	+0	1	4	300 mph	Airspeed
UH-1 USPF Chopper	13	+4	+2	+2	3	5	140 mph	

Integrated Vehicle Weapons

Weapon	Damage	Range	Rounds	PV	Radius	Properties	Price
USPF Rocket Launcher	10d6 explosive	1 mile	10	4	50 feet	Loud, Restricted	2

Gullfire Glider. The Gullfire glider is a military upgrade of a commercial glider. It was designed for Special Forces operations and includes computer guidance equipment that allows the glider to navigate and land under conditions of complete darkness. With no motive power of its own, the Gullfire must be towed to altitude or else launched from a high place.

UH-1 USPF Chopper. The diminutive UH-1 Iroquois is the workhorse helicopter of the US military and

(subsequently) the USPF. All of the USPF versions are painted black and include bulletproof glass and armor plating sufficient to stop small arms fire. The USPF further outfits these copters in a variety of ways depending on the mission. Patrol copters are outfitted with rocket launchers to sink prisoners attempting to use boats or rafts to cross the river. Finally, all the UH-1s are equipped with a self-destruct device which can be activated remotely in the case of hijacking by prisoners.

Vehicle Modifications Table

Name	Adjustments				Price	Properties
	Str	Dex	Con	AV		
Armor Plating	-4	-2	+2	3	2	Special
Body Spikes	-1	-1	-	-	1	Special
Booster System	-	-	-	-	3	Special
Decorations	-	-	-	-	2	Special
Flood Lights	-	-	-	-	2	Special
Hot Rodded	+3	-	-1	-	3	Special
Oil Slick Device	-	-	-	-	2	Special
Ram	-2	-2	-	3	2	Special
Roll Cage	-1	-	+2	-	2	Special
Smoke Cloud Device	-	-	-	-	2	Special
Spike Dropper	-	-	-	-	2	Special
Spotlight	-	-	-	-	3	Special
Steam Engine	-2	-	-2	-	2	
Sunroof	-	-	-	-	2	
Suspension Tuning	-	+2	-	-	2	
Technical	-1	-	-	-	2	
Tire Spikes	-	-1	-	-	1	Special

Vehicle Modifications

For as long as there have been vehicles, people have been modifying them. In New York Max, inmates with any kind of mechanical skills are in a position to tinker with cars without any rules or regulations to limit their imagination. Especially in early years, parts and materials were abundant and there were plenty of tools available in the city. The lack of electricity sometimes proves to be a challenge, though small generators were commonplace and could power basic tools and equipment before gas became scarce.

Armor Plating. By welding metal plates onto a vehicle, you can give it additional protection against attacks, collisions, and crashes but also taking a reduction to its speed and maneuverability due

to the added weight. Without the ability to make bulletproof glass, the only way to secure windows is to cover them with steel plates or slats. Armor plates give a vehicle an Armor Rating of 3.

Body Spikes. Body spikes are anti-personnel defenses that deter grappling and make the vehicle more dangerous to pedestrians. They can be literal spikes, razor wire, or anything that makes it dangerous to leap onto the vehicle. Spikes and barbs deal 2d6 damage to anyone who tries to jump onto or is struck by the vehicle.

Booster System. A booster system gives a vehicle a short, sudden boost of speed. This could be a nitrous-oxide booster, a rocket, a jet engine, or some other contraption. The system can be engaged using a Reaction any time the driver makes an

ability check that uses the vehicle's Strength modifier. The Booster System gives advantage on the check and increases the vehicle's speed by one category. The Booster System can't be used again until after the driver has a short rest (during which they service the system).

Decorations. What could be cooler than fitting out your sweet ride with a set of crystal chandeliers that light up the night as you cruise the mean streets of New York Max? Nothing, that's what! A hero who arrives in a vehicle sporting elaborate decorations or other fantastic aesthetic embellishments gains advantage on the first Charisma check they make with anyone who witnessed their arrival.

Flood Lights. Designed to light up the area around a vehicle, flood lights grant visibility to its occupants or those near the vehicle. Flood lights provide bright illumination up to 20 feet from the vehicle and dim light up to 40 feet from the vehicle. Directing a floodlight at a target requires an action in combat.

Hot Rodded. A hot-rodged car is tuned for street racing by upgrading to a larger custom engine and stripped of luxury components that add unnecessary weight. This weakens the vehicle's

integrity somewhat, but it sure looks cool and goes fast! A Hot-Rodded car increases its maximum speed by 20%. Generally, sports cars and race cars cannot be hot-rodged.

Oil Slick Device. Using a pressurized tank and spray nozzle, a slick of oil is created behind the moving vehicle, creating a hazard for any pursuer. A driver can deploy the oil slick as an action when a target vehicle is close behind. The target vehicle risks a crash. This device can't be used again until after the driver has a short rest (during which they can refill the system).

Ram. Many vehicle rams are modified plows, but they can also be built from scratch. They are designed to protect the front of the vehicle when ramming other vehicles, inflicting more damage. The front frame of most vehicles needs reinforcement to distribute the force of impact. Like adding armor, a ram both increases the weight of the vehicle and reduces maneuverability. The Ram gives a vehicle +1 Penetration Value for the damage it deals during a crash. The Ram also counts as Armor Value 3, but only for the front end of the vehicle.



Roll Cage. A roll cage is simply a metal frame that surrounds the cabin of a vehicle and can withstand the vehicle rolling over to protect its driver and passengers during a violent crash. If a vehicle has a Roll Cage, and a passenger has safety equipment, when making their saving throw to reduce their damage from the crash they take half damage on a failed saving throw and no damage on a successful saving throw.

Smoke Cloud Device. A chemical smoke agent, such as a set of smoke grenades, can be mounted on the back of a vehicle to create a thick cloud of smoke when activated. This device can only be activated once and then must be replaced. The Smoke Cloud Device heavily obscures vision for any person or vehicle behind and within 30' of the vehicle creating the smoke cloud. The effect lasts until the start of the driver's next turn.

Spike Dropper. A spike dropper deploys many caltrop-like devices behind a vehicle, ideally puncturing the tires of a pursuing vehicle. The driver must take an action to deploy spikes against another vehicle within 100 feet directly behind it as an action. This creates a **Dexterity (Vehicles)** contest between the two drivers. If the attacking driver rolls higher, the defender's tires (enough to risk a crash) are blown.

Spotlight. A spotlight needs to be mounted up high on a vehicle and put on a swivel so it can be aimed. It provides a powerful and focused light to illuminate a distant area. It can also temporarily blind a target looking into the light. The spotlight provides bright illumination to an area of 20 feet up to 200 feet and dim light up to 400 feet away. Anyone in an area targeted by the spotlight within 200 feet is Blinded while looking in the vehicle's direction.

Steam Engine. Among the more extensive modifications inmates have devised to circumvent the fuel crisis are steam-powered engines. Only very skilled mechanics have the know-how to build these, as they require a complete rebuilding of the engine and powertrain. The biggest problem with these engines is safety: they can explode or blast occupants with scalding steam if they malfunction. Steam engines require coal or charcoal to run.

Sunroof. A sunroof is a window or hatch in the roof of a vehicle that opens up to let air or light inside. They also allow a passenger to stand up with their head and torso sticking out of the vehicle. Bad for safety, great for shooting at your enemies in a death race.

Suspension Tuning. The suspension of any given vehicle can be tuned and upgraded for a specific kind of driving or simply to improve its overall handling. It makes for a bumpy ride but is worth it for performance driving.

Technical. A "technical" is a civilian vehicle converted into a fighting vehicle. Commonly this is a pickup truck with a machine gun on a pintle mount installed in the bed. Light artillery and rocket launchers are also popular. Such vehicles are often used by insurgency forces.

Tire Spikes. These are spikes or blades mounted on the side of a vehicle, approximately at the same height as its tires, used to try and slash the tires of other vehicles during a pushing maneuver. When using Tire Spikes, a successful pushing maneuver contest results in one of the defender's tires being blown instead of risking a crash. (Note that having a blown tire may risk a crash for the defending vehicle anyway.)

Gear

Escape from New York is fun to watch for anachronisms and to see which technologies they imagined as science fiction came to life and which didn't. An important note is that this world does not have cellular phones so remote communication is done with cumbersome radios.

Antiviral Injection (Go-shot). Developed by the US military in 1986, the Go-shot is a cocktail of drugs that renders most people largely immune to viral, bacterial, and fungal infection for 24 hours. The potent drugs do have significant long-term side effects including kidney failure, lymphoma, and heart disease. As a result, it tends to be used only by the military as a pre-mission injection or by medical personnel working in high-exposure scenarios where personal protection gear isn't sufficient or feasible.

Designer Virus. A bioweapon that only infects targets with specific sequences in their DNA. In theory, such a virus could be created to target a specific individual, members of a specific family, or anyone with a specific genetic trait or marker. Both the US and China were known to be developing this technology late in the course of WWII. It is publicly unknown if either nation was ultimately successful.

Emergency Radio Beacon. Using a very high frequency (VHF) radio signal, an Emergency Radio Beacon can both send out a signal to alert anyone

Gear

Item	Price	Bulk	Year Available	Properties
Antiviral Injection (Go-Shot)	3	0	1996	Restricted
Designer Virus	6	0	Unknown	Restricted
Emergency Radio Beacon	2	0	1965	
Holographic Projector	4	1	2005	
Reagent 18 Powder	3	0	1987	Restricted
Survival Pod	4	NA	1985	
Vascular Explosive Shot	4	0	1995	Restricted
VHF Tracking Device	3	1	1965	

close enough to monitor the frequency and allow your position to be triangulated with a VHF tracking device. These devices can be small enough to be discrete, though the smaller the device, the faster the power runs out. Most last a minimum of 24 hours before they stop signaling.

Holographic Projector. Chinese scientists discover the secret to creating open-air holographic projection in 2005, and these devices quickly gain worldwide consumer adoption and become ubiquitous technology. The projections work best in low light conditions where they appear almost entirely lifelike. The first Holographic Projectors are fairly bulky, about the size of a briefcase, but by 2010 projectors can be the size of a fountain pen.

Reagent 18 Powder. Reagent 18 was a neurotoxin developed on behalf of the KGB in the Soviet Union in 1983. In high doses, it leads to fatal nervous system collapse, while in low doses it can cause persistent acute manic aggression along with progressive psychosis. This combination of losing touch with reality along with manic energy and intense aggressive impulses renders the victim a great danger to civil society. In the US, this disease is commonly referred to as "The Crazies" and its victims as "crazies."

Not all victims exposed to Reagent 18 contract the disease, and the intensity of its symptoms vary from victim to victim. Approximately one-third of those

who receive any level of exposure contract the ailment, rising to as much as two-thirds with high doses or long-term exposure.

Survival Pod. President Harker's Air Force One includes a "Golden Egg" survival pod. It is an egg-shaped apparatus large enough to hold a single person and protect them from crash forces up to terminal velocity. It also offers protection against extreme temperatures and a wide range of ordnance, including small explosives. Survival Pods are typically built with a tracking device, parachute, emergency food and water supplies, and 24 hours of emergency oxygen.

These pods are designed to survive airplane crashes, natural disasters, and other catastrophic events. They float in water when sealed and deploy a parachute in the event of a free fall greater than 300 feet. Initially, they were created through DARPA for use in the military, but quickly became approved for commercial use. They most often are purchased by the ultra-wealthy for use in their private aircraft.

Golden Eggs are designed to be opened from the outside for easy rescue of the occupant. While many pods include a way for the occupant to lock the hatch, they always include a safety measure that disengages the lock if the occupant falls unconscious or the pod has suffered a catastrophic event such as a crash.

Survival Pods cannot be reused once they have been through a catastrophic event, as their integrity was compromised in the process of protecting the occupant. While there are only a few dozen cases of Golden Eggs deploying in a crash, they so far boast a 100 percent survival rate in the field.

Vascular Explosive Shot. Developed for the USPF, these are micro-explosives that implant on the inside walls of vascular tissue. When detonated, they cause severe internal bleeding. They are small enough that they can be introduced to a victim through injection.

Once injected, the explosives are either triggered or disarmed by certain frequencies of x-ray radiation. They also naturally decay over time, resulting in the device detonating. This was considered a flaw in the devices, making them useless for their intended purpose: as a means of effectively controlling prisoners with a minimal cost and almost no direct contact.

The flawed devices are now more commonly used with spies or when using prisoners as short-term soldiers and saboteurs. Either they complete their mission and then return home for deactivation, or they die. When injected directly into heart tissue, the explosives are always fatal. When used in a major artery, the victim can survive with sufficient medical aid. In most other locations, the bleeding is significant but rarely ever life-threatening.

Vascular Explosive Shots cannot be administered in combat. They can only be given to a willing recipient, or unconscious victim. A DC 13 **Intelligence (Medicine)** check is needed to place them in the desired location. Placed in the heart tissue, they cause instant death when detonated. Placed in an artery, the victim is dropped to 0 hit points immediately. In any other location, they cause 1 explosive damage. They cannot be detected except with specialized medical equipment sensitive enough to identify microscopic metal devices in the body.

VHF Tracking Device. These tracking devices emit a very high frequency signal that allows them to be tracked at a distance. By using multiple directional antennas, the exact location, as well as direction of movement, can be tracked.

A portable directional antenna may be used to pursue a target with a tracking device. The unit provides the user with a distance and direction to the target. The unit must maintain contact with the other receivers in the network to function.



PART III: NEW RULES

Escape From New York introduces two new systems for Everyday Heroes. Multiple damage types is handy for a number of exotic weapons that can hurt you in multiple ways, while Street Cred stands as an alternate wealth system for societies that rely more on reputation than currency. You will also find a new disease representing the effects of Reagent 18.

Weapons with Multiple Damage Types

Some weapons are designed to hurt an opponent in a multitude of ways. For example, a spiked club can both deliver a crushing blow and a vicious puncture wound. If a weapon lists more than one damage type, use whichever type is more favorable to the attacker at the moment.

Street Cred

In environments where traditional currencies are either unavailable or have little value, personal credibility and reputation become very important. In the criminal world and in Free Zones like New York Maximum Security Penitentiary, “street cred” is a more valuable commodity than greenbacks or even bluebacks.

In mechanical terms, Street Cred is a substitute for Wealth Level inside New York Max. Heroes that have Street Cred can effectively bargain for goods and services based on their reputation. People know the hero is “good for it,” and can pay someone back in goods or favors when called on to do so. Street Cred is a combination of trustworthiness and perceived power. At the upper end of the scale, both are required, but at the lower level one or the other is usually enough.

Street Cred only works in the bounds of a given community. Someone with significant Street Cred in New York Maximum Security Penitentiary won’t have the same pull in the Shanghai Underground.

Street Cred exists with a specific organization, a community, or a location. Note what context the Street Cred applies to when recording Street Cred on a character sheet. Different contexts may create different levels of Street Cred. The GM is the ultimate arbiter for when and how to apply Street Cred.

Starting Street Cred

A hero brand new to a given community starts with Street Cred 1. If the hero’s background states they are already a member of a given community, their Street Cred starts at 2. Some backgrounds, professions, or classes may elevate a hero’s Street Cred in one or more communities.

Earning and Losing Street Cred

Street Cred changes when heroes perform acts that either build credibility or erode it. These need to be events that people in each community are likely to learn about, care about, and discuss. Pulling off a big bank heist raises someone’s Street Cred in the criminal community whereas testifying in a public trial against a fellow criminal decreases it.

Heroes make a **Charisma (Streetwise)** check whenever they perform an act that might change their Street Cred. The DC is determined by the hero’s current Street Cred level. The result depends on the type of action that led to the check.



Street Cred Table

Lvl	Meaning	DC
0	You are a despised outsider in the community. For instance, a USPF officer is going to have 0 Street Cred in the free zones.	20
1	This level of cred is the default for someone new to a community. Some will give you the benefit of the doubt, but you have a long way to go to prove yourself worthy of trust and respect. You can also be someone who is known to be part of the community who is considered untrustworthy.	10
2	You are someone who is familiar to most people in the community but doesn't have a lot of pull or strong relationships with people who do. Getting the basics you need is no problem, but big favors are probably out of reach.	15
3	At Street Cred level 3, you are well known in the community, have some strong relationships, or are seen as potentially dangerous. You are generally trusted and can pull your weight in community affairs.	20
4	At level 4, you are a big name in the community. Others will willingly follow your lead and go the extra mile to gain your favor and support. If you aren't powerful yourself, you have friends who very much are. It's likely your reputation has created a few enemies as well.	25
5	You are a major player in your world, able to muster widespread support when needed and call in significant favors based on what you have done for others. You set trends and have both many admirers and enemies.	30
6	You are pretty much royalty in your community. Some people would gladly die for you, others would rather die than cross you. Your enemies are legion, but you have legions of your own to keep them at bay.	NA

Street Cred Checks

Type of Act	Result	Outcome
Favorable	Success	Street cred increases by one (Maximum 5)
Favorable	Failure	Street cred is unchanged
Unfavorable	Success	Street cred is unchanged
Unfavorable	Failure	Street cred decreases by one (Minimum 0)

Maximum Street Cred

Normally, heroes do not have a Street Cred of 6 unless the GM has made attaining it part of the story for a campaign.



The Crazies Disease

Mode of Transmission. Direct exposure to non-fatal quantities of Reagent 18, either through ingestion, physical contact, or inhalation. It may be transmissible through eating brain matter from an infected individual, but this has not been clinically proven.

Infection Rate. Typical Exposure: DC 10, Concentrated Exposure: DC 20

Onset Time. Onset time is typically four weeks after exposure. Symptoms typically start mild and grow more pronounced over time, especially with repeated or prolonged exposure.

Stage 1 Symptoms (week 4 to 8). The first symptoms tend to be dry and itchy skin causing mild irritation. The patient becomes increasingly manic and aggressive, experiencing strong impulses to engage in violence against both persons and property. Physical violence brings intense pleasure and no remorse. Language skills remain, but the subject of their speech is generally nihilistic and wildly aggressive. Patients have difficulty sleeping and are beset by nightmares.

Infected individuals show passivity with one another while showing extreme manic aggression towards those who are not affected. Victims of the disease often form into gangs or packs with common action but minimal organization.

Stage 2 Symptoms (week 8 to one year). Patients begin to show progressive symptoms of psychosis, forming irrational beliefs and expressing seemingly nonsensical ideas. Infected individuals become indiscriminate in what they eat, often becoming cannibalistic when the opportunity presents itself. The patient's speech becomes nearly incomprehensible, but with glimpses of meaning. Stage 2 victims grow sensitive to light due to permanently dilated pupils and overstimulated optic nerves, suffering painful sensations in full sunlight. The victim is considered Sickened when in full bright sunlight.

Stage 3 Symptoms (One year to death). After one year, speech is often reduced to mostly animal-like noises and seemingly random words and phrases. Verbal communications are usually very short in length at this stage. Individuals in later stages often show signs of other diseases and injuries. Their survival rate is generally poor, with up to

50% mortality per year. Large packs with "effective leadership" have lower mortality rates.

Treatment. There is no known treatment for exposure to Reagent 18. Some who are exposed prove resistant and do not develop the disease after mild exposure. It is thought that those who fall victim to the disease are suffering degenerative brain damage due to the development and accumulation of prions. Genetics seems to play some part, but the exact mechanisms are not fully understood. Repeated exposure has been shown to accelerate degeneration, so "getting clean" is often prescribed for those showing symptoms in the hopes they will experience a milder form of the disease. While this has been proven to slow onset, it has not been shown to improve long-term outcomes.

Notes. We don't recommend infecting Heroes with The Crazies unless the game has a relatively short time span, or you plan on introducing some way to treat the disease in your campaign. A player could reasonably play a crazy during the first stage of the disease, but they would rightly be hostile to other team members and very disruptive to any team effort. A hero in Stage 2 or later should be treated as an NPC unless all members of the team are also infected. A scenario created specifically for infected heroes could be interesting (if rather dark).

Communicating with Crazies

Crazies speak using their native language, but as their disease progresses the meaning of the actual words becomes increasingly nonsensical, seemingly unrelated words, imagery, and expressions. Think of garbled street poetry, random AI-generated gibberish, or the ravings of a madman and you are on the right track. Often what they say is rife with obscenity and violent language, but some crazies are almost comically absurd.

For game purposes, only crazies and those with the Crazy Talk feat can understand what crazies are saying or effectively communicate with them. This means it is otherwise impossible to use Charisma-based skills against crazies, including Deception, Intimidation, Persuasion, and Performance. The same goes for any ability check or talent that reasonably requires language-based communication.

Anyone who doesn't speak the language must succeed on a DC 20 **Wisdom (Insight)** check to get a very broad idea of what a crazy is saying.

PART IV: GAME MASTER ADVICE

*"You can't meet the Duke! Are you crazy?
Nobody gets to meet the Duke. You meet him
once and then you're dead!"*

— CABBIE

As a work of science-fiction storytelling, ***Escape From New York*** is centered around a social critique of the political climate in the US. John Carpenter was first inspired to create the story during the Nixon administration, and it was filmed during the Reagan administration. Snake Plissken is a character caught up in a conflict between a corrupt, authoritarian government and forces of savage anarchy with little in-between ground to stand on.

Snake himself is a sympathetic antihero, fighting not for any specific ideals, but for his own survival. While he clearly yearns for some measure of human decency, he's been so wronged by the world that he's mostly given up trying to do what's right. Despite it all, his humanity and basic decency seem to remain intact, and he can't help but make sentimental attachments to the people around him. He knows those efforts are likely doomed to failure, but he still tries despite his cynicism.

The world itself is clearly doomed, caught in an endless cycle of conflict and extreme ideologies that act as a veneer to the greed and corruption of any leader capable of acquiring real power. Even the rebels, who seem to embody anarchy, are often revealed as nothing more than would-be despots. While the populous is aware of these evils, they are either complicit, feel utterly powerless, or are too wrapped up in their own greed to care. ***Escape from New York*** is a true dystopia.

Contrasting this grim setting is the playful nature of the characters and the arc of the story. The film often highlights the absurdity of such a dark world. A hero like Snake Plissken doesn't need to worry about the consequences of violence. The damage he can do pales in comparison to what the powers of the world are set upon unleashing on all mankind. In this world, any act of sabotage is also an act of heroism so long as it is directed at someone in power.

Themes

Although the world of Snake Plissken is big enough to include any type of adventure you can imagine, the best kind are those which build upon the film's core themes.

Authoritarianism

New America is a vision of the United States running headlong into authoritarianism. Snake Plissken is the ultimate anti-authoritarian antihero. Stories keeping to this theme place the heroes in conflict with authority of some kind. That doesn't just mean the government. Criminal gangs and revolutionary groups are little more than a different brand of tyranny masquerading as champions of freedom. Ultimately, the only people the heroes truly trust are themselves.

Anarchy/Freedom

Standing in contrast to authoritarianism is freedom and anarchy. The Free Zones like New York Max exemplify both the good and bad of this theme. In the Free Zones, everyone can express their individualism without the judgment of some higher authority, but at the same time there is little safety or security when you are all on your own. The Free Zones are ideal for a sandbox-style game, where players start with nothing and try to make a name for themselves or bring about meaningful change.



Humanity vs. Inhumanity

Snake Plissken isn't exactly a knight in shining armor, yet he's clearly the hero of *Escape from New York*. That's partly because he's one of the few characters that shows a measure of humanity in an inhuman world. Snake tries to adopt a cold-hearted and inhuman attitude to protect himself from the awfulness all around him, yet he remains one of the warmest characters in the film and the only figure that can represent some kind of hope to those he meets. It may be tempting to run a game where the heroes are as cynical and selfish as the world around them, but without the contrast of humanity versus inhumanity, it's just a landscape of darkness without real drama.

New York City

New York is perhaps the most famous modern city in the world, and when people outside of the US think of America, images of New York often spring to mind. Manhattan Island especially is a unique and fascinating place like nowhere else on Earth. It has appeared in countless films and is filled with amazing locations to explore. Thanks to online resources, it's easy to do research about the many amazing places you can use as set pieces for adventures.

Science Fiction

From our vantage point in the future, *Escape from New York* looks like an alternate history, but it was originally intended as a look into the future. It examined both speculative changes in society and technology based on the turmoil and innovations of the time it was written. When creating adventures in this setting, feel free to play around with new technologies, wild social ideas, and different paths history could have taken. Or you can fast forward the clock and imagine what the world of *Escape from New York* would be like today.

Street Gangs

Escape from New York was among a number of films, books, and live theater to emerge from the 1970s and early 1980s inspired by the culture of the Bronx gangs, which were seen as a sign of the decay of America. Like many criminal organizations, they were both feared and romanticized. Casting the heroes of your adventures as members of a small and embattled gang fighting for survival

and respect makes for a great framing device for adventure and drama.

Adventure Ideas

Not all adventures in *Escape from New York* need to take place in New York Max. It's more important that they be true to the themes and style of the movie than its location or plot points. Wherever you go in this world the forces of oppression and corruption will be found alongside those straining to find freedom and decency. That said, the rotten apple has many great opportunities for adventure.

Breaking into Show Business

Hook. The Broadway Boys are an unusual gang, and the test to become a new member is unlike any other gang. Do the heroes have what it takes?

Heroes. Prospective members of the Broadway Boys gang

Action. The heroes are given a series of tests and challenges to prove their worth and loyalty to the gang. As they wander the city together, they must complete a checklist of actions and collect a selection of trophies. This test culminates in a performance of their own devising while facing a panel of the harshest critics imaginable.

Come Out and Play

Hook. The heroes must run the gauntlet of New York gangs with a price on their heads and only one hope for redemption.

Heroes. Members of a small gang framed as traitors to The Duke

Action. The heroes are suckered in by a hot tip and end up taking the fall for an effort to sabotage The Duke's fuel refinery. They need to bring the real culprits to justice as the trail leads them across the whole of Manhattan. This is made all the more difficult because The Duke has publicly called for their execution.

Leader of the Pack

Hook. The heroes build their gang from the ground up, gaining prestige and power.

Heroes. The founding members of a small gang in New York

Action. This is a long-term campaign where the heroes first fight to establish a home for their gang, then build their wealth and influence. Eventually, they become involved in the world of inter-gang politics and grow their gang beyond their inner circle. Finally, after the death of The Duke, they engage in the struggle for power that follows, determining the fate of the city.

Mission Impossible

Hook. They say that it is impossible to *escape from New York Max*, but there is a man who has a plan that just might work.

Heroes. Inmates in New York Max who are desperate to escape the prison

Action. A mysterious man by the name of Max Shadow claims to have an escape plan that requires a team crazy enough to try and pull it off. The heroes must gather the specialized resources needed for this mad plan, then execute each step

necessary to earn their freedom. That, or die horribly when it all goes wrong.

One Way Out

Hook. The heroes are sent into New York Max to recover a valuable piece of technology in the possession of a gang.

Heroes. A squad of USPF officers stationed at New York Max

Action. The heroes have been ordered into the prison to recover a piece of black ops military tech. It turns out to be a trap set by the gang so they can capture the USPF officers and their equipment. While the heroes have the benefit of equipment and training, the gang has home-field advantage and the numbers on their side. The officers must run a gauntlet of obstacles to get to their evac point.



PART V: THE ADVENTURE

LIBERTY LOST

Foreword

Welcome to **Escape from New York!**

*What you have in your hands is a work of love. A love of the action films of the 80s, and of the cult classic **Escape from New York**, and the introduction of the first anti-hero that many of us ever encountered: Snake Plissken.*

More importantly, many of us were fascinated by the glimpse into the world beyond what this film gave us. A dystopian world where the police state had completely taken over, and where those that didn't conform were thrown away and forgotten about or at least ignored. And of course, it was the story of how someone smart enough could strike back at the system.

Now, an RPG is a collaborative game, so you can't QUITE be a Snake Plissken, as much as we love him as the loner character. But you CAN play someone LIKE Snake, and you CAN experience the world that we all shared when we first saw that film and listened to the soundtrack, and saw New York appear on the screens in front of us. We hope you enjoy your stay in the Big Apple, the Big Easy. And as Cabbie would say "Where you going buddy?"

— **KIM FRANSEN**
LEAD ADVENTURE WRITER

Introduction

This adventure is written for EVERYDAY HEROES. This adventure references the EVERYDAY HEROES Core Rules, and also uses rules found in the **Escape from New York** sourcebook.

Whenever you come across a block of text with a blue frame, paraphrase or read it aloud to your players.

The following read-aloud text may be read to the players before they make or select heroes. It gives just enough background and plot to get everyone in the right mindset for the adventure.

We suggest the Game Master read the entire adventure before running it.

In 1988, the crime rate in the United States rose by more than 400 percent. New York City, the site of a massive nerve gas attack by the Soviet Union, is transformed into a maximum-security prison, covering all the incarceration requirements of the United States. Sealed off from the world by a 50-foot containment wall, it is a society in and of itself. Once you go in, you never come back.

Liberty Island is transformed into the main security control checkpoint for the United States Police Force. Like an army, they're encamped around the city and protect the nation from the scum locked away inside.

As a final security measure, a nuclear bomb has been installed in the head of the Statue of Liberty, to be detonated remotely in the case of a severe containment breach from within the prison. While its existence is a closely guarded secret, the revolutionary NLFA have obtained the president's remote arming device and are threatening to detonate the bomb unless their demands are met.

The year is now 1993: your mission is to recover the arming device and codes before all of New York is reduced to radioactive rubble.

Synopsis

The adventure takes place four years before the events of *Escape from New York*. The heroes are pressed into the service of the USPF and sent into New York to recover the arming codes for a nuclear bomb hidden in the head of the Statue of Liberty. Failure means nothing less than the destruction of New York and the death of the heroes.

Outline

The heroes begin the adventure as prisoners of the United States Police Force, facing a lifetime sentence in New York Maximum Security Penitentiary. Revolutionaries of the National Liberation Front of America are threatening to detonate a nuclear bomb located in the Statue of Liberty and have set a 24-hour countdown. Their demand: release all the prisoners in New York Max.

The heroes are tasked with preventing this catastrophe by infiltrating the prison and retrieving the nuclear arming device so that the bomb can be deactivated. The heroes are to enter the prison by submarine. They will then venture through either the crazy-riddled subway tunnels or gang-infested streets to the Empire State Building.

Once there, they must bypass the building's security measures and confront the NLFA leadership. Unfortunately, the NLFA is in league with another group that may have stashed the device at the Cathedral of Saint John. They must once again make their way across the city and face its hazards.

Along the way, the heroes are ambushed and likely captured by a New York gang that wants to put them up as prizes in a death race. The heroes must find a way to regain their freedom and then rush to the Cathedral of Saint John to recover the nuclear device and disarm the bomb before time runs out.

Alternate Paths

Game Masters who desire a considerably shorter adventure may wish for the heroes to recover the nuclear device at the Empire State Building or might skip some of the encounters that occur as the heroes are traveling around New York Max. Suitable sections for cutting are noted in the text of the adventure. The short version may be finished in as few as three hours, while the longest possible version can span multiple play sessions.

Background

This adventure is intended as a prequel to the events of *Escape from New York*. It intentionally echoes the story and themes from the movie to create a high-pressure adventure with a ticking clock and sense of impending doom.

The NLFA stole the president's nuclear arming device for the bomb installed in the Statue of Liberty. They are giving the US government 24 hours to free everyone in the prison. They have already armed the bomb and set the countdown but threaten to immediately detonate it if they are threatened. The USPF does not have sufficient time to remove or disable the bomb, and it cannot be deactivated without the arming device.

The Commissioner of the Prison, Bob Hauk, has devised the plan of sending the heroes into the prison as a covert strike team. The idea is that the heroes are more skilled than their officers, and that the NLFA won't immediately detonate the device if they are facing trouble from other inmates rather than authorities.

The Ticking Clock

The 24-hour time limit exists partly to put pressure on the heroes to keep acting rather than settling into a defensive posture. It also echoes the ticking clock from both *Escape* films. Though, arguably, here the consequences of time running out are much greater.

Twenty-four hours is plenty of time to get the mission done. Encounter 6 is designed to burn a lot of the time, making the final encounters more intense. If you want to run a short version of this adventure, one that skips encounters 6 and 7, you can shorten the clock to as little as 3 hours.

You are also free to manipulate the clock as it suits the adventure. Entries are written to help you track how long things "should" take, but with a full day on the clock there is a lot of wiggle room for you to create tension, as well as plenty of time for you to introduce your own encounters without making the deadline impossible.

Creating or Selecting Heroes

This adventure is intended for a group of three to five 5th-level heroes. Five pre-generated heroes are provided for quick play, but players can create

their own heroes for the adventure if they wish. The pre-gens presented here are all created with the standard set of ability scores: 15, 14, 13, 12, 10, 8.

The introduction of the adventure assumes the heroes are prisoners recently assigned to New York Max. Players who want to play existing prisoners can be brought in during encounter 2. Even heroes who might not strictly be professional criminals can be caught up in the draconian laws of New America simply by pissing off someone in power.

The pre-generated heroes are a team of criminals that were caught together in a failed bank heist. Things went well, but as they were on their way out the USPF showed up in force and with no real explanation as to how they knew it was happening. The whole thing smelled like a setup. Anyone making their own hero is welcome to use this backstory as well. It has a small payoff in the adventure but is unimportant to the plot.

Because the heroes are criminals, it's fine to give them restricted equipment they are proficient in. The adventure also provides an opportunity to get additional gear before the mission starts. This adventure assumes the heroes are as well armed as their proficiencies allow.

Time Period

The adventure is set in 1993, so the heroes' gear should reflect that. There are no smartphones in this world and no public internet at the time of this adventure. People are still largely using cassette and VCR tapes for media. There is no GPS tracking, but radio tracking devices do exist.

The Hacker and Engineer classes introduce some anachronisms to this time period, so they are not great choices for this adventure if you want to keep true to the time it's set in. That said, if you want to change the timeline or simply allow some anachronisms, that's your call to make. Either way, be sure to let players know before they go making heroes.

Milestones

The full version of this adventure is well worth awarding a milestone for. The traditional place to award it is upon completion of the adventure with Encounter 10. If you want to

award two milestones during the adventure, the best time to award the first is when moving from Act 2 into Act 3. The additional level will make the adventure a little easier, but it should still provide a good level of adversity.



ACT 1: WELCOME TO NEW YORK MAX

Encounter 1: Introductions

Summary

The heroes are prisoners on their way to their new forever home in New York Maximum Security Penitentiary. They are recruited by the prison's commissioner to recover an arming device for a nuclear bomb located inside the Statue of Liberty. The situation is explained to them, and they can ask questions. They then receive their equipment and travel to Manhattan by submarine.

There are only a few people on the bus: a driver, a US Police Force guard in black riot gear, armed with an assault rifle, yourselves, and a collection of other inmates. You are dressed in the clothes you were captured in but handcuffed and stripped of your weapons and equipment. In the United States, what passes for justice is swift, harsh, and (most of all) cost-efficient.

The bus stops in a wide courtyard at the foot of an enormous wall after passing through a heavy gate. You see a man waiting. He is accompanied by ten USPF guards in riot armor, while he is dressed in a simple black uniform with no side-arm apparent and no helmet.

The guard ushers you off the bus, roughly striking those who are too slow to disembark. You and the rest of the prisoners are lined up in front of the bus. The waiting man walks down the line giving each a glance. As he passes you can see his nameplate: *"Rehme, Section Commander"*.

"Those ones," he says, pointing to each of you in turn, *"The rest can go on as normal."* A guard motions you to follow the man as he walks off towards the looming wall.

A Roleplaying Moment

This is a good time to invite the players to describe their hero and give them a chance to react to the situation they are in.

Any heroes that step too far out of line, mouth off, or fail to follow instructions provokes a strike from one or more of the guards. The guards have a +6 on their attack rolls and deal 1d6+2 bludgeoning damage with strikes from the butt of their rifles. They also have advantage on their attack rolls due to the heroes being cuffed. A fight with these guards is a no-win situation as there are literally hundreds more that can respond.

Meeting With Hawk

The heroes are escorted to the office of Bob Hawk, the Commissioner of the United States Police Force. As they enter, Bob is loading a small handgun. They're all given a seat, their handcuffs are removed, and Hawk gives a nod to the guards to indicate that they can leave.

"So, I'm ready to put you all in the hole and throw away the key. But I have a problem, and you might be the best solution. You're all dangerous criminals, a menace to society, but right now, you are exactly what I need."

Old Lady Liberty here is equipped with a thermonuclear device as a security precaution and all that. Unfortunately for all of us, the local chapter of the National Liberation Front of America has hijacked the president's arming device. They have given us 24 hours to meet their demands."

I need you to go in there, steal the arming device, and get it to us so we can deactivate the bomb before it goes off. Succeed, and you get full pardons for all your crimes. It's that or you die with the rest of the scum."

"If you've got questions, let's have 'em quick because the clock is ticking."

Questions and Answers

Q: Why aren't you going in yourselves?

A: "If the NLFA sees us coming they have promised to detonate the device early. My boys aren't exactly the sneaky types, but you all have the skill needed for this and will blend right in. They aren't going to push that button just because some other prisoners are causing trouble."

Q: Why us?

A: "You're the best I have available, and we don't have time to be overly choosy. You want to live or what?"

Q: What if we don't do it?

A: "We drop your asses into The Max without weapons, and you get fried to a crisp in the next 24 hours."

Q: Can't you disarm the nuke?

A: "Maybe, maybe not. It's rigged so it's very difficult to do so without the arming device and I'm told there is no backup. I prefer not to put all my eggs in that one basket. Hence my offer to you."

Q: How are we going to get in and out? / What is the plan?

A: "We're inserting you through an underwater route. The waterways are mined, so don't even think about trying to escape, as the mini sub that we'll be sending you in is pre-programmed with the route."

You will arrive at the Whitehall Ferry Terminal. From there you need to make your way to the Empire State Building. You can take the surface streets or the underground. Up top, you have to deal with The Duke's men, which can get complicated. Down below you get the crazies; they are dangerous in packs but not too bright.

The NLFA is holed up in the Empire State with a grand view of the surrounding area. They've got radio equipment up there they are using to talk to us. We don't know where they have the arming device, but that's a good place to start looking.

You get the device and then find an open space to signal us. A park, parking lot, or a large flat roof will get it done. You light one of the signal flares we provide, and we have a chopper there in 10 minutes. Just keep in mind it's also likely to draw some unwanted attention, so stay on your toes.

You will get your gear back and any firearms you might think you need, but no radios; we don't want the NLFA to know you are coming, or worse, to think we sent you."

Q: Who is The Duke?

A: "The Duke is a prisoner who's managed to build a little kingdom for himself on the inside. The "A-Number one," as he likes calling himself. I strongly recommend you avoid attracting his attention. Sticking to the underground when you can is a good way to do that. The crazies are about the only prisoners who aren't loyal to him. But don't go down there in the daytime—too many of 'em."

Q: Who are the National Liberation Front of America?

A: "You must not read the news much. The NLFA are revolutionary socialists who want to bring down the government even if it means killing everyone in New York. They work hand in glove with the Russians."

Q: What are crazies?

A: "Seriously? Crazies got their brains scrambled from the Russian nerve gas back in '88. They roam in packs looking for people to kill and eat, not always in that order. If you see any, kill them or run away. They stay underground during daylight hours and roam the surface in packs at night."

Gearing Up

Once the heroes are ready, Hauk and a small team of five guards take them to a small facility where they're given their equipment as well as any additional small arms they ask for. Explosives are not on the menu. They will also get a duffle bag with a good supply of ammunition for their chosen weapons and one flare for each of the team members.

All the firearms are loaded with blanks in the first magazine to prevent the heroes from trying to kill Hauk or his personnel. Should the heroes try, they'll obviously discover that the bullets are blanks, but the guards are now on full alert, with weapons trained on them at all times.

After equipping the heroes, Hauk takes them to the mini sub that sits mounted on a ramp in an old sewer tunnel spilling out into the East River. Hauk gives each of them a wristwatch with a counter at "22:01:43", and he informs them they need to get the job done before the timer runs out. He then wishes them good luck and closes the hatch to the mini sub before the launch countdown starts.

The Sub

The submarine is a sleek black cylinder with no windows or adornments—pretty much a fat torpedo with a hatch door up top. Climbing inside, you find nothing more than simple wooden benches along both sides, bolted to the hull, with seat belts attached. There are no controls other than the hatch itself, which can be opened from either side.

As the last of you enter, the hatch is closed, and a countdown begins through some invisible internal speaker: "10. 9. 8. 7. 6. 5. 4. 3. 2. 1. Ignition."

As the countdown finishes, you're thrown sideways against your restraints in the face of the fierce acceleration. A heavy jolt goes through the submarine as it breaches the waterline. The submarine executes the occasional turn, and you can hear the water rushing past against the hull. A voice calls out: "ETA: 15 minutes!"

Now the heroes have 15 minutes to familiarize themselves with each other and check through their gear. If the heroes haven't yet discovered their magazines carry blanks, a recording in the Sub will inform them. "For everyone's safety, your weapons are loaded with blanks; best if you reload now"

The sub is designed to be tamper-proof, and any effort that could succeed immediately scuttles the submarine and leaves the heroes trapped at the bottom of the East River. Any hero with the skills to do this is going to realize it's a very bad idea.

This is another excellent opportunity for the heroes to role play a little and get to know each other before the action gets going. Otherwise, it's on to Whitehall Terminal!



Encounter 2: Whitehall Terminal

Summary

The heroes arrive at Whitehall Terminal, where they must decide what route to take to get to the Empire State Building.

You feel the submarine slow down and bump gently into something. The hatch opens automatically. Climbing out, you find yourself at a deserted and dilapidated pier. A sign proclaims Staten Island Ferry Whitehall Terminal.

The pier, while deserted currently, shows signs of some usage. There are fishing nets in mid-repair spread out across nearby bollards, while a few fishing rods lie close by as well. A couple of old wooden crates reeking of old fish are stacked near the terminal building. Receding in the distance, you hear the faint strains of *"Bandstand Boogie"* for a moment before all is silent.

Exploring the Terminal

There is really nothing here of note for the heroes to discover. It is merely the starting point of their journey. The only items the heroes can scavenge are essentially mundane junk. This holds true for most of the city. You can introduce little items of New York memorabilia and the like to add some flavor to their exploration, but if they get a bit too absorbed in sightseeing, remind them the clock is ticking.

What About the Sub?

The sub is remote-controlled. As soon as all the heroes disembark, the hatch closes automatically, and the sub returns to its Liberty Island base. If they act very quickly and block the hatch, it cannot return but simply remains there until USPF forces recover it or decide to scuttle it by remote.

Getting a Ride

New York Max is filled with cars, but it's not easy for the heroes to get their hands on a working vehicle. The vast majority of abandoned vehicles are non-functional for one reason or another. The tires might be flat, parts are missing, the batteries are dead, or they have simply not been driven in so long they



won't start up. The second big problem is finding fuel. Scavengers long ago started systematically siphoning gas out of the abandoned cars in the streets and garages. It's one of the most valuable commodities in the prison. Most of the people who have working vehicles that are fueled up and ready to go don't leave them unguarded.

It's up to you if you will allow the heroes to obtain a working vehicle early in the adventure, but most encounters assume the heroes are on foot. **Wisdom (Streetwise)** checks can be made to search, and **Intelligence (Mechanics)** checks can be made to fix up a car into working order. Set the DC to your liking, or simply award a degree of success based on how high the results are.

Even if they are successful, advance the Clock as they search the streets and repair the vehicle. You can also use this time to spring some of the street encounters or introduce an encounter with gang members of your own design.

There are opportunities later in the adventure for the heroes to get a vehicle that is already working and gassed up. If you want them to get one sooner, you can add a vehicle into one of the earlier encounters, or simply let the heroes make a lucky discovery.

Where to Go from Here

The heroes need to get from here to the Empire State Building. Hauk provided them with a map of Manhattan that shows both the roads and major subway routes. A note on the map from Hauk reads: "Subways are safest at night."

The map indicates the best route underground is the R train tunnel, which is a curving but direct path to a station near the Empire State Building. Overland, there are plenty of options, but Broadway to Park Ave to East 34th Street is the most direct. If the heroes decide to go overland, the exact route isn't crucial unless you decide to pad out the adventure.

- For the Underground Route: play Encounter 3a
- For the Overland Route: play Encounter 3b

The Clock

The heroes are arriving at Whitehall Station around 1 a.m. Their countdown clock reads 21:44:05 as they exit the sub.

Both routes are about four miles by foot by the most direct routes. Since it is dark and there are going to be obstacles and an encounter, the trip takes about two and a half hours, longer if the heroes get sidetracked or take a rest. Driving only cuts this time to an hour because there are many blocked streets in the city.

Encounter 3a: Into the Depths

Summary

The heroes take the underground tunnels to the Empire State Building. To get there, they must maneuver past a large group of hostile crazies occupying the 34th Street Station.

You emerge from the ferry terminal into Whitehall Station. The air is stale in the vast underground, with the vague smell of urine and rot. You hear little beyond the sound of your own footfalls as you navigate the subway tunnels, and there is no light other than that from your own flashlights. You find the R train tunnel and begin your long walk in the dark.

You encounter an abandoned train, a swarm of rats, the occasional picked-clean corpse of some unfortunate soul, and graffiti of all sorts. True to Hauk's advice, the tunnels prove relatively safe, but as you approach your destination your senses warn you of potential danger.

As the tunnel opens into 34th Street-Herald Square Station, you see the flickering light of bonfires and smell cooking meat. You also hear human voices—or at the least, mostly human. The subway tracks here are littered with discarded clothing and cracked-open bones.

The Situation

The heroes are coming up from the south in the center tunnel. They need to surface at 24th Street-Herald Square Station to get to the Empire State Building without navigating the surface streets. Crazies cannot be reasoned with, so the heroes either need to fight through them, sneak past them, or make a mad dash for the surface.

The Map

There are three tunnels leading in and out of the station north to south. The heroes are coming from the south-central tunnel. The tracks are about 2½ feet down from the platforms. There are two platforms running the length of the station, each with two long sets of stairs leading up to the surface.

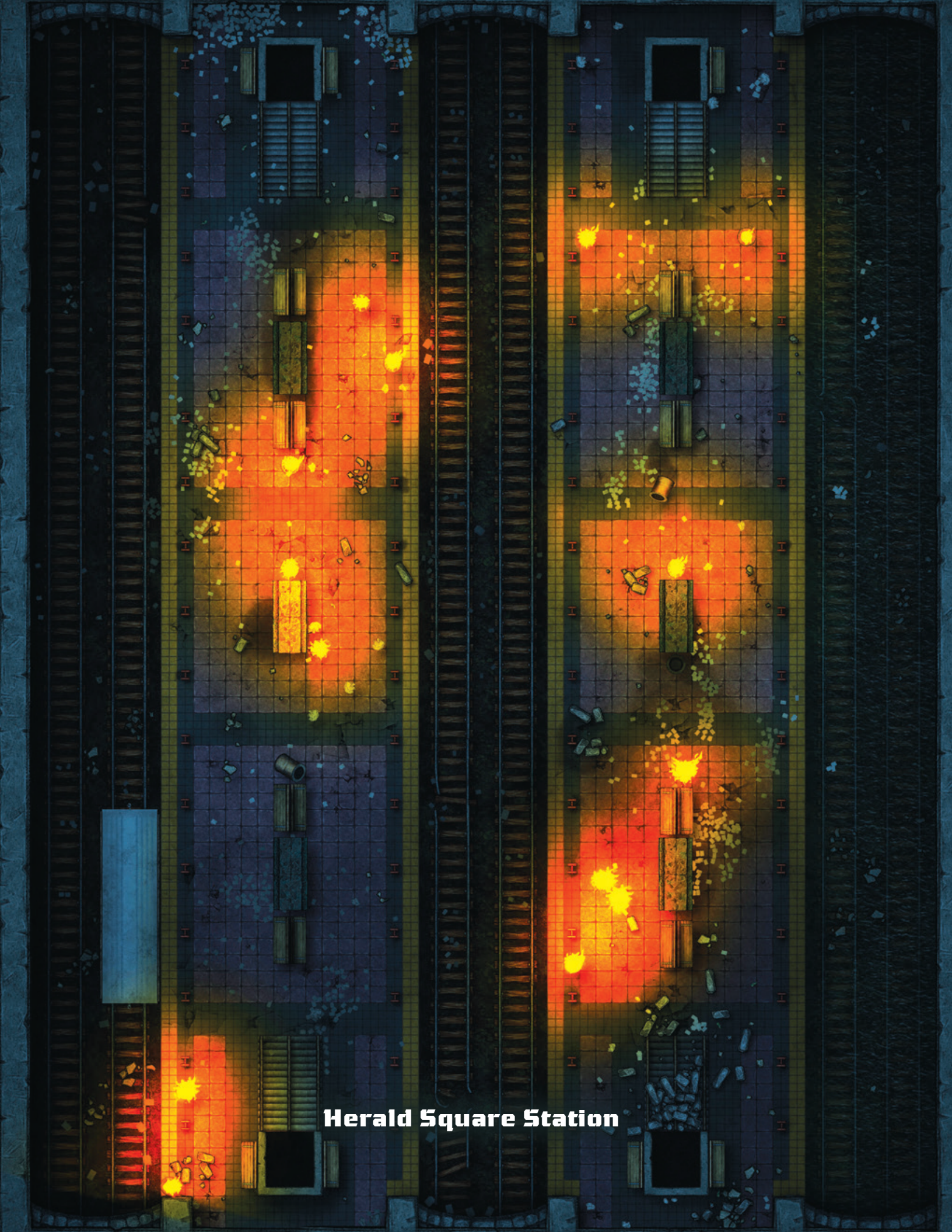
- The southeast exit is collapsed and impassable.
- The southwest exit has a mob of crazies lurking just beyond the stairs.
- Both the northwest and northeast exits lead to the surface.

The Crazies

The crazies are night raiders inhabiting the underground sections of New York, particularly the subways they have claimed as their own. The crazies here are busy cooking up their latest victims, keeping warm by the fires, and ranting at one another in their nonsensical speech. They are not expecting anyone coming up from the subway tunnels, but if they discover the heroes, they attack them aggressively and make noise to alert others nearby. They are not especially dangerous individually, posing a threat only through their sheer numbers.

There are twenty crazies on the platforms in the station as the heroes arrive. They are located near the burning trash barrels. Another thirty crazies are sleeping on the steps of the southwestern stairs and start coming down onto the platform if combat breaks out. Use **Crazy Degenerate** stats (see: Supporting Cast) for these crazies.





Herald Square Station

Sneaking Past

Crazies have good night vision and excellent hearing, so heroes don't have advantage on stealth checks in low light as they normally would. That said, the crazies are not expecting visitors. The heroes can get to the edge of the map without being seen so long as they are not carrying lights. If they do carry lights, they are spotted the moment they enter the map. Once the heroes are spotted, the crazies initiate combat.

Until such an event, they must succeed at DC 10 **Dexterity (Stealth)** checks to move through the room. Assume the heroes can move up to double their movement for each successful stealth check. Any hero moving through the areas lit by the barrels has disadvantage on their stealth checks.

If the heroes reach the southwest stairs by stealth, they discover that the stairs are occupied by a very large number of sleeping crazies (thirty of them). Sneaking past them without waking any of them is a DC 20 **Dexterity (Stealth)** check. Before a hero attempts it, be sure to warn the player it looks like a difficult challenge. Failure results in some of the crazies waking up and initiating combat.

If all the heroes make it to one of the two northern exits without being spotted, they escape the station without combat.

Combat

If the heroes attack before being spotted, they surprise all of the crazies. If the crazies initiate combat, the heroes are not surprised. In this combat, not all the crazies join in immediately. Those that are not activated are considered surprised until they do.

Round 1: The ten crazies on the platform nearest the heroes join the combat; others are considered surprised.

Round 2: The remaining ten crazies on the platform join the combat.

Each Round After 2: Five crazies from the southwestern stairwell join the combat, entering the map at the base of the stairs.

If the heroes start combat trying to get past the crazies on the southwestern stairs, then ten wake up on the stairs each round for three rounds total. After that, each round five more crazies from the platform join the combat.

If at any time the heroes kill every crazy currently on the map with them, reinforcements stop entering the combat. If the heroes defeat fifty of them, then this also ends the fight, as that's everyone in the vicinity. The fight also ends if the heroes escape up the northern stairwells.

Running Away

If the heroes flee into the train tunnels, the crazies follow them, initiating a chase. If the heroes flee by either northern stairwell, the crazies do not give chase and the heroes can effectively escape the combat. (The crazies are avoiding those exits due to the NLFA encampments nearby.)

Encounter 3b: The Mean Streets

Summary

A member of The Hippies gang tries to lead the heroes into a trap, or possibly buy their weapons off of them as they pass through the Greenwich Village neighborhood.

You pick your way through the city at night, the tall buildings all around looking like the walls of a canyon wherever you go. You hear the occasional howling of men and beasts in the darkness, and always the howling wind rushing through the hollow buildings, pushing debris about on the roadways.

After about 30 minutes of travel, a person carrying a torch comes onto the street from an alleyway some 20 yards ahead of you. The figure turns towards you, raises their torch, and calls out, "*Yo man, who goes there?*" He doesn't appear armed except for the torch, has long hair, glasses, and is wearing a tie-dye shirt and ragged jeans.

The Hippie

The man with the torch is Steven Lovechild, a member of the Hippies gang that controls this part of New York. He is not immediately hostile to the heroes and prefers to talk to them if he can. He has a very friendly and welcoming demeanor. He is especially cautious with the heroes if he can see they are armed.

Steven starts by trying to find out who the heroes are and what they are doing. He introduces himself as a member of the Hippies gang and lets them know this is their territory. If they are not obviously armed, he tells them they need to explain themselves. If they are obviously armed, he doesn't threaten them like this and instead compliments them on their weapons, inquiring politely where they got them. He offers to trade drugs for their guns if they are interested.

Steven is happy to answer any questions the heroes may have, though he doesn't know a whole lot that can help them on their mission.

The Duke. He doesn't know The Duke, but his gang pays tribute to him in return for control of their territory.

The Hippies. *"Peace, love, and understanding brother!"* They take all sorts in their gang, but they specialize in creating recreational drugs, mostly hooch, dope, and shrooms.

The Crazies. *"Reagent 18 is bad stuff man. Totally bumner trip."* It's best to be inside at night, but Lovechild says he knows how to avoid them.

The NLFA. *"Dudes got guns man, bad times. Last he heard, they're holed up in the Empire State Building."* He knows they are communists but that's about it.

Steven tries to find a way to offer the heroes help by guiding them wherever they need to go, or to find whatever they are looking for. His goal is to lead them into an ambush in an alleyway a few blocks away. If he can't persuade them, or they get suspicious of him, he doesn't push it very hard, as he wants them vulnerable, not on their toes. He promises whatever it seems the heroes want to get them to go with him. He says he knows how to avoid the crazies and The Duke's men.

Steven refuses to lead them if they have him at gunpoint, or tied up, or any other directly threatening precaution that makes it hard for him to

escape. If they try to force him to guide them in this way, he will simply do his best to take them where they want to go and not go for the ambush.

The Ambush

If Steven can get the heroes to follow him, he takes them through a series of back alleys and buildings, all the while talking about how the streets are dangerous and how it really helps to know these shortcuts. It takes about 15 minutes for them to get to his ambush spot.

The party is bound to be suspicious, so let them tell you about any precautions they have. You can play up a couple of false ambush spots and have them make **Wisdom (Perception)** checks if they insist, but they aren't going to find anything until the trap is sprung.

"Guys, this warehouse is like, the best ever. It's got these interconnecting skyways,"

Steven explains as he leads you down one of New York's countless back alleys. Then, without warning, he rushes into a doorway at the end of the alley and slams the metal door shut with a bang.

Now on high alert, you are at one end of a 100-yard alley that ends in a brick wall, surrounded by buildings about six to ten stories tall. The far end is blocked by a wrecked vehicle. Near that end is the open door where you entered the alley. The alley is littered with trash, and there are two large metal dumpsters in the alley.

At this point, have the players roll for initiative. They are not surprised, but they are about to be attacked by hidden enemies. While the alley is dark, the Molotov cocktails are going to provide plenty of light in short order.

Strategy

- There are 4 Hippie Enforcers (see: Rogues Gallery) on the roofs of the surrounding buildings (two on either side). They have two Molotov cocktails each, and a nearly endless supply of bricks to throw. They are the first to attack the party, softening them up.

- There are 4 Hippie Enforcers hiding in the dumpsters (two in each) armed with melee weapons. They wait for a signal from the gang members on the roof, but also come out if they are attacked. (The dumpsters have an Armor Value of 4 if they are shot at.)
- 1 Hippie Enforcer is assigned to close and bar the door the party entered the ally from and does so in the first round of combat.

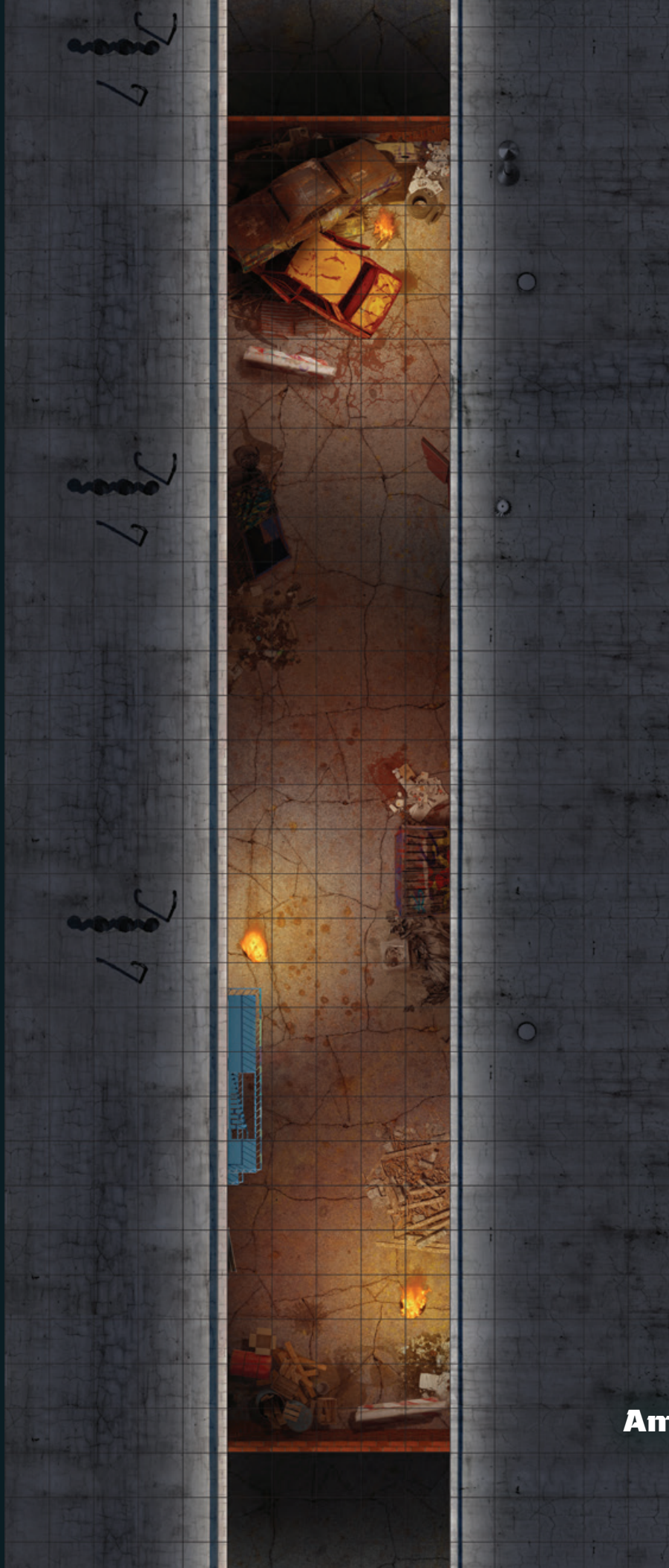
The gang begins combat by throwing Molotov cocktails at the party from the roofs in the first round. The gang members on the roof are in full cover but look over the ledge to make their attacks. After the first round, they start throwing bricks.

If the heroes try to escape the alley, the Hippie Enforcers call out for the members hiding in the dumpsters to climb out and attack.

The door Steven closes is a heavy metal door with a thick wooden bar inside holding it closed (Armor Value 4) and a DC 25 to force it open. Steven simply runs away after barring the door. The door at the other end of the alley is a heavy wooden door (Armor Value 2) with a DC 15 to force it open. The car blocking the alley is the easiest way to leave. It takes an action and a DC 15 **Strength (Athletics)** or **Dexterity (Acrobatics)** check to jump or climb over it.

The gang does not pursue anyone past the alley. If four or more gang members are dropped, the others flee or surrender. Those on the rooftops cannot be captured by chase, but those in the dumpsters can be. They don't have any special information but may be able to give the heroes some useful information about the city and its gangs.





Ambush Alley

ACT 2: THE ROTTEN APPLE BITES BACK

The Clock

Act 2 should get underway around 3:30 am. The countdown clock reads 19:15:14 as they arrive at the Empire State Building. If they took a lot of self-imposed detours or decided to rest, adjust the clock appropriately.

Encounter 4: The Barricades

Summary

The heroes arrive at the Empire State Building where they must decide how they are going to infiltrate the well-protected building.

You see the Empire State Building standing tall in silhouette against the night sky as you approach it from the west. At its base, the area is lit up by bonfires and torches with barricades in the street surrounding it. Looking up, you see dim lights on a floor about two-thirds of the way to the top, as well as what looks like multiple large antennas sticking out of the building at the same level.

Building Defenses

There are three ground floor entrances to the Empire State Building, one each in the center of the north, south, and east facing sides. The streets in front of the building are lit by trash can fires and torches.

The three entrances are each guarded by a makeshift guard station. Each of the guard stations is surrounded by waist-high sandbag walls and manned by three NLFA Soldiers and one NLFA Lieutenant (see: Supporting Cast).

Furthermore, the streets surrounding the Empire State are blocked by four barricades made from junked cars, sandbags, and concrete blocks. There is one on each corner of the building. On the east side, they block street corners. On the west side, they are in the middle of the street blocking progress on roads halfway down the block.

Scouting

So long as the heroes don't go past the barricades, they can scout out the building and its surroundings with no chance of being attacked by the NLFA guards. They are used to seeing gang members skulking about the area checking them out, and they won't waste ammo taking pot shots at the darkness.

With **Wisdom (Perception)** checks, the higher the heroes roll, the more detail you can reveal, but at a minimum describe the general layout around the building, how the guards are situated, and the fact that the east face could be approached from the roof without alerting the guards.

Stealth and Climbing

It's essentially impossible to use stealth to get into one of the guarded entryways. They have cleared the area around each station and lit it up to prevent such an attack, and they are stationed right at the doors. It is possible to sneak up within 40 feet of the guard station, but it requires stealth contests against the guards.

The east side of the building presents the best opportunity for stealth. It abuts other, lower buildings on that side. It is possible to enter these or climb them further up the block, then use the roof to get next to the Empire State. These adjacent buildings are about five stories tall and grant access to the first-tier roof of the Empire State Building. The NLFA have not posted any guards here.

Climbing up the adjacent buildings requires a DC 15 **Strength (Athletics)** check. A rope lowered from the top gives advantage. Heroes can also enter those buildings and find their way to the roof with a DC 10

Wisdom (Streetwise) check. They can attempt this multiple times, but each attempt takes 15 minutes of searching around inside the buildings.

Once on the first-level roof of the Empire State Building, the heroes may search for an entrance. A DC 10 **Wisdom (Perception)** is good enough to spot a set of broken windows about 20 feet up the side of the building. Climbing requires a DC 15 **Strength (Athletics)** check. Again, a rope lowered from the top gives advantage. The heroes can also break a window here. If they don't take precautions to muffle the noise, the guards on the street hear this, and two NLFA Soldiers and one NLFA Lieutenant are sent inside the building to investigate. At that point, the heroes can either stand and face them, quickly enter and flee upwards, or hide until they go away. Combat draws further reinforcements from the guard stations.

Anyone crazy enough to try and climb to where the NLFA are situated on the 79th floor needs to succeed at eight consecutive DC 15 **Strength (Athletics)** checks to make it all the way up. Failure means they risk a fatal fall. You can give them one chance to avert disaster with a DC 10 Dexterity saving throw, but even if they succeed, they may not climb any further.

Combat

If the heroes attack the NLFA, or they are spotted past the barricades, the NLFA soldiers engage in combat with anyone they can see.

Combatants

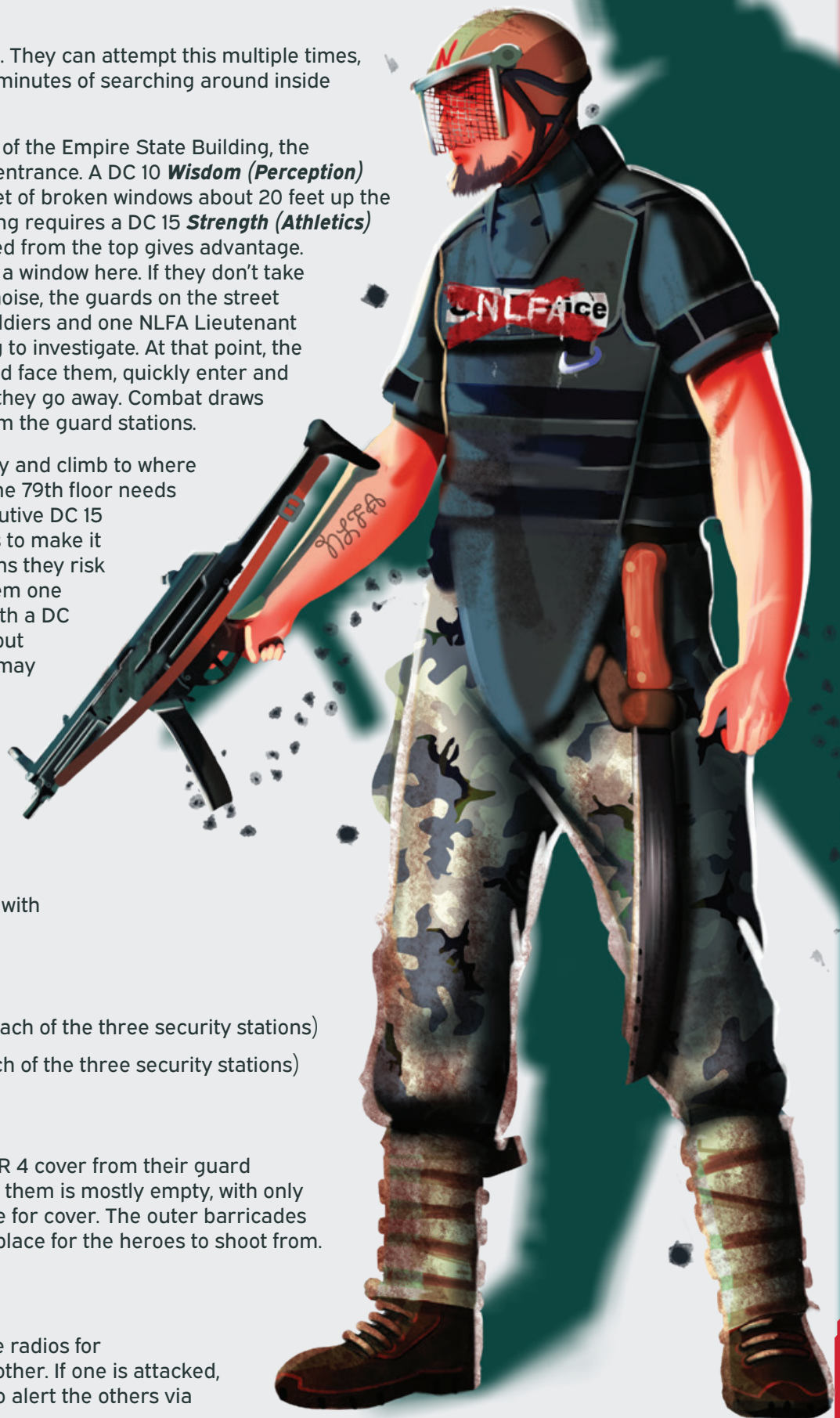
- 1 NLFA Lieutenant (at each of the three security stations)
- 3 NLFA Soldiers (at each of the three security stations)

Cover

The NLFA have excellent AR 4 cover from their guard stations. The street around them is mostly empty, with only fire barrels (AR 2) available for cover. The outer barricades are AR 3 and are the best place for the heroes to shoot from.

Tactics

The NLFA Lieutenants have radios for communicating with each other. If one is attacked, they use their first action to alert the others via



radio. It takes two rounds for the guards from the other two stations to get to any one of the others by going through the building. Each station sends up to two NLFA Soldiers as reinforcements but maintains at least one soldier and the station's NLFA Lieutenant in case of a simultaneous attack.

The NLFA tries to use the cover of their guard stations to maximum advantage during a firefight, maintaining $\frac{3}{4}$ cover at the very least, and uses full cover and pop up to shoot when they can.

The NLFA does not pursue enemies out of their line of sight, which generally extends to the barricades, and they won't come out of their guard stations unless they think it's safe.

Negotiating

There is pretty much no chance of negotiating entry into the building unless the party has somehow obtained NLFA uniforms and can imitate a known member of the NLFA in the city. Since these are the first NLFA they have encountered, that is very unlikely. Still, if you think the party has come up with a clever-enough ploy, feel free to allow it.

Inside the Building

There is no power inside the building, so it is pitch black. The heroes need some kind of light to navigate by. The elevators are not working, but the stairwell is intact and easy to locate with a bit of looking around. Climbing the stairs is a long slog, and heroes must succeed at a DC 10 **Constitution (Endurance)** check or suffer one level of exhaustion when they reach the top. There are no guards posted anywhere inside the building between the 1st and 79th floors, and the heroes can rest here if they so choose, though the clock is ticking.

NLFA Background

The National Liberation Front of America is a revolutionary socialist organization trying to overthrow the US government. Unlike the gangs of New York Max, they're well-armed and reasonably well armored, as they've been supplied with weapons and equipment airdropped into the city by their comrades on the outside. They are using the Empire State Building because it is tall enough for their radio equipment, and because it wasn't occupied when they scouted it.

Encounter 5: The Broadcast Center

Summary

The heroes directly confront the NLFA on the 79th floor of the Empire State Building.

Plot Point 1

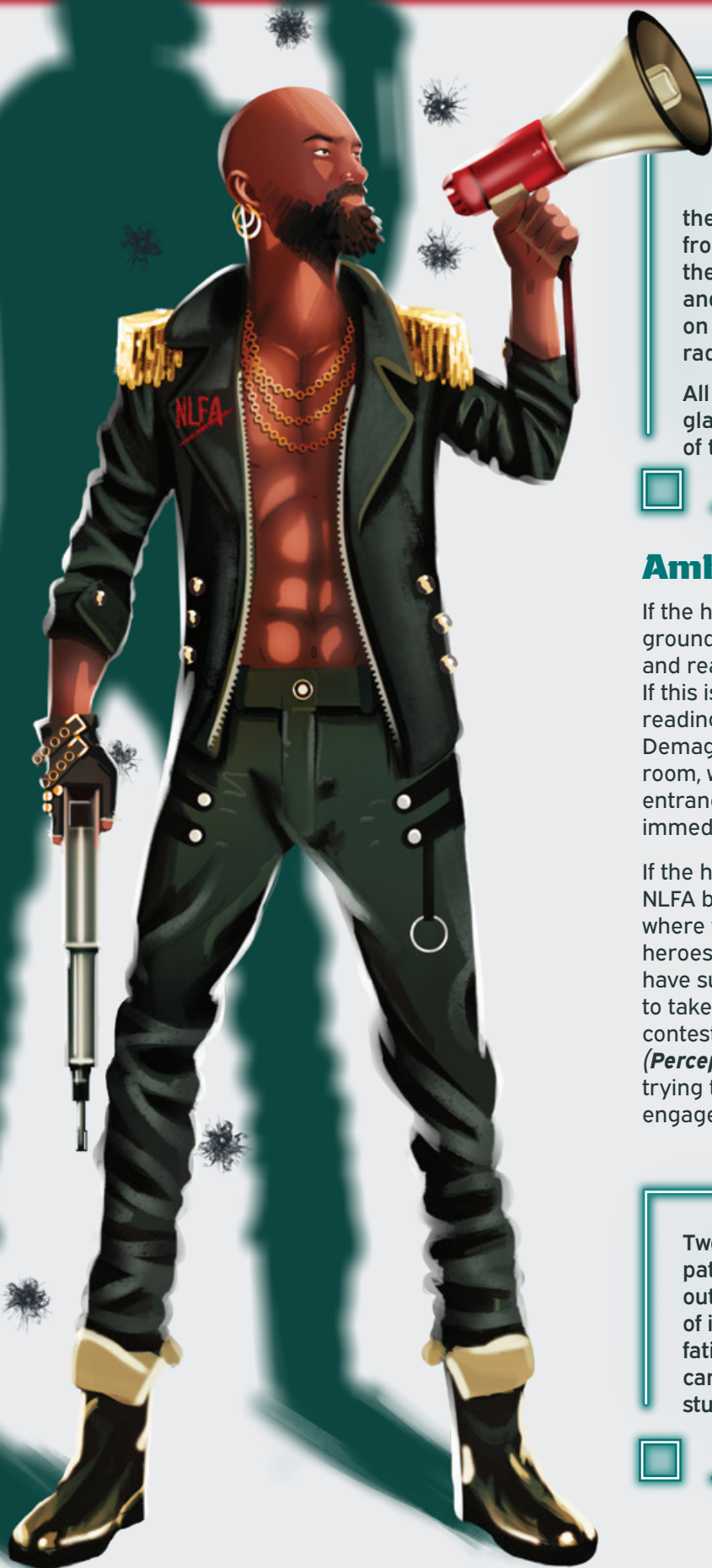
This is a key moment in the story from which you can change the length of the story if needed.

- If you want this to be a very short adventure, you can place the arming device and key with the NLFA Demagogue, and the heroes can win these by defeating him.
- If you want to play out the longer versions of the story, the NLFA Demagogue only has an access code for the arming device.

Plot Point 2

If the heroes are using the bank robbery backstory, they recognize the NLFA Demagogue (see: Supporting Cast) as the fixer who set up the bank job they were all caught up in. He arranged that mission as a distraction for the USPF to make the NLFA mission to acquire the arming device easier to pull off. The Demagogue doesn't bring up this subject himself, but it does mean he assumes the heroes are prisoners here and that they are at the Empire State Building for revenge, rather than at the behest of the USPF. If the party negotiates with him and accuses him of setting them up, he expresses sympathy but feels no shame, as it was for the good of his cause.

The 79th floor of the Empire State Building is a single open office space. Most of the floor is occupied by three-foot cubicles topped by glass partitions. The far end of the room has several glass-walled conference rooms, one of which looks to be a broadcast studio. To the left of the entrance is a kitchen area with tables for eating and the entrances to the men's and women's restrooms. Beyond the kitchen are walled-off offices in the far corner.



A generator chugs away near a broken window on the south wall. The howling of wind partly drowns out the noise it makes. Cables snake away from the generator to emergency lights hung from the ceiling tiles that dimly illuminate the room. More cables lead to the offices, and another goes into the studio. Posters on the cubicles promote some pre-war radio station and their programming.

All of the outer walls are made of plate glass, giving an excellent, if dizzying, view of the city below.

Ambush or Surprise?

If the heroes got into a fight with the guards on the ground floor, the NLFA Soldiers are on high alert and ready to ambush anyone entering this room. If this is the case, combat starts immediately after reading the room description. The Soldiers and Demagogues are stationed in $\frac{3}{4}$ cover around the room, where they have a clear line of sight to the entrance, and attack anyone they do not recognize immediately.

If the heroes got here by stealth, they can take the NLFA by surprise. Read the following to describe where the NLFA members are stationed. If the heroes charge in and attack, they automatically have surprise. If they choose to sneak into the room to take positions, they must make **Dexterity (Stealth)** contests against the NLFA Soldiers' passive **Wisdom (Perception)**. If the heroes are spotted, or they enter trying to talk, the NLFA readies their weapons but engages in dialog before initiating combat.

Two men wearing NLFA fatigues are patrolling the floor, occasionally peeking out through the windows to see if anything of interest is happening. A woman in NLFA fatigues and a man in an officer's fatigues carrying a large satchel are in the recording studio engaged in a heated discussion.

**79th Floor,
Empire State Building**

Dialog With the NLFA

If a dialog takes place before a fight, the NLFA Demagogue does the talking. His objective in any conversation is to find out who the heroes are and why they are here. He is both clever and cautious, and does not betray his mission to any outsider, even under torture. Of course, he's written a diary that spills most of the beans, but he claims it's all bullshit if asked about it. It is possible to break the Soldiers in interrogation, though they must be defeated in combat first. They only know the broad outlines of the plan.

If he suspects the heroes are with the USPF, the Demagogue tries to get to the radio in the broadcast tower to warn the GSF at the Cathedral of St. John the Divine. (If you are playing the version where he has the arming device, then he runs into the broadcast booth to activate it.) He may try to do this by lying to the heroes about what he is doing, claiming he is calling his comrades to tell them to abort the mission.

If the heroes convince him they are not with the police, no matter what story they spin, he insists they leave. If they don't, he has his soldiers open fire on them.

Combat

Combatants

- 3 NLFA Soldiers (two male and one female)
- 1 NLFA Demagogue

Cover

There is lots of cover available in the fight.

- Cubicles are everywhere and provide $\frac{1}{2}$ cover when standing, $\frac{3}{4}$ or full cover when crouched. But because they are only AR 1, gunfire goes right through them.
- The kitchen tables can be turned over and are AR 2, enough to stop low caliber firearms only.
- Nearly all the interior walls are also only AR 2 as they are mostly just dry wall over a metal frame.
- The wall to the stairwell is AR 4 as it's made of hardened concrete, but only one hero can use the doorway to the stairs to shoot from. It does make a fairly safe place to retreat to.

Glass

There is glass everywhere in this building and any errant gun fire or explosions are going to shatter it. Any missed shot, any explosive, and any use of suppressive fire breaks the glass. The NLFA are fond of suppressive fire, so chances are it will break quickly in the fight. There are two effects of glass breaking:

1. The floor is now covered in glass. Moving through the room requires a DC 10 **Dexterity (Acrobatics)** check. Failure means taking 2 slashing damage and half movement speed on their turn. Success allows normal movement and no damage. Anyone diving for cover automatically takes 4 slashing damage as they hit the floor.
2. The plate glass windows can shatter from the gunfire as well. This results in howling winds swirling through the room. Anyone who moves to or stands within 10 feet of a broken window on their turn must make a DC 10 **Strength (Athletics)** check. Failure means the fierce winds sweep them off their feet and through the window. If they succeed at a DC 10 Dexterity saving throw to grab the ledge, they avoid falling. If they fail, they fall to their death unless they have a parachute. The NLFA are aware of this danger and won't stand close to the exterior windows during a firefight. They may also try to push heroes into danger using a shoving attack. (See special attacks in the EVERYDAY HEROES Core Rulebook.)

Generator

If the generator is turned off, the room goes nearly pitch dark and all shots are blind without the use of flashlights or the like. Cutting the power can also stop the Demagogue from using the radio.

Tactics

The 3 NLFA Soldiers are dedicated to their cause and fight to the death. They focus on using their MP5 submachine guns. One lays down covering fire against the heroes while the other two focus on specific targets. They prefer to use interior walls as cover because they know the cubicles can't stop bullets. That said, they may use the cubicles to move out of sight by crouching behind them.

The NLFA Demagogue has a mission he needs to carry out, so he acts a bit differently if the fight

goes poorly for them. If the Demagogue is at half hit points, or two of the NLFA Soldiers are down, he stops fighting and executes one of the two plans below, depending on whether you are doing the short version of the adventure or not. Otherwise, he tries to stay in cover and use his dual MP5Ks to shoot whichever hero seems best armed or most dangerous. He also uses his Righteous Rhetoric ability to aid his allies, one use for each of them during the fight.

Demagogue Emergency Plans

- If playing the short version of the adventure, he tries to use the arming device to detonate the nuke. This takes three rounds. If he is not stopped, he detonates the nuclear device (see: What if it all goes wrong?).
 - Round 1: Remove the device from his satchel, place it on a table, and open it.
 - Round 2: Punch in the arming code he has written on his arm.
 - Round 3: Insert and turn the command key.
- If playing the long version of the adventure, he tries to escape by leaping out of a window. This takes three rounds.
 - Round 1: He runs over to a desk and puts on his parachute.
 - Round 2: He leaps out of one of the broken windows and deploys his parachute. (He can be shot at this round with disadvantage due to the low light conditions.)
 - Round 3: He glides out of sight into the darkness, escaping.

Aftermath

In the aftermath of the combat, the heroes can search the room and potentially find a number of clues.

Broadcast Booth

The broadcast booth is used by the NLFA to communicate with the USPF, an outside contact, and their compatriots at St. John Cathedral. The three frequencies are conveniently written on a piece

of paper. The radio only operates if the generator is running.

The heroes won't be able to speak with the outside contact or the NLFA at St. John due to the NLFA using a special handshake code. Trying to contact them only gets radio silence and puts the GSF terrorists at St. John's on high alert. Contacting the USPF breaks radio silence and tips off the GSF to the plot, prompting them to detonate the nuke. You should remind the players of the radio silence order before they try it. (This is not relevant if using the short version of the adventure, as the heroes will have the arming device.)

Clues

Anyone searching the office can discover a journal and a map on one of the office desks that appear to be new. The journal contains very useful information for the heroes. If the heroes defeat the Demagogue, you can have them discover these items in his satchel instead. The Demagogue's satchel also contains a scrap of unmarked paper with the passcode for the arming device.

The Map. A McNally map of Manhattan showing major streets and landmarks. Two locations are marked, and there are notes as to the gang territories near Central Park. A DC 15 **Wisdom (Streetwise)** check allows a hero to identify the two locations: the Empire State Building and the Cathedral of St. John the Divine. The notes indicate that the Fat Cat's gang controls the area west of the park, while a gang called The Chosen controls the area east of the park. Central Park itself has the word "nope" written over it.

The Journal. The journal is titled "How We Smashed the Police State, From Someone Who Was There." The journal is hand-written, and the most recent entry reads on the following note

The Arming Code. This is only here if the Demagogue did not escape, and they have his satchel. It is written on a piece of paper in the satchel without any notation, just a 10-digit alphanumeric code: **"618E5415MT"** The code must be entered into the arming device before it can send commands to the nuclear bomb in the Statue of Liberty.

If you are running the short version of the story, the heroes now have the arming device, the passcode, and the command key. (See Encounter 9 for more details on these.)

Our glorious brothers and sisters have succeeded in stealing the nuclear arming device from the tyrant king they call a president. Gabriel Batten will be remembered for her noble sacrifice! What a glorious irony that it was installed in the Statue of Liberty itself! Their desecration knows no bounds. Still, it serves our purposes well. Not only is this abomination of a prison home to the largest concentration of USPF in the world, but the explosion should send enough Reagent 18 into the atmosphere to contaminate all of the east coast! Not to mention irradiating the surrounding area for decades. Should they bow to our demands, we unleash a horde of the most violent men and women America has to offer, many of whom could become loyal soldiers in our campaign. Either way, we achieve a glorious victory over the fascist monsters!

To manage all of this, we had to involve outsiders, but to my surprise the people of the Guiding Star Family have proven remarkably capable. It pains me to have to work with religious zealots, but surely we can be rid of their foolish superstitions once we overcome the blackbellies. They, like us, are fully prepared to die for the cause of liberation. The old gothic church they are holed up in is well defended, and the blackbellies won't suspect we are keeping the device there.

The Clock

The infiltration of the tower takes approximately two hours, including the time it takes to get back out again. If the heroes hustled, cut that down somewhat. If they take a rest, add to that time.

This means it should be around 5:30 am. Their countdown clock reads something like 17:15:01. Plenty of time!

Where To Next?

As you leave the Empire State Building, the sky is beginning to gray with dawn, reminding you that time is slowly ebbing away. Four miles of debris-littered gang territory lies between you and the cathedral: a deadly maze full of those who think nothing of slitting your throats and thus dooming the entire city to destruction.

The players have the map to help them navigate their way to the Cathedral. They have only three pragmatic options, and one of these is ill-advised.

- The heroes could cut to the west of Central Park, mainly going through Fat Cat territory. If they decide on this option, go to encounter 6a.
- They could go to the east of Central Park, and through the lands controlled by the Chosen. If they go this way, play out encounter 6b.
- They could attempt to ignore the warning on the map and cut right down through Central Park itself, thus avoiding the gangs on either side. If they are foolhardy enough to try this, they come across the Nightshades in encounter 6c.

Encounter 6

These three encounters are all designed to capture the heroes. This is done to set up a dramatic scene in Encounter 7, and to advance the Clock so that the heroes are under real time pressure for the final set of encounters.

Capturing heroes is a tricky business, both because they are very resourceful and because players can get frustrated when they feel like the deck is stacked against them. It is not essential that the heroes be captured. If they are getting angry, or simply outsmarting the encounters, don't strong-arm them. There is an option in Encounter 9 to circle back to Encounter 7 if you want to use it.

If the heroes do get captured and you sense some frustration, be sure to let the players know, out of character, that overwhelming odds are part of the story and they actually performed well against the enemies, all things considered. It's important you don't kill off heroes in these scenes due to the stacked odds. The NPCs should be trying to keep them alive.

You can also use these encounters as random events while the heroes are otherwise traveling around the city. If you are not using them to capture the heroes, you should reduce the number of gang members in the fights and ignore the reinforcements. Even then, these can be challenging encounters.

Encounter 6a: A Night at the Opera

Summary

The heroes try to make it through Fat Cat territory and soon discover that, though the gang is not famed for fighting, they have other tricks up their sleeves. Surrounded and trapped, the heroes must try and avoid capture, or worse, being run down by cars.

As day dawns you see fewer crazies on the streets. Those that are chancing the sunlight keep to the shadows and, bar a few inarticulate growls, leave you alone.

The burnt-out shell of a house is graffitied with a picture of a cat doing something unspeakable to an angel and marks the start of the Fat Cats' territory. A cluster of men and women in torn pinstripe suits, fingerless gloves and mismatched sneakers are warming themselves round a fire in a trashcan. They glare at you across the street but do nothing more.

Then, as you proceed down Columbus Avenue, you see something shining through the crepuscular gloom. The large arched windows of the New Metropolitan Opera House, almost a hundred feet high, throw light out across the central plaza. Inside, through the concrete arches, it seems the Fat Cats have gathered every form of light they can, from standard lamps to table light, to a neon sign that reads *"Girls! Girls! Girls!"*.

As you stare in wonderment, a voice rings out across the plaza: *"That's quite some gear you got there..."*

The Situation

The heroes find themselves in the middle of Fat Cat territory. The Fat Cats are normally easy enough to pay off, but unfortunately for the heroes they are at the moment looking for something to offer as a prize for the street race being held tomorrow. The gear which the heroes are carrying is worth its weight in gold to any gang in New York, and it has been decided the heroes will be thrown in as a bonus.

Cornelius Guff

The voice that addressed the heroes from the dark belongs to Cornelius Guff. Once he was the owner of a small chain of Waffle Houses in Trenton, New Jersey, before falling afoul of the law in an incident that started out as tax evasion and ended up with him shooting a USPF agent.

His new life in the New York Maximum Security Penitentiary has been rather different, but his skills as a slippery, self-serving weasel have seen him rise to the rank of Director of Acquisitions in the Fat Cat gang.

Cornelius is wearing a mismatched suit, patched pinstripe pants and a royal blue jacket, complete with obligatory feline backpatch. Underneath he bears some homemade armor, including what look like hockey shin pads. He is a portly fellow, but even so his trousers were obviously made for a bigger man: they are hoisted up with a pair of suspenders, and as a result the bottoms flap round, a few inches higher than his ankles.

Like most of the Fat Cats, Cornelius is not really a fighter. He is only too happy to keep talking to the heroes, not because he hopes to persuade them to surrender themselves into slavery, but because it is giving his gang more time to surround them.

He initially tells the heroes that they must hand over their gear as payment for crossing through Fat Cat territory without prior permission. In the unlikely event the heroes agree to these demands, a couple of Fat Cats run out of the shadows, pick up the gear and retreat. This is not the end of negotiations, though. Cornelius continues to keep them occupied by asking them if they are new to New York and telling them that they should join the Fat Cats. A successful DC12 **Wisdom (Insight)** check indicates that Cornelius has no real interest in talking to the heroes—he is merely stalling for time. On a successful DC12 **Wisdom (Perception)** check

the heroes will notice shadowy figures surrounding them. As soon as the heroes either attack or try to escape, combat begins.

The Map

The main part of the map consists of the central plaza, with a trash-filled fountain at its center. It is bordered by the Metropolitan Opera House on the west, and other buildings to the north and south. Some steps lead down to Columbus Avenue, which is partially blocked off in both directions by hodge-podge barricades of masonry, burnt-out cars, and various other bits of debris. Several Fat Cat Gangers (see: Supporting Cast), equal to the number of heroes plus one, are in the shadows along the north and south side of the central plaza.

The heroes start in the center of Columbus Avenue. Cornelius is somewhere near the fountain in the central plaza.

Combat

Combatants

- Cornelius Guff
- 4 Fat Cat Drivers
- 4 Fat Cat Gangers
- Reinforcements (see below)

Cover

The cars on the street provide AR 2 cover. Besides that, there is almost no cover to be had on this map. The fountain is too shallow to make for effective cover, though it can be used to try and get away from the cars.

Tactics

Once combat begins, the Fat Cats drop any pretense of friendliness and attack. The Fat Cat Gangers rush from the shadows in the plaza to gang up on one hero at a time. If the hero is already engaged in melee with someone else, or they are cornered, they use their bonus action to get a second attack. Otherwise, they use the bonus action to run back to safety.

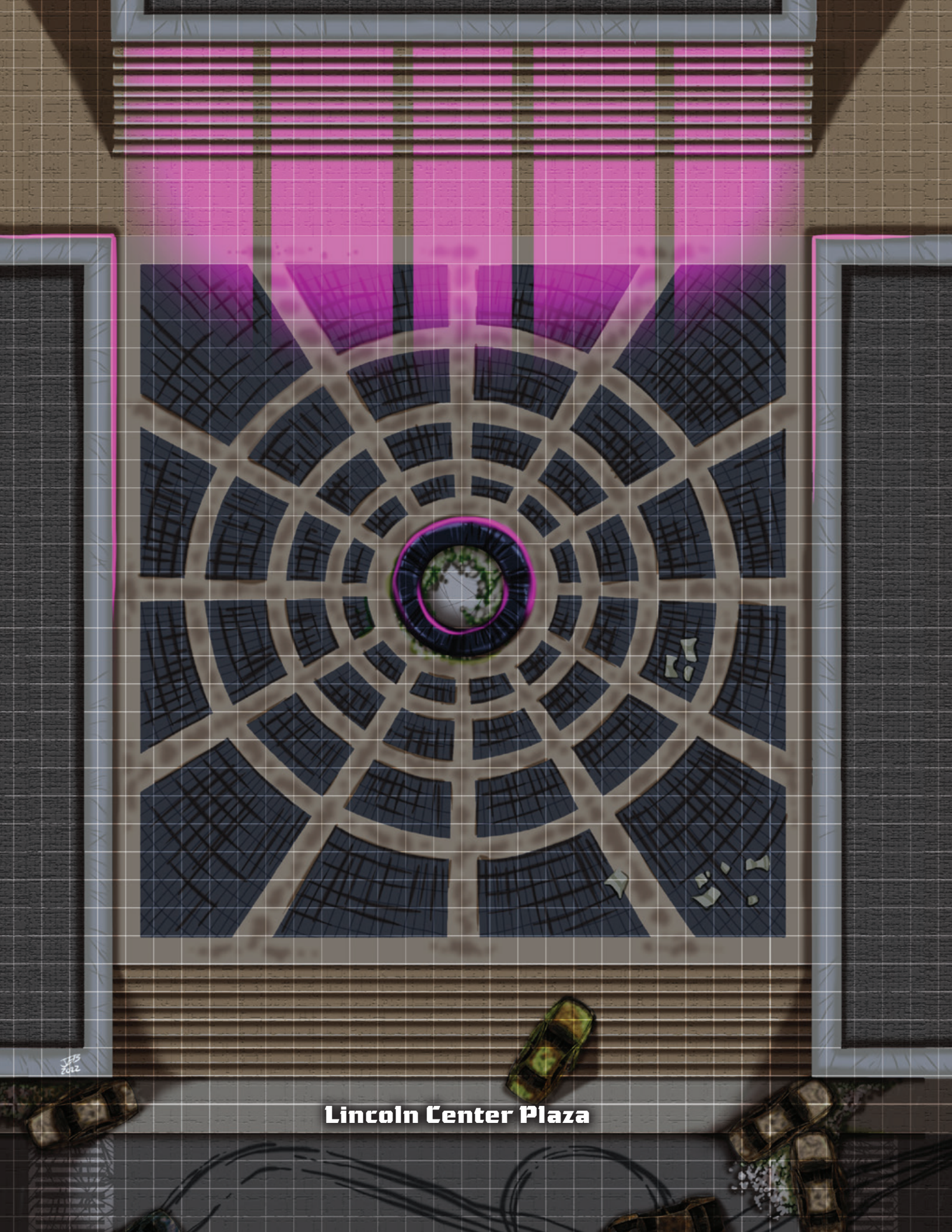
Cornelius Guff helps the gangers as best he can.

In the first turn, 4 Fat Cat Drivers drive onto the battle map, two from each direction on Columbus Avenue.

The first car from each direction drives straight towards the heroes and tries to run them down. The second from each direction blocks the gap in the barricade and then uses their car as cover from which to shoot.

The two cars that drive through the barricade are a Ford Country Squire and a Buick Skyhawk. The Skyhawk is in considerably better condition than the Country Squire. The former has a roll cage and spikes, the latter armor plating and a ram.

Name	Pax	Str	Dex	Con	AV	Top Speed	Properties/ Mods
Buick Skyhawk	5	-	+1	+4	2	120 mph	Huge, Roll Cage, Spikes
When making their saving throw to reduce their damage from the crash, passengers take half damage on a failed saving throw, and no damage on a successful saving throw. Spikes and barbs deal 2d6 damage to anyone struck by the vehicle, or who try to jump onto the vehicle.							
Ford Country Squire	5	-5	-3	+3	3	60 mph	Huge, Armor Plating, Ram
The Ram gives a vehicle +1 Penetration Value for the damage it deals during a crash, in addition to the speed modifier.							



Lincoln Center Plaza

Cars in the Plaza

Due to the different way they operate, cars in combat are normally handled in a semi-abstract manner. However, due to the restrictive nature of the space during this combat, the cars should be represented on the battle map traveling at low speed.

The cars have a huge size due to their heavy and cumbersome nature. However, they take up less room than a standard huge creature on the battle map. Both the Country Squire and Skyhawk have an effective size of 5' wide by 15' long.

The cars can drive at low speed or remain stationary. If they are driving at low speed, they move between 5 and 75 feet straight forward; if so wished, make a turn of 45° (i.e., from straight to diagonal, or vice versa), then move the same distance again. The second and first move must be exactly the same distance. When turning, the cars pivot about the rearmost square they occupy.

If a car drives up or down the steps, the driver must make a DC12 **Dexterity (Vehicles)** check. If they fail the car takes a PV 4 hit for 10 damage.

Reinforcements

If the heroes move to get away, either over the barricades on Columbus Avenue or to either side of the Opera House, then next turn 2 Fat Cat Gangers enter from the direction they are fleeing towards.

In addition, roll 1d6 at the beginning of each turn after the first:

Roll	Effect
1-3	No additional combatants join this turn.
4-5	Two Fat Cat Gangers enter from either one end of Columbus Avenue or one corner of the central plaza.
6	Four Fat Cat Gangers enter, one from each of the possible entry points.

Barricades

Climbing a barricade takes 15' of movement and a successful DC12 Athletics (Dexterity) check. If the Athletics check is failed, movement is ended next to the barricade and another attempt to traverse it can be made next turn.

Taking Prisoners

The Fat Cats are aiming to take the heroes prisoner so they can be offered up as the prize in tomorrow's street race. As such, all the gangers will use the Knockout rule and leave the heroes stable when they drop to 0 hit points. As soon as a hero is down to 0 HP, the gangers attempt to drag them off the battle map towards the exits at either side of the Opera House. It is impossible to subdue someone with a crossbow or a station wagon, so the Drivers employ no such niceties. The Fat Cat Soldiers try to stabilize any hero who is dying with first aid.

Possible Outcomes

This should be the hardest fight the heroes have faced since arriving in New York. As more and more Fat Cats join in, they quickly find themselves outnumbered. The most likely outcome is that all the heroes are overcome and taken prisoner. Once captured, they will be drugged so they can be safely transported. If they put up a good fight and last as far as the 5th round before this happens, then Cornelius (or his second in command, should he bite the dust) will be impressed. They will make some complimentary comments during the fight itself, and the heroes will gain an advantage at their next stop—Encounter 7: Start Your Engines.

If the heroes manage to escape from the Fat Cats, avoid the encounter entirely, or somehow defeat all the reinforcements, they can proceed to Encounter 8 with time to spare. Note that there is an option in Encounter 9 to extend the story and circle back to Encounter 7 if you so choose.

If the team is split with some heroes captured and some free, you need to think on your feet a bit. The gang will gather more of its members and take the captured prisoners to Encounter 7 some 8 to 10 hours after this encounter, at which point they can be freed with greater ease. If remaining team members proceed to the Cathedral of Saint John and overcome the defenders, you can re-unite them via the option in Encounter 9 to send them to Encounter 7.

Encounter 6b: Batalla de Madison Avenue

Summary

Creeping through the Upper East Side, the heroes stumble into Chosen territory and are attacked by members of the gang and a former luchador.

Once Madison Avenue stood as a sanctum sanctorum to consumerism. Now the jewelers and fashion boutiques, the perfumers and shoe shops, all lie empty, their contents long since looted, their frosted glass windows shattered over the filthy concrete.

You wind your way down the once-wide street, now littered with makeshift bulwarks, spiked car traps, and burning oil drums. As you pass by a building caged in scaffolding, its tattered plastic sheeting blowing in the wind, a voice hails you: *"Aguas!"*

At first you see no one. Then a spotlight shines through the early morning gloom and lights up a figure standing on the first level of scaffolding above your heads. The figure would look faintly ridiculous, with a crude cloth mask over his face and tight, studded leather pants. Would look ridiculous, that is, if he wasn't almost seven feet tall and rippling with taut muscle.

Tenexuche

Tadeo Carlos Castillo Ortíz, better known to lucha-libre fans as Tenexuche, has been in New York for a couple of years. He found his calling with the Chosen as an enforcer, adding several stud crosses to his leather pants, and an Aztec feathered serpent to his cloak, which he insists on wearing, despite the impracticalities.

Tenexuche has beef with one of the heroes. He went down when a job they were both on turned sour. Pick a hero whose backstory lends itself to this rivalry and adapt the details of the job to fit. One thing is for sure: Tenexuche wants revenge!

Tenexuche quickly recognizes the hero and wastes little time in initiating an attack.

"I never forget a face, especially one as ugly as yours. Your betrayal has left a wound on my heart that only your defeat can mend. Prepare to be crushed into a thousand pieces of regret."

The Map and Situation

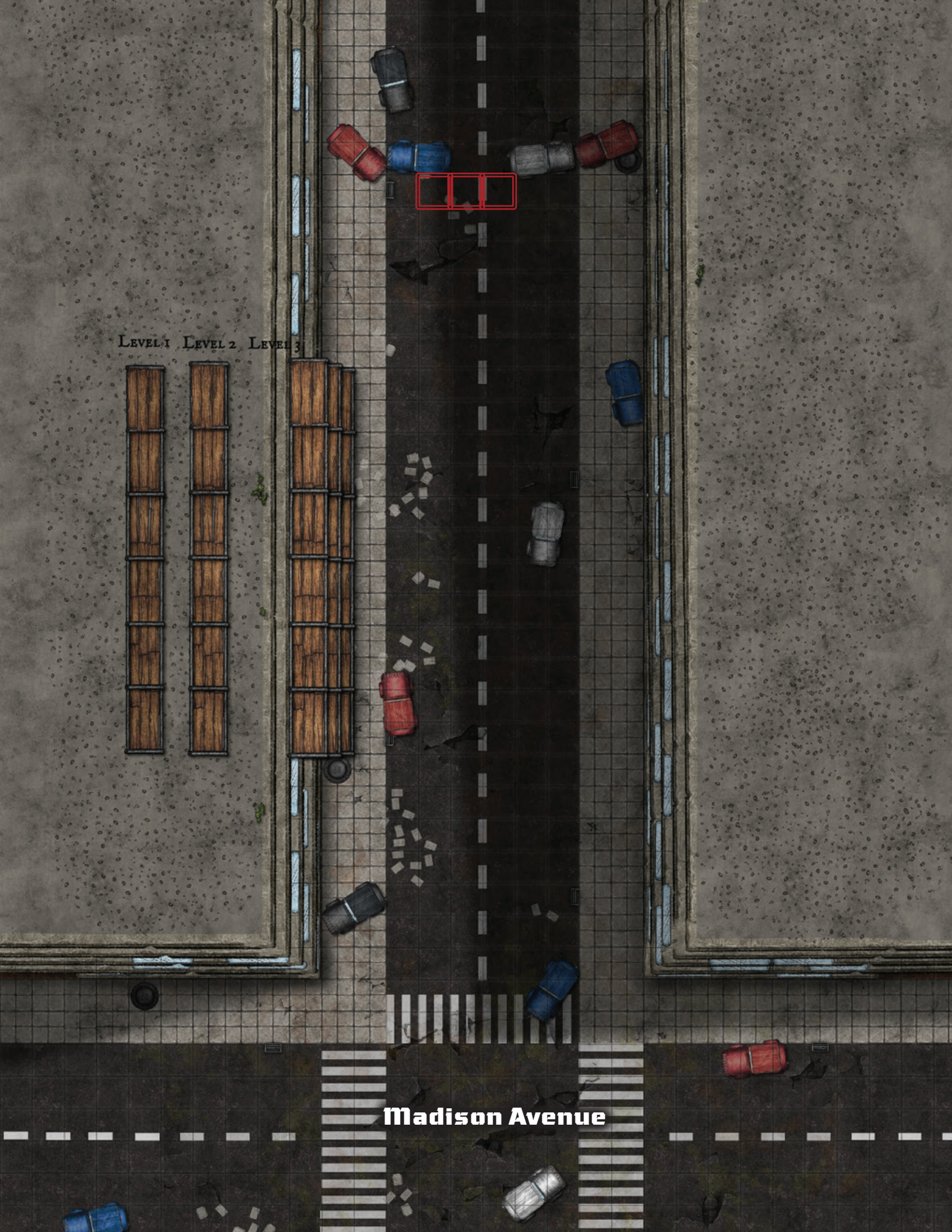
The three levels of scaffolding shown are abstracted, and are actually situated each directly above the last, with the lower level being directly above the westernmost side of the battlemat. Combatants situated on or beneath the scaffolding cannot draw line of sight to any other combatants on a different level—the scaffolding boards block the view. Anyone situated above ground level on the scaffolding can see over the top of any of the obstacles on the ground, though if a hero is directly behind an obstacle, they may still get cover, at your discretion.

Tenexuche (see: Supporting Cast) starts the combat on the first level of scaffolding. Two Chosen Thugs (see: Supporting Cast) start on the second level of scaffolding, one armed with a shotgun (Damage: 2d6 ballistic, Range: 200/400, Rounds: 2, Reload: Action, PV:3, Burst 2, Loud, Shot, Two-Handed, Bulk: 2), the other with a heavy revolver (Damage: 1d10 ballistic, Range: 100/200, Rounds: 6, Reload: Action, PV:3, Loud, Bulk: 1). Two more Chosen Thugs are on the third, and highest, level of scaffolding, both armed with bows (Damage: 1d10, Range: 200/600, PV:1, Two-Handed, Bulk:2).

The other point of note is that the exit between bulwarks on the northside is actually a trap. If any hero attempts to step on one of the three squares outlined in red on your map, they must make a DC14 **Wisdom (Perception)** check. The check is taken at disadvantage if they were dashing. If they pass, they notice the trap and stop dead just before moving into the relevant square. If they fail, they trigger the trap and fall 10' down, taking 1d8 bludgeoning damage. They must spend an entire turn and succeed at a DC12 **Strength (Athletics)** check to climb out of the trap. The Chosen obviously avoid going over the trap but could possibly trigger it by being pushed onto it.

LEVEL 1 LEVEL 2 LEVEL 3

Madison Avenue



Three Chosen Thugs start on the south side of the street and three on the northside, just within the barricades.

Combat

Combatants

- Tenexuche
- 10 Chosen Thugs (some with special weaponry as noted above)
- Optional Reinforcements

Cover

The wrecked cars in the street and other objects provide AR 2 cover to the heroes. Anyone standing on the scaffolding has ½ AR 2 cover from anyone on the street shooting up at them due to the platforms they stand on.

Tactics

As soon as a hero comes in range of Tenexuche's **¡Patadas Voladoras!** attack, he launches himself off the scaffolding towards them. If he has a choice of target, he chooses the hero with whom he has the grievance. Once on the floor, he prioritizes this hero until they are out of action.

The other Chosen on the scaffolding target anyone who attempts to get away through the bulwarks. The chap with the shotgun has only three shells; once these are used, he descends and fights with an improvised weapon.

The Chosen on the ground gang up, three to a hero. They target the weakest-looking hero first, trying to knock them to the floor with their Knee Smash attack. The Chosen attempt to tie up any hero who falls prone. To do this they make a grapple attack (remember they get advantage for the hero being prone). If they are successful, the hero is hogtied with a rope. Once they are tied, the hero must succeed at DC18 (Strength) Athletics or **Dexterity (Sleight of Hand)** to escape. Another hero in an adjacent square can untie them by taking an action.

The Chosen Thugs use the knockout rule to avoid killing the heroes whenever possible. They use first aid to stabilize heroes making death saving throws if none of the heroes attempt to do so.

Scaffolding

Each level is 10' higher than the last. Climbing the ladders is thus 10 feet of difficult movement. If any combatant falls prone whilst on scaffolding, they must succeed at a DC 10 Dexterity saving throw or fall off.

Reinforcements

If any hero makes it as far as the gap in the bulwarks, then next turn three more Chosen Thugs can come in from that side, if you so choose.

Possible Outcomes

See the possible outcomes for Encounter 6a for details on what happens if the heroes are defeated, escape, or are split up by the encounter. This either leads to Encounter 7 or Encounter 8.

If the heroes manage to take Tenexuche out of action, then they will have impressed the Chosen. This will come into effect in Encounter 7 in the form of crowd support.

Encounter 6c: A Walk in the Park

Summary

Against sage advice, the heroes attempt to cut through Central Park. They must get past a trap and then escape an ambush from the Nightshade Druids and a very angry polar bear.

Abandon Hope; All Ye Who Enter Here

As the heroes enter Central Park they are stopped by a tall, unarmed man with an arresting mustache and purple tights. He is dressed as a cross between Louis XIV and Freddie Mercury. Pavel Kapputski is a performer in the Abraham Heights Travelling Cabaret troupe, a rare group with no gang ties who exist purely because they have the patronage of The Duke.

After a brief introduction, Pavel warns the heroes that nobody goes into Central Park uninvited:

"The druids have a special protection in New York. Not even The Duke dares break it. They produce just about the only food that isn't rat, pigeon, or worse. They sell their produce to anyone that can afford it, regardless of gang allegiances. Fresh lettuce, potatoes, I even saw them hawking a duck once. A duck! Can you imagine that?"

"In return, all the gangs agree to leave them alone. You don't go into Central Park unless you want to volunteer to become fertilizer. You sure as hell don't come back out again."

If the heroes ask what the druids are likely to do to protect their turf, Pavel doesn't exactly know, but he has heard plenty of rumors. The druids have a fair bit of gear, stuff they have traded for food. Plus, they are reputed to grow their own poisons and toxins. He hasn't heard of many people foolish enough to attempt to steal from the druids, or even trespass, and he certainly hasn't heard of anyone who has done so successfully.

If the heroes ignore Pavel's advice and enter Central Park, they find it apparently deserted.

It is eerily quiet, disconcertingly calm amidst the chaos of New York Max. The odd scream, crash, or rattle of gunfire drifts in from beyond the boundaries of the park, but within there is little more than an occasional owl's hoot, or the rustle of something in the undergrowth—hopefully just a rat. The moon has long since set and the first light of day is creeping across the sky, casting everything in a strange flat light.

Trespassers Beware

Whoever is leading the group must make a DC15 **Wisdom (Perception)** check. If they pass, they see a nasty little tripwire, coated in ground glass, and strung across the path in the shadow between two bushes. If they fail the check, then they only notice the wire when they walk into it. The hero takes no damage if they have clothing on their legs with an

AV of 1 or higher. Otherwise, they suffer 1d4 slashing damage. In addition, the wire was coated in a nerve toxin cultivated by the Nightshades. They must make a Constitution Save after ten minutes pass and compare the result to the table below:

DC	Result
Fail	The hero feels dizzy, their legs go weak, and they struggle to stand up. They immediately gain 3 levels of exhaustion.
10	The hero's head begins spinning and they find it hard to focus. They gain 1 level of exhaustion.
15	The hero feels a little faint and needs to sit down for a minute, but they are otherwise unaffected.
20	There is no noticeable effect.

Every hour, a poisoned hero may make a DC 10 Constitution save. They remove 1 level of exhaustion gained from the toxin if they pass.

The Druids of Central Park

All the heroes need to make a DC14 **Wisdom (Perception)** check as they traverse the park. Any who pass see vague shapes in the bushes. The Nightshades have learned of the team's intrusion and are following them to see what they are up to. They keep a distance sufficient that, if the heroes try to engage them in melee, the Nightshade Druids can disappear into the night before the heroes get there. Any hero wishing to shoot at the Druids first must make a successful DC12 **Wisdom (Perception)** check to get a good enough idea of where the Druid is, and then make an attack roll at disadvantage to hit them. The druids will flee rather than fight even if attacked.

The Reservoir

The heroes eventually emerge on the bank of the Central Park Reservoir. This is a large expanse of water, containing much detritus and at least one partly rotted body. But more to the point: it is blocking the heroes' path through the park. They can go left or right to go around it, but just as they decide which way they are going, the Nightshades make their move and combat begins.



Central Park

Combat

Combatants

- 6 Nightshade Druids
- Gus the Polar Bear

The Map

The northern edge of the map consists of the reservoir. Away from the path is deep undergrowth, deliberately kept dense by the Nightshades to help them sneak up on trespassers. There are twice as many Nightshade Druids (see: Supporting Cast) as there are heroes, with half starting on each side and all at least 20 feet from the path. Several of the Druids start the combat unseen by the heroes. Before rolling initiative, each hero must make a Perception check. Compare the highest result to the table below.

DC	Number of Unseen Druids
Fail	6
10	5
12	4
14	3
16	2
18	1
20	0

Unseen Druids are not placed on the map (if you are using one) but take a note of where they begin. Once any hero moves into the line of sight of an unseen Druid, they are now seen and are placed on the map (or their location described to the players).

All of the Nightshade Druids carry weapons laced with poison. They make the most of their ranged attacks and keep to cover. If the players attempt to run away along the path that circles the reservoir, then Gus, the Central Park Zoo polar bear, puts in an appearance. Before New York was designated as a prison, Gus was known as an irascible fellow. The ensuing years have done nothing to even his temper. Gus emerges from the foul waters of the reservoir, somewhere between the fleeing hero(es) and the edge of the map. Gus is an unusually large and, more to the point, angry polar bear and therefore has unique stats, (see: Supporting Cast).

Possible Outcomes

The most likely outcome of the fight is that the heroes succumb to the Druids' poison. If this happens, they are sold to either the Fat Cats or the Chosen, and wake up as prisoners, ready to be put up as prizes for the forthcoming street race in Encounter 7.

If the heroes do make it off the map, they continue running through the park, chased by Gus, until they emerge back into the city proper in the territory of the Fat Cats if they went left or the Chosen if right. This leads them into either Encounter 6a or 6b at a serious disadvantage.

Encounter 7: Start Your Engines

Summary

The heroes become involved in a death race in the streets of New York in order to either win their freedom or just for the thrill of it.

Background on the Race

Street racing is one of the many entertainments sponsored by The Duke of New York to give the gangs an outlet for their aggression without going to war with one another.

Gangs enter the races both for bragging rights and to win prizes put up by The Duke or by other gangs seeking to curry favor and "sponsor" the races. The races are very popular, and inmates from all over the prison gather for them. Betting is a big part of these events, with stakes usually being secured by members of The Duke's court.

This particular race starts at Rockefeller Plaza and runs through a route of prepared streets. Rockefeller Plaza is also the home of New York Max's only permanent daytime market.

The Clock

The race is usually run during daylight hours so everyone gets a clear view of the action and to avoid problems with the crazies. That said, the race can take place whenever it is most convenient for the flow of your game.

If the heroes are coming here as prisoners, take the opportunity to advance the countdown clock. Leave at least two hours for them to rush up to the final encounter, but otherwise fudge the time as needed. Starting them without their clock watches is a great way to create a sense of tension.

The race itself takes as little as 20 minutes of game time or may go as long as 4 hours including all the prep time and betting that takes place before the actual race starts. Pace the encounter according to group interest and your own session time management needs.

Entering the Race

There are several ways for the heroes to get involved in the death race:

1. They are captured and brought to the race as prizes.
2. They simply stumble upon the race and decide to participate.
3. You can have something important, like the nuclear command key, be part of the prize.

Captured

If the party has been captured, they wake up at the race.

You regain consciousness from the sharp jolt of an electric shock. You are tied roughly with ropes to a chair next to your companions, who are similarly restrained. You are on a stage erected before a massive crowd of New York's inmates gathered in Rockefeller Center. You feel woozy but strangely refreshed, as if you have had a long and comfortable sleep.

A ghoulish looking punk with wild hair and teeth filed to points grins at you before turning to the crowd. *"Ladies and Gentlemen of New York, The Duke's court presents to you the Grand Prize for today's Death Race! It was no easy feat capturing these killers, I assure you! Better yet, you get all their lovely toys."* A curtain falls from a plywood frame where your weapons and equipment are all displayed for the crowd.

"That's some nice hardware here and look at all that ammo!"

The crowd erupts in cheers, jeers, and every obscenity you can imagine directed your way.

If the heroes did especially well in their fights when being captured some of the crowd will have heard of it and shout their approval.

A portion of the crowd seem to be fans of yours for some reason and raise a chant along with their fists:

"Badass! Badass! Badass!"

The heroes know the following:

- A. They have their clothing but nothing else on them.
- B. They are tied up but not gagged.
- C. They had the equivalent of a long rest while they were knocked out.

Romero

The punk talking to the crowd is Romero, one of The Duke's most trusted mouthpieces and lieutenants. He's mostly here to entertain the crowd and promote The Duke. He is known for his mean streak, but he also enjoys clowning around and having fun. He's perfectly happy to dialog with the prisoners for the sake of amusing the crowd.

The Crowd

The crowd just wants to laugh, cheer, and be entertained. They won't attack the prizes, but may throw garbage, yell insults, or otherwise taunt them. That said, if the prisoners prove entertaining and play to the crowd, it's not hard to get them on the heroes' side, just so long as they keep them amused. If the heroes have made a name for themselves already, they have fans in the crowd who want to see them fight.

Getting Out of this

There are plenty of ways the heroes can get out of this situation, despite how dire it looks:

1. Talking their way out of the situation.

2. Using talents to get free and slip away once attention shifts away from them.
3. Getting rescued by other heroes, or by any NPC's they may have befriended.

Option #1 is how they get involved in the race itself. If they make any reasonable effort to try and talk their way into freedom, Romero or the crowd get inspired and decide the heroes can join the race and win back their freedom and their gear. Once they hit on this idea, they will not agree to any other conditions of release barring extreme circumstances (such as hypnotizing Romero).

Option #2 is more likely to happen after Romero is done showboating and the race gets underway sometime later. So long as the heroes wait, make it clear very few people are paying attention to them any longer. A successful DC 20 **Strength (Athletics)** check breaks the bindings and/or chair. A successful DC 15 **Dexterity (Sleight of Hand)** check slips out of the bonds. Once free, the hero can help their comrades or try to grab their stuff and get out of there. Successful **Dexterity (Stealth)** checks can do all this unnoticed. If they are spotted, the heroes have a couple of rounds before anyone mobilizes to stop them, and it's pretty easy to disappear into the crowd.

Option #3 comes into play if the party is split. Like option #2, it's better to try this once the race starts up and the crowd is distracted. There are only a couple of guards assigned to keep an eye on the team's equipment rather than the team itself. Starting a combat is dangerous, however, as that attracts the attention of hundreds of gangers and The Duke's court, leading to a desperate situation. If the whole party is captured, and they haven't even tried options #1 or #2, have some NPC they met, or just some yahoos in the crowd, suggest they be put into the race.

Stumbling Onto the Race

You can alternatively introduce encounter 7 to the party whenever you like as a diversion, by having them become the victim of a drive-by shooting:

As you wend your way through the streets of New York, you come across a set of relatively open and debris-free roads, allowing you to make good time. But it's not long before you notice the sound of engines

approaching fast. Then, screeching around a corner a few hundred feet away, is an old wreck of a car—it looks like it may once have been a station wagon, but now it's a mix of all kinds of cars, and moving much faster than it has any right to. Following closely behind it is a much smaller, equally unimpressive coupe of some sort. Inside both cars are punks waving homemade guns and other weapons as they holler and race down the street. Seeing you, the hooligans in the rusted wagon start shooting wildly in your direction.

Combat

Everyone must roll for initiative for a short two-round combat. Put the Street Racers at the end of initiative but roll initiative for the Gang Soldiers as a group (see: Supporting Cast for stats). In round one, the cars are coming towards the heroes, passing by at the end of the round. In round two, the cars are speeding away from the heroes. If the heroes stop one or more of the cars, then the combat continues.

Combatants

- 2 Street Racers, one driving each car
- 5 Gang Soldiers in the wagon
- 3 Gang Soldiers in the coupe
- Because the gangers are in moving cars, they have disadvantage on their ranged attack rolls. Furthermore, only the passengers on the left side of the cars can fire out the windows. That's 3 in the wagon and 2 in the coupe for a total of 5 attacks per round.

Tactics

The gang soldiers are just having fun and spread their attacks out amongst any hero they can see. They prefer targets who are not in cover. The drivers try to run over any heroes that remain on the road in the first round of combat. (Note that heroes who still have a reaction can dive for cover to avoid a car.)

If the heroes don't stop any of the cars, someone shouts as they drive off: "See you at the race, losers!"

If the heroes follow the direction of the cars, they start to hear the sounds of the scene at Rockefeller Center.

Enemy Vehicles

Name	Pax	Str*	Dex	Con	AV	Price	Top Speed	Properties
Battle Wagon	6	+3	+0	+4	3	2	80 mph	Huge, Armor Plates
Coupe de Grace	4	+4	+2	+0	1	1	100 mph	Huge, Tire Spikes

* Street Racer bonus included in Str for these vehicles

If the heroes do stop one or more of the cars, the Gang Members fight but turn tail when they feel outmatched. Any who are captured explain they are headed to the big street race at Rockefeller Center. They are members of the Wharf Rats gang and planned to be part of the race. If the heroes recover one of the cars, they find a race entry ticket clipped to the sun visor, which includes the location of the race.

Race for the McGuffin

You can also draw the heroes to the race by having the command key for the arming device be part of the prize pool for the race. This doesn't necessarily mean they will participate in the race, as they could also reasonably steal the key.

This option works well to expand the adventure when the team entirely escapes the capture attempts in Encounter 6 and then makes it to the Cathedral of St John.

Rockefeller Center

You see what can only be described as a rostrum with several hundred people have gathered in front at Rockefeller Center. Several cars are being serviced: tires being changed, engines being tuned, and guns and weapons being fitted. A couple of people are walking around with signs which read: "Place your bets now!" Loud music is pumping through gigantic speakers, competing with the din of the crowd and the revving of engines. Underlying all of this is the shouted conversation of the crowd, and the cries of the food sellers. The mood is at a fever pitch.

Provided the heroes are free to move around, they may enjoy the festivities as they like. No one is going to pick a fight with them, as these events are "no-fight" zones. If the heroes try to pick a fight, someone explains to them that starting a serious fight means certain death at these events. They do have a pit set up for folks to settle their disagreements in a manner that can entertain the crowds and keep the mayhem contained.

The crowd could include characters the team has met during the adventure, or even people they knew in the criminal world in the past. Heroes with a criminal Street Cred 4 or higher are famous enough to get recognized here. People might call out "Hey! I thought you'd be taller!" or "Wow, I thought you were dead!"

The heroes can treat this as a short rest if they bargain for some food and drink. If they have ammunition to spare, it goes a long way towards buying goods. If they have any Street Cred, they can get free food for future favors. Deep-fried "rat dogs" are especially popular and tasty.

Feel free to use your imagination to describe this little "slice of life" in the hellhole that is the New York Maximum Security Penitentiary. This is one of the few outlets the inmates have for relaxation. Feel free to invent games of chance and skill which the heroes can play and bet on.

Entering the Race

This encounter is designed to nudge the heroes into entering the race. They don't have to, of course, so if they decide to take another path don't try to force them into it. Even if they need to win a prize from the race, they could try and steal it, bargain with the winners for it, or any number of other schemes. That said, racing is fun!

- If the heroes were captured and bargained their way into the race, they are shepherded to a special car The Duke of New York puts up for them: “Miss Rusty”.
- If the heroes bring their own vehicle, they can enter that into the race. There are no real limitations to what vehicles can be used, except they have to be able to fit on the track.
- If the heroes don’t have a vehicle and weren’t captured, they are in luck. They spot a vehicle with no crew in the pits and a clearly frustrated man trying to find volunteers from the crowd to drive the car. His name is “Peter Clamp” and if the heroes can convince him that one of them can drive, and they are willing to split the prizes, he’ll let them enter with his car. The car on offer is “Miss Rusty”. His team of racers never showed up and he’s pissed because he paid them up front.

The Race

The death race is run around a track of specially prepared streets surrounding Rockefeller Center. The track itself is dangerous and has several places strewn with debris and obstacles—piles that the locals move around before each race, making each race on the track a unique and dangerous experience. The crowd is permitted to interfere in specific parts of the track, though doing so also makes them fair game for the race teams.

There are six teams in today’s race. Each team must ride all in one vehicle during the race, but otherwise there is no limit to team size. The team of the first car to cross the finish line is the winner. Taking out the competition is all part of the fun and just about anything goes for the racers. Fatalities are almost guaranteed.

There are spectators all along the track, including spotters who use walkie-talkies to report the action back to Rockefeller Center, where an announcer calls the action over the loudspeaker. You can mix your narration with the announcer’s description of the action to ramp up the sense of spectacle.

Fabulous Prizes

If the heroes were not captured, a specially tricked-out muscle car and 30 gallons of gasoline are the grand prize for the race, with lots of other goodies thrown in as well. If the heroes were captured, they and their gear are the main prize. If you are using

the McGuffin option, the command key is also in the prize pool. The prize always contains a mix-match of homemade weapons, food, and drugs. Finally, winning a death race inevitably raises your Street Cred with the denizens of New York Max.

The Teams

There are six teams in the race. Since the sixth team doesn’t have a crew, they don’t race if the heroes are not driving. If the heroes are sitting the race out, simply describe what happens, choosing any winner you see fit.

Use the Street Racer for drivers as indicated (their vehicle Strength bonus is included in the vehicles’ stats). Otherwise, use the Gang Soldier for all other drivers and passengers. Mix up their weapons and armor based on which gang they are in to keep all the teams feeling unique. You can also individualize the weapons on the fly if you like; it’s a chaotic scene so you can play it loose.

Team #1: King Stephan

Driver: King Stephan (Street Racer)

Car: The Ghost

King Stephan is driving for the Black Spades gang. He’s the winner of four death races and is considered the one to beat. He prefers small, fast, and nimble cars, riding solo. His car, The Ghost, is a souped-up Toyota MR-2 with a massive engine installed up front and all but the front windows replaced with steel plates.

King Stephan only has one goal: win the race. His strategy is to go fast, drive hard, and avoid danger. He is apt to use the obstacles in the race to his advantage, maneuvering other cars into danger.

Vehicle		4WD Vehicle			
Top Speed		170 mph			
Properties		Huge			
Str	Dex	Con	AV	Pax	
+9*	+6	-1	2	2	

Vehicle Records

- **Make:** Toyota

The Grand Prize

Prize Vehicle	Str	Dex	Con	AV	Pax	Top Speed	Properties
Chopped 1932 Ford Coupe	+6	+4	+0	2	2	160 mph	Huge, Hot Rodded, Suspension Tuning

- **Model:** MR-2
- **Modifications:** Hot Rodded, Suspension Tuning, Side and Rear Windows have AV 2 and provide full cover for the driver

Team #2: Hot Boxers

Driver: Terrible Tony

Passengers: 5

Car: Pandora's Box

Team Hot Box represents the Hippies gang. They tend to focus more on having a good time than winning the race, causing as much havoc as possible while stoned out of their minds. While their odds of winning are low, they managed to snag a front-row spot thanks to their donations for the prize pot. Their panel van is painted in a Grateful Dead motif and packed with weapons.

The Hippies may be all about the love, but in the death race they are super aggressive. They deploy their weapons whenever possible to take out other vehicles, generally attacking whoever happens to be closest. They are much more intent on taking out other racers than on finishing the race.

Vehicle Pandora's Box

Top Speed 150 mph

Properties Huge

Str	Dex	Con	AV	Pax
+1	-1	+4	2	8

Vehicle Records

- **Make:** GMC
- **Model:** Vandura

- **Modifications:** Decorations, Harpoon Cannon, Spike Dropper, Sunroof

Team Hot Box has a good collection of Molotov cocktails to throw at other vehicles during the race. They also have a harpoon cannon on board. There is just the one shot, and they have to open up the main van side door to use it. If it hits, the two vehicles become permanently attached to one another, probably spelling doom for both. Small ports are cut in the sides and back of the van for the Hippies to fire their fun guns at other vehicles. The passenger up front has a heavy revolver to shoot out windows in other vehicles so the fun guns can target passengers. Finally, the whole team is high, and has disadvantage on every ability check and attack roll they make.

Team #3: Black Pool Dragons

Driver: Chen Xuang (Street Racer)

Passengers: 3

Car: Lucky V8

Chen Xuang and his handpicked crew race for the Flying Dragons. Their silver Mustang is a real monster muscle car, and his crew are very serious about coming out on top in this race.

Chen likes to drive his car like a battering ram to bully smaller vehicles. Once he's in the clear, he hits the gas, trying to grab as much of a lead as possible. The Flying Dragon passengers focus on using their pistols to shoot out the tires of other vehicles and defend against boarders.

Vehicle The Lucky

Top Speed 150 mph

Properties All-Terrain, Huge

Str	Dex	Con	AV	Pax
+5	+2	+3	2	4



Vehicle Records

- Make: Ford
- Model: Mustang
- Modifications: Decorations, Hot Rodded, Ram, Roll Cage, Suspension Tuning



Team #4: The FUs

Driver: Joana Valectrix (Street Racer)

Passengers: 2

Car: The Suffer Jet

The Reapers' all-female team is in the race for pride and glory. Their tricked-out pickup truck isn't one of the fastest vehicles in the race, but it is one of the best equipped. Everyone at the race is speculating whether the jet engine built into the bed of the truck is the real deal or just for show.

The FUs try to stay away from other cars while using their machine gun to target whoever is in the lead. Any vehicle that tries to get close is also a target. The woman in the passenger seat is more of a backup for the driver or gunner if they lose either during the race.

Vehicle		The Suffer Jet			
Top Speed		120 mph			
Properties		All-Terrain, Huge			
Str	Dex	Con	AV	Pax	
+2*	+1	+4	2	2	

Vehicle Records

- Make: Dodge
- Model: Dakota
- Modifications: Booster System (Rocket), Spikes and Barbs, Suspension Tuning, Technical (Light Machine Gun Mount) The gang member operating the machine gun has the Gunner feat and does not suffer disadvantage when firing. Ranged Attack: +4 to hit, PV 3, range 900/1800 ft., one target. *Hit:* 11 (2d8 + 2) ballistic damage. Full auto (can perform suppressive fire).



Team #5: Kings of New York

Driver: King Henry the 8th

Passengers: 6

Car: Windsor Castle

Another team who joined the race largely as a lark, they will try to seize victory if they can. Their modified cargo truck is designed to look like a medieval castle, complete with parapets. They've built "siege engines" to engage in combat with the other vehicles and they have armed themselves with historical weapons and armor looted from museums.

The Kings of New York are looking to engage in combat and take over other vehicles. The heroes are likely their first targets in the race since they start out next to them.

Vehicle		Windsor Castle				
Top Speed		60 mph				
Properties		Huge				
Str	Dex	Con	AV	Pax		
-2	-6	+4	2	10		

Vehicle Records

- **Make:** Ford
- **Model:** LN800
- **Modifications:** Boarding Gangway, Castle Walls, Catapult, Decorations, Oil Slick Device

Windsor Castle's walls are aluminum sheets painted to look like a castle, so they have the same AV as the vehicle and provide cover to the men who "man the castle." These men-at-arms have longbows 6 (1d8+2) piercing damage, and longswords 7 (1d10+2) slashing damage. The boarding gangway is a hinged section of the wall that drops down to 90 degrees to enable the men-at-arms to board another vehicle. It requires the driver to get up next to another vehicle before deployment. Spikes on the outside of the wall secure the gangway in place. Once attached, the spikes can only be removed with a successful DC 15 **Strength (Athletics)** check, or the gangway somehow destroyed, or else the vehicles remain joined. The men-at-arms have a rope and pulley to pull the gangway back up when needed.

The catapult is a unique device that hurls very large rocks short distances. It takes a full action by one of the crew to load, so it fires only every other round. It has disadvantage on all attack rolls while the vehicle is moving.

Device	Car Catapult
Damage	11 (2d10)
PV	3
Range	30 feet
Properties	Slow-Loading
Price	2
Bulk	N/A

Team #6: (The Heroes)

The heroes will either be driving a vehicle they bring to the race, or Miss Rusty, a glorious ironclad battle wagon that has seen more than a couple death races in its time (though never as the winner). Rather than racing on behalf of a gang, they are an independent team.

Vehicle		Miss Rusty (Wagon)				
Top Speed		90 mph				
Properties		Huge				
Str	Dex	Con	AV	Pax		
+2	+1	+5	3	8		

Vehicle Records

- **Make:** Chevy
- **Model:** 79 Caprice
- **Modifications:** Armor Plating, Hot Rodded, Oil Slick Device, Sunroof (in the back), Suspension Tuning, Tire Spikes

Bailing on the Race

The heroes may decide to bail on the race, either because winning isn't their goal, or because they don't feel they can win, and decide to go for plan B. Don't try to force them if they go this route. If they want to just break away and take the car, they can probably get away with that. Circling back to steal the prize gets a lot more heat on them, but it should also be doable. Stealing the prize from the winners after the race, negotiating for the prize they want, and all manner of other options are on the table as well.

Running the Race

This race is run using a modified version of the Chase mechanics from EVERYDAY HEROES. For each team in the death race, track their chase points. An initiative list is a good place to track chase points. The higher the chase points, the farther that team is in the lead of the race. When the five rounds of the race are up, the team with the most chase points still driving a working vehicle wins by crossing the finish line first.

Each of the five rounds of the race has a custom complication. In a race, the heroes cannot give chase points to the other team. Instead, they lose the same number of chase points they would give. The other teams are given chase points for most complications, so you don't need to roll for them. If those teams are out of the race, ignore those results.

You don't need to track the actions of all the cars every round of the race. Try to narrate the action so that at any given time only one of the opposing teams is directly involved with the heroes' team. The other teams pair off against one another using simplified mechanics or GM fiat. Pairings are prescribed for you until round 3, at which point you must take over the pairings, being sure to follow the players' lead, as they may be targeting a specific NPC team. Always keep the action focused on what the heroes' team is doing and who they are sparring with.

You are loaded into your vehicle on the starting straightaway of the track, behind the checkered line. You are at the back of the pack alongside a ridiculous panel truck painted to look like a castle and sporting a catapult up top. Ahead of you, two by two, are the other four teams. Engines rev and the crowd cheers as the announcer calls the action.

"Ladies and Gentlemen, criminals of all ages! The moment we've all been waiting for is here! At the sound of the starting gun the seventh-ever death race will begin. Chaos, carnage, madness, and mayhem are about to be unleashed in...five, four, three, two, one!"

BANG!

Roll initiative for all the teams and keep the same numbers through the race. Just remember to focus on the team engaged with the heroes, then describe only briefly what's going on with other teams.

Chase DC: 15

Round 1: Opening Straightaway

The opening stretch of the race is wide and smooth, letting the teams accelerate up to speed and show what their cars can do.

Speed: Medium

Challenge (drivers only): Dexterity (Vehicles) adding the vehicle's Strength modifier.

NPC awards: Teams 1, 3, and 4 gain one chase point.

Pairings:

- **Team 5 vs. Heroes** (Kings of New York move to attack the heroes, trying to board their vehicle)
- **Team 1 vs. Team 4** (The FUs try to gun down King Stephen as he accelerates away quickly) King Stephen earns 1 Chase Point but takes 1 body damage.
- **Team 2 vs. Team 3** (Black Pool Dragons try to run the Hot Boxers off the road while they

deploy their drop spikes) Both teams earn 1 chase point. Hot Boxers take 1 body damage, Dragons take 1 control damage.

Gain Ground Suggestion:

- A. Try to pass (drivers only).** Initiate a **Dexterity (Vehicles)** contest against the closest vehicle equal or ahead of you in chase points. Each driver chooses Vehicle's Strength or Dexterity to add to the result.

Round 2: Flaming Wreck Slalom

The road ahead is filled with flaming car wrecks billowing black smoke. Narrow pathways wind in between them, creating a crazed slalom with limited visibility.

Speed: Medium

Hazard (drivers only): Dexterity saving throw adding the vehicle's Dexterity modifier to navigate the slalom.

NPC awards: Team 1 gains one chase point, Team 2 and 5 lose one chase point.

Pairings:

- **Team 5 vs. Heroes** (Kings of New York continue to attack the heroes but struggle in the slalom)
- **Team 1 vs. Team 3** (The Black Pool Dragons chase King Stephan through the slaloms, trying to shoot out his tires) King earns 1 chase point with slick driving.
- **Team 2 vs. Team 4** (The Hot Boxers try to run The FUs into the barricades but lose two of their passengers to gunfire and their van is now on fire) Hippie passengers -2 and 1 body damage to their van.

Event: Just before the end of the slalom, if the Kings of New York are still in the race, they smash into one of the burning cars, totaling Windsor Castle!

Gain Ground Suggestion:

- B. Push another car into the obstacles (drivers only).** Initiate a **Dexterity (Vehicles)** contest

against the closest vehicle equal or ahead of you in chase points. Each driver adds the vehicle's Dexterity to the result.

Round 3: Crowd Participation Zone

The roadway opens up again on a straightaway. A crowd of inmates line the barricades at the side of the course. As the cars approach, they start throwing objects at the racers and onto the streets. Shots ring out as snipers on the rooftops take potshots at the teams. It's bedlam!

Note: If the heroes have fans in the crowd due to their combat performance in encounter 6, they have advantage on the hazard saving throws in this round of the race because the crowd goes easy on them.

Speed: Extreme

Hazard (All Heroes): Dexterity saving throw, with advantage if you have cover. If failed, take 7 (2d4+2) damage from attacks by the crowd. (No chase points awarded).

Bonus Hazard (Vehicles Only): Dexterity saving throw adding the vehicle's Dexterity modifier. If failed, the vehicle is hit for 12 damage. (DC 6 Vehicle Con saving throw to avoid being Totaled + roll on the Vehicle Damage Table)

NPC awards: No chase points awarded for NPCs on this Hazard.

Event: Choose one of the remaining NPC teams or roll 1d4 to choose randomly. A lucky shot kills the driver and the vehicle crashes through the barricade scattering the crowd and ending their chances.

Pairings:

- **Heroes vs.?** (Find out the players' intentions; if they don't pick a team to go after, pick one to go after them)
- **Team? vs. Team?** (Roll a Driving Contest between the two remaining teams—the winner gets a chase point; describe the action)

Gain Ground Suggestion:

- C. Play to the crowd (any passenger: can only be done once).** **Charisma (Performance)** vs. Charisma saving throw contest against

the closest vehicle equal or ahead of you in chase points. Vehicles with decorations have advantage in this contest.

Round 4: Pedestrian Problems

Rounding the next corner, you leave the cheering and screaming crowd behind you. The road narrows to two lanes. Ahead you see many people in filthy rags standing in the roadway!

(Daytime) They appear dazed and are shielding their eyes against the bright sunlight.

(Nighttime) They see the cars' headlights coming at them and start to run screaming towards the oncoming traffic.

Note: The organizers have somehow herded a large pack of Crazy Degenerates onto the racecourse. There are at least 30 of them.

Speed: High

Hazard (Drivers Only): Dexterity saving throw adding the vehicle's Dexterity modifier to avoid most of the crazies.

NPC awards: Make the hazard saving throw for the remaining teams.

Pairings:

- **Heroes vs.?** (Find out the players' intentions; if they don't pick a team to go after, pick one to go after them)
- **Team? vs. Team?** (Roll a maneuverability contest between the two remaining teams—the winner gets a chase point; describe the action)

Event: If there are more than two teams left, Choose one of the remaining NPC teams. They are completely swarmed by crazies and the driver loses control, rolling and totaling the vehicle.

Gain Ground Suggestion:

- D. Clear the path (any passenger).** Try to take out as many crazies in your path as possible. For every four crazies that go down this round, give the team one chase point. Suppressive fire from a full-auto weapon is an automatic chase point.

Round 5: Ramps Ahoy — The Final Stretch

The roadway ahead is littered with speed bumps and wooden ramps. The finish line lies somewhere at the end of this obstacle course. Better buckle up, there's turbulence ahead!

Note: This is the last chance for the heroes to win the race, either by taking out the remaining teams, or through getting the chase points they need to win this. Take a moment and lay out which teams are left, how many chase points they have, and ask the heroes what their plan is for this last stretch.

Speed: Driver's Choice

Special Opportunity (Drivers Only): All vehicles in this stretch risk a crash unless they navigate it at low speed. Drivers choose what speed they are going; the higher the speed, the more chase points they can earn, but the harder the DC to avoid crashing. (The driver must succeed on a **Dexterity (Vehicles)** check, adding the vehicle's Dexterity modifier to the result.)

Speed	Hazard Damage	Chase Points	Crash DC
Slow	1d6	0	NA
Medium	2d6	1	10
Fast	3d6	3	15
Extreme	4d6	6	20

Special Hazard (All Heroes): Make a Strength saving throw. Failure means the hero takes 1d6 bludgeoning damage per speed category of the vehicle. They have advantage on the roll if they are wearing a seatbelt.

NPC awards: The NPC drivers choose a speed that allows them to gain at least one more chase point than the heroes whether or not the heroes succeed in their crash check. Unlike the heroes, the NPCs do not have advantage on this check, even if a trait or talent normally grants it. Drivers and surviving passengers must also succeed on the Special Hazard saving throw if that is somehow relevant for the outcome.

If both teams crashed, check for damage. If any vehicles are still running, they can continue the race to the end. If all vehicles are totaled, it's time for the heroes to get creative and find a way to win!

Pairings:

- **All vs. All:** The remaining teams target the opposing team with the highest number of chase points in this final stretch with any attacks they can make.

Gain Ground Suggestion:

- E. Big Air (Drivers Only).** The more time in the air, the fewer obstacles you have to navigate... right? Make a **Dexterity (Vehicles)** contest with another driver, both adding their vehicle's Strength modifier to the result.

End of the Race! The team with the most chase points that is still rolling crosses the finish line first and is declared the victor.

Sweet Victory

If you are running a campaign or a series of adventures, consider taking this opportunity to have

influential NPCs in New York introduce themselves. These could be characters from the movie like Cabbie, or even The Duke himself. You could also introduce your own NPCs who become important to the story later. Even if the characters leave the city, there are plenty of connections between inmates in New York Max and the rest of New America.

Following this, the heroes can quickly make their way free of the crowd, which continues their drunken celebrations well into the night. The huge crowds keep the crazies from trying anything tonight.

Crushing Defeat

It's entirely possible the heroes fail to win the race. If that happens, then it's time once again for them to plot and scheme a way to snatch victory from the jaws of defeat, especially if they need the prize from the race to complete their mission. Even losers of the race are celebrated for the entertainment they provide the masses, so that may well give them an edge in getting what they need.



ACT 3: ALL IN A DAY'S WORK

The Clock

Encounters 6 and 7 present several paths to Act 3, but regardless of how the heroes get here, there shouldn't be much time left on the Clock—less than an hour left as they approach the Cathedral is ideal. As the encounters unfold, remind the heroes of the ticking clock; they don't have the luxury of rest or retreat at this point. Remember that, as it has been nearly 24 hours, it is nighttime in New York once again.

If the heroes missed Encounter 7, you can push them there after Encounter 9 and set the reveal of the command key as part of the prize with a minimal amount of time left on the clock: just enough to participate in the race or grab the key and make a run for it.

If they are well ahead of schedule, especially if it is due to their own cleverness and time management, then let them have that satisfaction and point out that they have done well to get here so quickly. This takes the edge off the scenes a bit, but that's okay. If the heroes are running well ahead of schedule, the following takes place during the day.

Travel Time to the Cathedral

Walking to the Cathedral of St. John from Midtown takes about two hours, and driving takes about one hour (due to all the obstructions and detours needed). If the characters are going all out, they could shave off up to a third off those times.

Encounter 8: Outside the Cathedral

Summary

The heroes are threatened by traps laid by the Guiding Star Family outside the Cathedral of St. John.

Looming ahead is the Cathedral of St. John the Divine. It is a massive gothic cathedral festooned with innumerable stone spires; its upper reaches shrouded in darkness. Most of the ground-floor windows are boarded over, and tall weeds grow around the building. The grand stained-glass windows higher up the facade glitter with illumination from within. The streets here are cleared of vehicles and other obstacles, creating a no man's land around the building.

Automated Guns

A set of two machine guns sit in the shrubbery near the entrance to the building, rigged to start spraying down the area should anyone get too close. A motion sensor above the entryway triggers the guns whenever anyone approaches within 30' of the main entrance from any direction. This puts approaching targets on the sidewalk just outside the church, where there is little to no cover.

Detection. A DC 15 *Wisdom (Perception)* or *Intelligence (Investigation)* check detects the trap by spotting the guns before they go off.

Effect. The machine guns cover the area in front of the cathedral with suppressive fire, endangering anyone within 100' of the entrance to the building. The guns deal 12 (2d8+4) ballistic damage to anyone in this area unless they have full cover. The guns continue to fire for 3 rounds and then stop as they run out of ammunition. The use of the guns also alerts anyone inside the Cathedral of potential danger.

The heroes must roll for initiative when the trap is sprung. The guns automatically go first in the combat round, but the heroes are not surprised and can use reactions as the guns start firing.

Evading. Heroes in the area can dive for cover if cover is available, but the streets are cleared to make this nearly impossible. The area just inside

the doorway is safe, so anyone triggering the guns can rush forward to safety on their turn. Because the guns cover a wide arc, it is possible to use timing and agility to run through the field of fire with a successful DC 15 **Dexterity (Acrobatics)** check to avoid damage during their turn. Running out of the area typically requires at least 60' of movement.

Disabling. There is a remote control for the gun system hidden in a car up the street from the Cathedral. It's used to deactivate the guns by visitors in the know. It is out of sight and cannot be found through passive perception. A DC 20 **Wisdom (Perception)** or **Intelligence (Investigation)** check is needed to locate it if specifically looking for something like it. The GSF Preacher in Encounter 9 also has a remote for the system.

A DC 15 **Intelligence (Security)** check (and a plausible explanation as to the hero's approach to the problem) hacks into the system.

The motion detector can be destroyed by any successful attack against it. Its Defense is 15 as it is quite small. Destroying it does nothing once the guns have started shooting.

Finally, the guns themselves can be destroyed by any successful attack with a PV of 3 or higher. The guns have a Defense of 10.

Other Entrances

The gun emplacements guard the entirety of the cathedral's front. All other entrances to the building are boarded up and barricaded from the inside. It is possible to break in through the stained-glass windows. This requires a DC 15 **Strength (Athletics)** check to climb up, and a PV 2 or better melee weapon to break out the glass. Doing this leads directly to combat in Encounter 9, as the GSF directs their fire at the breach and anyone coming through it.

Encounter 9: Inside the Cathedral

Summary

The heroes confront the Guiding Star Family (and possibly their NLFA ally), hopefully recovering the arming device, passcode, and command key.

Plot Point

If the NLFA Demagogue escaped from the Empire State Building, he is here in the Cathedral along with the GSF cohort. If not, then only the members of the Guiding Star Family are here. Since the Demagogue has the code, the GSF can't use the nuclear device without him. There is a code hidden in the Cathedral, but the GSF Preacher doesn't know that.

Ready or Not

If the sentry guns went off, or the heroes used loud weapons outside the cathedral, or they broke into the building through the stained-glass windows, everyone in the Cathedral is ready and on alert.

Otherwise, the heroes can enter the Cathedral quietly through the front door, which is not locked or barred and won't alert the GSF or NLFA inside.

The front doors lead into the unremarkable vestibule of the church. From there, the heroes can see into the grand nave beyond:

The nave of the Cathedral is massive, with arches soaring up over a hundred feet into the shadows above. A diesel generator powers four powerful floodlights circling a small area in the middle of the nave, where you see a desk with a computer, chair, radio unit, and a large briefcase. Scaffolding stands against some of the interior walls, remnants of some long-abandoned restoration project. The nave is littered with chairs, both intact and broken, as well as trash and debris.

If the occupants are alerted, they attack the heroes as they enter the nave. If not, the heroes overhear a conversation. Use Conversation #1 if the NLFA Demagogue is here, or Conversation #2 if he was killed or captured by the heroes.



**Cathedral of
St. Johnthe Divine**



Conversation #1.

The NLFA Demagogue and a man wearing an orange military jacket with a red beret stand next to the table in the center of the nave, conversing. Two other men in orange jackets sit nearby, eating from ragged Chinese take-out containers.

Demagogue: *They're just some patsies I set up when we were grabbing the case. I think they're just looking for payback.*

Preacher: *Do you think they could be working for The Duke or the cops?*

Demagogue: *No, they can't have been here that long, and even those scum wouldn't stoop to kissing blackbelly ass.*

Preacher: *Should we go early?*

Demagogue: *No, let's run down the clock. I wasn't followed, and it's been some time since they ambushed us. The USPF will wait until time is nearly up, and then will try to stall us.*

Preacher: *We're not going along with that, are we?*

Demagogue: *No, we stay true to our word. The timer's already set, so even if they airstrike us here they can't stop the bomb. We are the only way that thing doesn't go off.*

Conversation #2.

A man in an orange military jacket and red beret stands in the center of the spotlights giving a speech, while two similarly dressed men sit in folding chairs facing him with their heads bowed.

"Brothers in arms. These may well be our last moments on Earth. Unless the fascists of the American government accede to our demands, we will wipe this hellscape from the face of the planet and drown the oppressors in a fire of their own making. While I dreamed of redemption for America, the arrogance of their leaders and the iron grip of the blackbellies gives us little choice. A decisive blow must be struck, one way or another. Let us take a moment of silence and pray for the souls that will be lost, wicked though they may be. But most of all let us pray our countrymen will find the humility to set the oppressed people of this prison free."



More Guns

If the heroes are approaching undetected, they have a chance to spot two more machine guns positioned high in the scaffolding on either side of the nave. A DC 15 **Wisdom (Perception)** check is required to spot them. Details on how they are used are below, in the Combat section of this encounter.

Optional Conversation

If the heroes have not alerted the occupants, it is possible for them to engage in conversation. The Demagogue is hostile to the heroes if he is here and gives disadvantage to any Charisma checks the heroes make to try and influence the GSF Preacher

or the GSF Guerillas. Barring successful influence by the heroes, any hostile move towards them, or attempt to get to the equipment on the table, initiates combat.

The GSF is a principled group, and they are willing to listen to arguments from the heroes. Intimidation is not a good tactic, as they are all prepared to die in a nuclear blast in the next few hours and have nothing to fear. Persuasion and Deception are both viable approaches. Any of the heroes who succeed on a DC 15 **Wisdom (Insight)** or **Intelligence (Social Sciences)** check recall useful information about the GSF, or they can ask them directly about their motives and principles. This gives the heroes advantage on Charisma checks when talking with the GSF. The key is to argue that the nuclear bomb will kill too many

innocent people and/or will fail to advance their goal of overthrowing the US government.

The heroes need to succeed on two DC 17 Charisma-based checks before they fail on two such checks to successfully persuade the GSF Preacher to cooperate with them. If the heroes succeed, the GSF hands over the device and key to the heroes. If the NLFA Demagogue is present, he attacks the heroes, but the GSF stays out of the fight.

If the heroes fail to persuade the GSF, the GSF and NLFA raise their weapons to attack.

Combat

The heroes surprise the GSF if they managed not to alert them to their presence prior to initiating combat. Otherwise, roll for initiative when combat starts.

Combatants

- 2 GSF Guerrillas
- 1 GSF Preacher (controlling 2 machine guns)
- (Possible addition) 1 NLFA Demagogue
- (Possible reinforcements) 2 additional GSF Guerrillas

Cover

The nave offers lots of columns, alcoves, and side chambers where combatants can take cover. The walls of the church between the nave and the vestibule are AR 4 (granite). The chairs are not solid enough to use for cover.

Tactics

The GSF and NLFA take cover whenever possible, typically behind columns or entryways. Generally, they start by attacking the easiest target to hit (not in cover) or whoever seems most dangerous. They will all fight to the death once combat begins.

The GSF Preacher (see: Supporting Cast) has a set of remote controls for the two medium machine guns set up on the scaffolding and uses these as long as they are operational. The guns can be destroyed by any attack against a Defense of 15 with a PV of 3 that deals 8 or more damage. The guns can be used for suppressive fire covering a 30-foot line, but because they fire down from above the area

of effect is only the targeted line and not the spaces between the line and the guns. If the Preacher loses both of his machine guns for any reason, he takes an action to call for reinforcements using his walkie-talkie. Two additional GSF Guerillas (see: Supporting Cast) arrive from another part of the cathedral 2 rounds after being summoned.

The NLFA Demagogue uses his skills to the best of his ability. He has had a long rest since the heroes last saw him and is fully healed with his full allotment of plans.

Aftermath

The adventure enters its final phase if the heroes defeat their foes or manage to convince them to surrender the arming device.

The arming device. The nuclear arming device is the size of a small briefcase. It is used to send commands to linked nuclear devices, and is designed with multiple fail safes for security:

1. A key lock opens the device. (The key was previously used, and the mechanism jammed so it longer locks shut.)
2. A passcode is entered into a keyboard on the device.
3. A physical command key must be engaged to send commands to the devices.

The device has a small CTR monochrome display and a compact keyboard. Once the device is open, the user accesses the programs loaded on the device to send different commands to the linked nuclear weapons. The commands can only be sent once the passcode is entered and the command key is inserted and turned. The device remains active for five minutes after the code is entered, after which it shuts down and resets. Normally the lock key, arming code, and command key are held by three separate individuals, though the president has the discretion to carry all three. The code is supposed to be memorized, but President Iderman kept it on a sticky note inside the case.

The case for the device is AR3, so only the most powerful guns or explosives can damage it when closed. Once opened, it is only AR1, and easy to damage.

The arming device in this scenario is linked to the nuclear weapon inside the Statue of Liberty. The device can arm, disarm, detonate, scramble, or set

the bomb on a timer to detonate. When on a timer, it is still possible to disarm the device. Scrambling the bomb permanently disables it.

The NLFA has set the bomb to detonate on a 24-hour timer, so even if they are killed by an air strike or the like the bomb still goes off. The location of each component depends on which version of the adventure you are running.

1. Short Version: The NLFA Demagogue has all the components with him in the Empire State Building.
2. Long Version 1: The NLFA Demagogue has the passcode. The device and command key are at the Cathedral of St. John.
3. Long Version 2: The NLFA Demagogue has the passcode. The device is at the Cathedral of St. John. The command key is part of the prize pool for the death race at Rockefeller Center.

The government doesn't need the passcode or the activation key. They have duplicate keys, and they know the passcode. The device is entirely unique and due to its encryption system, cannot be reproduced by design. They specifically don't tell the heroes about how the device works, as they don't want to trade one set of blackmailers for another. They also won't tell the heroes they have the code and duplicate key unless they cannot find them and time is running out. Only the NLFA leadership knows how the device works, though in truth it's not difficult to use once the passcode is entered. A DC 10 **Intelligence (Computers or Security)** check is enough to figure it out.

The hidden code. The NLFA hid a backup of the passcode for the device in a secret compartment in the altar of the cathedral. A DC 15 **Wisdom (Perception)** check discovers it if they search the altar. If the NLFA Demagogue is here, he also has a copy of the code with him in his satchel. The passcode is: 618E5415MT.

The command key. The command key is a small brass key with a red plastic grip. It's a unique and complex key. Trying to pick the lock in the arming device requires a DC 20 **Intelligence (Security)** check, which cannot be aided. It cannot be tried again if it fails. Normally the GSF just keeps the key inside the arming device.

Racing option. If the heroes avoided Encounter 7 and you want to use it as the conclusion instead of the Cathedral, the key is instead stolen from the GSF and is now part of the prize pool at the race. In

this case, the heroes find the following note in the device's case:

"Looking for your key? Well, it's about time you partake in the city's cultural events! I've got it, and if you can win the next Rockefeller Center Death Race, you can have it back. Yours truly, Romero. PS: Maybe you should pay your revolutionaries better. I shouldn't have been able to bribe Douglass so easily!"

Embarrassingly, the GSF hadn't yet discovered this note, or the fact that Douglass has gone MIA.

Encounter 10: Escaping from New York

Summary

The heroes have the arming device and can make their "**escape from New York**" if they so choose.

The Clock

The bomb detonates when the clock runs out unless the heroes deactivate it or get the arming device to the USPF in time for them to do so. When the clock gets to 30 seconds, the arming device starts beeping and displays a countdown. That still allows plenty of time to disarm, provided the heroes have the passcode and command key. You can ratchet up the tension, but don't blow them up when they are so close.

If the heroes don't mess with the device and call for the chopper with time running out, play up the arming device countdown just as the choppers are returning to the base.

Choices

Some players may decide to follow Hauk's plan and call the USPF with their flares. Others may wish to do a little negotiating now that they have control of

the bomb. The USPF honors their agreement and is even willing to grant further rewards to the heroes so long as the demands are not outrageous. (They won't open up the prison or relinquish power, for example.) They are also perfectly content to lie to the heroes and make promises they won't keep to get the device back under their control.

Some heroes may even choose to remain in New York Max. If they do so and keep the device, they will be ruthlessly hunted so long as they have it. The other heroes do not get their reward in this situation, even if they rat out their comrade. No device, no deal. If they don't keep the device, the USPF is happy to let them stay.

Get to the Chopper!

The USPF choppers need at least 30 feet of flat ground to land on. In a pinch, they lower down a ladder to a location with sufficient clearance for them to hover over.

The nearest open space to the Cathedral big enough for the helicopters to land is the Morningside Park Softball Field, a couple of blocks away. A DC 12 **Wisdom (Streetwise)** check reveals the location of the park nearby. A map of Manhattan also shows the location. Getting on top of a building also works. The streets don't offer the needed space for a pickup.

If the heroes head to Morningside.

Morningside Park is easily recognizable from an old sign fallen over at the entrance of the once-lush park. It's been years since it was last tended by anyone and has grown over in the years since the abandonment of New York. Another sign nearby describes various points of interest in the park, though the sign is now mostly destroyed by the weather. Only one location is still visible: pointing towards the south, it reads "Morningside Park Softball Field". Looking in that direction is a mostly flat field, though the grass there is much longer than in its heyday.

It takes 15 minutes for the USPF helicopters to arrive from when the party sets off a flare. As Hawk warned, the flares might attract some unwanted attention. Choose one of the following depending on the time:

Daytime.

You launch the flare, which despite the daylight shines brightly in the sky. It isn't long before you can hear a chopper getting closer. But you also hear cars headed your way, accompanied by blaring music. As the black USPF helicopter comes into view, so does a green station wagon and a white panel van. The two vehicles come to a halt 30 yards off.

Nighttime.

You launch the flare, which lights up the night sky with a brilliant red haze. It isn't long before you hear the sounds of a chopper getting closer. At the same time, you hear shuffling feet and deranged voices muttering in the darkness all around you.

"Make mine extra crispy!"

"Blood makes the child; time makes the wound."

"What's sweet and sings my hands to sleep? Is it murder?"

Give the heroes a chance to decide what they want to do. The crazies creep forward, surrounding the heroes, while the gangsters step out of their vehicles in a show of force and to try to find out what's going on. Let the heroes set the tone here. This encounter is meant to create tension before the end, not be a full combat encounter. Use the stats for Crazy Degenerates or Hippie Enforcers, as appropriate, if fighting breaks out.

Just as things start to get heated, the three Huey helicopters arrive. If it's at night, they have floodlights illuminating everything below. Night or day, one of them lands while the other two circle

the area with USPF officers manning machine guns. They open fire on any gang members or crazies in the area, chasing them off immediately.

The officers on board the Huey help pull you in and get you seated. Once the last of your team is on board, the chopper takes off, heading for Liberty Island. The two escorts follow as you leave New York Maximum Security Penitentiary behind you. The countdown on your watches ticks away ominously during the 15 minutes it takes to get to the island.

The officers on the chopper are instructed not to talk to the heroes, but simply to take them back to Liberty Island. Once they arrive, they are taken to meet with Bob Hauk in a control room inside the base of the Statue of Liberty. Hauk demands the arming device and the code with great urgency unless the heroes have already told him they have disarmed it. Otherwise, he immediately uses the device to check the status of the bomb and disarms it if necessary. He says or does anything necessary to get the device from the heroes.

Once he has the device and is sure the bomb is disarmed, he visibly relaxes, thanks the team for their service, and asks them to wait outside while he gets their releases in order. Provided the heroes aren't too belligerent, he keeps his promise and even throws in some money for their troubles. If he's sufficiently impressed, he may offer them a job with the USPF.

Before the heroes leave Liberty Island, they witness a spectacle.

As you wait for your paperwork and transportation off the island, you watch as construction workers decapitate the Statue of Liberty with plasma cutters. A massive Mi-26 helicopter lifts the head away as they complete their work. It then carries the symbol of liberty and drops it into Manhattan: a reminder to those inside the city, that for them, freedom is dead.

What If It All Goes Wrong?

There are a few ways things can end with the bomb going off. Ideally, this doesn't happen, but if it does then revel in the epic ending as the remains of New York are blasted into bits and everyone goes up in a blaze of atomic fire!

(The doomsday clock ticks down to 0.) You barely have time to notice the blinding light and the searing pain before your lives are snuffed out of existence by the nuclear blast. You have failed!



PART VI: THE CAST

Supporting Cast

*“S.D. Plissken... American, Lieutenant: Special Forces Unit “Black Light”. Two Purple Hearts, Leningrad and Siberia. Youngest man to be decorated by the President. Then you robbed the Federal Reserve Depository... life sentence, New York maximum security penitentiary. I’m about to kick your ass out of *the world*, war hero...”*

— **BOB HAUk**

Because **Escape from New York** is based on the real world, many of the NPCs you might need to use are already in the **EVERYDAY HEROES Core Rules**. You may want to change the names around a bit or swap out their weapon, but by and large, all the humans and animals fit well into the setting. Keep in mind, if you are playing in New York Max and limiting what weapons the heroes have access to, you should also follow those guidelines for most of the rank-and-file NPCs you throw in.

Film Antagonists

Someone has to be the bad guy, and in the case of **Escape From New York**, there are quite a lot to choose from. While Hawk and Rehme appear in the included adventure, they are not expected to engage in combat.

Bob Hawk, USPF Commissioner **CR 3**

Stat Block: Use the USPF Commander (**Escape from New York**), Speed = 20

“You go in, find the President, bring him out in 24 hours, and you’re a free man.”

— **BOB HAUk**

Bob Hawk is one of the many combat veterans of World War III who joined the USPF after their

discharge. Hawk was wounded in action and continues to walk with a limp as a result. He has a connection to Snake Plissken, as they both were involved in the Leningrad Ruse, though not in the same unit—Hawk commanded an artillery group that provided cover fire for the operation. Hawk takes his work seriously and is the highest authority at New York Maximum Security Penitentiary.

Dr. Cronenberg

CR 0

Stat Block: Use the Civilian Specialist (Core Rules), with Medicine and Natural Sciences at +8

Dr. Cronenberg is the head physician stationed on Liberty Island. His primary duty is organizing the medical staff that cares for the USPF officers, but he also does research on Reagent 18 victims.

The Duke (Movie)

CR 8

Defense 17

Hit Points 120 (16d8 + 48)

Armor Leather Jacket (AR1 Patchwork – has disadvantage on armor saves), +4 save bonus

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (0)	16 (+3)	8 (-1)	14 (+2)	18 (+4)

Saves Str +7, Con +7, Cha +8

Skills Athletics +7, Deception +8, Insight +6, Intimidation +12, Perception +6, Persuasion +8, Streetwise +10, Stealth +7

Passive Perception: 16

Roles Leader, Melee

Equipment Studded leather gauntlet, black leather jacket with gold epaulets, tight-fitting pants, combat boots, a single large gold hoop earring, pocket stuff

Aura of Leadership. While The Duke is conscious, each ally within 50 feet has advantage on all saving throws.

Actions

Multiattack. The Duke makes two attacks.

Hyper Vigilant. The Duke does not need to use a reaction to dive for cover.

Studded Gauntlet. *Melee Attack:* +8 to hit, PV 2, reach 5 ft., one target. *Hit:* 17 (4d6+3) bludgeoning damage.

Rousing Speech. As an action, the Duke can grant himself and up to 6 allies that can hear him 20 temporary hit points. This action can only be used once per encounter.

Bonus Actions

Improved Command. As an action or bonus action, The Duke can command one of his allies. That ally can use a reaction to make one attack or move up to its speed.

“They sent in their best man, and when we roll across the 69th Street bridge tomorrow, on our way to freedom, we’re going to have their best man leading the way—from the neck up!”

— THE DUKE

The Duke, aka “The Duke of New York”, aka “Mr. A-Number-One”, was the most powerful man inside New York Maximum Security Penitentiary up until his death in 1997. His criminal history began among the street gangs of Detroit, largely specializing in fraud. In prison, he became involved in smuggling and trading contraband, forming a relationship with the union representing the facility’s correctional officers. During the war, he specialized in stealing US military equipment, which is what eventually landed him in NY Max in 1992.

Recognizing a unique opportunity, The Duke set about forming a core cadre of the most talented of New York’s prisoners into his “Court” and establishing a kind of informal feudal hierarchy to

effectively rule the prison. This effort was aided by his connections within the USPF, which gave him an inside line on smuggling materials into and out of the prison. Through his efforts, he was able to both increase the quality of life for most inmates and crush any would-be rivals.

While known for his brute strength and aggression, The Duke’s success is more due to his social skills and sheer audacity. He is quick to seize an opportunity and quickly works out detailed plans to bring his ambitions to life. He has a good grasp of the basic psychology of your average criminal and knows how to motivate them to do his bidding. He understands that even those who rule with an iron fist need to provide tangible benefits to those they rule.

The Duke’s fearsome reputation stems from the fact he is easily insulted and goes to nearly any lengths to get revenge upon those who wrong him. He considers his reputation, both as a just ruler and vicious killer, to be a key part of his power. Despite this, his overall leadership is focused largely on keeping the peace between all the gangs under his umbrella. He tries to channel their aggression into violent sports and non-lethal conflicts between gangs. Ultimately, he recognizes that in unity, there is strength.

While The Duke despises the USPF, his power is also somewhat dependent on his connections to corrupt officers and the goods they supply. While he talks a lot about a revolution to break out of the prison, he’s somewhat cautious about enacting such a plan unless he thinks it has a real chance of success. Some of his revolutionary rhetoric is done purely to rally the gangs together against a common enemy.

The Duke’s Fleetwood is more a status symbol than a performance vehicle. Leading a caravan of vehicles burning through one of New York Max’s scarce resources marks him as a man with power, wealth, and influence. While many of the other vehicles are armored, his Caddy’s modifications are purely ornamental and ostentatious.

The Duke’s Ride

Name	Pax	Str	Dex	Con	AV	Price	Top Speed	Properties
1977 Cadillac Fleetwood	5	+3	-	+3	2	3	110 mph	Decorations

John Harker, US President

CR 1/2

Medium person (human)

Defense 14

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	14 (+2)	16 (+3)	16 (+3)

Saves Wis +5, Cha +5

Skills Deception +7, Insight +7, Intimidation +7, Performance +5, Persuasion +7, Social Sciences +5

Senses passive Perception 13

Roles Fodder

Equipment Business suit, wallet and ID, security clearance

Actions

Command. They issue an order to one of their allies. That ally can use a reaction to make one attack or move up to its speed.

Reactions

Flinch. As a reaction, when an enemy within 5 feet targets them with an attack, they can cause that attack roll to have disadvantage. The target cannot change targets in reaction to this action.

"God save me, and watch over you all."

— JOHN HARKER

John Harker won the US presidency with the promise to negotiate an end to the Third World War, as the country had grown weary of both the conflict itself and the economic hardship that came with it. While his politics are solidly moderate and pragmatic, behind the scenes he is a ruthless politician who buried a number of his rivals using underhanded tactics. His failure at the Hartford Summit cost him dearly, but he did eventually succeed in negotiating an end to the war. He could not, however, survive the political tumult of the Final Awakening, and lost the next election.

Rehme, USPF Captain

CR 3

Stat Block: Use the USPF Commander (*Escape from New York*)

Rehme is Bob Hauk's second-in-command, though he has little independent authority. Rehme is not the smartest of USPF officers, but he works hard at his duties and has a spotless record. He approaches nearly every problem with the generous application of brute force.

Romero

CR 2

Medium humanoid (human)

Defense 14

Hit Points 44 (8d8 + 8)

Armor -

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	13 (+1)	14 (+2)	8 (-1)	16 (+3)

Saves Dex +6, Cha +6

Skills Acrobatics +6, Deception +6, Intimidation +6, Persuasion +6, Streetwise +5

Senses passive Perception 16

Roles Melee, Support, Killer

Sneak Attack. Once during his turn, when Romero hits an opponent when he has advantage on the attack roll, Romero can roll an additional 10 (3d6) damage.

Actions

Multiattack. Romero makes two attacks.

Knife. *Melee Attack:* +6 to hit, AP 1, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Play the Fool. Romero can take an action to distract an opponent who can see and hear him. Make a **Charisma (Deception)** check opposed by a **Wisdom (Insight)** check from the target. If Romero wins the contest, the opponent is considered Distracted by his antics until the beginning of his next turn.

Romero is a member of The Duke's court and trusted by him with important tasks, most commonly carrying his orders to the gang leaders that pay fealty to The Duke. Romero is well known for his

sadism and often devises punishments for The Duke's enemies. His eccentric fashion choices, including teeth filed to sharp points, make him a memorable figure.

tasks and duties. Despite having no real talent for anything, he's seen by other members of the gang as being blessed with good luck. His survival on missions that were intended to be suicide ventures got him his position as a blooded member of the gang.

Adventure Antagonists

Here you will find the antagonists from the included adventure, **Liberty Lost**, who are lucky enough to have been given a unique name. They are presented in alphabetical order.

Cornelius Guff

CR 3

Medium person (human)

Defense 14

Hit Points 46 (8d8 + 8)

Armor Improvised armored clothing (AV 1), +2 save bonus

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	12 (+1)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Saves Cha +4

Skills Streetwise +3, Persuasion, +4

Senses passive Perception 11

Roles Killer, Shadow, Melee

Equipment Small improvised weapon (chain, pipe, etc.), street clothes, pocket stuff

Gang Up. Cornelius has advantage on an attack roll against an enemy if at least one of the ganger's allies is within 5 feet of that enemy and the ally isn't Incapacitated.

Bluster. Cornelius employs a rather unusual combat style, which can confuse and baffle his opponents. After Cornelius has made an attack, whether or not it was successful, the target must pass a DC12 Wisdom save to make a reaction this turn.

Actions

Improvised Weapon. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Cornelius Guff is a low ranked street commander in the Fat Cat's gang. He's often tasked with unsavory

Gus the Polar Bear

CR 4

Large animal

Defense 14

Hit Points 58 (7d10 + 21)

Armor –

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	16 (+3)	2 (-4)	13 (+1)	14 (+2)

Saves Str +8, Con +6

Skills Athletics +9, Perception +4

Senses passive Perception 14

Roles Killer, Melee

Keen Smell. Gus has advantage on **Wisdom (Perception)** checks that rely on smell.

Actions

Multiattack. Gus makes three attacks: one with its bite and two with its claws.

Bite. *Melee Attack:* +7 to hit, PV 1, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claw. *Melee Attack:* +7 to hit, PV 1, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Bonus actions

Toss. If Gus hits with his bite attack, he can take a bonus action to throw a victim smaller than Gus up to 30 feet. Gus is fond of throwing victims into the lake.

Gus is a legend of Central Park. Somehow the old bear not only survived Reagent 18 exposure, he thrived on the corpses of its victims. The Nightshades have mostly tamed the beast and use him to chase off rival gangs who trespass on their holy ground.

Steven Lovechild

CR 1/8

Medium person (human)

Defense 12

Hit Points 9 (2d8)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (0)	10 (0)	10 (0)	14 (+2)

Saves Cha +4

Skills Athletics +3, Deception +4, Persuasion +4

Senses passive Perception 10

Roles Melee, Fodder

Equipment Hippie clothing, patchouli oil, lucky rabbit's foot, rat sandwich

Actions

Unarmed Strike. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Steven is more of a lover than a fighter, but he does what the gang enforcers tell him to—and right now, that's to lead anyone who doesn't belong in their territory into an ambush. Only his affable nature and complete cowardice has kept him alive this long.

Tenexuche

CR 5

Medium person (human)

Defense 16

Hit Points 75 (10d8 + 30)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	15 (+2)	14 (+2)

Saves Str +6, Dex +7

Skills Acrobatics +7, Athletics +6, Perform +2

Senses passive Perception 12

Roles Killer, Melee, Loner

Equipment none

¡Patadas Voladoras! Tenexuche may dive off a raised level, feet first, onto a target within 10 feet. Tenexuche and the target make a contested **Dexterity (Acrobatics)** check. The loser takes all the damage Tenexuche would have suffered from a fall of that height and is knocked prone.

¡Contraataque! If an enemy makes a melee attack against Tenexuche and misses, Tenexuche may use his reaction to make a ¡Puñetazo! Attack against them.

Actions

Multiaattack. Tenexuche makes three attacks each turn: a maximum of 1 ¡Martinete! And the rest chosen from choosing from ¡Puñetazo! And ¡Doble Lazo!.

¡Martinete! *Melee Attack:* +6 to hit, PV 0, reach 5ft., one target. *Hit:* 5 (1d6+3) bludgeoning damage and the target must pass a DC15 Acrobatics (Dexterity) or Athletics (Strength) check or take a further 6 (1d6+3) bludgeoning damage and be knocked prone.

¡Puñetazo! *Melee Attack:* +6 to hit, PV0, reach 5ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

¡Doble Lazo! *Melee Attack:* +6 to hit, PV0, reach 5ft., two targets. *Hit:* 5 (1d6+3) bludgeoning damage and the target must make a successful DC13 Acrobatics or Athletics check or be knocked prone.

Improvised Weapon. *Melee Attack:* +6 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Tenexuche is the in-ring persona of Tadeo Carlos Castillo Ortiz, a lucha-libre extreme bloodsport wrestler from Grand Mexico, described as "the greatest to ever leap from the top rope" by Blood and Canvas magazine. Rarely appearing out of character, Tenexuche was arrested for drunk and disorderly conduct in El-Paso and exiled to New York Max, nearly sparking a diplomatic crisis.



Chosen Thug

CR 3

Medium person (human)

Defense 15

Hit Points 44 (8d8 + 8)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	12 (+1)	13 (+1)	10 (0)

Saves Dex +4

Skills Intimidation +1, Security +2, Streetwise +2

Senses passive Perception 11

Roles Killer, Shadow, Fodder, Melee

Equipment Small improvised weapon (chain, pipe, etc.), street clothes, pocket stuff, rope

Keep down. They may use their reaction to make an opportunity attack against any enemy in melee range that stands from prone.

Actions

Multiattack. They make three attacks: knee smash against standing targets and improvised weapon against prone targets.

Knee Smash. *Melee Attack:* +6 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage and the target must make a successful DC13 Dexterity save or be knocked prone.

Improvised Weapon. *Melee Attack:* +6 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

The Chosen's Thugs are those that aspire to becoming soldiers but have yet to prove themselves. Because the gang has many sub-factions, thugs like these will usually look for an up-and-coming leader to support, hoping to make soldier when the leader rises to prominence.

Crazy Brute

CR 3

Medium humanoid (human)

Defense 14

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	6 (-2)	6 (-2)	6 (-2)

Saves Str +7, Con +6

Skills Athletics +8

Senses passive Perception 8

Roles Hulk

Light Sensitive. They are sensitive to bright light and have the Sickened condition while in full sunlight. They are used to dim light and do not suffer disadvantage on **Wisdom (Perception)** checks or ranged attacks in low light conditions.

Madness. They are effectively immune to Charisma based challenges and cannot be intimidated, persuaded, or deceived through communications by non-crazies. They are immune to the Frightened condition.

Pack Tactics. They have advantage on an attack roll against a creature if at least one of their allies is within 5 feet and the ally isn't Incapacitated.

Savage. They have advantage on **Strength (Athletics)** checks made to break objects. Their fists are considered PV 3 weapons (included below).

Actions

Unarmed Smash. *Melee Attack:* +6 to hit, PV 3, reach 5 ft., one target. *Hit:* 15 (1d4+4+3d6) bludgeoning damage

Bonus Actions

Charge. They can move up to their speed as a bonus action when in combat.

The crazy brute was a powerful and athletic person before their Reagent 18 exposure. Their homicidal rage is especially strong and drives them to constantly be on the move, looking for victims and reveling in the destruction of property with their bare hands.

Crazy Degenerate

CR 1/8

Medium humanoid (human)

Defense 10

Hit Points 5 (1d8 + 1)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	13 (+1)	5 (-3)	10 (0)	7 (-2)

Skills Athletics +3, Stealth +2

Senses passive Perception 10

Roles Melee, Fodder

Pack Tactics. They have advantage on attack rolls against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't Incapacitated.

Madness. They are effectively immune to Charisma-based challenges and cannot be intimidated, persuaded, or deceived through communications by non-crazies. They are immune to the Frightened condition.

Light Sensitive. They are sensitive to bright light and have the Sickened condition in full sunlight. They are used to dim light and do not suffer disadvantage on **Wisdom (Perception)** checks or ranged attacks in low light conditions.

Actions

Improvised Weapon. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 (1d4+1) slashing or bludgeoning damage.

Crazy Degenerates are individually weak, but dangerous due to their sheer numbers and ferocity. Shockingly, these are often the crazies who have lived the longest, and thus their minds are almost completely gone.

Crazy Shepherd

CR 2

Medium humanoid (human)

Defense 14

Hit Points 36 (8d8)

Speed 30 ft.

Armor Armored Clothing (AR 1, Patchwork: - has disadvantage on armor saves), +2 save bonus

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	10 (0)	14 (+2)	14 (+2)	12 (+1)

Saves Int +4, Wis +4

Skills Athletics +6, Insight +6, Perception +6, Stealth +4, Streetwise +6

Senses passive Perception 16

Roles Leader

Light Sensitive. They are sensitive to bright light and have the Sickened condition in full sunlight. They are used to dim light and do not suffer disadvantage on **Wisdom (Perception)** checks or ranged attacks in low light conditions.

Madness. They are effectively immune to Charisma-based challenges and cannot be intimidated, persuaded, or deceived through communications by non-crazies. They are immune to the Frightened condition.

Pack Tactics. They have advantage on an attack roll against a creature if at least one of their allies is within 5 feet and the ally isn't Incapacitated.

Actions

Multiattack. They make two melee attacks.

Crossbow. *Ranged Attack:* +4 to hit, PV 2, range 200/400, one target. *Hit:* 4 (1d8) piercing damage.

Improved Command. As a bonus action, they can issue an order to one of their crazy allies. That ally can use a reaction to make one attack or move up to its speed.

Grapple. *Melee Attack:* **Strength (Athletics)** vs. **Strength (Athletics)** or **Dexterity (Acrobatics)**
Success: Target is Grappled

Knife. *Melee Attack:* +6 to hit, AP 1, one target. *Hit:* 4 (1d4+2) piercing damage.

Call Crazies. If they are in the underground or at an entrance to the underground, they can take an action to put out a call for crazies to come to their location. A pack of 6 Crazy Degenerates arrives after 1d4 rounds of combat.

The Crazy Shepherd provides leadership to other crazies using cunning to guide their flock to their next victim. For the Shepherd, the members of their flock are like an extension of themselves, and it's the power of the flock that lets them engage in the

violence and mayhem they crave. As a result, they dutifully care for those who follow them.

Fat Cat Ganger

CR 3

Medium person (human)

Defense 14

Hit Points 52 (8d8 + 16)

Armor -

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	11 (0)	10 (0)	12 (+1)

Saves Str +4, Con +4

Skills Security +2, Streetwise +2

Senses passive Perception 10

Roles Killer, Shadow, Fodder, Melee

Equipment Small improvised weapon (chain, pipe, etc.), street clothes, pocket stuff

Gang Up. They have advantage on an attack roll against an enemy if at least one of their allies is within 5 feet of that enemy and the ally isn't Incapacitated.

Hit and Run. They can use their bonus action to either disengage with an enemy or make an additional Improvised Weapon attack.

Actions

Improvised Weapon. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

These are not actual soldiers in the Fat Cat gang, but paid mercenaries that agree to work as muscle in exchange for credits with the Gang which they can trade back for various goods. Those that survive long enough to take multiple assignments tend to be the durable types.

Fat Cat Driver

CR 4

Medium person (human)

Defense 14

Hit Points 65 (10d8 + 20)

Armor -

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+3)	14 (+2)	11 (0)	10 (0)	12 (+1)

Saves Dex +5, Con +4

Skills Security +2, Streetwise +2, Vehicles +5

Senses passive Perception 10

Roles Killer, Ranged

Equipment Car, crossbow, small improvised weapon (chain, pipe, etc.), street clothes, pocket stuff

Gang Up. They have advantage on an attack roll against an enemy if at least one of their allies is within 5 feet of that enemy and the ally isn't Incapacitated.

Hit and Run. They can use their bonus action to either disengage with an enemy or make an additional Improvised Weapon attack.

Actions

Improvised Weapon. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Crossbow. *Ranged Attack:* +5 to hit, PV 1, range 200/400 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. Slow-Firing, Two Handed.

An elite Fat Cat driver like this one is probably a disgraced soldier from another gang. Reputation isn't something the Fat Cat's tend to worry about when hiring muscle. The Fat Cat leadership made hoarding all working vehicles a priority in the prison's early days when they were plentiful.

Gang Soldier

CR 1

Medium person (human)

Defense 14

Hit Points 27 (5d8 + 5)

Armor Leather jacket (AV 1, Patchwork – has disadvantage on armor saves), +2 save bonus

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	10 (0)	8 (-1)	12 (+1)

Saves Str +5

Skills Athletics +5, Deception +3, Intimidation +3, Security +2, Stealth +4, Streetwise +3, Vehicles +4

Senses passive Perception 9

Roles Ranged, Fodder

Equipment Crowbar, pocket .38 pistol, gang colors, pocket stuff

Actions

Multiattack. They make two attacks.

Crowbar. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Pocket Pistol (5 rounds; no spare ammo to reload). *Ranged Attack:* +4 to hit, PV 1, range 50/100 ft., one target. *Hit:* 5 (1d6 + 2) ballistic damage.

Gang soldiers tend to act aggressively when they think they have the upper hand but turn tail quickly when it's clear they are outmatched. They usually follow the buddy rule and don't wander around alone. Most gangs prize brawn over brains for their rank and file.

GSF Guerrilla

CR 1

Medium person (human)

Defense 13

Hit Points 33 (6d8+6)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	13 (+1)	11 (0)	8 (-1)

Saves Con +3

Skills Athletics +3, Acrobatics +3

Senses passive Perception 10

Roles Ranged, Fodder

Equipment Hatchet, Beretta (9mm semi-auto pistol), walkie-talkie

Vital Strike. Once during each of their turns, they deal an extra 7 (2d6) damage when they hit a target with a weapon attack that has advantage on the attack roll, or when the target is within 5 feet of an ally of the guerrilla that isn't Incapacitated, and the ally doesn't have disadvantage on the attack roll.

Actions

Hatchet. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

Beretta 92 (21 rounds; bonus reload). *Ranged Attack:* +3 to hit, PV 2, range 100/200 ft., one target. *Hit:* 6 (1d10+1) ballistic damage.

Like all members of the GSF, their rank-and-file Guerrillas are religiously devoted to the cause. Unlike a lot of revolutionary groups, they are encouraged to be free thinkers and to make independent decisions as guerrilla fighters.

GSF Preacher

CR 3

Medium person (human)

Defense 13

Hit Points 60 (11d8+11)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	16 (+3)	15 (+2)	10 (0)

Saves Int +6, Wis +5

Skills Computers+7, Perception +4, Performance +2, Stealth +4

Senses passive Perception 14

Roles Ranged, Support

Equipment Large knife, M11 (9mm semi-auto pistol), walkie-talkie, 2 remote-control medium machine guns

Remote-Control Guns. They are able to control electronic and computerized devices remotely and can use their proficiency bonus and Intelligence modifier when attacking with remote weapons.

Actions

Multiattack. They make two melee or ranged attacks.

Medium Machine Gun Turret. *Ranged Attack:* +5 to hit, AP 4, range 900/1,800, one target. *Hit:* 12 (2d8+3) ballistic damage. *Full Auto Special Attack:* can perform Suppressive Fire instead of making an attack.

Knife. *Melee Attack:* +2 to hit, PV 1, reach 5 ft., one target. *Hit:* 2 (1d6-1) slashing damage.

M11 (31 rounds; bonus reload). *Ranged Attack:* +4 to hit, AP 2, range 100/200 ft., one target. *Hit:* 7 (1d10+2) ballistic damage.

GSF preachers are both spiritual and military leaders who are tasked with spreading their teachings to those in need of liberation. They are chosen for their passion and their resistance to moral corruption and temptation. They are known more for their shrewd planning than for fierce fighting.

Hippie Enforcer

CR 1

Medium person (human)

Defense 14

Hit Points 28 (6d8 + 12)

Armor -

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	13 (+1)	12 (+1)

Saves Str +4, Con +4

Skills Athletics +4, Persuasion +3, Perception +3, Stealth +5, Streetwise +3

Senses passive Perception 13

Roles Fodder

Equipment Tie-dye shirt, jeans, sneakers, beads, headband, weapon selection (see below)

Actions

Multiattack. They make two attacks.

Gnarly Club. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Thrown Brick. *Ranged Attack:* +6 to hit, PV 1, range 30/60 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Molotov Cocktail (1/Long Rest). *Thrown Explosive Attack:* +6 to hit, range 40/80 feet. *Effect:* Each combatant within 10 feet of the explosion must make a DC 14 Dexterity saving throw, taking 2 (1d4) fire damage (ignoring armor) on a failed save, or half as much on a successful one. Any combatant that fails this save is also Burning.

The Hippies are not a gang known for having exceptional soldiers. Drug use and the general ethos of the gang doesn't lend itself to military discipline. That said, they can be both cunning and vicious when defending their territory and their narcotics supplies. They also don't lack for new recruits due to the regular supply of drugs soldiers are granted as their pay.

Nightshade Druid

CR 3

Medium person (human)

Defense 13

Hit Points 55 (10d8 + 10)

Armor -

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	14 (+2)	12 (+2)	13 (+1)	14 (+2)	14 (+2)

Saves Wis +6, Cha +4

Skills Natural Sciences +3, Stealth +4

Senses passive Perception 12

Roles Killer, Shadow, Ranged

Equipment Machete, crossbow, street clothes/hodgepodge robes, pocket stuff

Blend In. Half cover counts as three-quarters cover for the Druid.

Snipe. If they are unseen at the beginning of their turn, all their attacks do an additional 1d6 damage (slashing if from machete, piercing from crossbow).

Poisoned Weapons. They fight with blades covered in a neurotoxin distilled from plants cultivated in the park. Their weapons do an extra 2d6 poison damage for melee or 2d8 poison damage for ranged attacks. However, all damage dealt (including the weapon's normal damage) is non-lethal.

Actions

Multiattack. They can make 1 crossbow attack or 2 machete attacks.

Machete. *Melee Attack:* +2 to hit, PV 1, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage plus 7 (2d6) poison damage.

Crossbow. *Ranged Attack:* +4 to hit, PV 1, range 200/400 ft., one target. *Hit:* 7 (1d6+4) piercing damage plus 9 (2d8) poison damage.

The Nightshades gang operates more like a religious order than a traditional gang. Their soldier class are called Druids and specialize in ambush tactics when defending their territory in Central Park. Their use of poisoned weapons makes them widely feared and ensures other gangs steer clear of Central Park unless specifically invited.

NLFA Soldier

CR 1

Medium person (human)

Defense 12

Hit Points 22 (5d8)

Armor Light ballistic vest (+2 save bonus, AV 2, Ballistic, Concealable)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (0)	10 (0)	13 (+1)	10 (0)

Saves Dex +4, Wis +3

Skills Athletics +3, Perception +3

Senses passive Perception 13

Roles Ranged, Killer, Fodder

Equipment Large knife, MP5 (treat as SMG), light ballistic vest

Actions

Multiattack. They make two attacks.

Knife. *Melee Attack:* +3 to hit, PV 1, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

MP5 (30 rounds; bonus reload). *Ranged Attack:* +4 to hit, PV 2, range 100/200 ft., one target. *Hit:* 8 (1d10+3) ballistic damage.

Cover Fire. If armed with a weapon with the Full Auto weapon property, they can take the suppressive fire action. Instead of the normal effects, they can instead choose to give half cover to one of their allies.

Soldiers in the NLFA can come from all walks of life. Some are simply motivated partisans recruited from the civilian population, while others may be deserters from the local military. The NLFAs training practices and small operational teams make them effective guerilla fighters.

NLFA Lieutenant

CR 3

Medium person (human)

Defense 13

Hit Points 60 (11d8+11)

Armor Medium ballistic vest (+2 save bonus, AV 3, Ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	15 (+2)	13 (+1)	12 (+1)

Saves Dex +6, Cha +4

Skills Athletics +4, Perception +3

Senses passive Perception 13

Roles Ranged, Leader

Equipment Large knife, MP5 (treat as SMG), medium ballistic vest

Actions

Multiattack. They make two attacks. They can then use their On My Command action.

Knife. *Melee Attack:* +4 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

MP5 (30 rounds; bonus reload). *Ranged Attack:* +5 to hit, PV 2, range 100/200 ft., one target. *Hit:* 8 (1d10+3) ballistic damage.

Cover Fire. If armed with a weapon with the Full Auto weapon property, they can take the suppressive fire action. Instead of the normal effects, they can instead choose to give half cover to one of their allies.

On My Command (1/Long Rest). Each NLFA member that is within 30 feet of them and can hear them can make one attack as a reaction.

NLFA Lieutenants train and mentor other soldiers in an NLFA cell. Usually, they are soldiers who gained experience in another cell and survived an operation that forced or required that cell to disband. They are competent and resourceful fighters.

NLFA Demagogue

CR 5

Medium person (human)

Defense 13

Hit Points 91 (14d8+28)

Armor Medium ballistic vest (+3 save bonus, AV 3, Ballistic)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	14 (+2)	15 (+2)	13 (+1)	16 (+3)

Saves Dex +6, Con +5, Int +5

Skills Diplomacy +6, Intimidation +6, Perception +4, Persuasion +6

Senses passive Perception 14

Roles Ranged, Leader

Equipment Large knife, 2 MP5Ks (treat as spec-ops SMG), medium ballistic vest, parachute

Righteous Rhetoric. They can utter a special command or warning whenever an ally that it can see within 30 feet of it makes an attack roll or a saving throw. That ally can add 1d4 to its roll, provided it can hear and understand the demagogue.

Actions

Multiattack. They make two melee attacks or three ranged attacks.

Knife. *Melee Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

MP5K (50 rounds; bonus reload). *Ranged Attack:* +6 to hit, PV 3, range 350/700 ft., one target. *Hit:* 8 (1d8+4) ballistic damage.

Cover Fire. If armed with a weapon with the Full Auto weapon property, they can take the suppressive fire action. Instead of the normal effects, they can instead choose to give half cover to one of their allies.

Demagogues are the field commanders of the NLFA, chosen for their zeal and persuasive qualities first and foremost. Their job is to build operational cells inside enemy territory by recruiting soldiers, operatives, and informants. The more experienced demagogues operate independently, while the novices generally follow operational orders from higher ups.

Street Racer

CR 1

Medium person (human)

Defense 15

Hit Points 22 (5d8)

Armor –

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (0)	12 (+1)	14 (+2)	8 (-1)

Saves Dex +6, Wis +5

Skills Acrobatics +5, Deception +3, Perception +4, Stealth +5, Streetwise +4, Vehicles +7

Senses passive Perception 14

Roles Ranged, Driver

Equipment Large knife, street clothes, pocket stuff, car stuff

Offensive Driving. They have advantage on ability checks made during a ramming maneuver or to avoid a crash. While the getaway driver operates a vehicle, that vehicle's Strength modifier is increased by 2.

Actions

Multiattack. They make two attacks.

Knife. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

USPF Commander

CR 3

Medium person (human)

Defense 16

Hit Points 52 (8d8 + 16)

Armor -

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	14 (+2)	13 (+1)	15 (+2)

Saves Dex +5, Cha +4

Skills Athletics +5, Endurance +5, Investigation +6, Perception +4, Persuasion +5, Survival +4, Vehicles +6

Senses passive Perception 14

Roles Leader, Ranged

Equipment Service pistol, uniform fatigues, handheld radio

Leadership. Their allies that can see or hear them add 1d4 to each of their attack rolls and saving throws. A combatant can benefit from only one such die at a time.

Actions

Multiattack. They make two attacks.

Service 9mm Pistol (21 rounds; bonus reload).

Ranged Attack: +6 to hit, PV 2, range 100/200 ft., one target. *Hit:* 8 (1d10 + 3) ballistic damage.

Command. They issue an order to one of their allies. That ally can use a reaction to make one attack or move up to its speed.

USPF Commanders tend to have duties that don't require them to be armed and armored most of the time. Their job is to coordinate, command, and discipline USPF officers. They are often combat veterans and are proficient in nearly every weapon, but they typically only carry a 9mm semi-auto pistol.

USPF Officer

CR 3

Medium person (human)

Defense 14

Hit Points 39 (6d8 + 12)

Armor Heavy Ballistic Vest (AV 4, Ballistic), +2 save bonus

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	10 (0)	13 (+1)	11 (0)

Saves Con +4

Skills Athletics +4, Intimidation +4, Investigation +2, Perception +3, Vehicles +5

Senses passive Perception 13

Roles Tank, Killer, Ranged

Equipment Assault rifle, police baton, police kit, 1 flashbang grenade, 1 smoke grenade

Actions

Multiattack. They make two attacks.

Police Baton. *Melee Attack:* +5 to hit, PV 1, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) bludgeoning damage.

M-16 Assault Rifle (30 rounds; action reload).

Ranged Attack: +5 to hit, PV 3, range 900/1800 ft., one target. *Hit:* 9 (1d12 + 3) ballistic damage, or 16 (2d12 + 3) ballistic damage when using burst fire (disadvantage).

Flashbang (1). *Thrown Explosive Attack:* +5 to hit, PV N/A, range 80 ft. *Effect:* Each combatant within 30 feet of the explosion takes 1d4 explosive damage and must succeed at a DC 13 Constitution saving throw or be Stunned until the end of its next turn.

USPF Officers are similar to modern SWAT officers. They are well-trained and ambitious for advancement within the organization. Members of the USPF can only carry or control weaponry if they have officer training and take the USPF service oath. Officers have wide latitude when dealing with suspected criminals, terrorists, or other reprobates, but do need to follow procedures and the orders of their superiors.

KEY CHARACTERS

Every story needs its heroes, even if they aren't exactly the heroic type. Here are Snake Plissken and his three key allies from the film *Escape from New York*, built using the EVERYDAY HEROES hero creation rules.

Snake Plissken

"Call me Snake."

— SNAKE PLISSKEN

By the time we meet Snake Plissken in *Escape from New York*, he is already a figure of legend. Every criminal knows his name and exploits, while the USPF sees him as their best chance to get the president out of New York alive. Snake's combination of know-how and determination make him a nearly unstoppable force who always finds a way to complete his mission, even if things don't always end up the way he'd like.

Little to nothing is known about Snake's childhood. He was recruited out of college by the army as an officer in the Special Forces. He was excited when war broke out in the Middle East, but it wasn't long before the realities of combat shattered his illusions.

As a soldier, Lieutenant Plissken accrued an unmatched record in the field. His team specialized in search and destroy missions behind enemy lines. They would sneak in, wreak havoc, and then get the hell out. His nickname came from his ability to slither out of any situation, defying death, and capture under outrageous circumstances. His unmatched agility made him both a crack shot and a gifted pilot of nearly any kind of vehicle.

Snake's final mission for his country was an attempt to rescue a spy from Leningrad, but the whole thing turned out to be both a suicide mission and a lie. Snake was one of the only men in his team to survive it. He was just too stubborn to die.

The Leningrad ruse broke Snake's spirits and cost him the use of his left eye. A fracture in his gas mask meant that his eye got an unhealthy dose of nerve gas, ruining it and leaving him with chronic pain and light sensitivity. This is why he wears a patch—to

keep out the light. He won two Purple Hearts and a medal for bravery, but he was done fighting for men who only cared about their own power and wealth.

When he was finally repatriated, he left the service to return home, only to find, to his horror, that his parents had been burned alive by the USPF in a botched effort to rescue them from a couple of crazies who'd taken them hostage. Their land was then confiscated and sold by the USPF to pay for the cost of the "rescue." Upon learning this, he decided to make the bastards pay. Whatever they had, he was going to take.

Snake proved as adept a criminal as he was a soldier. Snake Plissken became an instant folk hero as stories of a decorated war hero robbing government facilities hit the news. The growing fame made his work difficult, so Snake encouraged rumors of his own demise whenever possible.

Snake's cynicism and black humor are nearly as legendary as his exploits. He is a man of few words. His damaged eye is a constant source of pain for him; even as he sleeps, he dreams of it burning in his skull. As a result of the constant irritation and the state of his life, he's rarely in anything approaching a good mood.

Despite his dour outlook on the world, Snake is a man who lives by a personal code of honor, even if he sometimes wishes he could break the habit. He also has a soft spot for people who need his help and all too often finds himself risking his life to play the hero. His big heart has led him into more than a few traps over the years, and each time he swears he won't let it happen again.

[Agile | Scoundrel]

Level 10

Background Legend

Profession Crime (Bank Robber)

Wealth 1

Street Cred Criminals 3

Defense 18

Hit Points 73

Hit Dice 10d8

Speed 30

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	12 (+1)	9 (-1)	12 (+1)

Proficiency Bonus +4

Equipment Proficiencies Basic, Advanced, Military

Saving Throw Proficiencies Dex +9,
Cha +5

Skill Proficiencies Athletics +10, Deception +5,
Security, Sleight of Hand +13, Stealth +13, Streetwise
+5, Vehicles +9

Skill Expertise Athletics, Sleight of Hand, Stealth

Talents Fast Reflexes, Quickness, Vital Strike (5d6),
In the Shadows, Surprise Attack, Roll With It, Master
of Subterfuge

Feats | Equipment Training: Military, Advanced, Skill
Training: Athletics, Ability Score Training: Dexterity
+4, Die Hard, Go Behind, Perfect Throw, Touch
of Grace

Attacks

Mac-10 SMG. Ranged (100/200) Attack +9 to hit.
Damage 1d10+5 ballistic, PV 2. Reload bonus. Rounds
30. Vital Strike bonus damage 5d6. Properties: burst
3, full auto, loud, restricted

S&W Model 67 Heavy Revolver. Ranged (100/200)
Attack: +9 to hit. Damage: 1d10+5 ballistic, PV 3.
Reload: action. Rounds 6. Vital Strike bonus damage
5d6. Properties: loud

Unarmed. Melee Attack +9, Damage 1d4+5
bludgeoning, PV 1. Vital Strike bonus damage 5d6.
Properties: finesse, light

Equipment

Clothes: Urban camo pants, sleeveless black shirt,
combat boots, eye patch

Gear: Pocket stuff, backpack, weapons belt,
countdown watch with two-way miniature radio,
emergency beacon bracelet, radio tracking device,
folding binoculars

Weapons: Smith and Wesson Model 67 heavy
revolver with two quick loads and scope, MAC-10
SMG with an integrated suppressor, optical scope,
and three 32-round magazines, three shuriken

Vehicle: Gullfire Glider

Cabbie

*"I've been driving a cab here for 30 years and
I'm telling you: you don't walk around here
at night! Yes, sir! Those crazies'll kill you and
strip you in ten seconds flat!"*

— CABBIE

Cabbie is a true New York native at a time when there are not many left in Manhattan. He grew up in the Bronx and got his first job driving a cab in 1967, getting his own taxi medallion in 1974. When the Attack on America came, Cabbie worked tirelessly to help evacuate the city, driving people to evacuation points day and night. He was one of the fortunate few who seemed wholly immune to the effects of Reagent 18.

Cabbie refused to evacuate the island, insisting on helping and providing transportation to those that chose to stay. He garnered national attention for both his heroism and his commitment to remaining in the city. When Manhattan was quarantined and martial law declared, further stories about him were suppressed as being counterproductive to national security.

Even as the island became the domain of crazies and criminals, Cabbie remained loyal to those who lived there, providing transportation to those who needed it and could trade for it. His keen instinct for survival and toughness, as well as his many friends in the city, helped him survive in a place few have. Cabbie never joined any of the gangs but is respected by nearly all of them. In return, he tries to show them all respect and provide services indiscriminately. He declared his cab "neutral ground," a declaration supported by The Duke.

Cabbie is one of the few residents who gets a regular stipend of fuel from The Duke's production operation. Previously he had to rely on scavenged fuel traded to him by passengers. Cabbie tries to be friendly with nearly everyone in the city apart from the crazies. That said, he isn't shy about using violence to protect himself and his cab. More than anything, Cabbie loves New York and by extension the people in it.

[Agile | Motorhead]

Level 5

Background Ordinary

Profession Transportation (Cabbie)

Wealth 2

Street Cred: New York Max 4

Defense 16

Hit Points 33

Hit Dice 5d8

Speed 30

STR	DEX	CON	INT	WIS	CHA
9	18	12	16	12	14
(-1)	(+4)	(+1)	(+3)	(+1)	(+2)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced, Improvised

Saving Throw Proficiencies Dex +7, Int +6

Skill Proficiencies Arts and Crafts +4, Endurance +4, Mechanics +9, Streetwise +4, Stealth +7, Vehicles +10

Skill Expertise Mechanics, Streetwise

Talents Quickness, Combat Driver, Advanced Combat Driver, Advanced Combat Training

Motor Pool Avert Disaster, Backstreets, Quick Fix

Feats | Ability Score Training: Constitution +1, Ability Score Training: Intelligence +1, Ability Score Training: Dexterity +2

Attacks

Thrown Molotov Cocktail. Ranged (40/80) Attack +7 to hit. Damage 1d4 fire. Properties: Special (thrown explosive, victims Burning)

Wrench. Melee/Ranged Attack +7, Damage 1d4+4 bludgeoning, PV 1. Properties: improvised, finesse, light, thrown (40/80)

Equipment

Clothes: T-shirt, slacks, sneakers, plaid jacket, cabbie hat

Gear: Pocket stuff, car stuff

Weapons: Molotov cocktail ×4 (in the cab)

Vehicle: 1974 Yellow Checker Taxi

Cabbie's Cab

Name	Checker Taxi
Price	3
Top Speed	140 mph
Properties	Sunroof
Str	+4
Dex	+4
Con	+4
AV	2
Pax	5

Cabbie's classic Checker Taxi is a 1974 model, likely with a 350 V8 engine. It has a modded sunroof, enabling Cabbie to toss Molotov cocktails at potential threats. Cabbie relies on his good judgment, social skills, and reputation to keep passengers from trashing his cab. He's had to do numerous repairs over the years, but he tries to keep his cab with its classic look both inside and out. As a result of his love and care, his Checker Taxi performs well and is a very durable vehicle.

Brain

"I swear to God, Snake, I thought you were dead."

— BRAIN

Harold "Brain" Hellman is a career criminal known for using his smarts. He grew up in an orphanage and has only a dim recollection of his parents. He was not treated well but was adept at looking out for his own interests and using the institutional system to his own ends. He actively avoided adoption and much preferred the idea of making his own way in the world.

Brain loved to read and devoured nearly every book in the library at the orphanage. He found the hard sciences to be his favorite subject, especially chemistry, for which he showed a great talent. He managed to win a scholarship to the University of Chicago but was caught stealing from the school pharmacy and was expelled his sophomore year.

Brain got involved in criminal activity at an early age, initially stealing and selling drugs from the nurse's office at the orphanage. Later he often worked as a drug chemist for street gangs in the Chicago area, creating speed and other custom mixed narcotics. He moved up to become a planner for crews pulling heists and hits. His chemistry skills were put to creative use in his plans, earning him a reputation as a guy who could do the impossible.

He also garnered a reputation for saving his own skin when a job went south. During the legendary Kansas City Job, Brain left Snake Plissken and Fresno Bob for dead at a crucial moment, abandoning the operation, which turned out to be an epic failure without his participation. Brain is always quick to point out that in his view, Snake and Bob were simply late to their rendezvous, so he did the smart thing and left.

Brain was captured by the USPF in 1994 and sentenced to life in New York Max. Once on the inside, his reputation got him an audience with The Duke, and together they hatched a scheme to create an oil well and refine fuel, a scheme which, surprisingly, panned out. As a result, Brain became one of The Duke's most valuable assets, and he was afforded every privilege possible. Nevertheless, Brain's main ambition remains to **escape from New York Max**.

[Smart | Mastermind]

Level 5

Background Orphan

Profession Criminal

Wealth 3

Street Cred New York Max 4

Defense 15

Hit Points 32

Hit Dice 5d6

Speed 30

Genius 5

Plan DC 15

STR	DEX	CON	INT	WIS	CHA
11 (0)	13 (+1)	14 (+2)	18 (+4)	14 (+2)	15 (+2)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced

Saving Throw Proficiencies Con +5, Int +7

Skill Proficiencies Computers +7, Endurance +5, Mechanics +10, Natural Sciences +10, Medicine +7, Security +7, Sleight of Hand +4, Streetwise +5

Skill Expertise Mechanics, Natural Sciences

Talents Genius, Mental Refresh, Know-It-All, You're Doing it Wrong

Plans Expect the Unexpected, I Had Them Bugged, I Have The Cure, I Knew You'd Do That, I Lured You Into Danger, I'll Tell You How It's Done, They'll Never See Us Coming

Feats | Ability Score Training: Intelligence +2, Scientist Training

Attacks

Unarmed. *Melee Attack +4 to hit.* Damage 1d4+1 bludgeoning, PV 1. Properties: finesse, light

Equipment

Clothes. T-shirt, jeans, black ascot, white duster coat

Gear. Slide rule, pen, mini notepad

Residence. Level 3 Laboratory (*in the NY Municipal Library*)

Maggie

"Harold, you never told me you knew Snake!"

— MAGGIE

Maggie does not talk much about her past, preferring to stay focused on the here and now. She grew up near Jacksonville, Florida. Maggie's father was a career military man, and both of her parents were rather strict and aloof. While she was not mistreated, Maggie eloped at the age of 17 and ran away from home. Her husband, a car thief, was arrested a year later for armed robbery and killed in prison.

Maggie made her living as an erotic dancer for a time and soon transitioned into dating cartel members as a moll, going steady with a particular individual for an extended time but not really having a true relationship. Within the criminal world, she had a reputation as being practical and trustworthy. She was known to be a good shot with a revolver, which gave her the kind of respect and independence many women in that world aren't generally afforded.

In 1995, Maggie got swept up in a major raid by the USPF, who decided she was guilty of prostitution since she wasn't married to the mob boss she was living with at the time. When she refused the advances of the commanding USPF officer, he had her sent to New York Max out of revenge.

After a couple of harrowing weeks, Maggie got herself in with The Duke's court and had eyes on The Duke himself. To her regret at the time, he passed her off to "Brain" as a kind of payment for his loyalty. She protested, but it was made clear to her there really wasn't a choice in this assignment.

Harold "Brain" Hellman turned out to be someone she not only could get along with but whose company she genuinely enjoyed, and whose position in New York afforded her unprecedented security and considerable freedom. She dedicated herself to becoming not only his romantic partner, but his business partner and research assistant.

[Charming | Icon]

Level 5

Background Military Tradition

Profession Charm

Wealth 2

Street Cred New York Max 2

Defense 16

Hit Points 28

Hit Dice 5d8

Speed 30

Influence Dice 5d8

Trick DC 15

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (0)	14 (+2)	10 (0)	18 (+4)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced

Saving Throw Proficiencies Dex +5, Cha +7

Skill Proficiencies Acrobatics +5, Athletics +4, Deception +7, Medicine +5, Natural Sciences +5, Performance +7, Persuasion +10, Streetwise +3

Skill Expertise Persuasion

Talents Influence, Tricks, Charm

Tricks Insult to Injury, Magnetic Personality, Taunting Blow, Watch This

Feats | Ability Score Training: Dexterity +2, Seducer, Skill Training: Medicine, Natural Sciences

Attacks

Small Knife. *Melee/Ranged Attack* +5, Damage 1d4+2 slashing, PV 1. Properties: finesse, light, thrown(30/60)

Equipment

Clothes. Maroon evening dress, black boots, suede suit jacket

Weapons. Small knife concealed in a leg sheath

PREGENERATED HEROES

The following heroes have been prepared specifically for **Liberty Lost**. It is not necessary to play these heroes in the adventure, but any heroes created for the adventure should be period appropriate and have a reason to have been previously arrested and sentenced for life in New York Maximum Security Penitentiary. Level 5 is recommended for this adventure.

Pregenerated Hero

Codename: Alpha

Alpha is a former driver and pilot for the United States Air Force, having served with distinction in World War III. Once part of a family with a proud tradition of serving in the Air Force, they were kicked out of both the military and the family when it was discovered that during WW III they spent their off-duty hours smuggling alcohol, both to their friends and the enemy. They were caught, convicted, and dishonorably discharged before landing in military prison. They broke out before the bank heist, where they were the designated getaway driver.

[Agile | Scoundrel]

Level 5

Background Military Tradition

Profession Transportation

Wealth 2

Defense 15

Armor Light Ballistic Vest (AV 2)

Hit Points 43

Hit Dice 5d8

Speed 30

Vital Strike Damage 3d6

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	16 (+3)	14 (+2)	14 (+2)	10 (0)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced

Saving Throw Proficiencies Dex+7, Con +6

Skill Proficiencies Athletics +2, Mechanics +6, Sleight of Hand +4, Stealth +4, Streetwise +5, Vehicles +10

Skill Expertise Vehicles

Talents

Military solidarity (Core Rules - Backgrounds - Military Tradition)

Experienced Driver (Core Rules - Professions - Transportation)

Fast Reflexes (Core Rules - Agile Hero level 1)

Quickness (Core Rules - Agile Hero level 2)

Vital Strike (Core Rules - Scoundrel level 1)

In the Shadows (Core Rules - Scoundrel level 1)

Surprise Attack (Core Rules - Scoundrel level 3)

Roll With It (Core Rules - Scoundrel level 5)

Feats

Ability Score Training. Dexterity +1, Wisdom +1 (Core Rules - Basic Feats)

Skill Training. Athletics, Endurance (Core Rules - Basic Feats)

Survival Training. Constitution (Core Rules - Basic Feats)

Attacks

9mm Pistol. Ranged (100/200), Attack +7, Damage 1d10+4 ballistic, PV 2. Reload Bonus. Rounds 21. Properties: loud, semi-auto

Pump Action Shotgun. Ranged (200/400), Attack +7, PV 3. Rounds 9. Reload Action. Properties: loud, shot

Unarmed. Melee Attack +7, Damage 1d4+5 blunt, PV 1. Properties: finesse, light

Equipment

Clothing. Street Clothes, light jacket, leather gloves, sunglasses, broken Purple Heart medal

Gear. Flashlight, flip lighter, comb

Weapons. Beretta M9 (military-style pistol)

Armor. Light ballistic vest

Pregenerated Hero

Codename: Bravo

Bravo grew up in the worst neighborhood in St. Louis. They started running with the local gang at an early age and proved their aptitude as a soldier. Before long, they started moving up the criminal food chain, ending up as freelance muscle for organized crime and elite operatives. The bank job was nothing new but getting pinched by the USPF was. Bravo didn't go down without a fight, but in the end, there were just too many blackbellies to get the better of.

[Strong | Street Warrior] Level 5

Background Convict

Profession Gang Soldier

Wealth 1

Defense 16

Armor Light Ballistic Vest (AR 2)

Hit Points 49

Hit Dice 5d10

Speed 30

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-1)	12 (+1)	10 (0)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced, Improvised

Saving Throw Proficiencies Str +7, Con +6

Skill Proficiencies Acrobatics +5, Athletics +7, Endurance +5, Intimidation +7, Streetwise +4

Talents

Know the Routine. (Escape from New York - Backgrounds - Convict)

Tough Enough. (Escape from New York - Professions - Gang Soldier)

Reckless Attack. (Core Rules - Strong Hero level 1)

Power Attack. (Core Rules - Strong Hero level 2)

Bad Ass. (Escape from New York - Street Warrior level 1)

Determination. (Escape from New York - Street Warrior level 1)

Rise Up. (Escape from New York - Street Warrior level 3)

You'll Regret That. (Escape from New York - Street Warrior level 3)

Try It and Find Out. (Escape from New York - Street Warrior level 3)

Advanced Combat Training. (Escape from New York - Street Warrior level 5)

Feats

Ability Score Training: Strength +2 (Core Rules - Basic Feats)

Signature Weapon. (Core Rules - Advanced Feats)

Attacks

Gabriel the Sledgehammer. *Melee Attack +7, Damage 1d12+4 blunt, PV 2. Properties heavy, two-handed, signature*

Pump Action Shotgun. *Ranged (200/400) Attack +5, Damage 2d6+2 ballistic, PV 3. Reload Action. Rounds 9. Properties: loud, shot, two-handed*

Unarmed. *Melee Attack +7, Damage 1d4+4 blunt, PV 1. Properties: finesse, light*

Equipment

Clothing. Steel toe boots, cut-off jeans, t-shirt, denim jacket, baseball hat

Gear. Backpack, walkman, headphones, flashlight

Weapons. Gabriel the sledgehammer (signature weapon), Mossberg 590a1 (pump-action shotgun)

Armor. Light ballistic vest

Pregenerated Hero

Codename: Charlie

Born to a typical suburban American family, Charlie was always a strange child. They spent nearly all their free time watching TV, mostly documentaries and religious sermons. Later they became an avid reader of self-help books and psychological journals. Refusing college, Charlie instead founded a cult and became a con artist. Charlie made the mistake of joining the bank heist as a way to recruit the other members of the team into their cult.

Note: Thanks to a few “incidents” of guards trying to free Charlie, they start the adventure gagged by the USPF.

[Charming | Manipulator Level 5]

Background Ordinary

Profession Faith

Wealth 2

Defense 17

Hit Points 38

Hit Dice 5d8

Speed 30

Influence 5d8

Trick DC 16

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	14 (+2)	9 (-1)	15 (+2)	20 (+5)

Proficiency Bonus +3

Equipment Proficiencies None

Saving Throw Proficiencies Wis +5,
Cha +8

Skill Proficiencies Deception +8, Insight +5,
Intimidation +8, Performance +8, Persuasion +11,
Sleight of Hand +4, Social Sciences +2

Skill Expertise Persuasion

Talents

Blend in. (Core Rules - Backgrounds - Ordinary)

Trusted. (Core Rules - Professions - Faith)

Influence. (Core Rules - Charming Hero level 1)

Demoralize. (Core Rules - Manipulator level 1)

Copycat. (Core Rules - Manipulator level 3)

Hypnotize. (Core Rules - Manipulator level 5)

Improved Demoralize. (Core Rules -
Manipulator level 5)

Feats

Charm. (Core Rules - Manipulator Tricks)

Disappearing Act. (Core Rules - Manipulator Tricks)

Human Shield. (Core Rules - Manipulator Tricks)

In Your Head. (Core Rules - Manipulator Tricks)

Trust Me. (Core Rules - Manipulator Tricks)

Attacks

Unarmed. Melee Attack +3, Damage 1d4
bludgeoning, PV 1. Properties: finesse, light

Equipment

Clothing. Street clothes, Maple Leaf t-shirt, suede
jacket, necklace with a peace symbol, a gag

Gear. Water bottle

Weapons. None

Armor. None

Pregenerated Hero Codename Delta

Delta is the brains of the group. They were originally a Peruvian police officer approached by the Guiding Star Family for their skills. They declined, but as a result had to leave South America in a hurry. They disabled the alarms and security cameras for the heist, or at least the ones they knew of, as the fixer had left out some very important details.

[Smart | Mastermind] Level 5

Background Gamer

Profession Private Security

Wealth 3

Defense 15

Armor Light Ballistic Vest (AV 2)

Hit Points 27

Hit Dice 5d6

Speed 30

Genius 5

Plan DC 15

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	18 (+4)	16 (+3)	8 (-1)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced

Saving Throw Proficiencies Int +7,
Wis +6

Skill Proficiencies Computers +10, Insight +6,
Intimidation +2, Investigation +10, Medicine +7,
Perception +6, Security +7, Streetwise +6

Skill Expertise Computers, Investigation

Talents

Exploits. (Core Rules - Backgrounds - Gamer)

Criminal Record. (Core Rules -
Professions - Criminal)

Genius. (Core Rules - Smart Hero level 1)

Mental Refresh. (Core Rules - Smart Hero level 2)

Know-It-All. (Core Rules - Mastermind level 1)

You're Doing It Wrong. (Core Rules -
Mastermind level 1)

Plans

Expect the Unexpected. (Core Rules -
Smart Hero Plans)

Know The Layout. (Core Rules - Mastermind Plans)

The Right Tool. (Core Rules - Mastermind Plans)

When A Plan Comes Together. (Core Rules - Smart
Hero Plans)

I Lured You Into Danger. (Core Rules -
Mastermind Plans)

I Had It Poisoned. (Core Rules - Mastermind Plans)

Feats

Ability Score Training: Intelligence +1, Wisdom +1
(Core Rules - Basic Feats)

Healthy: +2 HP per level (Core Rules -
Advanced Feats)

Attacks

Glock 26 9mm Pistol. Ranged (100/200) Attack +5,
Damage 1d8+2 ballistic, PV 2. Reload bonus. Rounds
8. Properties: light, loud, semi-auto, versatile (1d10)

Stun Gun. Melee Attack +5, Damage 1d4 electrical,
PV 0. Properties: finesse, stunning (Con Save, DC 13
or stunned for 1 round)

Unarmed. Melee Attack +5, Damage 1d4+2
bludgeoning, PV 1. Properties: finesse, light

Equipment

Clothing. Comfortable street clothing

Gear. Portable gaming console, compact camera,
flashlight, binoculars, lockpicks, laptop computer

Weapons. Glock 26 (concealed pistol), stun gun

Armor. Light Ballistic Vest

Pregenerated Hero Codename Echo

Echo is a former street kid that grew up in the suburbs of Bangkok, where they got into all sorts of trouble. In order to survive, and to provide food for themselves and some of their friends, they turned to illegal street fighting and proved successful. They were never the strongest or fastest, but they were by far the toughest, able to outlast any challenger. Their street fighting prowess caught the eye of the bank heist fixer, who figured that the ability to fight without weapons might come in handy..

[Tough | Scrapper]

Level 5

Background Juvenile Delinquent

Profession Crime

Wealth 2

Defense 17

Armor Light Ballistic Vest (AV 2)

Hit Points 60

Hit Dice 5d12

Speed 30

Damage Reduction 3

Interest Damage 2d6

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	8 (-1)	10 (0)	12 (+1)

Proficiency Bonus +3

Equipment Proficiencies Basic, Advanced

Saving Throw Proficiencies Dexterity +6, Constitution +7, Intelligence +2

Skill Proficiencies Acrobatics +6, Athletics +5, Endurance +7, Deception +4, Intimidation +4, Stealth +6, Streetwise +3

Talents

Underworld Contacts (Core Rules - Backgrounds - Juvenile Delinquent)

Criminal Record (Core Rules - Professions - Criminal)

Payback (Core Rules - Tough Hero level 1)

Tough as Nails (Core Rules - Tough Hero level 2)

Opportunist (Core Rules - Scrapper level 1)

Frenzy (Core Rules - Scrapper level 3)

With Interest (Core Rules - Scrapper level 3)

Roll With It (Core Rules - Scrapper level 5)

Feats

Ability Score Improvement: Dexterity +1, Constitution +1 (Core Rules - Basic Feats)

Skill Training: Athletics, Endurance (Core Rules - Basic Feats)

Survival Training: Dexterity (Core Rules - Basic Feats)

Attacks

.44 Magnum Revolver. Ranged Attack (100/200). Attack +6. Damage 1d10+3 ballistic, PV 3. Reload Action. Rounds 6. Properties: loud

Fireman's Axe. Melee Attack +5, Damage 1d8+2 slashing, PV 2. Properties: versatile (1d10)

Unarmed. Melee Attack +6, Damage 1d4+3 bludgeoning, PV 1. Properties: finesse, light

Equipment

Clothing. Gym clothes, an old pair of MMA gloves, fighter jacket

Gear. Flashlight

Weapons. .44 Magnum revolver, fireman's axe

Armor. Light ballistic vest