

BUDGET

District	La Laguna, El Recodo or Esperanza	Barrios, Los Sagrados or Fuerte Ventura	Villa Rosada, Bahía del Sol, Costa Calibana	La Marina, Punta Brava or Costa Negra	Ocean Boulevard, Islas Bonitas or La Dorada
HQ Cost	\$1,000	\$5,000	\$10,000	\$40,000	\$80,000
Renown Points	0	2	4	6	8

REOWN POINTS

Renown Points	
Headquarters	See Headquarters Table
Vehicles owned by the Agency	1 Point per \$30,000 worth of vehicles, maximum +20 Points
Highest character's Rank: Seasoned	+1 Point
Highest character's Rank: Veteran	+5 Points
Highest character's Rank: Heroic	+10 Points
Highest character's Rank: Legendary	+15 Points
At least one character with Noble Edge	+5 Points

AGENCY RANK

Agency Rank	Renown Points	Lifestyle	Agency Bennies	Agency Employees
Startup	0	Homeless (\$0)	0	0
Established	20	Modest (\$100)	1	2
Successful	40	Average (\$500)	2	4
Leader	60	Well-off (\$2000)	3	8
Legendary	80	Lavish (\$15000)	4	16

EMPLOYEES

Agent	Fighting d6, Notice d6, Shooting d6, Stealth d6
Demolitions Expert	Knowledge (Demolitions) d8
Disguise Expert	Master of Disguise Edge
Driver	Driving d8
Errand Boy	Streetwise d8
ICT Expert	Knowledge (ICT & Electronic Systems) d10
Interpreter & Translator	Fluent in five languages
Lawyer	Knowledge (Law) d10, Persuasion d8
Mechanic	Repair d10
Medic	Healing d10
Personal Trainer	Special: before each adventure, one character can make a Spirit roll: if successful, his Strength or Agility is considered 1 die step higher for the duration of the adventure
Pilot	Piloting d8
Secretary	Investigation d6, Jack-of-all-Trades Edge
Skipper	Boating d8

PLAYING DIRTY

Card	Foul Play	Complications
Deuce	Out of Range/ Impossible	Disaster: Make a Trait roll at -4. If the roll is failed a major accident occurs, and the participant is out of the competition.
3-10	Long Range, -4	Major Inconvenience: Make a Trait roll at -2 or lose one of your successes. Remove one card from your stack.
Jack-Queen	Medium Range, -2	Minor Inconvenience: Make a Trait roll or lose one of your successes. Remove one card from your stack.
King-Joker	Short Range/ Melee	Distraction: The character cannot attack or play dirty, but is otherwise unaffected.

DISGUISE PREPARATION

Mod	Condition
-2	No equipment
-2	Impersonating a specific individual (i.e. Mr Weng rather than a generic businessman)
-2	Different sex
+2	Disguise limited to a single physical feature (i.e. pretending to belong to the opposite sex, or imitating only the voice of an individual)

DISGUISE INTERPRETATION

Mod	Condition
-2	The observer is actively looking for an impostor
-2	The observer knows the individual being impersonated very well
-2	The impostor knows the individual he is impersonating very well
+2	Disguise limited to a single physical feature (such as the voice on the phone)

EVENTS BETWEEN ADVENTURES

DEUCE - ROBBED

Your character has been robbed of half her savings (red card) or of something important (black card): a weapon, car or something else determined by the GM.

THREE - DEBT

You owe money to the wrong people! Your debt is equal to $1d4 \times 100\$$ per Rank. If you fail to pay your debt by the end of the next adventure, you gain the Wanted hindrance.

FOUR - ENEMY

Your character has a new enemy: a Non-Player Character is now your Enemy as per the Enemy Hindrance (minor) in Savage Worlds.

FIVE - FRIEND

Your character makes friends with a Non-Player Character, whose initial reaction to your character will be Friendly.

SIX - TRAINING

Your character has decided to spend some time to improve or acquire new skills. If the card is black, you gain 2 Experience Points; if the card is red, you can pick an Edge of your choice and use it for the next adventure (all requirements must be met). If, after the next adventure, you draw a red six again, you gain the chosen Edge permanently.

SEVEN - ONE-WEEK CELEBRITY

Some of your adventurous deeds become known to the public. For the next adventure you gain the Charismatic edge. If, after the next adventure, you draw a seven again, the edge becomes permanent.

EIGHT - STUFF

Your character receives, finds, wins, inherits or otherwise gets some interesting piece of gear, at GM's discretion. The cost of the item cannot exceed $1d6 \times \$10,000$.

NINE - SECRET

Your character "fortuitously" hears or reads about one of the many secrets of San José. The GM rolls a Random Secret for you.

TEN - MONEY

Your character receives, wins, inherits or otherwise gets $1d6 \times \$1000$! And yes, this die can ace!

JACK - HELPER

A loyal Extra decides to follow and help your character for the next adventure. If you want, you can try to keep the Extra after the next adventure with a successful Persuasion (-2) roll, or automatically if you draw another Jack.

QUEEN - ROMANCE

Your character falls in love! It's time to prove your Seduction skills. The GM must prepare your beloved NPC, and you must make an attempt at Seduction. If you draw another Queen after the next adventure, you lose the Luck Edge but gain a stable relationship!

KING - RELAX

Spend some quality time with yourself! You enjoy the sun, music and people of a tropical paradise like you never did before. Your character gains 3 experience points!

ACE - BAR ODYSSEY

Your character spends more than a couple of nights between the nightclubs, ronerías and discos in San José. Draw three more cards and pick two of your choice.

JOKER - MOJO

Santería, Voodoo, Azcali spirits and whatnot... the nights in San José are filled with strange magic, and sometimes magic seems to be real. The spirits smile upon you and you start the next adventure with two Traits of your choice raised by one die step!

SEDUCTION TABLE

Seducer/ Seduced	Persuasion	Taunt
Spirit	Seducer adds +2	No modifiers
Smarts	No modifiers	Seducer adds +2

SEDUCING ENEMIES

SEDUCING ENEMIES

WHILE THE *EFFECTS* OF SEDUCING NPCs IN NON-COMBAT SITUATIONS CAN BE RESOLVED VIA ROLE PLAY, STRAIGHT HOSTILE NPCs CAN POSE A CHALLENGE FOR THE GM. HERE ARE A FEW GUIDELINES FOR WHEN A PLAYER CHARACTER FACES A SEDUCED FOE.

IF THE SEDUCER HURTS THE SEDUCED ENEMY, ALL SEDUCTION EFFECTS END AND THE NPC BECOMES HOSTILE AGAIN.

NEUTRAL: A “NEUTRAL ENEMY” NEVER TARGETS THE SEDUCER UNLESS HE IS THE ONLY ACTIVE FOE, AND THEN WILL ONLY USE NON-LETHAL DAMAGE ATTACKS AND COMBAT MANEUVERS THAT DON’T INFLICT DAMAGE.

FRIENDLY: A “FRIENDLY ENEMY” NEVER ATTEMPTS TO HURT THE CHARACTER, OR HIS FRIENDS. SHE TRIES TO SETTLE THE MATTER PEACEFULLY, OR IF NO AGREEMENT CAN BE FOUND, FLEES. NOTICE THAT DEPENDING ON INTERACTION AND ROLE PLAY, THE NPC’S REACTION CAN CHANGE AGAIN.