

Anthropomorphic Noir Role-Play

URBAN JUNGLE



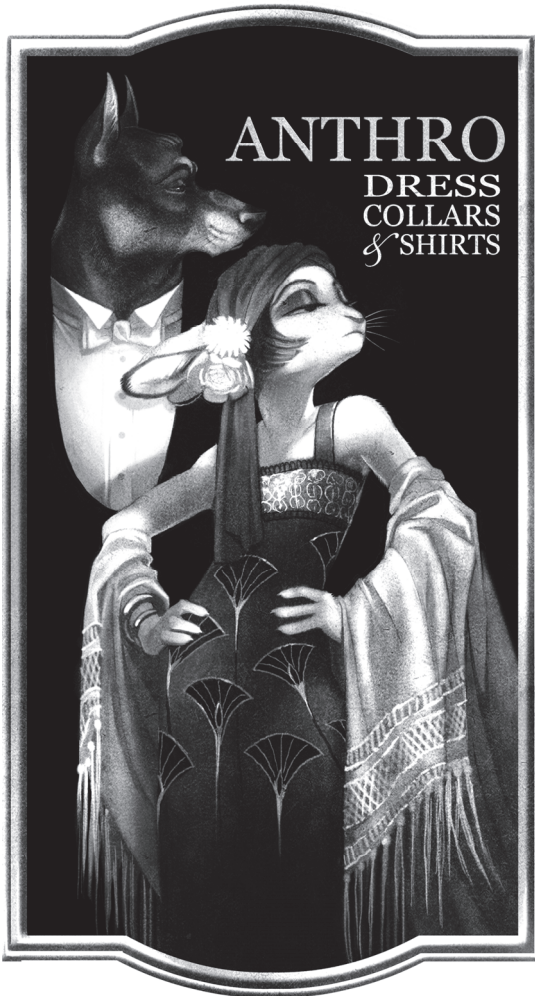
"Unquestionably, it was going to be highly dangerous. Yet I felt it was quite natural to jump at the task. After all, if you don't like action and excitement, you don't go into police work. And, what the hell, I figured, nobody lives forever!"

— Elliot Ness (1903-1957), American Prohibition agent

Welcome to the Urban Jungle

If you've never played a role-playing game before...

Urban Jungle is a game about pretending to be someone else. You could take on the role of a dogged, hard-boiled detective, a foxy femme fatale, a spunky kitten from the sticks, or a desperate lone wolf with nothing left to lose. One player will be the **Game Host**, who is the director of our story. Like a narrator of an old-time radio drama, the Host will describe some situation to you, like "A man falls down, clutching his chest as he drops a package at your feet", or "Suddenly, two goons burst through your door, waving guns!"



You and your fellow Players will be like actors, but you get to decide what your **Characters** in the story will do. Does your hero try to talk their way out of this problem? Do they let their fists do the talking? Or can you think of something even more exciting? After you and your fellow players describe what they do, the Host responds, and you go back and forth like this, making up your own story.

Just so we're all on the same page, your character will be described by precise game terms. You'll have **Traits** that measure your character's ability to do things: physical, mental, social, etc. You'll have unique **Gifts** that set you apart from other people, and you'll have **Soaks** so you can take your knocks and come back for more. You and your fellows will have to work together to overcome obstacles, to accomplish your **Goals**, and to reap the **Rewards** of your success.

To add drama and uncertainty, we'll be rolling **dice**. If your character is good at something, they'll have lots of big dice for you to roll. If your character isn't so hot... well, the odds won't be in your favor, but you can still try. Do you do things the easy way, or do you push your luck? That's up to you. And when Lady Luck isn't your friend, you'll have both your character's force of **Personality** to push onwards, and the **assists** of your fellow players.

We've written the game of *Urban Jungle* to give you and your fellow players an exciting world of intrigue, drama, and tragedy to experience... and to experience it together. The only limits are your imagination. The most important rule is, *have fun!*



If you've played a **computer** role-playing game before...

With a tabletop RPG, instead of a computer, you have a human as a **Game Host** who presides over the action. Instead of pressing buttons, you just tell the Host what you want. Like a moderator on a forum, the Host decides what happens and what doesn't.

Unlike a computer game, the Host can be creative and can talk with you to understand things better. There won't be any invisible walls or indestructible doors closing off your progress.

Urban Jungle is a co-op game. You will work with your fellow Players to solve problems. Like a narrator of an old-time radio drama, the Host will describe some situation to you: "A man falls down, clutching his chest as he drops a package at your feet", or "Suddenly, two goons burst through your door, waving guns!" You and your party tell the Host how you want your characters to respond. The Host then decides how the non-player characters will react, what rules are in play, etc. The game goes back and forth like this until you all decide that the session is over. (Which is usually after about 2 to 3 hours of real-time.)

You get things done by applying **Skills** to them. You get Skill dice by your **Traits**, which are your character's vital statistics. Everyone has the attributes of Body, Speed, Mind, and Will. Your character also has unique Career, Type, and Species Traits, which can be mixed and matched. There's no classes in this game; you get better by improving your Traits, and by buying new perks like Gifts and Skills. You can re-spec your character between sessions, as much as you want, by **retraining**.

Some tasks can be overcome by **Rote** if your skill is high enough and there's no pressure. Other times, you'll have to roll **Dice**

to see if you can do the thing... and how well you can do the thing.

Urban Jungle's combat is turn-based. Everyone on your side will take a turn, then everyone on the other side will take a turn. All characters, both friends and foes, might have the ability to **counter** attacks, as a defense. If you shoot at somebody, they just might shoot back, even when it's not their turn!

There's no hit points or life-bar in this game. Instead, every character has one or more **Soaks**. When you're hit, you have to reduce the Damage to zero, or your character is incapacitated. Different characters will have different Soaks... and with different cool-downs. A tanking character will have powerful Soaks with quick cool-downs.... But a support character might need longer to recharge, and they might have to jump through hoops to do even that, such as having to run off and hide. Your characters will often suffer a debuff called **Panic** that prevents you from attacking; you'll be forced to flee before you're killed.

You earn **Rewards** and **Experience** by staying true to your character's role, and by finishing quests. You don't get XP by killing people... in fact, you're more likely to get grief from the NPC authorities for wanton slaughter, and that isn't something you need. The game setting is persistent, with no reloads from save-states — so don't draw too much aggro at once, or you will get crushed by the mobs.

Since combat doesn't help you level up, you'll want to avoid getting into dangerous fights if you can... oh, and this game has permanent death, so if you get your character killed, they're off to the graveyard and you'll have to start all over again. Welcome to the Urban Jungle, baby.

If you've played a tabletop role-playing game before...

Urban Jungle is a game about anthropomorphic animals living in a fantasy world styled after early 20th Century America. You could take on the role of a dogged, hard-boiled detective, a foxy femme fatale, a spunky kitten from the sticks, or a desperate lone wolf with nothing left to lose.

Like most tabletop RPGs, our game has a single **Game Host**, who is the master of the ceremonies, and the rest of you are **Players**. The Host presides over the action and tells you what's going on.

There's no classes or levels in this game. Instead, you have seven attributes: four **Basic Traits** that everyone has (Body, Speed, Mind, Will) and three **Unique Traits** that describe your character's Species, Type, and Career. You get better at things by raising your Traits. You'll start with unique talents such as **Gifts** (special abilities unique to your character) and **Soaks** (resistance to damage).

This game uses polyhedral dice (d4, d6, d8, d10, and d12) and it uses a lot of them. It's a dice-pool system, so you won't be adding the dice together — you'll be counting successes. Most of the time, you need 4s or better... but if you're dicing off against someone else, each of you rolls, and whoever has the single highest die will be the winner. There's also a *rote* rule, so you don't have to roll if it wouldn't be interesting.

Combat is turn-based with sides: all of one side acts, and then the other side acts, until the battle is over. All characters, both friends and foes, might have the ability to **counter** attacks, as a defense. If you shoot at somebody, they just might shoot back, even when it's not their turn!

There's no hit points. Instead, every character has one or more **Soaks**. When you're hit for damage, you have to reduce the Damage to zero, or your character is incapacitated. Different characters will have different Soaks, with different rules on how they work. A front-line combatant will have powerful Soaks that recharge easily... but a non-combat character will have few Soaks, and they ones they have may require them to do things like run off and hide, or wait a really long time. Your characters will often suffer a debilitating status called **Panic** that prevents attacking; you'll be forced to flee before you're killed.

You earn **Rewards** and **Experience** by staying true to your character's role, and by finishing quests. You don't get XP by killing people... in fact, you're more likely to get grief from the NPC authorities for wanton slaughter, and that isn't something you need. Since combat doesn't help you level up, you'll want to avoid getting into dangerous fights if you can.

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Credits

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Dedication

To Karen K.

Basic Rules

Assist: when you help a friend claim bonus dice

Bonus: an extra die for you

Botch: a roll where all your dice came up "1"

Challenge: roll your dice vs. 3; fours or better are successes

Character: an imaginary person living in the fiction of the game world

Claim: When you ask for a bonus or advantage after you roll your dice

Contest: roll your dice vs. their dice, high roller wins

Declare: When you say you'll do something before you roll dice

Dice: d4, d6, d8, d10, d12

Dwindle: if this die rolls a 1, decrease its size

Favor: re-roll one "1"

Game Host: The one who controls all the non-player characters

Limit: if your die has too many sides, reduce it

Negate: make something not happen

Penalty: an extra die for your opposition

Player: Someone who plays the game, with one character.

Progress: This will take several rolls before it's done

Recharge: This must happen before you can use the ability again

Rote: don't roll that challenge, just take ½ success per die

Rule of 4: when you need to roll fours or better

Success: a die that rolled higher than the target number

Tie: When your best die is the same as the target



Players, the Game Host, and Characters

One of the participants in the *Urban Jungle* game is the **Game Host**. Like a director of a movie or a play, the Host is the final authority of what goes on and what doesn't. It's the Host's job to interpret the rules, in case of disputes. Everyone else is a **Player**.

Each session begins with each Player describing their character

Each Player controls one person in the story, called a **Player Character**. Player Characters are our heroes of the story, who right the wrongs, reward the good, and punish the wicked. (Or not, if they're anti-heroes. More on that, later...)

It's easiest to do this from left-to-right, around the table, but the Game Host can choose whatever order they like.

Each Player reads off:

- Their character's Name ("Brenda Cavalcanti")
- Their character's Species, Type, and Career ("Fox Sultry Libertine")
- Their character's Motto ("This ain't no golden age.")
- Any Goals currently listed ("For once in my life, do something that makes a difference.")

These readings will help the Players get into character. It can also remind us what the story is about: their common Goals.

The Game Host presents a situation, and the Players respond

The Host is also the head writer. The Host presents a story: "The mysterious man drops off an unlabeled package", or "The wealthy widow wants you to find her husband's killers," and the Players will have to deal with the problems. The Host presents the problem. The Players describe how they respond to the problem. The Host decides how the story changes because of what the Players did, and it goes back and forth, until the session is over.

The Player Characters will interact with other important people, who will be played by the Game Host, as needed. The main enemies in the story will be **Major Characters**. Characters with small, walk-on roles will be **Minor Characters**. Major Characters will have access to all the same fantastic powers and crazy stunts that the Player-Characters will have. Minor Characters will be ordinary people, often out of their league when forced to deal with Major Characters.

Declare First, Claim Later

The flow of the game is pretty simple. The Host tells the Players what situation is in front of their characters, and the Players say what their characters will do.

When you commit your character to do something, you **declare** what your character will do. Examples include, “I declare that my character will jump from the train” ... or “I declare that my character will ask the sheriff if he saw anything strange” ... or “I declare my character will shoot that guy.” (When you get used to the game, you might shorten this to, “I shoot that guy”, but you’re still declaring that your character is doing something.)

Once you declare something, you start an event in motion. Other characters will react to your declarations. For example, when you say, “I declare that my character will shoot that guy”, the Host might say, “That character reacts by shooting back!” Now the stakes are high and something bad could happen, but you declared you were shooting, so it’s time to see what will happen.

When the rules ask you to declare something, you are committing to something that might have serious consequences. Your character is spending money or resources that can’t be recovered. Or maybe your character is doing something violent, and someone might get hurt.

Also, declaring means you need to say what you’re doing before you do it. When you declare that you will shoot someone, you can’t later change your mind by saying, “But first, I run back in the house.” Once you declare, you’re committed.

Other times, you can **claim** a bonus or an advantage. For example, you might claim a bonus from a friend to help you with a task, or you might claim cover against bullets by hiding behind a tree. When the rules say you can claim something, you don’t have to declare it before you commit to an action; you can claim it after the fact. For example, if someone shoots at your character, and it looks like your character is going to be hit, you might claim cover from a nearby wall. You didn’t have to say you were hiding behind the cover first. Many special powers in the game let you claim some advantage after something horrible has happened.

In short: declare first, claim later. If you declare it, then your character is doing it. If you can claim it, you don’t have to say that your character is doing it until it’s necessary for you to do so.

Negate means it didn't happen; Replay or Re-roll is a do-over

If the rules say you can **negate** something, that means you keep it from happening. If you negate part of something, then less of it happens.

For example, if the rules say your character suffers 5 points of damage, and you negate 2 of those points, then you’re only suffering 3 points of damage. Negating damage is the job of your *Soaks*, the abilities that keep you from going down in battle.

If the rules say that you **replay** something, that means you re-do everything you just did. Forget about what just happened — the replay is what we keep, for better or for worse. In case it matters, a replay doesn’t recharge anything that was spent or used up: bullets were fired, gifts were spent, etc.

If the rules say that you **re-roll** one or more dice, then you pick up those dice and roll them again. The new result stands. You’ll re-roll dice if you have Favor (p. 12) or if you use the power of Luck (p. 56).

Dice

The **dice** in *Urban Jungle* have four, six, eight, ten, or twelve sides. (The four-sided die can be a little weird. Most of them have the number on the points, instead of on the side, so when you roll it, you read the number on the top-most point.)

Dice are abbreviated as “XdY”, where X is a number of how many dice you need to roll, and Y is how many sides they have. For example, if the text says “roll 2d6”, then you will roll two six-sided dice. If the text says “roll d10, d4”, you will roll one ten-sided die and one four-sided die.

There are many kinds of dice

Every character will have **Trait dice**. These dice represent basic qualities of a character, such as the strength of their Body, the Speed of their reflexes, the alertness of their Mind, and the stubbornness of their Will.

Body, Speed, Mind, and Will are **basic Traits**. Every character has those four kinds of dice.

The Species, Type, and Career are **unique Traits**. One character might have the species of “Cat” while another is a “Dog”. Your character might be “Hard-Boiled” while someone else has a “Heart-of-Gold”. Someone might be a “Detective” while someone else is a “Mobster”, etc. Each unique trait gives you dice in different things.

Characters will also have **Skill dice**, to represent ability in a certain field. You might have Athletics dice to climb, jump and run. You might have Transport device to drive a car. You might have Shooting dice to use a gun, etc. You get most of your Skill dice from your Unique Traits.

Characters will gain all kinds of bonus dice from circumstances, from special training, from assistance from friends, etc.

When asked, find your appropriate kinds of dice and roll them

When the rules ask you to roll some kind of dice, check your character sheet for those dice and roll them.

For example, you might be asked to roll your Mind & Academics dice.

- First, find the Mind die listed on your character sheet.
Mind is a Basic Trait. Every character has a Mind die.
- Then, find the Academics row on your character sheet, and look for any dice listed there. If you don't have any Academics dice listed on your sheet, then you have none to roll. (You'll be stuck just rolling your lonesome Mind die.)

Once you've got those dice gathered up, go ahead and roll them.

Don't add your dice together!

In some games, you roll dice and add all the numbers together. But in *Urban Jungle*, you roll the dice and check the numbers. High numbers are better.

You're going to compare your numbers to a target: either your opponent's highest number or 3. Dice are like real estate: you want more of them, and you want them to be big.

Die sizes can increase, can decrease, and can be limited

When we talk about a die's **size**, we're talking about how many sides it has. A twelve-sided die has more sides than a ten-sided one, so we say a d12 is a larger size of die than a d10.

When you're asked to **increase** a die, move it up to the next number of sizes. For example, one increase will change a six-sided die into an eight-sided. Two increases will make it a ten-sided, etc. If you increase a d12, there's nowhere for it to go — replace an increased d12 with a d12 and a d4.

If you're asked to **decrease** a die, then you make it smaller: a six-sided die becomes a four-sided, for example. A d4 that's decreased is removed.

Sometimes dice will be **limited** in size. For example, if the text says "your dice are limited to d8", that means no dice can have more than eight sides. If you were about to roll d10, d4, you'd have to reduce the d10 to d8, but the d4 stays the way it is ... so you'd roll d8, d4 instead. Your dice can be limited by circumstances — for example, a character that carries a heavy burden won't move as fast as someone who doesn't. Your dice can also be limited by skill — for example, someone used to fast-moving Transport won't have as much as trouble while riding one ... as compared to, say, someone who doesn't have any of those skills.

Rolling your dice vs. 3: Challenge

For most things that your characters will do in the game, there's no need to roll: walking across the street, buying things from a store, reading the newspaper, etc.

Sometimes, what you want to do in the game will be uncertain. Can you scale that cliff? Can you convince the porter that you lost your ticket and that he shouldn't kick you off the train? Etc. In game terms, sometimes you will have to **roll a Challenge**.

For example, you might want your character to climb over a wall. The Game Host rules that such a climb requires physical strength and training, so they ask you to roll your character's *Body Dice* and *Athletics Dice*. Find your character's Body Trait on your character sheet, and pick up the appropriate die. Then, find your character's Athletic Dice and pick those up, too.

Sometimes, you might find yourself missing some dice. For example, every character has Body Dice ... but not everyone has Athletics Dice. That's fine; just roll the dice you do have.

On a simple Challenge, you need to roll your dice against a **target**. For example, if the text says you must roll "2d6 vs. 3", then you would roll two six-sided dice, hoping to roll 4, 5, or 6 on at least one die.

"Rule of 4" means you're rolling vs. 3, so fours or better are successes

In a challenge, you're always trying to be a 3, so on most rolls, each 4 or better is a success. We call this *the Rule of 4*.

(This is different from a contest, where you're rolling against someone else, and you might need to roll higher than 4.)

If all your dice come up “1”, then you have *botched*

Sometimes, you roll the worst you can possibly roll. For example, you might roll 2d6, and the dice come up 1 and 1. If you roll all ones, then you haven’t just failed, you’ve failed in an epic manner — you have *botched*. You get part-way up the cliff and then fall and injure yourself... the porter calls for a policeman to arrest you, and there’s one standing right behind him... your strike at the creep not only misses, but you swing too far and stumble.

Botches are a lot more likely when you lack skill dice. For example, if a roll calls for Body & Athletics dice... but you only have a Body die to roll... well, that’s just one die, so your odds of botching are really high.

If none of your dice roll higher than the target, then you have *failed*

If you can’t beat your target, then you have *failed*. For example, if you roll 2d6 vs. 3 and your dice come up 2 and 1 then you fail the test. You scabble fruitlessly at the base of the cliff, the porter kicks you off the train, the gangster dodges your bullet, etc.

If your best die is merely equal to your target, then you have *tied*

In rare cases, your best die is a *tie*. For example, if you’re rolling 2d6 vs. 3 and you roll 3 and 2 then your best die has tied the target.

A tie is a special case. Now it’s time to see if you have something to tip the roll to your side... or maybe you get a partial success. Maybe you climb the cliff, but you drop your pack in the process. Maybe the porter doesn’t believe you... but he’s willing to take a bribe. Ties should be unusual events that liven up the game.

Once again, it’s only a tie if your *best* die is a tie. For example, if you roll 4d6 vs. 3 and you roll 4, 3, 3, and 3... you have one success, not a tie.

Dice that beat the target are *successes*

Following the “2d6 vs. 3” example earlier, if you rolled your dice and they came up 5 and 2, then you have one die that beat the target. You have scored one *success*. You climb that cliff, you bluff your way past the porter, you stab the creep with your switchblade, etc.

If you rolled really well, you can score *many successes*. For example, if your dice came up 6 and 5, then you have two successes. More successes usually mean even better success. You climb the cliff faster, you convince the





porter to upgrade you to first class, you stab the ogre in a vital spot for more damage, etc.

Remember only dice that beat the target count as successes. For example, if you roll 2d6 vs. 3 and your dice come up 5 and 3... then you only have one success. The tie doesn't count.

In our skill descriptions, you'll read some discussion on how many successes you need to accomplish certain tasks.

One success might not be enough!

For a task that anyone could do, one success will be enough to win the challenge. Everyone has at least one die to roll, so everyone can get at least one success.

But some things will be impossible unless you have special training, unusual skill, or other advantages. For example, anyone might be able to change a tire, but not everyone can rebuild an engine's carburetor.

Other times, a task has to be more difficult. If it only took one success to sneak into the vault, then banks would be burgled every day by common hoodlums with zero training. Obviously, getting into a bank vault is more challenging than just one success.

How many successes do you need?

Our rules contain many suggestions on how many successes you'll need to accomplish a task. The Game Host may have to judge on the spot how many successes you'll need. Here are some guidelines:

One success =

Something anyone could do

On almost any roll in the game, someone gets to roll at least one die, so one success represents something anyone could do, without any special training, knowledge, or tools.

Two successes =

Something a professional could do

To get two dice, you need some training in what you're doing. Only someone who knows what they're doing could score two successes.

Three successes =

Something a master could do

To get three dice, you need to have a lot of ability *and* you have to roll really well. Only someone who has exceptional training or knowledge could score three successes.

Four or more successes =

Something a well-trained team could do

Some tasks will need lots of successes and can't be done without a lot of time, resources, and effort.

A bridge too far: Not enough successes

The more difficult something is, the more successes it needs. After all, if anyone could just crack a safe, it would be pretty poor protection against thieves!

Sometimes, you'll roll one success or more... but it won't be enough. You might have known that before you got started, or you might learn that just when you're going on. For example, you might have scored two successes to crack this safe... only to discover it's a top-of-the-line model, and it needs three or more.

If you need more successes, you need to claim more dice

Remember that dice that can be *claimed* can be rolled after you roll. If you can call upon more resources, you might get more dice to beat a challenge.

Common ways to claim more dice include:

- Get an *assist* bonus from a friend. See page 13 for more details on assist.
- Use up your gift *Personality*, which lets you claim a d12 bonus on any roll appropriate to the situation. You can only use Personality once per game-day. See page 57 for more details.

Progress for Long-Term Challenges

Rome wasn't built in a day. Sometimes a challenge will require multiple successes to get to the end. For example, rebuilding a car engine might take several hours, or even days. Some tasks will require long term **Progress**.

To make progress, the Game Host and the rules should tell you often you're allowed to roll, how many successes you need each time, and how much each progress you'll make with each success.

For example: to crack the safe by picking the right combination might require one roll every 5 minutes, a minimum of 3 successes on each roll, and each success is 10% of the way there.

If you roll 2 successes, you make no progress. If you roll 3 successes, you get $(3 \times 10\% =)$ 30% progress. Another 7 successes and you'll be done!

Examples of long-term Progress include:

- *Crafting*, where you build or repair a large project.
- *Healing*, where you work to get rid of a long term illness.



Don't roll, just do it: Beating a Challenge by Rote

Sometimes, your characters will be so skilled that they can make the difficult look easy. Instead of rolling a test, the game host may give you the option of taking your *rote*.

Instead of rolling vs. 3, just take ½ success per die

To take your rote, don't roll your dice. Instead, you score ½ a success for every die.

For example, instead of rolling d10, d8, d4 vs. 3, you could use your rote instead. Three dice \times ½ success per die = 1 ½ successes. You'd beat any test that needs 1 success, but you didn't score quite enough for 2 successes.

Rotes are appropriate for tests against a fixed target. For contests against other dice, it's better to roll instead.

Rotes make the most sense for routine activities, such as driving an automobile or building a barn, where rolling multiple times would be tedious.

You can't use rotes on Contests (when you roll vs. others' dice) or when you have Penalties

That is, when you and your opponent roll off and the higher roller beats the lower roller. (What's a contest? See below.) That would give the character with the highest dice a 100% chance of winning, and contests are for when it's not clear who's going to win.

Use Rotes to avoid rolling dice when it wouldn't be fun to roll

The Game Host should use Rotes to speed the game along. For example, if a player just wants to change a tire (a roll that requires one success) and they already have two dice, don't roll.

Likewise, the Game Host may require a roll of Mind & Transport to drive a car to an unknown destination... but once that Challenge has been passed, the Host may let the player drive back there, using their Rote. No one should be surprised that someone can find the same place twice.

And yes, you can combine rotes and assists. For example, let's say there's three of you, and you're all competent (2 dice). Two of you can rote (getting two ½ successes, or 1 each) ... and then you each give a d8 bonus to your task master. The task-master now has four dice, so they rote for four ½ successes. There, three of you can get two successes with a Rote. (Alone, each of you would only get one.)

Rotes will often be a good bet to win a challenge for long-term Progress. Of course you can do this, it's just a question of how long it will take you.

Only roll dice when the outcome would be uncertain and interesting.

Rolling Your Dice vs. Their Dice... And May the Best Roller Win: Contest

Sometimes, you won't be rolling against a mere 3, but against an opponent's dice. For example, you might want to shoot someone, and they might want to dodge. Or, you might be running away, and they want to catch you. When you roll your dice against someone else's dice, that's called a *contest*.

In a contest, you have to roll higher than your opponent (and not just vs. 3)

Unlike a challenge, with a contest, you're not rolling to beat just a 3. Both you and your opponent roll your dice, and then you each put forth your best number. If your number is higher than your opponent's, you've won the contest.

For example, if you roll 7 and 5, and your opponent rolls 6 and 3... then you won the contest, because your 7 is more than their 6.

Just like a simple test, you can also score multiple successes. For example, if you roll 11, 7, 6, and 2 and your opponent rolls 5, 4, 4 and 1. Not only did your 11 beat their 5, but your 7 and 6 did, too. So you didn't just succeed, you scored three successes!

A contest like this is best for one-on-one comparisons, where direct ability is being compared from one character to another. For comparisons involving lots of characters or long-term effects (infiltrations, chases, crafting), see our "Handbook" chapter.

A tie on a contest means both you and your opponent get a little win... and suffer a little loss.

If your highest die matches your opponent's highest die, then you have both tied. Maybe your race results in a photo finish. Maybe you both negotiate a compromise. Or maybe you and your foe both shoot each other at exactly the same time.



When it matters, in the case of a tie, all dice that tie count as successes for each roller. For example, if you rolled 5, 5, 4, and your opponent rolled 5, 3, 1... then you have two ties and your opponent has one. In this case, you scored two successes and your opponent scored one. More successes could break a tie, or they could mean you get the bigger piece. In the case of combat, more successes on a tie could mean that you and your foe both hit each other, but your attack was more dangerous.

If your opponent botches, you get an extra success!

If your opponent rolled all ones, then your opponent has *botched*. Not only do you win the contest, you earn *one extra success*.

Since your opponent rolled all ones, then all your dice that came up showing 2 or better are also successes. If they botch and you roll a lot of dice, you can score really big wins.

In the rare case where both you *and* your opponent botch, the result should be a group failure so spectacular as to be the subject of jokes for weeks to come. You and the Host should use your imaginations.

Re-roll one 1: Favor

Skilled characters don't often botch an operation. A roll that has *favor*, such as a roll with Favorite Use, gets some insurance against a botch.

When your roll has favor, you may re-roll one die that came up 1. You only get to re-roll one die, so if you have a choice between two dice, pick the one that has the most sides. It rolls higher!

If a character has any dice at all in a Skill – from your Species Trait, your Type Trait, or your Species Trait – they may declare a Favorite Use. They don't have to declare a Favorite Use until they really need it. When they do, they write it in the character sheet's blank under Favorite Use. They then may re-roll one 1.

Decreases each time it comes up 1: Dwindle Dice

Some dice get smaller as they are used. *Dwindle Dice* are rolled separately from other dice.

When a Dwindle Die rolls a 1, decrease it by one size. A d12 becomes a d10, a d10 becomes a d8, etc.

A d4 Dwindle Die that rolls a 1 dwindles away to nothing. There may be some other effect, as well.

Common Dwindle Dice include:

- **Ammo Dice**, used with repeating firearms. The Ammo Die is rolled each time the firearm is used.

When the Ammo Die dwindles to nothing, the weapon is out of ammunition and must be reloaded before you can shoot again.

- **Opinion Dice**, used with characters controlled by the Game Host.

Characters who like you will have positive Opinions that add bonus dice, but the more you use this die, the more you push them too hard.

Characters who dislike you will have negative Opinions that inflict penalty dice, but eventually even a sour opinion can be worn away.

More dice for you: Bonuses

Sometimes, things are easier. Maybe the cliff has extra hand-holds to make it easier to climb. Maybe you're skilled in fast-talking people. Or maybe you've caught the ogre off-balance. A common advantage in your favor will be *bonus* dice.

When you have bonus dice, just include them with your regular dice. For example, if you would normally roll 2d6, but you have a bonus d12, now you're rolling d12 & 2d6.

If you have to *declare* that you have a bonus, you have to say you're going to use the bonus before you roll. For example, if you declare that you're going to aim at a target, then that grants you a bonus d8 to roll, but you had to say you were aiming before you roll.

If you can *claim* a bonus, you don't have to say you were going to use the bonus until after you roll. You can roll the dice, and then if you don't like the way those dice came up ... you can just pick up the bonus die and roll that now, including it with your other dice. For example, if you can claim a cover bonus of d8, you don't have to roll that cover die until after you roll your other dice.

(Yes, since you can claim a bonus after you roll, you might be able to prevent a botch, simply by claiming a bonus die to roll. Even if that die rolls a 2... hey, at least it's not a botch anymore!)

Giving bonus dice to friends: Assists

One character may try to assist another. For example, someone might give you a boost to climb the cliff, or they might distract the porter to accept your story about a lost ticket. Some activities might take a long time and use a lot of people. For example, many of you might question the locals if they saw anything weird about by the old mill, or you might all work together to fix a broken automobile.

One character can boost another character's roll by declaring an **assist**. Declare one character to be the *task master*, and then one or more as *assistants*.

Each assistant uses the same kinds of dice they would roll if they were the task-master. For example, if the task calls for Mind & Craft dice, then that's what the assistant rolls, too. Naturally, everyone will be rolling different amounts of dice.

Win a Contest (a roll vs. 3) to give a bonus d8 to assist to a friend

Each assistant rolls their dice vs. 3, just like a standard Contest. For each assistant that scores at least one success, the task master may claim a bonus d8.

It doesn't matter how many successes the assistant scores — each assistant adds only one die.

The Gift of **Team Player** raises the assist bonus that you give other people from d8 to d12.

For other activities, like questioning the locals about weird goings-on, more hands may make lighter work. Players will often split into two or three groups: the assistants who make assist rolls ... the task-masters who make the rolls with the bonuses from the assistants ... and the minders, the characters who don't have the right skills to participate, but they can at least watch out for any trouble.

You might use the same dice to assist... or use different ones

For many tasks, you use the same dice for an assist role that the friend is using to make the task in the first place. For example, if the professor is reading through the books using Mind & Academics, then you too might use Mind & Academics to assist.

However, you can also look for clever ways to use different kinds of dice to assist your friends. For example, you might want to help a friend use Speed & Evasion dice to sneak past a guard. You might have your character make a public disturbance to lure them away, rolling your Will & Presence dice vs. 3. By being way too obvious and by luring attention away from a guard, you give your friend an assist to not be noticed.

The Game Host and the Players should be creative and aggressive about finding ways to use their talents to assist one another.

The Game Host may rule when and how many others can assist

The Game Host may rule that any test can only have so many assistants. For example, fixing a broken bus could have four or more people... but maybe only two can work together to crack a safe.

Don't use this assist roll for rolls to strike people in combat. Use the Tactics rules, instead, as described in the Combat section.

Removing panic and the like from other characters is called a *rally*, and that uses separate rules, as described in the Combat section. The game-mechanic of "assist" is specifically for offering a bonus to someone else's skill roll.

Anyone can assist ... but a Botch ruins the job

If you have at least one die to roll, you can attempt to assist a task. However, if you roll a Botch — that is, all of your dice come up ones — then you ruin the task at hand. Sometimes it's best to leave a task to those who know what they're doing.

The Gift of **Team Player** prevents your botches from ruining the task at hand, when you are an assistant. (Now, you might still get hurt, but at least you didn't screw up the job for everybody else.)

To help a friend in a challenge that you won yourself, you can burn one of your own successes

Sometimes a task will require that everyone succeeds. For example, a cross-country trek may require everyone to pass an Endurance roll or become too tired to press on. Or a party of adventurers may need to sneak into a place, which requires succeeding on sneaky rolls. Maybe you and yours are being chased, and the only way to safety is for each of you to jump a gap between two skyscrapers' rooftops.

In any task where a character has rolled more successes than they need to succeed, the Game Host may allow a character to burn one of their successes to give a d8 assist bonus to another character, if they can come up with a reason for it to work.

A character can only burn one success this way, so they can only help one friend once. However, multiple characters could try multiple assists. For example, both Tom and Dick could burn 1 success to each give a d8 assist bonus to Sally.

When burning one success on a challenge to help your friend, your Gift of **Team Player** would let you give a bonus d12 (instead of d8).

Examples of burning successes to assist others to beat a challenge

- After abandoning their broken flivver in the wastes of the southern dustbowl, George and Martha must hike to the next town. They must roll their Body & Endurance dice vs. 3 and score at least one success.

Hearty Martha easily makes the roll with three successes, but frail George scores none.

Martha's player wants to assist George; she says she could give some of her water to George, or help carry some of his gear, or even help carry him part of the way.

The Game Host agrees. Martha drops from 3 to 2 successes (still enough to pass) and George gets a bonus d8.

- Cecile, Cobb, and Timmy are trying to sneak into the garage to rescue Old Levi, but the place is crawling with gangsters who are on the lookout for those pesky kids. This caper is a severe challenge requiring 3 successes. All three of our heroes must roll their Mind & Evasion dice vs. 3 to sneak in.

Cecile rolls excellently, scoring 3 successes. Timmy is also pretty good, rolling 2. Cobb, however, scores nothing.

A failure on a sneaky roll like this could start a fight.

Cecile's player wants to assist Cobb; she says she could quickly tell him to "duck down" and "follow me" to a safer spot.

The Game Host agrees. Cecile drops from 3 to 2 successes, and Cobb gets to roll an extra die. Luckily, that d8 comes up 7, which beats the target of 3 and gets Cobb only 1 success.

However, things are complicated. The Game Host tells the players that they needed 3 successes to get to Levi unnoticed; a mere 2 successes on this challenge only gets them into the garage, where they can see Levi and his minders. Whether Cecile wants to blame Cobb for ruining their plans, or wants to just to chalk this up to bad luck, is up to her.



- Dirty Frank and Lightnin' Hopkins just screwed up the jewelry heist, and they are making a break for it in the Shaysen City skylines. The Game host says they need at least 1 success to leap from a high-rise window to a building down below, using Speed & Athletics dice vs. 3.

Dirty Frank makes the roll with two successes, rolling to his feet without breaking stride like it ain't no thing. Lightnin' Hopkins rolls all ones and botches! He takes a tumble out the window head first, for what could be his last mistake.

The Game Host tells Frank's player that he could try to catch Hopkins. In game terms, Frank could burn one of his 2 successes to give Hopkins an assist bonus of d8... but he must make the decision quickly.

Frank's player blames Hopkins for screwing up the job, and he doesn't want to lose his great lead of 2 successes. Frank declines to assist and runs off. Frank has left his comrade in the lurch to enjoy his healthy lead.

Assisting yourself

Normally, you can't just "assist yourself" if you're the task master, but there are ways that you can make a job easier.

- **Planning:** The Game Host may let you make one roll to plan, and then roll that over as an assist bonus. For example, you might case a joint out using Observation... and then use the success from that roll to gain a bonus d8 to sneak into the place using Evasion.

Planning always makes a job take a lot more time, and it may invite more risks for interference from your enemies.

- **Facilities:** We haven't bothered to list every tool, workbench, laboratory, brain trust, university, encyclopedia, and consortium that can help you. But obviously, it's easier to fix your car if you work on it in a nice garage.

The Game Host may give you a d8 assist bonus if you have superior facilities for performing your task.

More dice for them: Penalties

A *penalty* is an extra die rolled by your opposition, to make things harder for you.

Penalties show up when you're doing something when you're at a disadvantage. For example, trying to shoot a target that's very far away will be more difficult than hitting one that's close, so you'll suffer a penalty for range.

For a Challenge, the Game Host rolls any & all penalty dice

For example, if you suffer a d8 penalty, the Game Host rolls an eight-sided die. If you had a d12 and d6 penalty, the Game Host rolls those.

Your target to beat becomes the highest-showing die, or 3, whichever is higher

For example, if the Host rolled a 5, then you have roll your dice vs. 5 (and not 3). Only your sixes or better will count as successes.

If the Host rolls 2d12 penalty dice, and they come up 2 and 1 ... then you're rolling vs. 3. Only your fours or better will count as successes, and it's business as usual.

Yes, in effect, penalty dice turn a simple Challenge into a Contest. You're now not just rolling vs. 3, you're rolling vs. 3 and your opponent's dice. (In this case, your opponent is the Game Host.)

Needless to say, having a penalty to a Challenge spoils any attempt to do it by Rote.

For a Contest, your opponent rolls any penalty dice as bonus dice

A penalty for you is just a bonus for them. For example, if you have a d12 penalty, then your opponent has a d12 bonus. Your opponent rolls an extra d12 to win the Contest.

Bonuses and penalties don't cancel each other out. They just put more dice in the pool. A roll can get pretty crazy if you and your opponent have lots of bonuses and lots of penalties. Let the dice be cast!

I forgot something! What do I do?

Role-playing games are fast, furious affairs. It can be easy to forget things like that d12 bonus you have because of your Motorcycling gift, or that d8 penalty you had because you can't see.

- If you forgot to *claim a bonus die*, just go ahead and roll it now. Claimed dice can always be added after you roll.
- If you forgot to *declare* an advantage or die, and you already rolled, it's too late. When the rules say, "You must declare," that means you must have stated your intention before any dice are rolled.

Many special abilities in the game have limited uses or other special effects, and thus you have to declare them before you roll. (A generous Game host might give each player one do-over, as they get used to the rules. It's a game, and we play it to have fun.)



Uses and Recharges

Characters can become physically exhausted, mentally stressed, or socially over-exposed. In game terms, some abilities may require time periods of "cool down" before they can be used again, or they may require you to perform some task before you can use them again.

An instant ability always works, always when you need it

For example, if you have the *Streetwise* ability, you can claim a d12 bonus when working with criminal enterprises, and you may buy or sell high-risk illegal goods at better prices than others can. This ability always works and doesn't need to recharge.

On your character sheet, you can cross off or otherwise ignore a "Use" box next to an instant ability.

A recharge ability lists a number, a slash, and a recharge

For example, an ability that says "1/scene" can only be used once per scene. An ability that lists "2/episode" could be used up to two times before the start of the next episode.

After using a recharge ability, mark the box to note that you've used it

This box stays marked until you can recharge.

Common Recharges

Here are some common recharges:

- **1/episode** = You can't use this ability again until the start of the next episode.
- **1/hide** = You must successfully *hide*. That is, you must pass a challenge of Speed & Evasion vs. 3 and go a whole round without anyone spotting you. See the "Combat" section for more details.
- **1/hit** = This ability recharges if you successfully attack or counter-attack someone. See the "Combat" section for more details.
- **1/peace** = This ability recharges if you can go 24 hours or more without committing any violence, such as attacks or counter-attacks.
- **1/rally** = A friend can recharge this by rallying you. You can also self-rally if you can take a recover action *and* be out of line of sight of all enemies.

- **1/recover** = You can recharge this with a “recover” action in combat. See the “Combat” section for more details.
- **1/rest** = You must get a good rest (8 hours of sleep, a good meal, etc.) before you can use this ability again. You can’t use this ability more than once per day of game time.
- **1/scene** = You can recharge this at the start of the next scene. You can’t use this ability more than once every 5 minutes of game time.

Some abilities in the game may have unusual recharges that aren’t listed here. As always, read the rules carefully to find out how stuff works.

At the end of the game session, everyone participates in the **Debriefing**

After a few hours, the game session should end once there’s a good stopping point. (Usually after a dramatic climax.) But the game isn’t quite over until players participate in the *debriefing*.

The debriefing is a few minutes where the Players and the Game Host talk about what happened in the game’s fiction: what they enjoyed, what they think could be better, etc. It’s also where we take care of a few maintenance issues, such as crossing Goals of a character’s list once they’re done, and improving characters with *Experience* points.

The debriefing is covered in detail on page 93.

Is that it?

Basically, yeah. Everything else is just detail.

The game of *Urban Jungle* is here to be fair, to be consistent, and to be fun. We’ve taken a lot of the stuff we expect to happen in the game, and written up specific rules for those in their own sections.

- **Character Interactions** has guidelines for how Player-Characters interact with the other characters in the fictional world
- When lives are on the line, Players insist that they know what’s going on. The **Combat Situations**, **Actions**, **Attacks**, and **Damage** sections have specific, formal rules for dealing with life-or-death situations.
- The Game Host and the Players should use these rules to make their game fair, consistent, and fun. We’ve included a **Handbook** that has advice on many of the situations that will come up.
- After you’re familiar with our game of *Urban Jungle*, you might experiment with new ways to play it. At the end of the book, we have some **Variant Rules** — rules that will make the game more complex, or more serious, or more silly, or that we really didn’t think were for everybody, but that might be right for you and your group.
Use the debriefing at the end of each game session to discuss new options that you want to try, to make your role-playing experience better.

If you’re the Game Host, we recommend that you read through the whole book. Players will be depending on you to be the final word on what happens and what doesn’t.

Making Characters

Attack: offensive action that can hurt others

Career: What kind of job your character has

Counter: defensive reaction that can hurt others

Dodge: defensive reaction that can avoid hurt

Gift: a special ability unique to your character

Instant: doesn't need to be tapped or recharged

Personality: gift that gives you a d12 bonus 1/day

Recharge: condition that must be met to use this again

Skill: dice that measure your character's ability to do something

Soak: ability to resist incapacitation from damage

Species: What kind of anthropomorph your character is

Tap: ability gets used up, must be recharged to use again

Trait: dice that represents your character's ability

Type: What kind of spirit your character has

13 Steps to Make a Character

- 1) Pick two of your traits to be your best.
Put a d8 in these two traits.
- 2) Pick one of your traits to be your worst.
Put a d4 in this trait.
- 3) Put a d6 in your other four Traits.
- 4) Pick a Species.
Copy your Species trait die into the appropriate 3 lines.
Write in your two Species gifts.
- 5) Pick a Type.
Copy your Type trait die into the appropriate 3 lines.
Write in your two Type gifts.
- 6) Pick a Career.
Copy your Species trait die into the appropriate 3 lines.
Write in your two Career gifts.
- 7) Pick a Personality.
Write that into the Personality blank.
- 8) Write down your Outfit.
Write in any Attacks you get from gear or from gifts.
- 9) Write in any Soaks you get.
- 10) Write down a Name for your character.
- 11) Write down a starting Motto.
- 12) Write down a starting Goal.
- 13) Write in your Initiative, Dodge, and Rally dice.



Take the good with the bad: Traits

Each Player Character has seven *Traits*, rated from d4 to d12. Traits represent your Character's general ability to do things.

Everyone has four Common Traits

All characters have four basic traits that measure their ability to do common things.

- Your **Body Trait** represents physical strength, endurance, and health. Characters with low Body might be sickly, frail, or small. Characters with high Body might be robust, muscular, or large.
- Your **Speed Trait** represents physical quickness, agility, and hand-to-eye coordination. Characters with low Speed might be clumsy, lumbering, or awkward. Characters with high Speed might be fast, mobile, and acrobatic.
- Your **Mind Trait** represents alertness, intelligence, and perception. Characters with low Mind might be dull, sleepy, or slow. Characters with high Mind might be smart, aware, and clever.
- Your **Will Trait** represents strength of personality, willpower, and self-worth. Characters with low Will might be shy, spineless, or indecisive. Characters with high Will might be determined, persuasive, or captivating.

All Common Traits work the same way for all characters. You don't have to choose a kind for these four.

Everyone also has Unique Traits

These traits will be different from one character to the next. For example, a character who has a Career Trait of "Detective" will have different abilities than one who has a Career Trait of "Musician".

- Your **Species Trait** represents your ability to do things typical to your species. A high "Cat" Trait makes you good at prowling, sneaking and jumping. A high "Dog" Trait makes you good at tracking and running. A high "Elephant" trait makes you hardy and resistant, etc.
- Your **Type Trait** represents the type of noir character you are. A high "Hard-Boiled" trait makes you tough as nails. A high "Sultry" trait makes you smooth as silk. A high "Egghead" trait makes you good at math, etc.

- Your **Career Trait** represents how good you are at your job. A high "Gangster" trait makes you good at criminal activities. A high "Prize Fighter" trait makes you good at punching. A high "Laborer" will make you good at working with your hands, etc.

Each of your three Unique Traits has a kind that you'll have to choose.

When making your character, you'll choose one Species, one Type, and one Career, and you'll write those in the blanks on the character sheet. The Unique Traits are described in their own sections, after this one.

You start with two good Traits (d8), one bad Trait (d4), and four average Traits (d6)

For example, you might choose to be good at Body and your Career, while bad at Mind. Your character might be a lunkhead who thinks with their fists.

Or you might choose to have a high Will and Species but bad at Mind. Others might describe your character as savage and stubborn.

How you mix the traits is up to you. We recommend using a pencil on your character sheet, so you can erase and make changes.

Your Unique Traits give you Skill dice (3 per trait)

Your Species Trait is included with three skills. Find the lines those three skills are, and write in the die.

Your Type Trait is also included with three skills. Write the die on those three lines, too. Do the same thing with your Career Trait.

Your Unique Traits also give you Gifts and Soaks

Gifts and Soaks are special abilities that are unique to your character.

Find the two gifts that go with your Species Trait. Write these gifts on two lines of the Gifts section.

Your Type Trait gives you one or two Soaks. Write those Soaks in the Soak part of your character sheet. Your Type Trait might also give you one gift, which you would write on one of the lines in the Gifts section.

Your Career gives you two more Gifts. Write these gifts on two lines of the Gifts section.

You may want to write a brief summary of what the gifts do, as a note to yourself.

Some gifts and soaks are *instant*. They always work, so you can just fill in or cross out the “use” box on the same line, and you can write “instant” in the recharge box.

Other gifts or soaks have a limited *use* — they can only be used once, then you have to mark off the box, and you can’t use it again until the gift is recharged.

Hey, I got the same thing twice!

If you got the same Skill two or three times, that’s okay. That’s why there’s one column for each trait on the character sheet. More dice means more chances for success.

If you got the same Gift twice ... well, we’ve done our best to keep that from happening, but some people still find a way to do that. If you got the same Gift twice, write the Gift only once... and give yourself +5 Experience. (On the character sheet, the Experience box is in the upper left. Put the 5 points in the “Unspent” part.)

If you got the same Soak twice... it’s the same deal. Write the Soak down only once, and you get +5 Experience. We’ll talk about how to spend Experience, later.

Everyone says you’ve got Personality

Major characters, like yours, have the gift of *Personality*. Your sense of self is so strong, that you can succeed where other people would have given up.

In game terms, you can use your Personality ability to claim a d12 bonus to a roll you’ve just made.

In the blank next to “Personality:”, write a one-word or short description of your character’s personality. Here are some suggestions:

- | | | |
|--------------|-----------|--------------|
| ➤ Angry | ➤ Humble | ➤ Nervous |
| ➤ Bold | ➤ Jaded | ➤ Patient |
| ➤ Dark | ➤ Jealous | ➤ Proud |
| ➤ Friendly | ➤ Kind | ➤ Reckless |
| ➤ Generous | ➤ Lazy | ➤ Religious |
| ➤ Gluttonous | ➤ Lusty | ➤ Sad |
| ➤ Greedy | ➤ Mean | ➤ Sneaky |
| ➤ Hopeful | ➤ Naive | ➤ Suspicious |

... or make your own!

Grab your Gear and set up your Attacks

Your character’s Type and Career gives you some items for your inventory: your *gear*.

Your type gives you an item that has great personal value to you, but is of little value to anyone else.

Your career might give you a starting weapon, which can also give you a starting attack to write down. More on that, below.

Write in an attack or two

Characters with gifts such as Brawling or Boxing start with special attacks.

To keep the game moving quickly, we recommend that you write an attack or two in on your sheet, in the “Attacks” section.

- First, write the name of the attack, followed by @ sign, then the range.
- If the attack can Counter, write in “(Counter@[range])” so we know what distance you can use this as a defense. If the attack can’t counter, leave this out.
- For easy access, write in the appropriate dice for the attack. For example, if the weapon uses “Speed & Shooting”, and your Speed is d8, your Mind is d6, and your Shooting is d6, write “d8, d6, d6”. Many weapons will have an Ammo die that you tag onto the end. For example, your gun might have “Ammo d4”, so you’d write “d8, d6, d6, Ammo d4”.
- Almost all attacks have the Effect of Damage, which you can abbreviate to “Dmg”. Many attacks do extra damage, such as “Dmg +2”. Write those effects here.
- Write any extra notes you want to make about the attack, here.

For example, if your character has a Service Pistol, you might write:

Service Pistol @Medium (Counter@Short)
d8, d6, d6, Ammo d4; Dmg +2



Get ready to Soak up those hard knocks

If your character suffers Damage, you risk serious injury or even death. You must find a way to reduce this Damage number to zero if you don't want to be incapacitated.

When your character suffers damage, you may reduce the damage with **Soaks**. List these Soaks on your character sheet.

- Every character can roll Body and Endurance vs. 3, with each success removing one point of damage. These instant Soaks are already on your sheet.
- Every character has **Panic Soak -2**, which you can use to remove 2 points of damage... but you also become Panicked, unable to attack or to rally. Panic Soak is already listed on your sheet.
- Write in any other Soaks that you received from other gifts, such as "Hurt Save" or "Distress Save."

Holy Toledo, we got this far and you don't even have a Name yet?

Characters in *Urban Jungle* will come from all sorts of places. The early 20th century had large populations of immigrants to American shores. Many of these people had their names localized. (Maybe this was to make them blend in with locals, maybe it was lazy caseworkers at Ellis Island, who can say.) So a name like "Johann Schmidt" might become "John Smith".

A character might have a nickname that gives insight into who they are, such as "Dollar Bill" Mizzoni, or "Dirty Frank," or "Ritzy Mitzi." A good nickname might replace your real name, with some people thinking "Molly", "Sheba" or "Sparky" was your real name this whole time.

Police, gangsters, and the authorities might refer to people by their "monikers" or their "alter egos" instead of their given names.

Common Female Given Names of early 20th Century America:

Ada, Agnes, Alberta, Alice, Alma, Anita, Ann, Anna, Anne, Annie, Antoinette, Arlene, Audrey, Barbara, Beatrice, Bernice, Bertha, Bessie, Bette, Bettie, Betty, Beulah, Beverly, Billie, Blanche, Bonnie, Carol, Caroline, Carolyn, Carrie, Catherine, Charlotte, Christine, Claire, Clara, Constance, Cora, Daisy, Della, Delores, Dolores, Donna, Dora, Doris, Dorothy, Edith, Edna, Eileen, Elaine, Eleanor, Elizabeth, Ella, Ellen, Eloise, Elsie, Emily, Emma, Erma, Estelle, Esther, Ethel, Eula, Eunice, Eva, Evelyn, Fannie, Faye, Fern, Flora, Florence, Frances, Geneva, Genevieve, Georgia, Geraldine, Gertrude, Gladys, Gloria, Grace, Harriet, Hattie, Hazel, Helen, Henrietta, Hilda, Ida, Imogene, Inez, Irene, Irma, Jacqueline, Jane, Janet, Janice, Jean, Jeanette, Jeanne, Jeannette, Jennie, Jessie, Joan, Johnnie, Josephine, Joyce, Juanita, Julia, June, Katherine, Kathleen, Kathryn, Laura, Laverne, Lena, Leona, Lila, Lillian, Lillie, Lois, Lola, Lorene, Loretta, Lorraine, Louise, Lucille, Lucy, Lula, Mabel, Mable, Madeline, Mae, Maggie, Mamie, Marcella, Margaret, Margie, Marguerite, Maria, Marian, Marie, Marilyn, Marion, Marjorie, Martha, Mary, Mattie, Maxine, Mildred, Minnie, Miriam, Muriel, Myrtle, Nancy, Naomi, Nellie, Nina, Nora, Norma, Olga, Olive, Opal, Patricia, Pauline, Pearl, Peggy, Phyllis, Rachel, Rebecca, Regina, Rita, Roberta, Rosa, Rosalie, Rose, Rosemary, Rosie, Ruby, Ruth, Sadie, Sally, Sara, Sarah, Shirley, Sophie, Stella, Susie, Sylvia, Thelma, Theresa, Velma, Vera, Verna, Victoria, Viola, Violet, Virginia, Vivian, Wanda, Willie, Wilma, Winifred



Common Male Given Names of early 20th Century America:

Alan, Albert, Alex, Alexander, Alfred, Allan, Allen, Alton, Alvin, Andrew, Angelo, Anthony, Antonio, Archie, Arnold, Arthur, Ben, Benjamin, Bennie, Bernard, Bill, Billie, Billy, Bob, Bobby, Bruce, Calvin, Carl, Cecil, Charles, Charlie, Chester, Clarence, Claude, Clayton, Clifford, Clifton, Clinton, Clyde, Curtis, Dale, Dan, Daniel, David, Dean, Delbert, Dennis, Dewey, Don, Donald, Douglas, Duane, Earl, Earnest, Eddie, Edgar, Edmund, Edward, Edwin, Elbert, Elmer, Emil, Ernest, Ervin, Eugene, Everett, Floyd, Forrest, Francis, Frank, Franklin, Fred, Frederick, Gene, George, Gerald, Gilbert, Glen, Glenn, Gordon, Guy, Harold, Harry, Harvey, Henry, Herbert, Herman, Homer, Horace, Howard, Hubert, Hugh, Ira, Irvin, Irving, Ivan, Jack, Jacob, James, Jay, Jerome, Jerry, Jesse, Jessie, Jim, Jimmie, Jimmy, Joe, John, Johnnie, Johnny, Jose, Joseph, Juan, Julius, Junior, Keith, Kenneth, Larry, Lawrence, Lee, Leland, Leo, Leon, Leonard, Leroy, Leslie, Lester, Lewis, Lloyd, Lonnie, Louis, Lowell, Luther, Lyle, Manuel, Marion, Marshall, Martin, Marvin, Matthew, Maurice, Max, Melvin, Merle, Michael, Mike, Milton, Morris, Nathaniel, Nelson, Nicholas, Norman, Oliver, Orville, Oscar, Otis, Patrick, Paul, Peter, Philip, Phillip, Ralph, Ray, Raymond, Richard, Robert, Roger, Roland, Ronald, Roy, Rudolph, Russell, Salvatore, Sam, Samuel, Sidney, Stanley, Stephen, Steve, Theodore, Thomas, Tom, Tony, Vernon, Victor, Vincent, Virgil, Wallace, Walter, Warren, Wayne, Wesley, Wilbert, Wilbur, Wilfred, Willard, William, Willie, Willis

Selected Given Names of early 20th Century America:

Abadi, Adamski, Alaja, Albright, Alexeyeva, Almeida, Avery, Averyanov, Azuma, Bachmeier, Baker, Barbosa, Barbour, Baril, Barnes, Barron, Bean, Benham, Bergmann, Bisallion, Bisliev, Bodrov, Brandagamba, Brandy, Brown, Burrowes, Calabrese, Calvert, Cameron, Cano, Carpenter, Castiglione, Cattaneo, Cavalcanti, Clark, Coupart, Crayton, Cruz, Daher, Davidson, Davis, Dillingham, Dobson, Dratchev, Dumoulin, Ebersbacher, Emerson, Endresen, Enoksen, Fekkes, Ferguson, Flores, Frankfuter, Frederick, Frederiksen, Freeh, Gil, Gilbert, Giles, Gingras, Gomes, Gray, Green, Greenwood, Haines, Hakimi, Hatch, Headstrong, Hébert, Hedegaard, Herzog, Hooper, Iadanza, Jakšić, Jarvis, Jaworska, Johns, Johnson, Kanou, Kao, Katarina, Kawasaki, Ko, Koertig, Kohler, Kolar, Kristiansen, Labingi, Lachapelle, Lampinen, Law, Leclair, Lei, Leiva, Lespérance, Loera, Lothran, Lucchese, Lucciano, Mackay, Mackenzie, Malk, Marchesi, Martins, Masae, Mathiesen, Mattson, McCarthy, Melo, Metcalfe, Miller, Miller, Moore, Nichols, Noakes, Nowak, Obad, Ochiai, Olszewska, Osborn, Page, Palermo, Parry, Pedersen, Pettersen, Pfaff, Polyakov, Ponder, Pritchard, Quezada, Quinn, Rego, Rizzo, Robertson, Rogers, Romo, Roper, Russell, Sage, Sakai, Sanderlin, Sarraf, Savage, Schultz, Schuster, Seines, Senda, Seppänen,

Sinclair, Smith, Spaeth, Stalenhoe, Stern, Stojanović, Sukhorukova, Sultanovich, Summers, Sung, Szatmári, Szölösi, Tanaka, Tanba, Taylor, Templeton, Therriault, Timayev, Toft, Trones, Tuck, Vänskä, Varela, Walters, Wells, Wilde, Williamson, Williamson, Wong, Wood, Yen, Yuan, Zegveld, Zweig

Tell us your personal Motto

What motivates your character? To help you and the other players know what you're on about, we give each character a **Motto**, a catch-phrase, mantra, mission-statement, or plan for living.

Whenever you're not sure what your character should be doing, repeat your Motto. How does it inspire you?

Here are some suggestions for a Motto:

- "A constant struggle to just see what's in front of you."
- "A fair day's wage for a fair day's work."
- "As honest as I can be, before it goes out of style."
- "Better roses on my table, than diamonds around my neck."
- "Chivalry? This is the age of chiselry."
- "Cowards never take the blame."
- "Every strike brings me closer to the next home run."
- "I just might not be as crooked as I'm supposed to be."
- "I'm laughing now, because I can't wait till it gets funny."
- "I'm the original tough-luck kid."
- "It's called a hustle, sweetheart."
- "It's not a comeback, it's a return."
- "Never confuse a single failure with a final defeat."
- "Nobody tells me to shut up."
- "People work so hard at living that they forget how to live."
- "Share the wealth."
- "Speak softly and carry a big stick."
- "The buck stops here."
- "The dead are happier dead; they don't miss much here."
- "The only causes worth fighting for are the lost causes."
- "The world is your oyster."
- "The world's divided into two kinds: the hunter and the hunted."

- “There's no sacrifice too great for a chance at immortality.”
- “This angel lost those wings a long time ago.”
- “Tomorrow is only a day away.”
- “What a scoop!”
- “When I’m good, I’m very good... but when I’m bad, I’m better.”
- “You have nothing to lose but your chains.”

... or make up your own!

Don’t worry too much about your Motto. If you decide you don’t like it, you can change it later, between episodes.

Everyone starts life with one Goal

This Goal is something your character wants to do. Goals should be measurable, so we know when they’re done, and they should be something your character could actually do. “Find eternal happiness” is a nice thing to think about, but we won’t know if you’ve accomplished this Goal before Judgement Day.

Here are some suggestions for a Goal:

- Do something no one else has done before.
- Get paid.
- Go someplace new.
- Survive a risky adventure.
- Find the person who has the other half of this locket.
- Give Dirty Frank the bullet that he should’ve gotten a long time ago.
- Apologize to your true love, because you’ve finally seen how wrong you were.
- For once in your miserable life, do something that matters to somebody.
- Trick someone out of a big score.
- Do something to show these young punks how we did it in the good old days.
- Do something to show these codgers that you’re not just some punk kid.
- Just once, don’t give in to blind rage and show some mercy to somebody.
- Take a hit for a team.
- Make this world just a little better than how you found it.

... or make up your own!

You get to pick your very first Goal. After play begins, the Game host will be assigning all future Goals.

Just so we're ready, let's write in our Initiative, Dodge, and Rally

During the game, you might get into a sticky situation, and people might be a little quick with their fists. Or their guns. You and your fellow Player-Characters may be asked to participate in a combat... and it’s a good idea to have three key rolls written down.

Your **Initiative** is your Mind die and your Observation skill dice. Write those into the box on your character sheet. (If you don’t have any Observation dice, then just write in your Mind die).

The gift of **Danger Sense** gives you a bonus d12 to your Initiative, all the time. If you have the Danger Sense gift, write an extra d12 into your Initiative box.

Your **Dodge** is your Speed die and your Evasion skill dice. Write those into the box on your character sheet. (If you don’t have any Evasion dice, then just write in your Speed die).

The gift of **Contortionist** gives you a bonus Cover die of d4 to your Dodge. If you have the Contortionist gift, write “Cover d4” into this box.

The gift of **Coward** gives you a bonus d12 to your Dodge, but only when your character is Panicked. If you have the Coward gift, write: “Coward d12” into this box.

The gift of **Noncombatant** gives you a bonus d12 to your Dodge, but only if you haven’t been violent in the last 24 hours. If you have the Noncombatant gift, write “Noncombatant d12” into this box.

Your **Rally** is your Will die and your Tactics skill dice. Write those into the box on your character sheet. (If you don’t have any Tactics dice, then just write in your Will die.)

The gift of **Leadership** gives you a bonus d12 to your Rally, all the time. If you have that gift, write an extra d12 into your Rally box.

Enough with the paperwork, already. Let's get busy!

There’s a few more things that will come up as you play the game, such as Experience and Favorites. But we’ll cross that bridge when we come to it. You’re ready to start playing.

Species Traits

Alligator

Big jaws and a lot of scales, you can be one tough customer. You're much more at home in the swamps and by the shore.

Alligator Skills:

- Endurance
- Fighting
- Observation

Alligator Gifts:

- Brawling (p.53)
- Swimming (p.59)

Badger

Short, bristly, and powerful, you and your kind have a reputation for being mainly active at night and for not giving two bits about what other people think.

Badger Skills:

- Endurance
- Fighting
- Presence

Badger Gifts:

- Brawling (p.53)
- Stealth (p.59)

Anteater

If another mug turns to you with an ever-lovin' smile and says "Why the long face?", you are well within your rights to slug them.

Anteater Skills:

- Athletics
- Fighting
- Observation

Anteater Gifts:

- Brawling (p.53)
- Coward (p.53)

Bat

When most people think of bats, they think of the micro-bat, with the fancy squeaks and the flying around at night. The vampire bat is actually a rarity, but you can talk in the funny Transylvanian accent if you think it will get you anywhere.

Bat Skills:

- Athletics
- Evasion
- Observation

Bat Gifts:

- Flight (p.55)
- Stealth (p.59)

Armadillo

Most people recognize you by your hard shell. What they don't always know is what a fantastic jumper you are.

Armadillo Skills:

- Athletics
- Endurance
- Presence

Armadillo Gifts:

- Coward (p.53)
- Jumping (p.56)

Cat

Smooth and sophisticated, with just a touch of aloofness, you have a light touch and you always land on your feet. When you're not delicate and graceful, you have the look of someone who just willfully intended to not be delicate and graceful.

Cat Skills:

- Athletics
- Evasion
- Observation

Cat Gifts:

- Acrobat (p.52)
- Brawling (p.53)



Bear

Largest land carnivore and notoriously poor sport.

Bear Skills:

- Endurance
- Fighting
- Presence

Bear Gifts:

- Giant (p.55)
- Wrestling (p.59)

Cheetah

When people say that you're the fastest land mammal, that puts a lot of pressure on you. Let's just say that you're half-fast and move on.

Cheetah Skills:

- Athletics
- Fighting
- Observation

Cheetah Gifts:

- Brawling (p.53)
- Running (p.57)

Boar

Some of that weight that you carry is muscle. The rest of it is all attitude.

Boar Skills:

- Endurance
- Fighting
- Presence

Boar Gifts:

- Brawling (p.53)
- Tracking (p.59)

Coyote

One man's trash is another man's treasure. You are an expert at finding value in the things other people leave behind.

Coyote Skills:

- Athletics
- Fighting
- Observation

Coyote Gifts:

- Brawling (p.53)
- Tracking (p.59)

Cattle

They think the country folk are big, dumb, and simple. They underestimate you a lot. You can use that to your advantage.

Cattle Skills:

- Athletics
- Endurance
- Observation

Cattle Gifts:

- Brawling (p.53)
- Giant (p.55)

Crocodile

Those tears are just for show.

Crocodile Skills:

- Deceit
- Endurance
- Fighting

Crocodile Gifts:

- Brawling (p.53)
- Swimming (p.59)



Deer

Sometimes, you can just bat those big eyelashes of yours, and people will believe that you're just an innocent victim of all this sordid wickedness.

Deer Skills:

- Athletics
- Evasion
- Observation

Deer Gifts:

- Coward (p.53)
- Running (p.57)

Elephant

The problem with being this big and strong is that everyone is always asking you to help them move.

Elephant Skills:

- Athletics
- Endurance
- Presence

Elephant Gifts:

- Brawling (p.53)
- Giant (p.55)

Dog

Anyone can sleep, but few can die. When it all hits the fan and the bullets are flying, it's time to show them what we can do when we stand together.

Dog Skills:

- Athletics
- Observation
- Tactics

Dog Gifts:

- Brawling (p.53)
- Tracking (p.59)

Ferret

Being lithe, quick, and flexible gives you a serious knack for larceny. Not saying you have to do such things, just saying you'd be good at it.

Ferret Skills:

- Athletics
- Evasion
- Observation

Ferret Gifts:

- Contortionist (p.53)
- Coward (p.53)

Donkey

The same stubbornness that makes you humbly work an honest living is the same stubbornness that can make you dislodge the middle pillars and bring this whole house crashing down.

Donkey Skills:

- Endurance
- Fighting
- Presence

Donkey Gifts:

- Brawling (p.53)
- Coward (p.53)

Fox

When they try to catch you, smile. Because if by some miracle they do catch you, that's no excuse for not looking your best in front of your admirers.

Fox Skills:

- Athletics
- Endurance
- Observation

Fox Gifts:

- Coward (p.53)
- Danger Sense (p.54)



Gecko

Wide eyes mean you can see a lot of trouble.
Sticky fingers mean you can get into some, too.

Gecko Skills:

- Athletics
- Deceit
- Evasion

Gecko Gifts:

- Climbing (p.53)
- Coward (p.53)

Jackal

Look, it's a dog-eat-dog world out there. You know how it is, and you're not afraid to do what's got to be done.

Jackal Skills:

- Athletics
- Endurance
- Observation

Jackal Gifts:

- Brawling (p.53)
- Stealth (p.59)

Goat

Why choose a hill to die on, when you can choose a mountain?

Goat Skills:

- Endurance
- Fighting
- Presence

Goat Gifts:

- Brawling (p.53)
- Climbing (p.53)

Lion

Someone's got to be king of the urban jungle. Who's a better candidate for the job than you?

Lion Skills:

- Fighting
- Presence
- Tactics

Lion Gifts:

- Brawling (p.53)
- Stealth (p.59)

Horse

Strength, speed, grace... if only those were enough to make a living in this world.

Horse Skills:

- Athletics
- Endurance
- Tactics

Horse Gifts:

- Giant (p.55)
- Running (p.57)

Monkey

In this modern age, it's always nice to meet somebody who can work with their hands.

Monkey Skills:

- Craft
- Observation
- Tactics

Monkey Gifts:

- Climbing (p.53)
- Dexterity (p.54)



Mouse

The nail that sticks out is the one that gets pounded. Sometimes it's best to make yourself quiet and small, and wait until all this blows over.

Mouse Skills:

- Athletics
- Evasion
- Observation

Mouse Gifts:

- Contortionist (p.53)
- Coward (p.53)

Pigeon

Say, what did you do before you came to the big city?

Pigeon Skills:

- Athletics
- Evasion
- Observation

Pigeon Gifts:

- Coward (p.53)
- Flight (p.55)

Otter

As graceful in the water as out of it, it doesn't hurt that you can dazzle them with your big eyes and your winning smile, neither.

Otter Skills:

- Athletics
- Evasion
- Observation

Otter Gifts:

- Contortionist (p.53)
- Swimming (p.59)

Porcupine

It continues to amaze you that people keep starting trouble with you, when you couldn't make it any clearer that you are not one to start trouble with.

Porcupine Skills:

- Evasion
- Observation
- Presence

Porcupine Gifts:

- Coward (p.53)
- Quills (p.57)

Panther

There's nothing like a little apex predation to really give you a swell feeling, right here in the chest.

Panther Skills:

- Evasion
- Fighting
- Observation

Panther Gifts:

- Brawling (p.53)
- Tracking (p.59)

Possum

Sometimes the best strategy is to just play dead and wait the whole thing out.

Possum Skills:

- Athletics
- Deceit
- Evasion

Possum Gifts:

- Climbing (p.53)
- Coward (p.53)



Rabbit

A quick-witted and fleet-footed sort like yourself has nothing to fear, as long as no one throws you in the briar patch.

Rabbit Skills:

- Athletics
- Evasion
- Observation

Rabbit Gifts:

- Coward (p.53)
- Jumping (p.56)

Rhinoceros

If they just took the time to get to know you, they'd figure out you're not so bad.

Rhinoceros Skills:

- Endurance
- Fighting
- Observation

Rhinoceros Gifts:

- Brawling (p.53)
- Giant (p.55)

Raccoon

Just because you're wearing a mask is no reason to start a rumor that you're some kind of thief. That's the worst kind of rumor, especially when it's true.

Raccoon Skills:

- Athletics
- Evasion
- Observation

Raccoon Gifts:

- Climbing (p.53)
- Dexterity (p.54)

Shrew

They say, "the bigger they are, the harder they fall." Maybe that's true for you, too, because you are a hell of a lot tougher than you look, small fry.

Shrew Skills:

- Athletics
- Fighting
- Presence

Shrew Gifts:

- Brawling (p.53)
- Stealth (p.59)

Rat

It's when they push you into a corner, and you've got nothing left to lose, that they finally learn just how dangerous you really are.

Rat Skills:

- Athletics
- Evasion
- Observation

Rat Gifts:

- Brawling (p.53)
- Contortionist (p.53)

Skunk

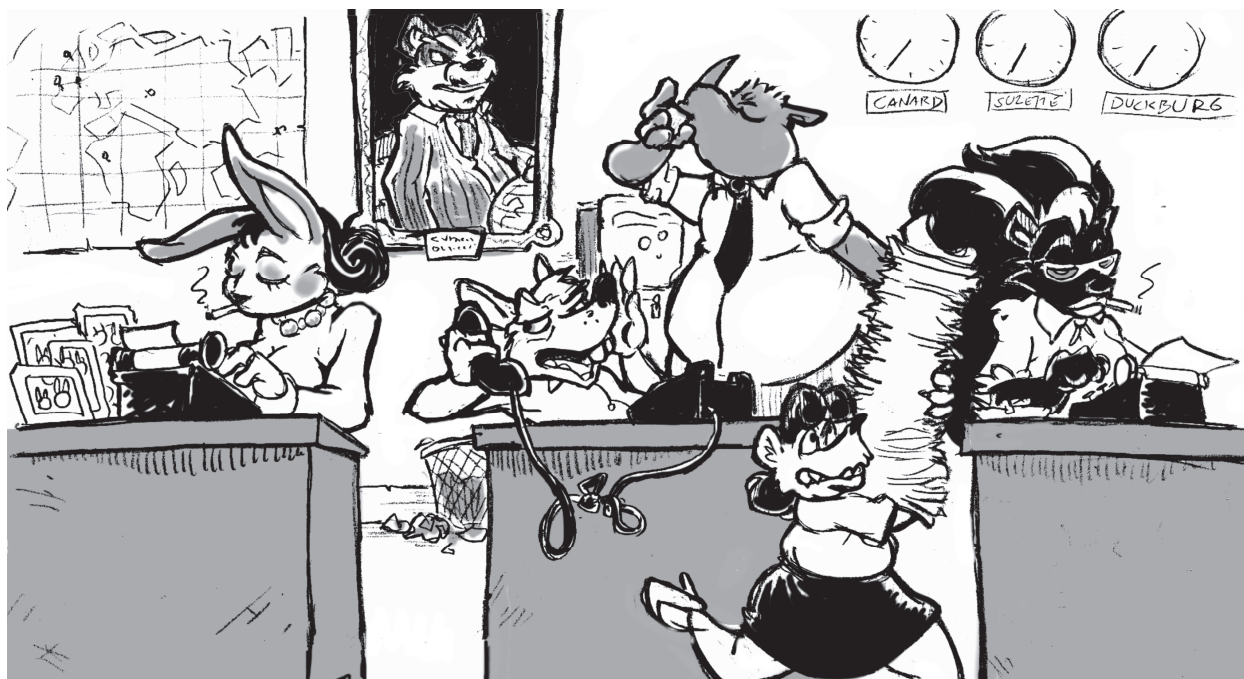
You're a walking contradiction, as others admire both your sleek and silky grace while they dread your vitriol and scorn. Is it better to be feared or to be loved?

Skunk Skills:

- Athletics
- Evasion
- Presence

Skunk Gifts:

- Acrobat (p.52)
- Spray (p.58)



Sloth

People tend to assume that the quiet, slow people aren't that smart. You can really use that to your advantage.

Skunk Skills:

- Athletics
- Deceit
- Presence

Skunk Gifts:

- Climbing (p.52)
- Stealth (p.58)

Tiger

You just come over here and try to tame my fearful symmetry, pal.

Tiger Skills:

- Evasion
- Fighting
- Observation

Tiger Gifts:

- Brawling (p.53)
- Climbing (p.53)

Snake

We're not sure about the hands thing, either.

Snake Skills:

- Athletics
- Deceit
- Evasion

Snake Gifts:

- Contortionist (p.53)
- Wrestling (p.59)

Weasel

Say, how come everyone thinks the ferrets are so cute, and that the otters are so adorable? You're a mustelid too, you're one of the gang. It's not fair.

Weasel Skills:

- Athletics
- Evasion
- Observation

Weasel Gifts:

- Brawling (p.53)
- Contortionist (p.53)

Sparrow

So what's the greatest: your melodious voice, your magnificent plumage, or your gentle humility?

Sparrow Skills:

- Athletics
- Evasion
- Observation

Sparrow Gifts:

- Flight (p.55)
- Singing (p.58)

Wolf

The city might have the neon lights and the grand spotlights, but nothing is more radiant than the full moon on a clear night.

Wolf Skills:

- Athletics
- Observation
- Tactics

Wolf Gifts:

- Brawling (p.53)
- Tracking (p.59)



Type Traits

Angel

You might be the wide-eyed innocent, blissfully ignorant of the way we do things outside of Kansas. Or you might be a modern-day saint, pure of heart in a way that's too good to believe. But that's you, you're the real deal. Maybe this world will chew you up and spit you out. Or maybe you'll make this world a better place. Miracles do happen.

Play an Angel type if you want a character whose inner purity is a light in this dark, sordid place.

Angel Skills:

- Endurance
- Negotiation
- Questioning

Angel Gift:

- Noncombatant (p.57)

Angel Soak:

- Distress Soak -4 (p.60)

Angel Gear:

A letter from home, from a parent or guardian, who says they love you and that they wish you the best, that you can do anything if you just believe in yourself.

Boss

People depend on you. Maybe you're the toughest in a gang of street thugs. Maybe it's your family who need you to provide for them. Or maybe you've just got the natural charisma that makes people do what you say. Whatever the situation is, you sometimes have a hard time sleeping, knowing that so many people depend on you to do what's right.

Play a Boss type if you want to have followers — that is, minor characters controlled by the Game Host — who help you get things done. (If you just want to have one, special friend, see "Partner", page 34.)

Boss Skills:

- Negotiation
- Presence
- Tactics

Boss Gift:

- Entourage (p.54)

Boss Soak:

- Distress Soak -4 (p.60)

Boss Gear:

A fancy scarf, cufflink, hat, or other article that you're never seen without. If any of your entourage finds this, they would instantly know that you must be in trouble and they would go to the ends of the earth to get you back.

Authority

From the government agent to the beat cop, from the district attorney to the police detective, from the forensic investigator to the top-secret scientist, this type is a catch-all for all kinds of characters who have some of legal authority from the U.S. Government.

You might want to ask your fellow Players and Game Host before choosing this type. You might not mix well in a party that's all criminals... unless your ethics are somewhat flexible.

Authority Skills:

- Observation
- Presence
- Questioning

Authority Gift:

- Legal Authority (p.56)

Authority Soak:

- Injury Soak -4 (p.60)

Authority Gear:

A badge from your government agency.

Broken

Some can walk through fire and not singe a hair on their heads. That someone is not you. Maybe you lost your true love in some tragedy. Or maybe they ripped your beating heart right out of your chest, leaving you an empty husk. Might've been a few tours of duty in the war left you with shellshock. Or maybe the demon drink is doing things to your brain.

Play a Broken type if you want a character who is damaged goods but still wants to do right.

Broken Skills:

- Endurance
- Evasion
- Presence

Broken Gift:

- Noncombatant (p.57)

Broken Soak:

- Frenzy Soak -2 (p.60)

Broken Gear:

A good-luck charm or keepsake that you sleep with. Maybe one of these nights, it will keep away the bad dreams.

Crooked

You might be a con artist who enjoys the challenge of fleecing the rubes out of their nickels and dimes. Or you could be the career criminal, willing to break and to enter to get yet another big score. And who's more bent than the big wigs of City Hall? You might tell yourself that you only steal from those who deserve it, if that helps you sleep at night. Or maybe you just can't help yourself — grifting is what you know, and grifting is what you do.

Play a Crooked type if you want a character who lies, cheats, and steals to get things done.

Crooked Skills:

- Deceit
- Negotiation
- Questioning

Crooked Gift:

- Leadership (p.56)

Crooked Soak:

- Sneaky Soak -2 (p.60)

Crooked Gear:

Three bobby pins, a pocket knife, and a soft handkerchief.

Egghead

The dawn of the 20th Century is the modern age.

Electricity! Radio! Atomic power! You know the first hundred digits of π , you've memorized the periodic table, and you're well on your way to proving the existence of the criminal brain. You'll drag this world out of superstitious mumbo-jumbo and into the future. Assuming the world doesn't blow itself up, first.

Play an Egghead type if you want a character who has a head for science and a hand for machines.

Egghead Skills:

- Academics
- Craft
- Transport

Egghead Gift:

- Noncombatant (p.57)

Egghead Soak:

- Injury Soak -4 (p.60)

Egghead Gear:

A slide rule.

Drifter

You had your reasons to leave home. Maybe there was trouble with your family. Maybe there was trouble in the romance. Maybe it's not something you can talk about. Maybe it's not anything at all. Sure, sometimes you miss sleeping in your old bed, but you know that no one can ever go home again. Heck, you have trouble just staying in one place for too long, anyway.

Play a Drifter type if you want to be a wanderer who calls anywhere they lay their head, their home.

Drifter Skills:

- Evasion
- Observation
- Transport

Drifter Soaks:

- Winded Soak -1 (p.60)
- Injury Soak -4 (p.60)

Drifter Gear:

A blurry picture of your former home. There's no one in it, just a building or two and the unforgiving sky.

Famous

It's strange, isn't it? The way some people are well-known just for being well-known? Whatever "it" is, you've got it: charisma, charm, looks, wit, you name it. You're going places, you're going to be a star. That is, if you don't let your ego run away with you.

Play a Famous character if you want your character to be larger than life and the subject of constant attention.

Famous Skills:

- Deceit
- Presence
- Tactics

Famous Gift:

- Leadership (p.56)

Famous Soak:

- Injury Soak -4 (p.60)

Famous Gear:

A nice comb, purse, or compact.

Hard-Boiled

This isn't your first rodeo. You've seen things. You've done things. You aren't afraid to get your hands dirty or to bust a few heads to get the goods. This world is tough, but you're tougher. You're everybody's nightmare and you're nobody's fool.

Play a Hard-Boiled type if you want to be a tough-as-nails character who doesn't spook easily.

Hard-Boiled Skills:

- Endurance
- Presence
- Shooting

Hard-Boiled Soaks:

- Winded Soak -1 (p.60)
- Hurt Soak -3 (p.60)

Hard-Boiled Gear:

A hip flask.

Knight

They tell you that you've got to play ball. They say that the nail that sticks out gets pounded. They tell you to go with the flow, don't make any waves, that you can't fight the system. You don't listen so good.

Play a Knight type for a character with a personal code of ethics who will make a stand for what's right.

Knight Skills:

- Endurance
- Presence
- Tactics

Knight Gift:

- Bodyguard (p.52)

Knight Soak:

- Injury Soak -4 (p.60)

Knight Gear:

A good book, that you read before you go to sleep at night, to remind yourself of how much better things could be.

Heart-of-Gold

What happened to you? The world is tough, and you used to be tougher. You can't let other people get to you, they'll use you up and throw you away like yesterday's newspaper. So why now? What made you go all soft and mushy like this? Did you just drink too much poison and now you can't stomach it anymore? Or did somebody remind you that there's someone you were supposed to be?

Play a Heart-of-Gold type if you want your character to be ready to turn their life around.

Heart-of-Gold Skills:

- Observation
- Presence
- Tactics

Heart-of-Gold Gift:

- Bodyguard (p.52)

Heart-of-Gold Soak:

- Distress Soak -4 (p.60)

Heart-of-Gold Gear:

A diary where you write your most personal confessions.

Loser

Other people tell you that you'll never amount to anything. Some of them pick on you. You don't remember doing anything to deserve all this trouble, but it still comes your way. Best not to be too bitter about it. You play the cards you're dealt.

Play a Loser type if your character is a misunderstood stranger who takes more lumps than they deserve.

Loser Skills:

- Deceit
- Evasion
- Observation

Loser Soaks:

- Hurt Soak -3 (p.60)
- Injury Soak -4 (p.60)

Loser Gear:

Nothing, loser.

Lucky

Somebody upstairs must sure like you. The number of times you got away with it all... the number of times you almost got killed... You perform death-defying stunts with ease. Machines work for you when they break for other people. Bullets miss you. But can your lucky streak last forever?

Play a Lucky type if your character is a thrill-seeker who just can't leave well enough alone.

Lucky Skills:

- Athletics
- Craft
- Evasion

Lucky Gift:

- Luck (p.56)

Lucky Soak:

- Hurt Soak -3 (p.60)

Lucky Gear:

A pocket Bible with a bullet stuck in it.

Partner

You're one half of a set. You have an Ally who hangs around with you. Your ally could be a good friend, like a buddy from the war. Or your ally could be more than just a good friend, like a spouse or something.

Play a Partner type if you want your character to start the game with a Minor Character as a friend. See the Ally gift on page 52 for more information.

(This Type is for a character who has one very good friend. For a character with lots of hangers-on, see the "Boss" type, page 31.)

Partner Skills:

- Observation
- Presence
- Tactics

Partner Gift:

- Ally [of choice] (p.52)

Partner Soak:

- Injury Soak -4 (p.60)

Partner Gear:

A photograph of your Ally, with the words "best friends forever" or something like that, written on the back.

Old

You can remember a time before the talking pictures, before radio, before electricity. Sometimes, you wonder if it was better. Other times, you know it was worse. The times, they are a'changin', and you do your best to keep up. You're not ready to lay your final burden down just yet.

Play an Old type if you want a character with life experience who shows these whippersnappers how we used to do it back in your day.

Old Skills:

- Academics
- Craft
- Tactics

Old Gift:

- Leadership (p.56)

Old Soak:

- Distress Soak -4 (p.60)

Old Gear:

An old, ragged photo from twenty years ago or more, depicting a dozen people, at least one of whom are still alive.

Quiet

They say it's the quiet ones you really have to watch out for. You're not much for words. Either you prefer to let your actions speak for you, or you're content to just sit back and watch the world go by. Or watch it burn. One thing's for sure, you're not in it for the fame.

Play a Quiet type if you want your character to be a methodical, patient type who lets their actions speak for them.

Quiet Skills:

- Evasion
- Observation
- Presence

Quiet Gift:

- Noncombatant (p.57)

Quiet Soak:

- Injury Soak -4 (p.60)

Quiet Gear:

A personal keepsake that, while useless and of no monetary value, there are no known limits to how much effort you would expend to get it back.

Rebel

You're not one to play by the rules. You might be a young punk who doesn't need a cause or a reason ... or maybe you're an old hand who'll let nobody kick them around. Not all rebels are quick with their fists: artists, anarchists, beatniks, socialists, and other free-thinkers don't play nice within the system.

Play a Rebel type if you want your character to fight the system by any means necessary.

Rebel Skills:

- Fighting
- Presence
- Shooting

Rebel Soaks:

- Frenzy Soak -2 (p.60)
- Hurt Soak -3 (p.60)

Rebel Gear:

Your personal manifesto.

Sultry

Femmes fatale, lady-killers, lotharios, and vamps... this bunch are the ones who hit below the belt, if you know what I mean. Your walk makes grown men feel like little kids, your talk makes old women blush and young girls squeal. Sometimes you lay it on thick, other times you can use a soft touch, but there's no two ways about it - you can charm other people into getting what you want.

Play a Sultry Type if you want to be a smooth talker who likes to take other characters for a ride.

Sultry Skills:

- Deceit
- Negotiation
- Presence

Sultry Gift:

- Leadership (p.56)

Sultry Soak:

- Distress Soak -4 (p.60)

Sultry Gear:

A necklace, a ring, or some other jewelry given to you by a "good friend".

Rich

Maybe you were born with a silver spoon, old money from a long line of blue-bloods. Or maybe you're an enterprising sort, with fat stacks of cash from some shady operation. You could be a Gilded-Age plutocrat making big on the stock market, or one of the lucky few who didn't go broke on Black Monday. Heck, there's always money to be made in the military-industrial complex, too. Whatever the case, you're loaded and you're not afraid who knows it.

Play a Rich type if your character is an adventurer of means, more interested in thrills than money.

Rich Skills:

- Academics
- Presence
- Transport

Rich Gift:

- Wealth (p.59)

Rich Soak:

- Injury Soak -4 (p.60)

Rich Gear:

An Expensive or Extravagant item of choice.

Young

How can they keep you back on the farm, when you've seen the lights of the big city? Everyone keeps calling you a little kid, but no one tells you anything. Well, nuts to that. You're in a big hurry to grow up and to see the world. You know you're ready for it.

Play a Young type if you want to be a spunky sidekick, a runaway, or some other urchin with something to prove.

Young Skills:

- Athletics
- Evasion
- Observation

Young Soaks:

- Sneaky Soak -2 (p.60)
- Winded Soak -1 (p.60)

Young Gear:

Three aggies.

Career Traits

Actor

A performer of stage or screen. Or of radio dramas, for that matter. (Television? Stay away from that, it's just a fad.) You're always eager for another big break. Watch out for the casting couch.

Actor Skills:

- Deceit
- Observation
- Presence

Actor Gifts:

- Performance (p.57)
- Team Player (p.59)

Actor Gear:

Fancy Outfit.
Pocket Pistol.
A copy of a Shakespeare play, book-marked to your favorite soliloquy.

Athlete

When they first started the Olympics, it was mostly enthusiastic amateurs going to compete. But over time, people started to take this kind of thing way more seriously. Oh, and you might be good at sports, too.

Athlete Skills:

- Athletics
- Endurance
- Fighting

Athlete Gifts:

- Team Player (p.59)
- Wrestling (p.59)

Athlete Gear:

Rough Outfit.
Towel.

Agitator

An exhorter of political action against the establishment. You might be an anarchist, a communist, a socialist, or an activist. And you're probably on a blacklist, if not a most-wanted list.

Agitator Skills:

- Academics
- Presence
- Tactics

Agitator Gifts:

- Guts (p.56)
- Leadership (p.56)

Agitator Gear:

Rough Outfit.
A picket sign.

Biker

You're quick to remind people that it's only 1% of all motorcyclists actually participate in criminal activity. You're not so quick to tell people what it is that you actually do all day, though.

Biker Skills:

- Endurance
- Observation
- Transport

Biker Gifts:

- Motorcycling (p.57)
- Streetwise (p.59)

Biker Gear:

Rough Outfit.
Last year's motorcycle.

Artisan

Those fancy skyscrapers don't put themselves up, you know. Someone's got to put the gilding, the neon, the frescos and the big signs. You get the big bucks because you have the rare skills.

Artisan Skills:

- Academics
- Craft
- Negotiation

Artisan Gifts:

- Craft Specialty (p.54)
- Team Player (p.59)

Artisan Gear:

Handy Outfit.
Union or Guild card.

Bootlegger

Get yourself some pipes for a still. Gather up the stuff they just throw away at the farm. A few weeks later, and you've got liquid gold. Shucks, it's almost like printing money. Though I'm not sure who's the bigger problem: the cops, or the other rum-runners who want a piece of our action.

Bootlegger Skills:

- Deceit
- Evasion
- Transport

Bootlegger Gifts:

- Chemistry (p.53)
- Streetwise (p.59)

Bootlegger Gear:

Rough Outfit.
Holdout Shotgun.

Brute

They say that thinking with your fists will get you into trouble. But sometimes, your fists can get out of it, too. And let's face it, if you were the thinking type, you probably could've gotten a nicer Career than this one.

Brute Skills:

- Endurance
- Fighting
- Presence

Brute Gifts:

- Boxing (p.53)
- Streetwise (p.59)

Brute Gear:

Rough Outfit.
Pocket Pistol.

Celebrity

The only thing worse than having your name in all the papers is not having your name in all the papers.

Celebrity Skills:

- Deceit
- Negotiation
- Presence

Celebrity Gifts:

- Entourage (p.54)
- Leadership (p.56)

Celebrity Gear:

Fancy Outfit.
Pocket Pistol.
Cigarette holder.

Bureaucrat

Look, nobody likes to be told by some pasty-faced paper-pusher that they got to pay overdue fines for some reason or another, but this is the price we pay to live in a civilized society.

Bureaucrat Skills:

- Academics
- Negotiation
- Observation

Bureaucrat Gifts:

- Bribery (p.53)
- Research (p.58)

Bureaucrat Gear:

Fancy Outfit.
Pocket Pistol.
Inkpad and date-stamp.

Clergy

When will all this wickedness end? Thank heavens that someone's doing the good work down here.

Clergy Skills:

- Academics
- Negotiation
- Questioning

Clergy Gifts:

- Diplomacy (p.54)
- Leadership (p.56)

Clergy Gear:

Fancy Outfit.
Good Book.

Burglar

If anyone asks, tell them you're here to fix the roof.

Burglar Skills:

- Athletics
- Craft
- Evasion

Burglar Gifts:

- Sabotage (p.58)
- Streetwise (p.59)

Burglar Gear:

Sneaky Outfit.
Pocket Pistol.
Large sack.

Con Artist

Never give a sucker an even break. The only thing you change faster than your name is your sales pitch.

Con Artist Skills:

- Deceit
- Negotiation
- Questioning

Con Artist Gifts:

- Disguise (p.54)
- Fast-Talk (p.55)

Con Artist Gear:

Fancy Outfit.
Pocket Pistol.
Three out-of-state Driver's Licenses.

Daredevil

From sitting on a pole for three months straight, to walking over Niagara Falls on a tightrope, to riding on the wing of a flying airplane ... you can make a lot of money by trying to kill yourself in front of a paying audience. I hear the moving pictures are looking for people to do stunts, too.

Daredevil Skills:

- Athletics
- Endurance
- Transport

Daredevil Gifts:

- Guts (p.56)
- Performance (p.57)

Daredevil Gear:

Fancy Outfit.
Pocket Pistol.
50 flyers for the show.

Doctor

From the country sawbones to the city surgeon, from the spaghetti surgeon to the surgeon general, you hold the power of life and death in your hands. No pressure, now.

Doctor Skills:

- Academics
- Observation
- Questioning

Doctor Gifts:

- Medicine (p.57)
- Research (p.58)

Doctor Gear:

Medical Outfit.
Head mirror.

Detective

You might be police who works for the city, or you might be a private eye. Either way, you've seen the worst this city has to offer, so nothing surprises you any more. At least, let's hope it doesn't.

Detective Skills:

- Deceit
- Observation
- Questioning

Detective Gifts:

- Gossip (p.55)
- Streetwise (p.59)

Detective Gear:

Rough Outfit.
Service Pistol.
Magnifying glass.

Explorer

The map of the world gets filled in a little more every day, so if you want to go chart some wilderness, you'd better get going. There's a thriving market for natural research, too. And safari, too, come to think of it.

Explorer Skills:

- Academics
- Athletics
- Endurance

Explorer Gifts:

- Geography (p.55)
- Survival (p.59)

Explorer Gear:

Rough Outfit.
Magnum Pistol.
Bowie Knife.

Dilettante

Ain't this the life? Born with a silver spoon in your mouth and never having to worry about where your next meal is coming from. There is a long tradition of rich folks who solve crimes. I'm told it's way more interesting than opera.

Dilettante Skills:

- Academics
- Observation
- Questioning

Dilettante Gifts:

- High Society (p.56)
- Wealth (p.59)

Dilettante Gear:

Fancy Outfit.
Imported cigarettes.
Expensive lighter.

Farmer

It's not glamorous, but it's good honest work. For a laugh, make your Farmer trait your lowest Trait, and then listen to people make jokes about why you left the family farm after it went broke. Wait, that's not funny....

Farmer Skills:

- Craft
- Endurance
- Observation

Farmer Gifts:

- Survival (p.59)
- Team Player (p.59)

Farmer Gear:

Rough Outfit.
Varmint Rifle.
Corncob pipe.

Firefighter

Ah, the early 20th century, with buildings taller than our ladders can reach, and without exits to get everyone to safety. What starts out as just volunteers will turn into an entire service industry by 1950.

Firefighter Skills:

- Athletics
- Endurance
- Observation

Firefighter Gifts:

- Firefighting (p.55)
- Team Player (p.59)

Firefighter Gear:

Rough Outfit.
Fireman's Axe.

Hoodlum

It's not that you particularly enjoy hurting people. It's that there's nothing you enjoy more.

Hoodlum Skills:

- Fighting
- Presence
- Tactics

Hoodlum Gifts:

- Guts (p.56)
- Streetwise (p.59)

Hoodlum Gear:

Rough Outfit.
Switchblade.

Gambler

All the necessary skills to bluff, to count cards, and to read people's poker faces. We advise sticking to card games, you can never trust dice.

Gambler Skills:

- Deceit
- Observation
- Questioning

Gambler Gifts:

- Gossip (p.55)
- Streetwise (p.59)

Gambler Gear:

Fancy Outfit.
Pocket Pistol.
Nothing (in your sleeves).

Hooker

They say it's the world's oldest profession. How you wound up with this Career is your own business. You probably don't want to keep doing this, too long. This kind of profession, it ain't so kind.

Hooker Skills:

- Deceit
- Negotiation
- Presence

Hooker Gifts:

- Streetwise (p.59)
- Team Player (p.59)

Hooker Gear:

Fancy Outfit.
Switchblade.

Gangster

From your first cigarette to your last dying day, you've got family around to protect you. Of course, they don't call you "dead end kids" for nothin'.

Gangster Skills:

- Presence
- Shooting
- Tactics

Gangster Gifts:

- Bullet Conservation (p.53)
- Streetwise (p.59)

Gangster Gear:

Rough Outfit.
Pocket Pistol.
Handkerchief.

Laborer

You just want an honest day's pay for an honest day's work. Maybe you have a steady job, or maybe you travel to wherever the work is.

Laborer Skills:

- Craft
- Endurance
- Observation

Laborer Gifts:

- Carousing (p.53)
- Team Player (p.59)

Laborer Gear:

Handy Outfit.
Pocket knife.

Libertine

Guided by shameless music and by animal instinct, you walk a path of degradation. Some people say the body is a temple, but yours is a carnival. Life's too short, so why not enjoy it? Just try not to lose too many weekends to the reefer madness.

Libertine Skills:

- Deceit
- Presence
- Tactics

Libertine Gifts:

- Carousing (p.53)
- High Society (p.56)

Libertine Gear:

Fancy Outfit.
Pocket Pistol.
Headache powder.

Mobster

Look, pal, I don't know how they do things down out in the sticks, but this is the big city. This is the big time! You're made, now, so you got to dress the part, you got to show respect to those what need the respect, and you got to do what you got to do. Strictly business.

Mobster Skills:

- Negotiation
- Presence
- Shooting

Mobster Gifts:

- Bullet Conservation (p.53)
- Streetwise (p.59)

Mobster Gear:

Fancy Outfit.
Pocket Pistol.
Challenge pin.

Magician

From private parties to theater houses, you can dazzle them with your parlor-tricks and your legerdemain. There's a spiritualism craze that you can capitalize on, too. Maybe throw in some foreign words, while you're at it. Abra-cadabra!

Magician Skills:

- Deceit
- Observation
- Presence

Magician Gifts:

- Performance (p.57)
- Sleight of Hand (p.58)

Magician Gear:

Fancy Outfit.
Collapsing cane.

Motorist

Is there any better invention than the automobile? Maybe you're a cab driver, busking fares in the big city. Or you might be a private chauffeur, that'll get you the big bucks. Auto racing is big now, too, in both the yards and on the strips. Whatever spins your wheels, pal.

Motorist Skills:

- Evasion
- Observation
- Transport

Motorist Gifts:

- Driving (p.54)
- Team Player (p.59)

Motorist Gear:

Rough Outfit.
Holdout Shotgun.
An automobile that's only got 33 monthly payments left on it.

Masked Vigilante

Criminals are a cowardly and superstitious lot, so your disguise must be able to strike terror into their hearts. Striking your fist into their face works, too. That's the simple language that all of these law-breakers can understand.

Masked Vigilante Skills:

- Athletics
- Evasion
- Fighting

Masked Vigilante Gifts:

- Disguise (p.54)
- Guts (p.56)

Masked Vigilante Gear:

Sneaky Outfit.
Pocket Pistol.
50 calling cards.

Musician

You sure meet lots of interesting people in the speakeasies, clubs, and big-band shows. If you're lucky, maybe you'll get some interesting money from them. My advice? Make "with my instrument" your Favorite for Presence skill, you'll thank me the next time you almost die on stage.

Musician Skills:

- Academics
- Observation
- Presence

Musician Gifts:

- Gossip (p.55)
- Performance (p.57)

Musician Gear:

Fancy Outfit.
Your instrument of choice.

Nurse

I hear there's both female nurses and male nurses, did you know that? This modern world, it never ceases to amaze. I can't think of a calling more noble than helping the sick get better. I'm glad somebody 'round here has come down with a case of the nobility.

Nurse Skills:

- **Academics**
- **Observation**
- **Questioning**

Nurse Gifts:

- **Medicine** (p.57)
- **Team Player** (p.59)

Nurse Gear:

Medical Outfit.
Tongue depressors.

Politician

The very essence of equality of opportunity and of American individualism is that there shall be no domination of any group or monopoly in this republic. A departure from our American way of life will jeopardize the very liberty and freedom of our people. The initiative and enterprise of this great nation is at stake, and if you are still reading this, then you might be ready to play as a Politician. Vote early and often!

Politician Skills:

- **Academics**
- **Deceit**
- **Negotiation**

Politician Gifts:

- **Bribery** (p.53)
- **Diplomacy** (p.54)

Politician Gear:

Fancy Outfit.
Campaign buttons.

Outlaw

No one is above the law. Look at you, you're outside the law. There's a difference. It's a subtle difference, true, and it's one that's lost on the cops, but it's a difference nonetheless. You're nobody's fool... in that you've not been adopted by any gang, mob, syndicate, mafia, subversive group, or Communist cell.

Outlaw Skills:

- **Evasion**
- **Fighting**
- **Shooting**

Outlaw Gifts:

- **Stealth** (p.59)
- **Streetwise** (p.59)

Outlaw Gear:

Rough Outfit.
Service Pistol.

Prize Fighter

Some people like to call the fine art of boxing to be "the sweet science," so you might consider this Career if you're the type who likes science. And by "science", we mean "turn some sap's face inside-out by punching it repeatedly."

Prize Fighter Skills:

- **Endurance**
- **Fighting**
- **Presence**

Prize Fighter Gifts:

- **Boxing** (p.53)
- **Guts** (p.56)

Prize Fighter Gear:

Rough Outfit.
Boxing gloves.

Patrol

You could be a beat cop, if they have legal authority. Or you could be private, like maybe the Pinkertons or the hotel security or the strike-breakers. A Patrol has two jobs. The first is to say that they don't want any trouble. The second is to put a swift end to any trouble.

Patrol Skills:

- **Endurance**
- **Presence**
- **Tactics**

Patrol Gifts:

- **Boxing** (p.53)
- **Bullet Conservation** (p.53)

Patrol Gear:

Uniform Outfit.
Service Pistol.
Truncheon.

Professor

Early in the century, only the seriously well-to-do can afford to send their kids to college. After New Deal and World War Two, though, the government's really eager to get more alumni out there, so as how to figure out how to build new weapons to fight off the Commies before they ship us off to gulags on the moon.

Professor Skills:

- **Academics**
- **Observation**
- **Questioning**

Professor Gifts:

- **Geography** (p.55)
- **Research** (p.58)

Professor Gear:

Fancy Outfit.
Book with a title that's longer than your arm, 500 pages and no pictures.

Reporter

Are you digging up the dirt on the Tinseltown set, to tell us who's sleeping with who? Or do you walk the night beat, so you can be the first to get photos of the latest dismembering by the South-Side Slasher? You could be a war correspondent, reporting on our brave soldiers on the front while shells burst overhead..

Reporter Skills:

- Observation
- Questioning
- Transport

Reporter Gifts:

- Gossip (p.55)
- Research (p.58)

Reporter Gear:

Fancy Outfit.
Pocket Pistol.
Press Pass.

Servant

What's the point of being rich if you don't have anyone to do your dirty jobs for you? This Career covers a lot of service industries, such as butlers, gardeners, groundskeepers, restaurant servers, and most everyone else who works in a service industry and dreams of something better.

Servant Skills:

- Craft
- Observation
- Transport

Servant Gifts:

- Gossip (p.55)
- Team Player (p.59)

Servant Gear:

Handy Outfit, for the day-to-day.
Fancy Outfit, for special occasions.

Safecracker

In the early days, we had the "yeggs". They would put some putty around the lock, pour in some nitroglycerin, and then hit it with a sledgehammer. (You could find a yegg by looking for a guy with bad hearing and shaky nerves.) Later, as the safes get tougher and as people pass laws regulating the sale of nitro to just anybody, it takes a little more finesse.

Safecracker Skills:

- Craft
- Evasion
- Observation

Safecracker Gifts:

- Demolitions (p.54)
- Sabotage (p.58)

Safecracker Gear:

Rough Outfit.
Pocket Pistol.
Stethoscope.

Singer

The dulcet tones, the velvet fog, the siren song of your lovely voice. Early on, you'll want to be a big draw to fill up the clubs and the speakeasies. Later on, you'll be heard on the radio or onto the records. (But skip television, that's just a fad.) Watch out for sleazy promoters and crooked record labels!

Singer Skills:

- Deceit
- Observation
- Presence

Singer Gifts:

- Singing (p.58)
- Team Player (p.59)

Singer Gear:

Fancy Outfit.
Pocket Pistol.

Salesperson

Friend, I know you've looked at a lot of other Careers, and sure, they all have their positive qualities, but have you considered a career as a Salesperson? You get lots of good skills and gifts that will serve you well on both your busy days and your nights on the town. Don't settle for inferior builds: tell your Host that you deserve nothing less than the best. Salesperson!

Salesperson Skills:

- Deceit
- Negotiation
- Questioning

Salesperson Gifts:

- Diplomacy (p.54)
- Team Player (p.59)

Salesperson Gear:

Fancy Outfit.
This year's sales catalog.
Last year's sales catalog.

Soldier

A lot of you might have been drafted for the War to End All Wars... or for the War we had after that. Some of you might enlist because you can't think of any other job. A few of you just want to serve your country, and god bless you. We assume that anyone with this career is an ex-Soldier who doesn't have to be back in the barracks at 18:00.

Soldier Skills:

- Fighting
- Shooting
- Tactics

Soldier Gifts:

- Bullet Conservation (p.53)
- Team Player (p.59)

Soldier Gear:

Rough Outfit.
Service Pistol.

Spy

You could be an undercover cop, trying to infiltrate the mob. Or maybe it's the other way around, and you're a plant in City Hall who feeds inside info to your boss. You could even be an agent of the foreign nationals, sent here to steal our military secrets, or to fluoridate our water, or to seduce our innocent, or whatever it is that the foreign nationals are up to.

Spy Skills:

- Deceit
- Evasion
- Observation

Spy Gifts:

- Disguise (p.54)
- Gossip (p.55)

Spy Gear:

Rough Outfit.
Silenced Pistol.

Tycoon

What's better than spending money? Why, spending other people's money, of course! Enjoy the Roaring Twenties when stocks just go up, up, and up! Short-sell to profit off misery in the Great Depression! Invest in bonds as Uncle Sam goes to war! Light your cigars with hundred-dollar bills as you throw the biggest parties this city has ever seen! The world is yours, kid.

Tycoon Skills:

- Academics
- Negotiation
- Questioning

Tycoon Gifts:

- Diplomacy (p.54)
- High Society (p.56)

Tycoon Gear:

Fancy Outfit.
Fountain pen.
Checkbook.

Thief

Anyone can smash a window, grab a necklace, and run off with it. True thievery, that takes style. You've got to be able to scale sheer skyscrapers, to disable alarms, and to palm objects right under the noses of the finest guards that the insurance companies have to offer. The only downside to this job is that you can't brag about your exploits.

Thief Skills:

- Athletics
- Evasion
- Observation

Thief Gifts:

- Sabotage (p.58)
- Sleight of Hand (p.58)

Thief Gear:

Sneaky Outfit, for business.
Fancy Outfit, for pleasure.

Vagrant

We thought "Vagrant" was a better name than "bum" or "hobo". We're not here to judge. Times are tough all over, pal. We're not going to ask how you got to this state of affairs: riding the rails, sleeping on doorsteps, selling pencils for dimes, or whatever it is you do to make ends meet. But we will ask if you want to switch Careers later... or if you really, really want to be a "level d12 Vagrant."

Vagrant Skills:

- Endurance
- Negotiation
- Observation

Vagrant Gifts:

- Streetwise (p.59)
- Survival (p.59)

Vagrant Gear:

Rough Outfit.
Bundle on a stick.

Torpedo

Hit man, assassin, contract killer ... Look, I'm not going to sugar-coat this one. This Career is about killing people for money. Strictly business, mind you. Whether you work for a big operation that sets up everything and cleans it up nicely... or whether you got to do it all yourself with just your bare hands ... this Career is about sneaking up on people and then killing them. It's not too late to consider being a Salesperson, instead.

Torpedo Skills:

- Evasion
- Observation
- Shooting

Torpedo Gifts:

- Sneak Attack (p.58)
- Streetwise (p.59)

Torpedo Gear:

Rough Outfit.
Silenced Pistol.
Garrote.

Writer

It's the dawn of the 20th century, and media is big, baby! There's all those magazines that need you to make up true-to-life stories! There's the radio, the movies, and the teevee, what need you to crank out the same old stuff week after week. And there's always some rich person who wants to sign their name to the auto-biography that you ghost-wrote. Heck, maybe you could try your hand at writing the Great America Novel, you just need some life experience first.

Writer Skills:

- Academics
- Observation
- Questioning

Writer Gifts:

- Gossip (p.55)
- Research (p.58)

Writer Gear:

Fancy Outfit.
Portable typewriter.

Skills

Ammo die: roll this with firearms, try not to lose it

Attacks: ways to hurt people

Bonus: an extra die for you

Dice: you get these from Traits and bonuses

Favor: re-roll one "1"

Favorite: a specialty with a skill; gives you Favor

Gift: a special ability unique to your character

Limit: if your die has too many sides, reduce it

Penalty, an extra die for your opposition

Rule: don't roll that challenge, just take ½ success per die

Skill: some ability or capacity, measured by Dice

Soak: reduces damage so you don't get incapacitated



Look This Up in Your Encyclopedia: Academics

The Academics skill covers mathematics, history, geography, medicine, and all kinds of fancy book learning. It is almost always combined with the Mind Trait.

Anyone can roll their Mind to know something, but only those with Mind *and* Academics can score two successes.

One Academics success will be enough for general knowledge — the types of things people would pick up just by being smart. Two Academics successes means your character can figure out some hard math problem or solve some science issue. Three or more Academic successes will let your character know some really obscure historical fact or science principle that can apply to your current situation.

Sample Favorites for Academics

- Chemistry
- Geography
- History
- Medicine
- Physics

Shake a Leg and Get a Move On: Athletics

Athletics skill helps with climbing, jumping, riding, swimming, throwing, and all kinds of outdoor sports.

Athletics is often combined with Body for feats of physical strength and coordination, but when finishing first is more important than finishing well, Speed might be used instead.

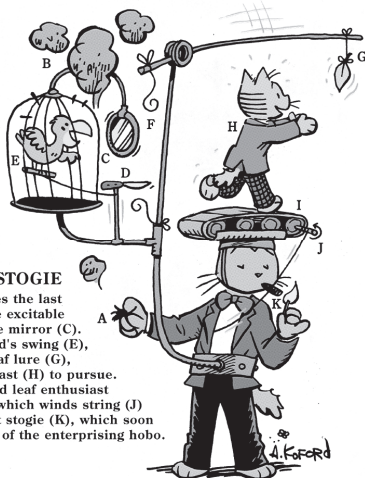
One Athletics success will be enough for typical physical feats, such as jumping a small gap or climbing a tree — something anyone with a Body trait could pull off. Two or more Athletics successes will be needed for difficult gymnastics and other physical feats.

Athletics is a skill to perform a physical activity. To keep up the same physical activity for a long time, try Endurance skill, instead.

Sample Favorites for Athletics

- Climbing
- Jumping
- Swimming

The Gifts of **Climbing**, **Jumping**, and **Swimming** each give a bonus d12 to a specialty use of Athletics. Consult the Gift's descriptions for more details.



THE SELF-LIGHTING STOGIE

Smoldering stogie (A) releases the last of its smoke (B), allowing the excitable bird a full view of itself in the mirror (C). Knife (D), agitated by the bird's swing (E), severs string (F), lowering leaf lure (G), for unsuspecting leaf enthusiast (H) to pursue. Locomotion of aforementioned leaf enthusiast sets treadmill (I) in motion, which winds string (J) connected to concealed, unlit stogie (K), which soon meets the awaiting, lit match of the enterprising hobo.



Honest Work by Your Own Hands: Craft

Craft skill is a catch-all for working with your hands. This skill can be used to repair things, to build things, to make new things, and to know about how things are made.

Anyone can roll their Mind to try to make something ... but only those with Mind *and* at least one die in Craft skill can score two successes. Crafts that need strength or brawn might include Body; crafts that need precision and hand-to-eye coordination might include Speed.

One Craft success will be enough for unskilled labor — tying knots, replacing wheels, and simple repairs. Two successes will be enough for skilled labor and the more difficult repairs. Three Craft successes or more are only possible by master craftsmen.

Sample Favorite Uses for Craft

- Carpentry
- Leatherworking
- Mechanics
- Metalworking
- Painting
- When wearing my Handy Outfit

The Gift of **Craft Specialty** gives you a bonus d12 when using Craft to work on your Favorite thing.

Never Give a Sucker an Even Break: Deceit

The Deceit skill covers all lying, cheating, disguise, pilfering, and anything else that uses falsehood to get what you want.

For clever deception, Mind may be included. For simple bald-faced lying, told with conviction and without any tells to give it away, try including Will. To pick up unattended objects without anyone noticing, use Speed & Deceit.

To see through deceit, your opponent may use their Mind Dice, and either their Questioning dice (for seeing through lies) or Observation dice (for seeing things they shouldn't).

One success will be enough to fool most people who suspect nothing. Two successes or more will be necessary for targets with good Skills or who have a strong reason to be suspicious.

Deceit is the skill used to distract people from the truth. If you want to hide, or to sneak past people without being seen, use Evasion, instead.

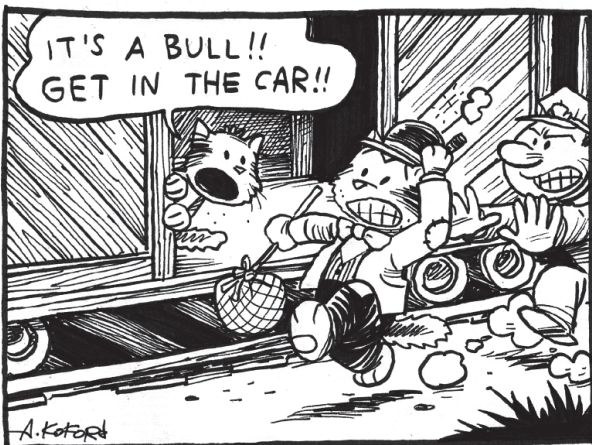
Sample Favorites for Deceit

- Cheating
- Disguise
- vs. authority figures
- Stealing

The Gift of **Gambling** gives a bonus d12 when cheating at games of chance.

The Gift of **Sleight of Hand** makes it easier for you to pick pockets or to palm small items.

The Gift of **Disguise** gives a bonus d12 to pretend to be someone else.



Blood, Sweat, Toil, and Tears: Endurance

The Endurance skill represents stamina, self-discipline, and the ability to work through physical hardship. When slow and steady wins the race, it's Endurance.

Endurance usually pairs with your Body Trait. For a marathon run or a chase, Endurance may pair with Speed instead.

Every character has an instant "Endurance Soak" that lets you roll your dice vs. 3, with each success removing a point of damage.

One success will be enough for any long-term activity, such as walking several miles in good weather. Two successes or more can let a character work longer... or maybe "slow and sure" becomes "fast and sure", allowing you to work both faster *and* longer.

Sample Favorites for Endurance

- Hiking
- When Soaking a Fighting attack
- When Soaking a Shooting attack
- When wearing my Rough Outfit

The Gift of **Local Knowledge** gives you a bonus d12 to hiking, but only if you're in the right landscape. Consult the Local Knowledge's description for the details.



Getting Out While the Getting's Good: Evasion

A very popular skill with adventurers, Evasion is used to avoiding detection and for dodging attacks.

Evasion pairs with your Speed Trait for those all-important dodge rolls, and for sneaking rolls. For staying very still in hiding spots, Will & Evasion may be used. For clever hiding spots, Mind & Evasion might come into play.

When in combat, a dodge is a roll of your Speed & Evasion vs. your attacker's dice. If your dodge dice roll higher, you avoid the attack. See the Combat chapter for more details.

Also in dangerous combat situations, you may need to *hide*, which is a dangerous stunt that uses your Speed and Evasion dice. See the *Combat* section for more details.

Sample Favorites Evasion

- Hiding and infiltrating
- vs. Fighting
- vs. Shooting
- When wearing my Sneaky Outfit

Another popular Gift, **Stealth** gives a bonus d12 on rolls of Evasion to sneak.

Another popular Gift with adventurers, **Veteran** lets you take a "guard" action to claim a bonus d12 to dodges. See the combat chapter for more details.



A Little Chin Music: Fighting

An essential Skill for the adventurer, Fighting covers punching, kicking, clubbing, stabbing, and all hand-to-hand combat.

Fighting always pairs with your Body Trait. Different weapons include more Traits — some weapons require fast strikes, precise moves, or unchecked savagery.

Fighting dice may be *limited*. If your character is climbing, swimming, or otherwise distracted with some physical feat, none of your Fighting dice may be larger than your best Athletics die (or d4, whichever is better.) If your character is in a moving vehicle, none of your Fighting dice may be larger than your best Vehicle die (or d4, whichever is better).

When attacking, your Fighting dice go up against your opponent's defense dice. To hit your target, you'll have to roll higher than they did. See the Combat chapter for more details.

Fighting is used for hand-to-hand combat. For bows and guns, use Shooting skill, instead.

Sample Favorites for Fighting

- With my favorite weapon
- With my fists
- With grabs
- With escapes

A very popular Gift with adventurers, **Veteran** lets you take a "guard" action to claim a bonus d12 to counters made with Fighting weapons, and it lets you take an "aim" action to claim a bonus d12 to attacks made with fighting weapons against a single foe. See the combat chapter for more details.



No Reasonable Offers Refused: Negotiation

When you want other people to give you something, to help you with something, or to *not* do something, it's time to use Negotiation Skill. Negotiation is all about getting along with others, and getting them to do things for you.

For many negotiations, you won't need to roll — asking the police to help you against a mugger, asking a merchant to sell you an item at a standard price, asking a porter to take your train ticket and let you aboard, etc. Use Negotiation when you want a minor advantage in a transaction (such as when you want a merchant to give you more money for your sale), when your request is dubious (such as when you want the police to help you against a strange, unseen monstrous force), or when you want someone to break the rules to help you (such as when you want the porter to let you on the train without a ticket).

Negotiation almost always pairs with your Mind Trait, when you're trying to reason with people. (Everyone has a Mind Trait, so everyone can try to be reasonable ... just don't botch the roll!)

Negotiation is usually rolled vs. 3. Both you and your target roll, and the person who gets the most successes is the winner. For reasonable negotiations, you only need to tie their success count. The more unreasonable the request, the more successes you'll need.

You might try negotiating dishonestly. For example, you might try to sell fake goods, or you might make promises you know you can't deliver. When Negotiating with falsehoods, the Game Host may let you include your Deceit dice with your

Negotiation ... and the target may include their Questioning dice with their Negotiation to see through your deception. (If you don't have any Deceit dice, you're probably better off with the truth! And if the target doesn't have any Questioning dice, they're an easy target for such trickery.)

Sample Favorites for Negotiation

- With criminals
- With royalty
- With merchants
- With the authorities

The gift of **Fast Talk** can give you a bonus d12 to a Negotiation that takes less than five minutes (and assuming they don't already dislike you). The gift of **Diplomacy** gives you a bonus d12 to any Negotiation that lasts more than five minutes, with people who are willing to hear you out.

Many social gifts give you a d12 bonus to negotiate in certain social situations.

Carousing works in bars and at parties.

Romance helps with amorous partners. **High Society** is for the upper crust. **Streetwise** assists with criminals and the underclass. And an **Insider** Gift gives a d12 bonus, but only with a specific crowd — consult the Insider's description for which one.



Keep Your Eyes Peeled & Your Ears Sharp: Observation

A very popular skill with adventurers, Observation is the skill of knowing what's in your environment that's useful to you ... and what isn't useful.

Seeing things in plain sight, or hearing loud noises, don't require rolls of Observation. It's the hidden things, or the things lost in noise and clutter, that you have to make rolls to find. You can also use Observation to search for clues, such as tracks.

Observation pairs with your Mind Trait for those all-important rolls to find out useful information. If you're in a hurry, you might pair Observation with Speed to quickly toss a room for clues.

In a combat situation, you will roll Mind and Observation to see how ready you are, when a fight starts. See the *Combat* section for more details.

Observation is used to resist Deceit when someone attempts to pick a pocket or palm an object while you're around.

Sample Favorites for Observation

- Tracking
- Searching for clues
- Initiative
- on my home turf

The Gift of **Danger Sense** gives you a bonus d12 to your Initiative rolls.

The Gift of **Local Knowledge** gives you a bonus d12 to spot if anyone is sneaking up on you, but only if you're in the right landscape. Consult the Local Knowledge's description for the details.



Look Them in the Eyes When You Say That: Presence

The Presence skill is for making an impression on others — to make them remember you, to make them respect you, to make them fear you, to make them take you seriously. Presence is popular with actors, politicians, and crime lords.

When trying to scare people, you use your Body & Will Traits with your Presence dice. When giving a public speech, use Mind & Presence to make people pay attention to what you're talking about.

For a performance, roll Will & Presence vs. 3. If you score one success, your performance is good. More successes will give a better performance and a stronger impression.

You may attempt to scare someone by contesting your Body, Will, & Presence vs. their Body, Will & Presence. See the Combat chapter for more details.

Sample Favorites for Presence

- on my home turf
- when I have a gun
- on stage
- on screen
- with people who have never heard of me before.
- with anyone who already has a negative opinion of me
- with anyone who already has a positive opinion of me
- When wearing my Uniform Outfit

The gift of **Guts** gives you a bonus d12 on rolls to use Presence to Frighten people and to resist being Frightened.



Getting the Straight Dope: Questioning

Questioning is the skill of gossiping to find rumors, to separate rumor from fact, to interrogate people for correct answers, and to piece together multiple stories to find the big picture.

One success on a Questioning roll will get you the same rumors and information that the locals would know. Two successes would get you information that only people “in the know” would be able to figure out. Three successes or more will dig up some serious secrets.

Sample Favorites for Questioning

- with criminals
- with aristocrats
- with intellectuals
- with the working class

The Gift of **Gossip** gives you a bonus d12 to gossip — that is, asking people informal questions in social situations. Gossip takes a long time — at least an hour to get maybe five minutes of useful information. The gift of **Local Knowledge** gives you a bonus d12 when gossiping inside a specific area — see the Local Knowledge's description for which one.

Many social gifts give you a d12 bonus to gossip with people in certain social situations. **Carousing** works in bars and at parties. **Romance** helps with amorous partners. **High Society** is for the upper crust. **Streetwise** assists with criminals and the underclass. And an **Insider** Gift gives a d12 bonus, but only with a specific crowd — consult the Insider's description for which one.



Filling Them Full of Holes: Shooting

An essential Skill for the adventurer, Shooting is used with bows, crossbows, guns, slings, and all ranged weapons.

Shooting always pairs with your Speed Trait. Different weapons include more Traits — some weapons require a strong grip, keen awareness, or unflinching violence. Consult the Equipment chapter to see what other Traits might be used.

Shooting dice may be *limited*. If your character is climbing, swimming, or otherwise distracted with some physical feat, none of your Shooting dice may be larger than your best Athletics die (or d4, whichever is better.) If your character is in a moving vehicle, none of your Shooting dice may be larger than your best Vehicle die (or d4, whichever is better).

Shooting is used for ranged combat. For thrown weapons, use Fighting skill, instead.

Sample Favorites for Shooting

- With my favorite gun
- With aimed shots only

Gifts such as **Pistol Reflex**, **Shotgun Blast**, and **Rifle Accuracy** improve your damage output with key weapons. See the Gift descriptions for details.

A very popular Gift with adventurers, **Veteran** lets you take a “guard” action to claim a bonus d12 to counters made with Fighting weapons, and it lets you take an “aim” action to claim a bonus d12 to attacks made with fighting weapons against a single foe. See the combat chapter for more details.



United We Stand, Divided We Fall: Tactics

When a mob fights, they are an uncoordinated mess, tripping over each other and getting in one another's way. When trained warriors fight, they use skill in Tactics.

When you attack a target that is threatened by one of your allies, you may claim your Tactics Dice as extra dice with your Fighting or Shooting to hit the target.

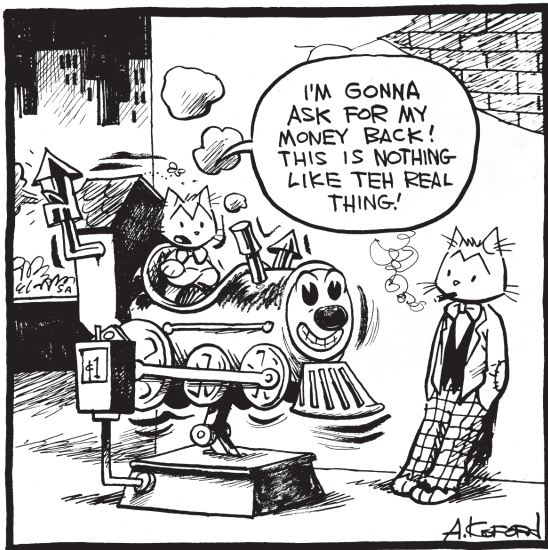
When a nearby ally is Dazed or Panicked, you may attempt to help them with a Rally action. Roll your Will & Tactics dice vs. 3. For each success you score, you can remove one bad effect. See the Combat chapter for more details.

Sample Favorites for Tactics

- Rallying
- with Fighting
- with Shooting
- when outnumbered

The gift of **Leadership** gives you a bonus d12 when using Tactics to rally others.

The gift of **Counter-Tactics** gives you a bonus d12 to any counter or any dodge when others try to claim Tactics dice as bonus blindside dice, against you.



Getting There Is Half the Fun: Transport

The Transport skill is used to operate any vehicle — automobile, boat, locomotive, steamship, airplane, zeppelin, etc.

Transport skill usually pairs with your Speed Trait. Muscle-powered Transport, such as rowboats, may use Body & Transport instead.

Having Transport skill will let you attack from a moving vehicle better. Your Fighting & Shooting skills are limited to the size of your best Transport die. For example, if your best Transport die is d6, all your combat dice that are d8, d10, or d12 become d6.

Sample Favorites for Transport

- With my favorite vehicle
- When driving on my home turf

Driving gives a bonus d12 to operate automobiles (4 or 6 wheels). **Motorcycling** gives a bonus d12 for cycles (2 or 3 wheels).

Mixing and Matching Skills

A difficult task requires a diverse set of skills. The Game Host may have you combine two or even three skills together, for a roll.

Some examples:

- Sweep the area for forensic evidence:
Mind, Academics, Observation vs. 3
- Running for hours, like in a marathon:
Body, Speed, Athletics, Endurance vs. 3
- Making a rocket, using rocket science:
Speed, Mind, Academics, Craft vs. 3
- Forging a legal document:
Mind, Academics, Deceit vs. 3
- Immerse yourself in your role on stage, and make everyone else feel it, too:
Mind, Will, Deceit, Presence vs. 3
- Forging an antique:
Mind, Craft, Deceit vs. 3
- Convince them to spill the beans before you spill something else:
Will, Presence, Questioning vs. 3
- Case the joint, looking for avenues of attack and escape:
Mind, Observation, Tactics vs. 3

The Game Host and the Players are encouraged to use their imaginations to find new ways to mix and match Skills.

A Unique Trait that gives two Skills can be used twice, if both Skills apply.

It's okay to double-dip. For example, if a roll asks for both Athletics and Endurance, and you get both of those from your Cattle trait of d6, you still get to roll two d6s.

Gifts and Soaks

Ammo die: roll this with firearms, try not to lose it

Attacks: ways to hurt people

Bonus: an extra die for you

Claim: When you ask for a bonus or advantage after you roll your dice

Declare: When you say you'll do something before you roll dice

Dice: you get these from Traits and bonuses

Dwindle: if this die rolls a 1, decrease its size

Episode: A beginning, middle, and end to a chapter in our story, one or more game sessions

Favor: re-roll one "1"

Favorite: a specialty with a skill; gives you Favor

Gift: a special ability unique to your character

Hide: an action + a successful roll of Speed, Evasion vs. 3

Limit: if your die has too many sides, reduce it

Offend: make a character's Opinion of you worse

Opinion: What other characters think of you, positive or negative

Peace: 24 hours without doing anything violent

Penalty, an extra die for your opposition

Personality: gift that gives you a d12 bonus 1/day

Recharge: This must happen before you can use the ability again

Recover: an action in combat

Requirement: you can buy that — if and only if you already have all of this, first

Rest: eight hours of sleep and a square meal

Role: don't roll that challenge, just take ½ success per die

Skill: some ability or capacity, measured by Dice

Soak: reduces damage so you don't get incapacitated

Basic Gifts

You begin the game with several of these gifts, from your Unique Traits. (That is, your Species, your Type, and your Career.)

Some of these gifts work all the time. Some of them get *used up*. If you see a number, a slash, and word, like "1/episode", that means this gift has to be *recharged* before you can use it a second time.

Acrobat extra "stand-up" action, -2 falling damage

You're light on your feet. On your turn, you may claim an extra "stand up" action. (That means you can stand up and still do two other things. Characters without this Gift have to use one of their two standard actions to stand up.)

If you suffer damage from falling, and you're still awake, aware, etc., you'll take 2 points less of damage, as you nimbly land on your feet.

You can stand on your hands, walk on tightropes, and balance on a flagpole. You may claim a d8 assist bonus to any roll where being acrobatic might help you.

Ally friend with Species, Career, Distress Soak -4

You have a friend! Your friend is a Minor Typical character, with a Species and a Career, a d6 in all six Traits, and the four gifts they get from those two things. Choose a Species and a Career for them to have. (Your Ally does *not* have a Type Trait.)

Your Ally also has the Soak of *Distress Soak* -4.

Your friend is normally controlled by the Game Host, but the Host may let you "take control" and use the Ally as if it were your own character.

Your Ally always has your best interest in mind. They would never betray you, but they might be deceived by villains. Or they might be captured and held hostage.

If your Ally is killed, or otherwise leaves the game, you will have to retrain this gift.

Bodyguard defend for Near friend, 1/recover

You are closely vigilant for danger. When an enemy declares an attack on one of your friends that's Near you (within 3m), you can declare you will use this Bodyguard ability.

You immediately swap places with your friend. You are now the target, instead of them. You defend normally, and you must immediately declare if you will counter or if you will dodge.

You recharge this gift with a "recover" action. You can't use Bodyguard to swap places again until you recharge this gift.



Boxing can use Body Blow, Jab, Knockout, Uppercut

You can use the Boxing Attacks of “Jab”, and “Uppercut”. (Note that the Jab can Counter.) Boxing Methods are described on page 87.

(Characters without this Gift cannot use Boxing Attacks. They must make do with the inferior Unarmed Attacks.)

Brawling can use Grapple, Pummel, Overbear

You can use the Brawling Attacks of “Grapple,” “Pummel”, and “Overbear”. Brawling Methods are described on page 87.

(Characters without this Gift cannot use Brawling Attacks. They must make do with the inferior Unarmed Attacks.)

Bribery bonus d12 with incentives, no offense

You know how to grease the wheels. When convincing someone to take a monetary incentive (that is, a bribe), using Deceit, Negotiation, or Presence, etc., you may claim a d12 bonus to your roll.

When offering someone a bribe that’s illegal, if you fail your roll, you don’t automatically offend the target (and thus gain a bad Opinion). You still suffer a bad Opinion for repeated attempts, though. (Characters without this gift automatically offend a target when failing to make an illegal bribe.)

Bullet Conservation increase Ammo die

You know how to fire for best effect. When you equip a fully-loaded gun, raise its Ammo die by one size. For example, where other people would have “Ammo d4”, you would have “Ammo d6”.

Your Ammo die is reduced normally by shooting. (That is, when that die rolls a 1, it Dwindles by one size.) If you reload, the Ammo die goes back up to that bigger size.

If your gun gets passed to someone who doesn’t have Bullet Conservation, the Ammo die goes back to normal. (No, you can’t pick up an Ammo d4 gun, then hand it off to a friend where it suddenly has “Ammo d6”. Your Ammo die is bigger because you know how to make every bullet count. Those chumps would be lucky to hit the broad side of a barn.)

Carousing bonus d12 with intoxication

You may claim a bonus d12 to any rolls of Deceit, Negotiation, or Presence when you’re in a place where intoxicants flow freely. (Such as social-drinking parties, reefer dens, speakeasies, etc.). The Game Host may give you a d12 bonus to other rolls as well, if intoxication somehow would help.

Neither you nor your target have to be blind drunk for this gift to work. Social drinking is fine.

Chemistry bonus d12 with chemicals

You may claim a bonus d12 to rolls with Academics, Craft, or Observation where chemicals are involved. The Game Host may give you a d12 bonus to other rolls as well, if your knowledge of chemical transformations somehow would help.

Climbing bonus d12 to climb

You may claim a bonus d12 to all Athletics rolls to climb or to grab onto surfaces to avoid a fall.

While climbing, none of your dice are limited in any way. (Characters without this gift have their dice reduced to either their highest Athletics die or to d4.)

Contortionist can Squirm or Wriggle; d4 cover

You may use the Contortionist Attacks of “Squirm” and “Wriggle”. (These Attacks can break free of holds or restraints.) Contortionist methods are described on page 88.

When dodging, you can claim a d4 Cover bonus just by contorting your body, even if there’s nothing to hide behind. (Cover boosts your dodge defense. See page 97.)

Coward Panicked? Bonus d12 to dodge and scramble!

Whenever you suffer the “Panicked” status, you may claim a bonus d12 to all dodge rolls. (There is no bonus to counter-attacks.)

Also, while Panicked, you may claim a d12 bonus to any rolls to Scramble ... but only if you are moving away from danger. (That is, you must be moving away from hostiles, and you must not be moving towards something hazardous to your health.) Scramble is a stunt, described in the *Combat Actions* section.

You can become Panicked by using your “Panic Save -2”. You can also choose to become Panicked at any time during a combat. (And yes, since this d12 is a claimed bonus, you can roll your dodge, decide you don’t like the way it looks, become Panicked, and then roll Coward’s d12 bonus.)

Craft Specialty bonus d12 to Favorite Craft

When you get this gift, choose a Favorite thing from this list. (If you already had a Favorite, you can change it now.)

- Carpentry
- Electronics
- Masonry
- Mechanics
- Painting

Whenever you use your Craft skill to work on your Favorite thing, you may claim a bonus d12. (You will want to roll this bonus d12 before you re-roll one 1 for Favorite use.)

If your Game Host permits it, you can make up a different specialty from what we have listed here.

Danger Sense bonus d12 to initiative & hazards

You may claim a bonus d12 to any Initiative roll. (Write this d12 bonus in your Initiative box.)

You may claim a d12 bonus to Athletics, Evasion, and Observation rolls to avoid traps and hazards. (Sorry, no bonus to Craft! That's covered by the Sabotage gift.)

You don't get a bonus to any rolls to see other people sneaking up on you. (That's what the Initiative bonus is for.)

Demolitions bonus d12 with explosives

You may claim a bonus d12 to any rolls of Academics, Craft, or Observation to identify, to build, to spot, or to prepare explosives.

Dexterity off-hand is good hand; Dual-Wield action

You're ambidextrous. Your off-hand can be used as a good hand. You can equip "Good hand" weapons in your off-hand, no problem.

You have a new choice of action, the Dual-Wield action

This action only makes sense if you already used "attack" as an earlier action.

You can use "Dual-Wield" to attack a *second* time, but *not* with the same weapon you attacked with earlier. For example, if you attacked with a pistol in your left hand, your "Dual-Wield" would use the pistol in your right hand. Your target defends normally.

You can only Dual-Wield if your second weapon has a *Counter* range. Weapons that can't Counter can't be used as a secondary weapon for Dual-Wield. (Those weapons are too awkward and unbalanced to use with a Dual-Wield.)

You can't "Dual-Wield" if you're Panicked, restrained, or otherwise unable to attack.

"Dual-Wield" is *not* considered an "Attack" action, even though it technically attacks a target. So hooray, you can use it *and* an "Attack" action in the same round, it doesn't violate the "never the same action twice" rule.

Dual-Wield only works with one-handed weapons, and only if your first attack was also with a one-handed weapon.

(Please don't even try to come up with ways to use Dual-Wield with two-handed weapons or other such nonsense. Don't be the reason that these game books get as big as encyclopedias, filled with a hundred ways to say "no".)

Diplomacy bonus d12 when being diplomatic

You may claim a d12 bonus to any Deceit, Negotiation or Presence in any diplomatic setting where you have at least one hour (in game time) to talk with your targets.

If you fail your roll in this diplomatic setting, you do not automatically offend your target. (Other characters without this gift would suffer a negative Opinion.)

If you're in a hurry, consider the Fast-Talk gift, instead.

Disguise bonus d12 for imposture

You may claim a d12 bonus to any roll to Deceit to pretend to be someone that you're not. You know the finer points of dress, makeup, gesture, etc. for disguising yourself.

Driving bonus d12 to operate automobiles

You may claim a d12 bonus to operate any automobile (with four or six wheels), using the Transport skill.

You suffer no limits on your skills while in a moving automobile. (Characters without this gift have their dice limited to either their highest Transport die or to d4.)

Entourage roll for hangers-on, 1/episode

You have a circle of admirers, or extended family, or gang of underlings, what have you. Your entourage are minor non-player characters who follow you around, trying to help out.

You can use this gift any time you're in a place where you can recruit new friends. (The telephone works wonders for this.) After using this gift, choose a set of dice to recruit friends.

- If you roll Mind, Academics, and Research d12, you'll recruit professors, artisans, and other high-brow types.

- If you roll Mind, Deceit, and Streetwise d12, you'll recruit con artists, thieves, and other shady characters.
- If you roll Will, Negotiation, and Romance d12, you'll recruit would-be paramours who have more lust than sense.
- If you roll Will, Presence, and Carousing d12, you'll recruit brutes, gamblers, and other degenerates who hang out in bars and speak-easies.
- If you roll Mind, Questioning, and Local Knowledge d12, you can recruit all kinds of people who are local to the area.

You and your Game Host may find other combinations to recruit more friends. Be creative!

It takes about an hour to recruit new friends. These friends are Minor, Typical Characters, controlled by the Game Host. They have a Species and a Career (and the four gifts that go with that), a d6 in each of their six Traits, and appropriate Gear... and nothing else, really. (If they had good jobs, they probably wouldn't have the free time to hang out with you all day.)

Roll your dice vs. 3 and count the successes. You can have up to one follower, *plus* one for each success that you roll. This result is the *maximum number* of Entourage friends you can have, until the start of the next episode.

The Game Host chooses their Species and Careers. It's mostly random, but it should be appropriate to how you recruited them.

Your friends in your Entourage like you, but they're not crazy. They won't sell you out, but they won't die for you, either. (If you want a friend who's there through thick and thin, consider the *Ally* gift, instead.) And if you are crazy, or if you mistreat your friends, your Entourage will desert you.

Fast-Talk bonus d12 with a rube for five minutes

You may claim a d12 bonus to any roll of Deceit, Negotiation, or Presence if and only if:

- You can get what you want in the next five minutes or less (in game time)
- The target doesn't already have a negative Opinion of you. (Works best on complete strangers.)

The Game Host may give you a d12 bonus to other rolls as well, if your snappy patter somehow would help.

After five minutes, if the target of your Fast-Talk has reasons to think you were less than honest with them, they are automatically offended, gaining a bad Opinion of you.

Firefighting

bonus d12 with fires

You may claim a bonus d12 to any rolls of Academics, Craft, or Observation to identify the source of fires, or to attempt to put fires out. (Oh, and it's a bonus d12 to any rolls to burn a place down and make it look like an accident, if arson is your bag.)

Flight

you can fly while doing a Scramble stunt

You can fly. As part of any Scramble stunt, you can also move vertically, or stay in the air. (Characters without this gift do not fly so much as plummet.)

The Scramble stunt is described on page 78.

Geography

bonus d12 to know places

You may claim a bonus d12 to rolls of Academics and Questioning when dealing with issues like state capitals, foreign countries, lists of natural resources, population censuses, and other geographical things. You can claim a bonus d12 to any Transport rolls to plan long-distance travel over such geography.

The Game Host may give you a d12 bonus to other rolls as well, if your encyclopedic knowledge of the world somehow would help.

Giant

extend Close Attacks to Near

You buy your clothes from the big-and-tall stores.

Your reach is amazing. If you have an Attack or a Counter that only works at "Close", you may extend that range to "Near". (Sadly, there's no change to any attacks or counters that have a range other than "Close".)

You may claim a d8 assist bonus to any roll where being a giant might help you. This assist bonus includes, but is not limited to, attempts by non-giant people trying to Frighten you.

You can't claim non-giant people as cover.

Gossip

bonus d12 to gather information

You may claim a d12 bonus to Questioning when you are gossiping. Gossiping takes at least one hour and requires you to talk to lots of people. (When role-playing, gossiping often assumes 55 game-minutes of useless jabber and walking for every 5 minutes of useful information.)



Guts bonus d12 to cause/resist Fright

You're scary. You may claim a bonus d12 when performing a *Frighten* stunt. (That is, when you roll Body, Will, & Presence to Frighten others.)

And you don't scare easy. You may claim a bonus d12 to resist being Frightened.

The Game Host may give you a d12 bonus to other rolls as well, if your steely-eyed determination somehow would help.

High Society d12 with upper class; extravagance

You may claim a bonus d12 to any rolls of Deceit, Negotiation, or Presence when you're among the jet set, the blue-bloods, the glitterati, and the upper class.

Also, you can buy Extravagant goods at 50% of their listed price, and you can sell Extravagant goods at 20% of their listed price. (Characters without this gift must buy at 100% and sell at only 10%.) If you have the means, consider buying two of the same extravagance at twice the price.

Jumping bonus 12 to jump; use Vault attack

You may claim a bonus d12 to all Athletics rolls to jump high or long.

You can use the Jumping Attack of "Vault". This attack lets you move through other people's spaces, even as a counter. Jumping methods are described on page 88.

(Characters without this gift can't vault over others, especially when it's not their turn.)

Leadership bonus d12 to rally & oratory

You may claim a bonus d12 to any *Rally* action (that is, when you roll Will & Tactics to help your friends). Go ahead and write this bonus d12 into your character sheet's "Rally" box."

You may claim a d12 to any Presence roll when you give a public speech to exhort a crowd to action, such as to strike against the factory owners, to stand up to the bullying biker gang, or to win the football game. The Game Host may give you a d12 bonus to other rolls as well, if your superior public-speaking voice somehow would help.

Legal Authority power of the law

You have a badge, and that authority is recognized in a significant part of the state. You may use Proscribed items appropriate to your authority. The Game Host may give you a d12 bonus to other rolls as well, if being an officer of the law somehow would help.

Many parties of *Urban Jungle* characters will not always be on the right side of the law. If your character has this gift, you can turn a blind eye to some of the things that your fellow players are doing ... or maybe you're just corrupt. The Game Host may force you to retrain this gift if you become stripped of your Legal Authority, so be careful.

Luck re-roll any and all dice, 1/chapter

After you've made a roll of any kind, if you decide you don't like it, declare you will use this gift.

Choose which of your dice you want to re-roll. Any dice that you re-roll, the new result stands... even if it's worse.

If your roll was a challenge, you may also choose that your opponent re-rolls none, one, or more of *their* dice, too. (If the Host is rolling blind, you may only ask the host for the numbers that came up on the dice, and not what size dice the Host rolled.) You must choose what dice your opponent re-rolls before you re-roll, and the new results stand, even if they're worse for you.

After the re-rolling, you can still claim other bonuses... but you'll have already tapped your Luck, so you can't re-roll any of those dice.

This ability recharges at the start of the next episode.

Medicine

bonus d12; treat illness & injury

You may claim a bonus d12 to any rolls of Academics, Observation, or Questioning when making rolls about medical issues. The Game Host may give you a d12 bonus to other rolls as well, if being a physician somehow would help.

You can treat long-term illness and injury. If you can spend five in-game minutes with a patient, you can reduce the effects of some statuses. See the *Aftermath* chapter for more details.

Motorcycling

bonus d12 to operate cycles

You may claim a d12 bonus to operate any motorcycle (two or three wheels, with or without sidecar), using the Transport skill.

You suffer no limits on your skills while in a moving motorcycle. (Characters without this gift have their dice limited to either their highest Transport die or to d4.)

Noncombatant

passive d12 to dodge and flee; violence uses it up; 1/peace

You aren't a fighter at heart, and other people believe you.

As long as you haven't been violent, you may claim a bonus d12 to all Dodge rolls. (There is no bonus to Counters.)

You may also claim a d12 bonus to any Scramble rolls... but only when you are fleeing from a combat situation.

The Game Host may give you a d12 bonus to rolls to convince others that you are a peaceful, non-violent person.

If you engage in an act of violence — that is, if you attack or counter someone — you immediately use this gift up. The bonus d12 goes away. It doesn't matter if you damage your target, or even if you hit your target — you lose the d12 bonus. (Yes, you lose the bonus even if you attempt to break free from a hold or just try to grab someone else. You could hurt someone!)

After using up this gift, you have to wait at least 24 in-game hours before you can recharge it, and claim the d12 bonus again. If you engage in any violence before then, the timer resets. By then, your nerves will have settled and you'll have made peace with yourself.

You can Rally others and not lose the Noncombatant bonus

Rallying other characters to do violent things does *not* use up your Noncombatant ability. (Whatever helps you sleep at night, Cleopatra.) It's only when you commit violence by your own hand that you lose the bonus.

Performance

bonus d12 on stage and screen

You may claim a bonus d12 to any rolls of Athletics, Deceit, or Presence to impress a crowd with your acting, music, or other public performance. The Game Host may give you a d12 bonus to other rolls as well, if your theatricality somehow would help.

Personality [of choice]

bonus d12, 1/rest

Your sense of self is so strong that you can succeed where other people would have given up.

All Player Characters start with this gift. You must choose a Personality for your character to have: a one-word or short description that explains your personality. There's lots of suggestions in the *Character Creation* section.

You can use your Personality ability to claim a d12 bonus to a roll you've just made.

(Yes, because this is a claimed bonus, you can roll your dice first, decide if you like how it came out, and *then* say you'll use your d12.)

And yes, because people keep asking us this... because you roll Body & Endurance to Soak damage, you could tap your Personality to roll as a bonus die on that Soak roll, too. None of this "going gently into that good night" malarkey for you.

You can't use this gift again until your character gets a rest. (That's 8 hours of sleep, in game time, and at least one square meal.) There's only so hard you can push yourself.

Quills

can use Quills

You can use the Quills Attack of "Quills". This attack and counter will deliver sharp pains to people in close quarters. Quills methods are described on page 88.

Romance

bonus d12 with love & desire

You may claim a bonus d12 to any rolls of Deceit, Negotiation, or Presence against characters who have romantic intentions against you. The Game Host may give you a d12 bonus to other rolls as well, if your sly seduction somehow would help.

Running

bonus d12 to run; use Trample attack

You may claim a bonus d12 to Athletics rolls to run at high speeds.

You can use the Running Attack of "Rush" and "Trample". These attacks let you move and attack, possibly knocking people over. Running methods are described on page 88.

(Characters without this gift can't move and attack in one action.)

Research bonus d12 with libraries and data

You may claim a bonus d12 to any rolls of Academics, Observation, or Questioning when you have a few hours to collate data by having access to a large library, dossier, or other enormous database of information. The Game Host may give you a d12 bonus to other rolls as well, if methodical investigation somehow would help.

Sabotage bonus d12 to break down, in, or out

You may claim a bonus d12 to any Craft rolls to pick a lock, to disable an alarm, to jimmy open a window, to neutralize a trap, to cut brake lines, to crack a safe, to disarm a bomb, to attack an inanimate object, or otherwise work around some contrivance or contraption.

The Game Host may give you a d12 bonus to other rolls as well, if your extensive knowledge of breaking things somehow would help.



Singing bonus d12 with vocal music

You may claim a bonus d12 to any rolls of Academics or Presence when singing, either in private or on stage. The Game Host may give you a d12 bonus to other rolls as well, if your magic pipes somehow would help.

(No, you can't get a d12 bonus to rally people by singing at them. This ain't *West Side Story*, for crying out loud.)

Sleight of Hand use Legerdemain

You can palm small objects, picking things up while people are still watching you. Roll Speed & Deceit vs. 3. The more people watching you, and the more unusual the object, the more successes you would need.

In the heat of battle, you can use the Sleight-of-Hand Attack of "Legerdemain". This attack lets you take items from people in the middle of combat. Sleight-of-Hand methods are described on page 88.

(Characters without this gift must resort to brutal methods to wrest items away from people.)

Sneak Attack declare bonus 2d8 to attack, 1/hide

Before you attack, you may declare an attack to be a *Sneak Attack*. Declare you will use this gift. When you make your attack roll, you may roll a bonus 2d8.

You may recharge this gift with a hide stunt. (That is, you must roll Speed, Evasion, & Stealth's d12 vs. 3 and score at least one success — more if people are watching for you.) You can't declare this 2d8 bonus again before you recharge the gift.

Spray declare Spray attack, 1/rest

You have a noxious spray. (The fine details of its intimate workings are here omitted, to be an exercise for the diligent reader.

In a combat situation, you can declare an Attack action to use a "Spray" attack. Unlike other attacks, you have to use this gift up. Whether you hit or you miss, you won't be able to spray again until you can recharge this gift, which takes time and a fair amount of hydration.

Spray methods are described on page 89.

Stealth bonus d12 to hide and sneak

You may claim a d12 bonus to Evasion rolls to hide and to sneak. (Sorry, there's no bonus to dodge... but successful hiding and sneaking does make you harder to hit.)

When you suffer penalties to observe things due to the concealing darkness all about, you may claim a bonus d12 to Observation to perceive what's around you. (This bonus doesn't prevent any of the penalties, but at least you've got an edge over those chumps who don't have Stealth.) No bonuses to attack or to defend, though.

The Game Host may give you a d12 bonus to other rolls as well, if being stealthy somehow would help.

Streetwise bonus d12 with crime, fencing

You may claim a bonus d12 to any rolls of Academics or Observation, to know or to recognize the criminal element. You may claim a d12 bonus to gossip with people, to gather information about criminals.

Also, you can buy Proscribed goods at 50% of their listed price, and you can sell Proscribed goods at 10% of their listed price. (Characters without this gift must buy at 100% and sell at only 5%.)

Survival bonus d12 in the wilderness

You may claim a bonus d12 to any rolls of Academics, Endurance, or Observation to make your way in the untamed wilderness. You get this bonus to forage for food, to find drinkable water, and to create shelter from the elements, among other things.

Swimming bonus d12 to swim

You may claim a bonus d12 to all Athletics rolls to swim ... or to not drown, which is the basic premise of swimming in the first place.

While swimming, none of your dice are limited in any way. (Characters without this gift have their dice reduced to either their highest Athletics die or to d4.)

Team Player you assist better, and for d12 bonus

You work well with others. When you successfully assist someone else, the bonus you provide is d12. (Characters without this gift can only give a d8 bonus.)

You keep your mistakes to yourself. If you botch on an assist attempt, something bad happens to *you*, but the task-master doesn't automatically fail, too. (Characters without this gift ruin any task that they assist, if they roll all ones and botch.)

Tracking bonus d12 to follow or not be followed

You may claim a bonus d12 to any rolls of Observation to follow someone else, or to Evasion to avoid being followed by someone else. If there's witnesses, you can gain a bonus d12 to follow somebody who was just here, by asking which way that he went (or just seeing which way people are looking).

Wealth produce lots of money, 1/episode

You're stinking rich. Use this gift to produce lots of money, as you use your checkbook, bank accounts, and good credit to just pay for stuff. Among other things, Wealth can let you buy your way out of trouble, or maybe you can pick up an Extravagant item without counting the cost.

You can only use this gift once per episode. (When you ask your accountant why you don't have more money, they always blather to you about "escrow", "liquid assets", "secret account for tax purposes", et cetera, until your eyes just glaze over.) This gift recharges at the start of the next episode.

You may have this gift multiple times, gaining an extra use each time

They say that money can't buy happiness, but in this game, Experience points can buy more Wealth.

If you buy this gift a second time, then you have "2/episode", and can tap into your Wealth twice an episode. If you buy it a third time, then you have "3/episode", etc.

Wrestling use Wrestling Attacks

You can use the Wrestling Attacks of "Crush", "Suplex", "Throw", and "Wrestle". (Characters without this gift must make do with the second-rate Unarmed attacks.)

Wrestling methods are described on page 89.

Basic Soaks

These abilities let you reduce Damage that your character suffers. If you can't reduce Damage to zero, your character will become incapacitated.

All characters have the instant ability to reduce damage by rolling their Body die vs. 3. If they can score one success, they can reduce damage by one.

Characters with Endurance dice can then roll their Endurance vs. 3. Each success they score is another -1 damage.

If after all this rolling, your Damage number still isn't zero, you're going to have to tap into a Soak to remove the rest, or you will go down.

Distress Soak -4

1/episode

You may use this Soak to negate 4 points of damage. (And you can't negate 1 point now and 3 points later, or something weird like that. It's all or nothing.)

Immediately after using this, all your friends who see you take the hit or who can hear your voice are rallied with 1 success. (If your friends can't see, you, we recommend screaming as loud as you can while you take the hit, for dramatic effect.) Your personal tragedy spurs your friends onward to rescue you... or you can beg them to just leave you, if you want to be dramatic about it.

If your friends can't see or hear your distress... well, you can still negate 4 points of damage, but there's no rally.

You can use this ability once per episode. It recharges at the start of the next episode.

Frenzy Soak -2

1/hit

You may use this Soak to negate 2 points of damage. (And you can't negate 1 point now and 1 points later, or something weird like that. It's all or nothing.)

You recharge this ability if you can hit an enemy with an attack or a counter-attack. When your attack or counter is successful, immediately recharge this gift. (What does not kill you makes you stronger.)

Hurt Soak -3

1/scene

You may use this Soak to negate 3 points of damage. (And you can't negate 1 point now and 2 points later, or something weird like that. It's all or nothing.)

You can use this ability once per scene. (That is, once about every 5 game minutes.) It recharges at the start of the next scene, when you've had some time to clean yourself up. You're still battered and bruised, but now it only hurts when you laugh.

Injury Soak -4

1/rest

You may use this Soak to negate 4 points of damage. (And you can't negate 1 point now and 3 points later, or something weird like that. It's all or nothing.)

You can use this ability once per rest. (That is, after you get 8 hours of sleep and at least one square meal.) After the rest, you still look terrible, and other people will comment on it, until the start of the next episode. To feel better, tell people they should've seen what happened to the other guy.

Panic Soak -2

become Panicked, 1/rally

You may use this Soak to negate 2 points of damage. (And you can't negate 1 point now and 1 points later, or something weird like that. It's all or nothing.)

Immediately after using Panic Soak, you become Panicked

Panicked is a status debuff that limits your actions. While Panicked, you cannot Attack (but you can still counter). You also cannot Rally other friends.

Characters who are Panicked either need to fall back and let their friends do the heavy hitting... or they need to get gone while the getting's good. If Panic Soak was your only Soak, the next hit you take could be your last!

You recharge this gift by being rallied

In game terms, a friend can rally you by using a Rally action and by succeeding on a roll of Will & Tactics vs. 3. (That Rally can also remove your Panic.)

You can rally yourself if and only if you can get out of line of sight of all hostiles.

Sneaky Soak -2

1/hide

You may use this Soak to negate 2 points of damage. (And you can't negate 1 point now and 1 points later, or something weird like that. It's all or nothing.)

You may recharge this gift with a hide stunt. (That is, you must roll Speed, Evasion, & Stealth's d12 vs. 3 and score at least one success — more if people are watching for you.)

Winded Soak -1

1/recover

You may use this Soak to negate 1 point of damage.

You recover this gift by simply taking a Recover action in combat.



Advanced Gifts & Soaks

These are gifts you can earn as rewards from accomplishing your goals... or that you can buy with Experience.

Counter-Tactics bonus d12 vs. Tactics

If you have the gift of *Counter-Tactics*, you may claim a bonus d12 to any counter or dodge when other people try to use Tactics dice to blindsides you.

(When you're outnumbered or attacked from surprise, you are *blindsided*. Blindsiding attackers can claim any Tactics dice they have as bonus attack dice.... But if your attackers claim that Tactics bonus, you'll get this gift's d12 bonus to oppose them.)

Dazed Soak -2 become Dazed, 1/recover

You may use this Soak to negate 2 points of damage. (And you can't negate 1 point now and 1 point later, or something weird like that. It's all or nothing.)

Immediately after using this Soak, you become *Dazed*. Until you can get rid of this Dazed condition, you can't counter any attacks, and your next action must be the Recover action.

As soon as you take a Recover action, you may recharge this gift. (It doesn't matter if someone Rallies you out of being Dazed – you still have to take a Recover action to recharge it. However, you can use a single Recover action to both remove Dazed and recharge this gift.)

Expert: [of Choice] extra d8

Skill dice are like real estate. You want as much and as big as you can get.

When you get this gift, there has to be a skill choice to go with it. If the Host gives you this gift as a reward, the Host chooses the skill. If you buy this with Experience, then you choose the skill.

You gain a d8 in your Skill of choice. If you already have the Skill, this is another d8, which would be more. If you didn't already have the skill, then you just got a d8 in it, without troubling yourself with that "Extra Trait" nonsense.

This d8 from Expert is a Skill die in every way, just like the ones you get from Traits.

You may have this gift multiple times, choosing a different Skill each time

For example, you could have "Expert: Athletics" for a d8 in Athletics... and you could also have "Expert: Craft" for a d8 in Craft.

You can only buy Expert once per Skill. (You can't buy "Expert×2" for 2d8, for example. Stop asking.) If you want more Skill dice after becoming an Expert, you'll have to invest in more and bigger Traits.

Extra Career [of choice] *Requires: the gifts that Career starts with*

gain d4 in a new Career Trait

You can buy a second Career Trait. Before you can get this gift, you must have all the gifts that Career starts with. (For example, you can't buy "Extra Career: Detective" unless you *already* have "Gossip" and "Streetwise", first.)

Your new Career Trait starts at d4. You get a brand-spanking new column to use, to boost three more skills.

You can improve this Trait with the "Improved Trait" gift... but now that you have two Career Traits, you have to improve each one separately. (For example, "Improved Trait: Detective" only improves your Detective Trait. It wouldn't improve, say, your Soldier Trait.)

You can buy this gift multiple times, choosing new Careers each time

There's no real limit to the number of Careers you can get... as long as you keep meeting the requirements, naturally.

Extra Type [of choice] Requires: the gifts and soaks that Type starts with

gain d4 in a new Type Trait

You can buy a second Type Trait. Before you can get this gift, you must have all the gifts and/or soaks that Type starts with. (For example, you can't buy "Extra Type: Hard-Boiled" unless you *already* have "Hurt Soak" and "Injured Soak", first.)

Your new Type Trait starts at d4. You get a factory-fresh new column to use, to boost three more skills.

You can improve this Trait with the "Improved Trait" gift... but now that you have two Type Traits, you have to improve each one separately. (For example, "Improved Trait: Hard-Boiled" only improves your Hard-Boiled Trait. It wouldn't improve, say, your Heart-of-Gold Trait.)

You shouldn't have more than two Type traits without a *really* good reason.



Favored Hit

Have Favor? +2 damage!

You can only use this gift when you have *Favor* – that is, when you get to re-roll one 1. The easiest way to get Favor is to have a Favorite use of a skill.

If you roll one 1 with your attack or your counter, then if you hit your target, you may claim +2 damage.

(It doesn't matter if the die you re-roll scores a success or not. If you rolled a 1 and thus can claim favor, you can also claim the +2 damage.)

You don't get the +2 damage if you don't roll any ones (because you don't have any Favor).

Fumble Soak -4

become Disarmed, 1/scene

You can only use Fumble Soak in attack-vs.-counter contests

You can use Fumble Soak if you failed to counter (and thus you took damage). You can also use Fumble Soak if you attacked your target, but they successfully countered you (and thus you took damage.) You can also use it if you tied on an attack-vs.-counter contest (and thus you took damage.)

You *cannot* use Fumble Soak if you attempted to dodge your attacker and failed.

You can only use Fumble Soak if you are using a weapon

You *cannot* use Fumble Soak if you are unarmed, even if you're using unarmed attacks like Boxing. You must have tried to attack or to counter using a weapon.

If you meet all the above conditions, you may use this Soak to negate 4 points of damage. (And you can't negate 1 point now and 3 points later, or something weird like that. It's all or nothing.)

Immediately after using this Soak, you are disarmed. The weapon you were using flies out of your hand. Where the weapon winds up is never to your advantage — it could get flung off a bridge, slide under the dresser, or get lost in a pile.

You may not recharge this gift until the start of the next scene... and you'll need a weapon to equip, too, so you better either get your old one back or find a new one.

Hail of Bullets burn Ammo for +2 damage

If you have this gift, you may declare you will use the *Hail of Bullets* ability with any weapon that has an Ammo die. (Weapons that don't use Ammo dice, such as fighting weapons or guns with a fixed number of shots, don't work with this ability.)

A Hail of Bullets changes your attack or counter, as follows:

- *Don't* roll your Ammo die.
- Your Ammo die *automatically* dwindles, dropping one size. (If it dwindles away, you'll have to reload to shoot again.)
- If your attack or counter hits, it does +2 damage, above and beyond all other damage.

If you're using Hail of Bullets with a *Sweep* attack, you must declare if you will use the Hail of Bullets with *each* target, burning an Ammo die size each time... or if you won't, and if you'll just roll the Ammo die as normal. (You can mix and match all you want.)

Improved Ally: [Gift or Soak of Choice]

add one gift to your Ally

When you buy this Gift, choose a different Gift or Soak to add to your Ally. Your Ally gains that Gift or Soak.

Note that the new ability is for the Ally's use, not yours. If you buy "Hurt Soak -3" for your Ally, your main Character doesn't get to use the Soak to prevent Damage.

As always, the Game Host has final say over what Gifts you can and cannot buy for your Ally. We strongly advise against letting an Ally buy their own Ally, or their own Entourage.

If your Ally is killed, you will have to retrain this Improved Ally gift.

You may have this gift multiple times, choosing different improvements

For example, you could buy "Improved Ally: Veteran" and then later buy "Improved Ally: Improved Trait (Career)."

Improved Trait [of choice]

Increase chosen trait by one die size

When you first gain this gift, it has to be assigned to a Trait. You can choose one of your basic Traits (Body, Speed, Mind, or Will). You can also choose your Species, Type, or Career. (If you have *more* than one Type or Career, you have to pick one of those to improve.)

If the Game Host gives you this gift as a reward, the Host chooses the Trait. If you buy this gift with your own Experience, you choose the Trait (and ask your Host if it's okay.)

Increase your Improved Trait by one size. For example, if you had a Body of d8, then Improved Trait increases it to d10.

You can get this gift more than once, improving the same trait over and over

Following the above example, if you have "Improved Trait: Body" ×2, then your Body die increases twice, from d8 to d12.

Traits have a maximum of d12.

You can get this gift more than once, choosing different Traits to improve

For example, you could get "Improved Trait: Body" to increase your Body die, then later get "Improved Trait: Speed" to increase your Speed die. Different choices for Improve Trait improve different Traits.

Insider with [crowd of choice]

bonus d12 with a certain crowd or organization of choice

When you first gain this gift, it has to have a group of people assigned to it. This could be a social organization, such as "The Labrizio Gang" or "The Sunshine City Yacht Club" or "The Empire Society of Geographical Explorers".

If the Game Host gives you this gift as a reward, the Host chooses the crowd. If you buy this gift with your own Experience, you choose the crowd (and ask your Host if it's okay.)

You may claim a d12 bonus to rolls to Academics and Observation rolls to know things or to recognize members of this crowd.

You may claim a bonus d12 to any gossip rolls to gather information or to fence goods, but only with people in this crowd.

You may claim a bonus d12 to any rolls to change the opinion that a member of this crowd has of you.

The Game Host may give you a d12 bonus to other rolls as well, if being intimately familiar with this crowd somehow would help.

Having the Insider gift doesn't necessarily make you friends with this crowd. I mean, it usually does mean they're your friends, because you know these people intimately. But you could also have inside information about how a rival organization works ... or you could be infiltrating this group to set them up ... or you could just be interacting with these people so much that you can't help but pick up on their slang, their methods, and their day-to-day.

It's quite common for entrenched gangsters, mobsters, outlaws, and other non-player characters to have the gift of Insider with their own organization. Players might recruit a character who already has Insider with a key crowd, to get inside information.

You may have this gift multiple times, choosing a different area each time

Insider gifts don't overlap. For example, if you have an Insider bonus with the Renoit gang, that doesn't stack with an Insider bonus for the Mizsoni gang. Each Insider is its own, unique gift.

This gift is a frequent minor reward

The Game Host will often give you the gift of "Insider with [this crowd you just helped]" as a minor reward for accomplishing a goal. This gift represents the goodwill you just earned from the locals, as well as your current knowledge of what's going on. You'll probably retrain this gift for 5 Experience the first chance you get, and that's fine.

Local Knowledge [of choice]

bonus d12 when in local area of choice

When you first gain this gift, it has to have a small geographical area of choice assigned to it. This area could be a borough of a big city, a redneck wilderness just outside of town, the Pacific Coast Highway, etc.

If the Game Host gives you this gift as a reward, the Host chooses the area. If you buy this gift with your own Experience, you choose a place (and ask your Host if it's okay.)

You may claim a d12 bonus to rolls to Academics and Transport rolls to know things or to navigate around this area.

You may claim a bonus d12 to any gossip rolls to gather information or to fence goods, but only in or about this area.

You may claim a bonus d12 when pursuing or fleeing other people in a long-distance chase, but only in this area.

The Game Host may give you a d12 bonus to other rolls as well, if being intimately familiar with this area somehow would help.

It's quite common for entrenched gangsters, mobsters, outlaws, and other non-player characters to have the gift of Local Knowledge, thus giving them a "home turf advantage" to many rolls in their area. Players might recruit a character who already has Local Knowledge with a new place. (Never hurts to have a guide.)

You may have this gift multiple times, choosing a different area each time

Local Knowledge gifts don't overlap. For example, if you have a bonus d12 with the South Side, that doesn't stack with a bonus d12 for the North Side. Each Local Knowledge is its own, unique gift.

This gift is a frequent minor reward

The Game Host will often give you the gift of "Local Knowledge of [this place you were just in]" as a minor reward for accomplishing a goal. This gift represents the goodwill you just earned from the locals, as well as your current knowledge of what's going on. You'll probably retrain this gift for 5 Experience the first chance you get, and that's fine.

Pistol Reflex +2 Dmg w/ Pistol Counter + Guard

You may claim +2 damage vs. a target, when you counter-attack with a Pistol and if and only if you are *Guarding*.

A Pistol is a weapon that has the "Pistol" descriptor.

This +2 damage is only for counter-attacks. It's *never* for attacks.

You must be *Guarding* to get this +2 bonus. (You can gain *Guarding* by taking the "Guard" action on your turn. See the Combat section for more details.)

Rampage Soak -2

after use, bonus d12 to all Counters until 1/rest

You may use this Soak to negate 2 points of damage. (And you can't negate 1 point now and 1 point later, or something weird like that. It's all or nothing.)

While this Soak is used up, you may claim a bonus d12 with all Counters

After you use up this Soak up, you may claim a bonus d12 to all your Counters until you recharge this Gift (at your next rest).

You cannot claim the d12 bonus to Counters before you've used this up. If it's still ready to use, there's no bonus. (And no, it's too late to use that d12 to defend against the attack that just damaged you.)

This Soak never gives you a bonus to Attacks. The bonus is only for Counters.

Rifle Accuracy +2 Dmg with aimed Rifle attacks

You may claim +2 damage vs. a target, when you attack with a Rifle *and* if you have an Aiming bonus vs. that target.

A Rifle is a weapon that has the “Rifle” descriptor.

Aim is an action that gives you an aiming bonus to hit a target, when you attack in the same round that you aimed.

Savant

No Skill? Claim Favor!

You’re a regular Jack-of-all-Trades. Or Jill-of-all-Trades. That’s a thing, isn’t it?

If you have zero skill dice — that is, you are just rolling a Basic Trait and *maybe* some bonus dice from a gift or an assist or whatnot — then you can claim Favor on your roll. (That is, you can re-roll one “1”.)

You can’t claim this ability if you have even a single d4 in the Skill. (Expert is a skill die.)

There might be a word missing from this gift’s title.

Shotgun Blast +2 Dmg with Shotguns @Near

You may claim +2 damage vs. a target, when you attack or counter with a Shotgun *and* your target is at Near range (3m away from you, or closer).

A Shotgun is a weapon that has the “Shotgun” descriptor.

Sniper

Attack with Shooting at increased range

You may extend the attack range of any Shooting weapon by one band. For example, if your Pocket Pistol only attacks up to Medium range, then in your practiced hands, you can use it up to Long range.

Your Counter ranges are unaffected.

Ranges with attacks that don’t use Shooting Skill are not affected.

Veteran

Aim/Guard bonus is d12 (not d8)

When you Aim at a target, you may claim a d12 bonus to hit, instead of d8.

When you are Guarding, you may claim a bonus d12 to all defenses, instead of d8.

(Characters without this gift must make do with an aim or guard bonus of merely d8.)



Character Interactions

Bad Opinion: penalty dwindle dice to influence characters

Gathering Information: Asking other characters for data, evidence, gossip, etc.

Good Opinion: bonus dwindle dice to influence characters

Gossip: talking to lots of people to learn things

Influence: Getting a non-player character to do something for you

There's a million stories in the furry city

The world of *Urban Jungle* is full of characters who lie, cheat, steal, hold grudges, and fall in love.

Sometimes, when Players are in a game, they don't always take the feelings of the non-player characters seriously. Players may be used to thinking of other characters as "not real", with no more feeling than a vending machine or a locked door.

Without some game rule to communicate to players what the various characters of the world think of them, they may not understand or appreciate what they've done. To this end, we have these Opinion rules.

Like all rules in a tabletop role-playing game, the Game Host can use these rules or not. Some Hosts will prefer to "role-play not roll-play" the reactions of their non-player characters, and that's fine.



Opinion Dice

When you do something that praises, pleases, or bolsters a non-player character, they get a **Good Opinion** of you, which starts as a single die of d8.

You can gain Good Opinion dice by:

- Saving their life.
- Offering them money, goods or services.
- Accomplish a goal that was in their best interests.
- Doing other things that make them rich, happy, or agreeable.

Good Opinion dice are bonus Dwindle dice. When you attempt to influence others, you can claim a Good Opinion die as a bonus die... but if it rolls a 1, it shrinks down to the next lower size. (So a d8 becomes a d6, then a d4, and then is gone.)

In the unlikely event that someone has an even better opinion of you, they can have two Good Opinion dice, or maybe even three. Each die dwindle separately from the others.

When you do something that offends, annoys, or frightens a non-player character, they get a **Bad Opinion** of you, which starts as a single die of d8.

You can gain Bad Opinion dice by:

- Wearing out your welcome, by repeatedly trying to influence them.
- Threatening their life.
- Getting them into a situation where their life or their livelihood is at risk.
- Doing other things that make them angry, sad, or hostile.

Bad Opinion dice are penalty dice. When you roll a challenge vs. 3, the Game Host rolls the Bad Opinion dice. You either have to beat whatever the Opinion dice rolled, or 3, whichever is higher.

Bad Opinion dice are also Dwindle dice. Each time they roll a 1, they get smaller by one size. (So a d8 becomes a d6, then a d4, and then is gone.)

Keep annoying the same people, and you'll get even more Bad Opinion dice. For example, if someone already has a Bad Opinion die of d8, and you offend them to gain another d8, then that's 2d8 of Bad Opinion dice that they have.

Opinions Carry Over

People talk. With telephones, speakeasies, and news-paper gossip columns, something you did for one person might carry over to other people.

In game terms, the Game Host may list the opinion of a Crowd of people instead of just one. For example, if you put one over Enzo Labrizio, and he gets a Bad Opinion of you... his friends in the Labrizio Mafia might *also* have the same Bad Opinion of you. Likewise, if you do a good turn for Brenda Cavalcanti, she might tell everyone on Miracle Mile, and suddenly you've got a whole mess of new pals with positive things to say about you.

Opinions definitely matter with the law

If the police suspect you're up to no good, you'll be accumulating Bad Opinion dice in a big hurry. Get too much, it will spill over from the local blues, to the state police, and then maybe the FBI's most wanted list. The Game Host can tell the Players the Bad Opinion dice they have with the police, to explain to them that the heat is on, and they may need to play things more quietly for a while.

There can even be the opposite effect: gaining a Good Opinion with one Crowd might gain you a Bad Opinion with the enemies of that Crowd. For example, if word gets around that Vincent Renoit is giving you special dispensation, you just might incur the enmity of his rival, the Mizzoni mob.

Contradictory Opinions?

What if someone has both a Good Opinion *and* a Bad Opinion at the same time? Having both kinds of dice is kind of weird.

Naturally, one member of a Crowd could have their own attitude, separate from the rest. For example, the Mackenzie gang may all have a Good Opinion of you ... but Patrick won't forget what you did to him that one night, and he won't rest until he gets revenge.

Another simple fix is to roll a contest between Good Opinion and Bad Opinion dice. Keep the highest-rolling die of either side.

Or you could keep the manic nature of contradictory opinions. After all, there's lots of people in City Hall, so maybe you could have both bonuses and penalties at the same time.

Opinions fade over time

When a new episode starts, the Game Host should remove one or more Opinion dice. (What have you done, lately, hmm?) Opinions should be cultivated.

Why have an Opinion at all?

The purpose of the Opinion rule is to reinforce that what the characters do in one corner of the city will have a ripple effect to other corners of the city. If keeping track of all these opinions is too much work, the Game Host should feel free to wing it.

Gathering Information

Sometimes you will have to canvas the streets, throw out the dragnet, go through the files, and gather up all the clues.

Gathering information is almost always a group activity. Finding information is easy, but getting anything useful out of the whole mess is much more difficult. After all, it's hardly a secret if anyone could've found it by getting one success with dumb luck.

Gathering information is almost certainly a group effort, where one person is the task-master and everyone else is along for the ride, assisting. See page 13 to read up on kinds of ways that characters can assist one another.

To save time, and to better use their resources, the Player-Characters may split up. See page 115 for some ideas on how to handle splitting up and rendezvousing.

Gossip

There's several different corners of the city, and several different Crowds to go talking to.

Gossiping is usually a challenge of **Mind & Questioning vs. 3**.

You better believe there's a whole bunch of gifts that can give bonuses with gossiping.

The big one, naturally, is **Gossip**, which gives a d12 bonus with any attempt to gather information by chatting with lots of people.

Local Knowledge of the neighborhood also gives a bonus d12, if you're canvassing the neighborhood covered by your gift.

An **Insider** gift will give you a bonus d12, but only if you talk that gift's appropriate crowd.

You could also have gifts for hobnobbing with different strata of society. **Carousing** will get you a d12 in bars, speakeasies, and other parties where most everyone's a bit buzzed. **High Society** will get you a d12 bonus among the well-to-do. **Streetwise** gives a d12 bonus when you're in bad neighborhoods and among the criminal element.

Influencing People

You can try to influence Minor Characters using skills to give you things.

Often, it will take two or more skills to influence another character. An attempt to influence someone takes at least one scene (five minutes in game) but it may take longer.

To have this kind of influence...	You might roll...
Make a contract with fraudulent terms	Will, Deceit, Negotiation
Convince someone you're way tougher than you really are	Will, Deceit, Presence
Get someone to spill the beans because "you already know" ... when you don't	Mind, Deceit, Questioning
Make someone an offer they can't refuse	Will, Negotiation, Presence
Find out what they want and then convince them to leave you alone	Mind, Negotiation, Questioning
Debate with a scientist	Mind, Academics, Questioning
Browbeat the target into fessing up to their crimes	Will, Presence, Questioning
Bargain a charter to the forsaken wilderness	Mind, Negotiation, Transport
Haggle over a design	Mind, Craft, Negotiation
Verify if this is the genuine article	Mind, Craft, Questioning

If you can get what you need in only five minutes or less, the gift of **Fast-Talk** gives you a d12 bonus... provided they don't already have a Bad Opinion of you!

If you have at least an hour, you can use the gift of **Diplomacy** to gain another d12.

If you can sweeten the deal by offering money, goods, or services, you can use the gift of **Bribery** to claim a bonus d12.

Influencing a Single Person

- With only *one success*, you won't embarrass yourself, and you won't offend anyone either. You would come off as a reasonable person with reasonable demands... and you'd be politely rebuffed. You could just walk away, no harm, no foul.
You might be able to immediately try again, but you'll be taxing the other person's patience. They automatically gain a Bad Opinion d8.
- With *two successes*, you'll be able to get whatever a consummate professional would be able to get. If your request is reasonable, you'll get it.
- With *three successes*, you'd be able to get a reasonable request and possibly convince the other person you had their best interests in mind, gaining a Good Opinion of d8.

Influencing more people

It can be harder to win over a larger organization, rather than one person. The Game Host may ask for one or two extra successes to win over a party of 3... an extra two or three successes to win over a Group of 12... and an extra three successes or more to win over an entire Crowd.

Assisting an Influence

The more people you have to work on, the more people can help. If it would take five successes to win over a Crowd... you'll need to get at least five dice to roll. Getting Assists from friends might be the only way.

Combat Situations

Act: When you choose to take 2 actions on your turn

Action: one of two things you do on your turn, never the same one twice

Attack Dice: Traits, Skills, and other dice you will roll with your attack

Blindsiding: when allies' positioning makes your Tactics into bonus attack

Claim: When you ask for a bonus or advantage after you roll your dice

Dazed: Can't counter or do stunts, are blindsided

Declare: When you say you'll do something before you roll dice

Focus: When you choose to stop and look around on your turn; you become Focused

Focused: when it's not your turn, spend it to interrupt someone; when it is your turn, take 3 actions

Gift: a special ability unique to your character

Initiative: are you ready when the fight starts?

Pass: Don't take your turn right now, let someone else decide first

Round: Everyone gets to take one turn

Side: Two of these, us vs. them

Skill: some ability or capacity, measured by Dice

Turn: When you get to do something in the combat

Combat in a Nutshell

- Divide the combatants into sides.
- Roll Initiative to see if you start the combat fully capable or Dazed.
- The side that started the combat goes first. Each character takes a turn to act or to focus.
- The other side gets all their turns.
- Keep going back and forth between sides until the combat ends.



Starting the Fight

At the start of the combat, the Game Host tells all players to recharge all “recover”, “rally”, “hit”, and “scene” abilities

We've discovered that Players often forget to recharge their abilities after use. Heck, some of them don't even think to ask *when* they should recharge these things.

Any ability that has a recharge of “recover”, “rally”, “hit” or “scene” should have recharged five minutes ago. As the Game Host, it's a good practice to remind your players to recharge these gifts when you start a new combat.

Are you ready? Roll Initiative!

When a combat starts, characters might get caught with their pants down. At the start of a fight, roll your Initiative dice, which start equal to your *Mind and Observation* dice

If you have the gift of **Danger Sense**, you may claim a bonus d12 to an Initiative roll.

The number of success you need to beat the challenge depends on how close you are to the center of the combat.

Your Situation	Initiative vs. 3
Ground Zero: You either started this fight, or you can see who is.	Score at least 1 success or you are Dazed
Distracted: You knew combat was going to happen, but you're hiding, minding the car, or something else.	Score at least 2 successes or you are Dazed
Not in line-of-sight: You know a combat is going down, but you can't see it from where you are.	Score at least 2 successes or you are Dazed
Caught totally unawares: You had absolutely no idea that combat was about to happen.	Score at least 3 successes or you are Dazed

Dazed is a debuff status

If you started the fight *Dazed*, you suffer the following bad effects:

- **You cannot counter.** When you are Dazed, your only defense is to dodge. You can't counter-attack, even if you have weapons that do that.
- **You are blindsided by enemies.** All your enemies may claim their Tactics dice as bonus attack dice to hit you. (If they don't have any Tactics dice, you're lucky.) You can read more about blindsiding in the "Attacks" section.
- **Your next action must be to Recover.** You will have to spend your very next action on a "Recover" action.

Dazed can be cured with a successful Rally from a friend. You can also self-rally if you can get out of line-of-sight of all enemies.

Are your weapons ready?

You can't walk around the downtown city streets brandishing a pistol. Grandmas will faint, kids will scream, police will get all up in your business, etc.

However, some Players feel that it cramps their style when they have to spend their fist action to *Equip* a weapon.

The Game Host may rule that all characters start the combat with weapons already equipped. (The Initiative roll is just to see if everyone's ready.)

Drawing your holdout pistol out of your pocket is one thing, and that's pretty easy. Unslinging a rifle or snapping open a violin case to wipe out your gat is another thing. The Game Host may rule that some weapons have to use an *Equip* weapon as your first action, or that they're even more dangerous and slow to use. See page 77 for more details.

Sides and the Order of Battle

The Game Host divides the combatants into *sides*. Usually, there's two: the Players' side, and the enemy's side.

Everybody on one side takes their turn

Once everyone on this side has taken a turn, then the other side can take their turns.

We're presenting a simple order of battle here, but there are more options in the Handbook section, on page 107.

You can choose to *pass*, to *act*, or to *focus*

As a Player, when the Game Host calls upon you to take your turn, you must choose to do one of three things:

- **Pass**, and let the other players take their turns before you.
- **Act**, and take two actions (or more).
- **Focus**, a compromise between passing your turn and taking actions.

The Game Host calls on each player to take their turn

We recommend that the Game Host start with the player on their left, and then to go around the table, asking each player in turn if they want to *pass*, *act* or *focus*.

Remind a player that if they pass, they get a chance to act later in the round.

If you choose to *pass*, the Game Host will play out other player's turns first, then come back to you

As a Player, you should choose to pass if you want other characters to act first.

Don't worry, you'll still get a turn.

If you choose to *act*, declare two actions for your character

You may be able to take extra actions. For example, if you have focus, you'll be able to take three actions.

The big rule when it comes to actions is "*never the same action twice*". You can't perform the same action twice in the same turn.

If you started your turn with *Focus* — say, because you rolled really good for your initiative, or because a friend rallied you — then you can take *three* actions instead of two. And yes, that rule of "never the same action twice" in the same turn still applies.

If you choose to *focus*, you'll gain Focus and then end your turn

Sometimes, you can't think of something to do. Or maybe your friends have this situation under control.

Focused characters can ruin the enemies' attempts to hide. They can also interrupt an enemy's turn, or take an extra action on their next turn. More about that, below.

After going around the table once, ask anyone who passed if they will act or focus.



If a Player can't decide what to do, the Host should ask the Player to read their Character's Motto. That can usually suggest a course of action.

If a Player still doesn't know what to do, the Host should ask them to take a *focus* turn. They can always interrupt later, and if they don't, hey, that's three actions next turn.

Once all players have played out their turns, the Host plays out the turns for the other side.

The Host can play out the actions of non-player-characters in any order.

To make it easier, we suggest that the Host start with the enemies engaging the Player sitting on their left... then play out the enemies engaging the Player in the next seat over, etc., going around the table again.

If a Player is absent from the table for some reason, the Game Host should declare that their Character is taking a Focus turn and move on.

If it's not your turn, but you have Focus, you may Interrupt

Taking a Focus turn has many advantages. Not only does it make it harder for enemies to hide, it also lets you take three actions on your next turn. And if that wasn't enough, you can also spend your Focus to *Interrupt* someone else on their turn.

Interrupt to takes a single action

If your character has Focus, then at any time, you can pipe up and tell someone that you're interrupting their action to do one of your own.

You can only interrupt to take one action, so you can't Aim and Attack – that's two actions. You will probably just Attack.

When you interrupt, it briefly becomes your turn. You play out your action, and then go back to whoever got interrupted.

Don't worry — you'll still get your turn next round. Interrupting does not change the order of battle in any way.

If you lose Focus, you lose the ability to interrupt. Becoming Dazed or Panicked will make you lose your Focus. Of you're about to get shot, it can be a good idea to interrupt to *Guard* and suddenly boost your defense.

Don't know what to do on your turn? Focus!

Sometimes, when you're asked to take a turn, it's not clear what you should do, if anything. Well, why not just take a *Focus* turn? If something comes up, you can interrupt to take an action. And if nothing comes up, you'll get three actions next turn.

The only downside to taking a Focus turn is that you're giving up taking any two actions, for the privilege of taking one action at any time, even during someone else's turn.

Interrupt to act at just the right moment

If you Attack someone and made them Dazed or Panicked, they won't be able to Attack. If you interrupt someone who is making an Attack, and then Daze or Panic them, their action is wasted.

A popular exploit is to wait for someone else to Aim, then when they declare their Attack, you interrupt them. Now it's your Attack vs. their defense ... and their Aim won't help their defense at all.

If someone needs you to "cover them", take a Focus turn. You can use the interrupt to Attack other people who would assault your friends.

If you had Focus this whole time, and it wraps all the way around to your turn again, then you can either stay Focused (and doing nothing but waiting to interrupt, again), or you can take *three* actions instead of two. Remember that

Taking your turns in a different order

The order of battle presented here is designed to be simple and quick. For more options on how the Players can take their turns, see "Order of Battle", page 107.



Combat Actions

Action: one of two things you do on your turn, never the same one twice

Aim: action; declare a target, for bonus d8 to attack

Attack: action, to use an attack method on a target

Blindsiding: gaining a Tactics bonus to attack

Bonus: an extra die for you

Claim: When you ask for a bonus or advantage after you roll your dice

Control: action to operate a machine or vehicle

Coward: bonus d12 to dodge and to flee, but only when you're Panicked

Dazed: Can't counter or do stunts, are blindsided

Declare: When you say you'll do something before you roll dice

Equip: action to draw or to swap out weapons

First Aid: stunt to keep someone from dying

Flee: when you Scramble to get off the battlefield

Frighten: stunt to incite Panic in other people

Gift: a special ability unique to your character

Guard: action to gain d8 bonus to defense until next turn

Hide: action; roll Speed, Evasion vs. 3 to disappear

Move: action to change your location to somewhere else

Noncombatant: bonus d12 to dodge and to flee, but lost if you attack

Panic: bad status; you can't attack or rally (but you can still counter or dodge)

Penalty, an extra die for your opposition

Pick Up: stunt to gather an item off the ground

Rally: action: help someone else, roll Will & Tactics vs. 3

Reason: stunt to try to convince others

Recharge: This must happen before you can use the ability again

Recover: action: recharge all 1/recover abilities

Reload: action to restore ammo count

Round: about 10 seconds of game time, everyone gets to take one turn

Scene: 5 minutes of game-time... so, once a combat

Scramble: stunt to move a great distance

Side: Two of these, us vs. them

Skill: some ability or capacity, measured by Dice

Stand Up: action to get up from the floor, you lazy bum

Stunt: action that ends your turn, makes you Dazed

Tactics: skill to rally friends and to blindside enemies

Trick: stunt to Daze other people

Turn: When you get to do something in the combat

When you choose to act on your turn, you can take two actions. Characters with focus or with other special abilities may be able to choose more.

You can never take the same action twice on the same turn. For example, if your first action is to Attack, then your second action must be something other than "Attack".



Aim at a target, for a d8 bonus to attack on this turn

Declare a target. If your next action is an Attack, then you will claim a d8 bonus to hit that target.

You only get this d8 bonus if you attack, and only vs. that one target. If your attack is against multiple targets (say, you're sweeping a room with tommy-gun fire), the aiming bonus is only vs. that one target.

If you have the gift of **Veteran**, your Aiming bonus improves to d12 (from d8).

If you have the gift of **Rifle Accuracy**, when you attack a target that you've aimed at with your Rifle, you may claim +2 damage if you hit them.

Attack a target

Declare a target, then declare the attack you will use against that target. For example, you could declare, "My character will attack the cab driver, using their Holdout Pistol."

That wording sounds kind of awkward, so you might shorten that to, "I will attack the cab driver with my Holdout Pistol." (It's understood that your Character is doing the attack, not the Player.) Or even just, "I shoot the cab driver," with the understanding that your character is using their Holdout Pistol.

As a Player, if you're worried about being misunderstood, use clear and specific language when declaring your attacks. Remember that attacks can provoke counter-attacks, so your character risks getting hurt when they attack.

Attacks are discussed in greater detail, in their own section, below.

You cannot Attack others if you are Dazed, Hidden, Panicked, etc.

Your character must be competent and confident to attack others. If your character is suffering from being *Dazed*, *Panicked*, or any other condition that might prevent you from taking directed, hostile action, then you cannot take Attack actions.

If your character is *Hidden*, you must make a choice: remain *Hidden* and don't attack... or declare the Attack anyway and reveal yourself.

The gift of **Dexterity** adds an extra action called the "Dual-Wield". Dual-Wield is not considered an "attack" action, it's its own action, and it doesn't break the "never the same action twice" rule, but it also has special restrictions. See "Dexterity", page 54, for more details.

If you have the gift of **Noncombatant**, declaring an attack against someone will use up the gift — and make you lose the d12 bonus to dodge — until you can go 24 hours or more without being violent.

Control a vehicle or device

On your turn, if you're the driver, pilot, or cyclist sitting in the control seat, you need to spend one of your actions to Control the vehicle. If you don't, the vehicle that you're in becomes uncontrolled... and that could be bad, if you're moving at high speed.

Working with your hands is also a control action. For example, opening a door or pulling a lever requires you to declare a Control action — valuable time that you could've spent attacking your enemies or guarding against their assault.

In almost all cases, you need at least one free hand to control something.



Equip to swap weapons

You can swap out your weapons using an *Equip* action.

The Game Host may rule that concealed or large weapons are more difficult to equip. They may require a "Pick up" stunt, or they might take multiple turns to get ready. See page 77 for more details.

Guard for a d8 bonus to all defenses until your next turn

Sometimes, discretion is the better part of valor. If you declare a *Guard* action, all your counters and dodges may claim a bonus d8 until the start of your next turn.

When you don't know what action to take, you can always Guard.

If you have the gift of **Pistol Reflex**, when you counter with a Pistol while Guarding, you may claim +2 damage if you hit. (You have to have declared a Guard action first, and you only get this +2 damage on counters, not attacks.)

If you have the gift of **Veteran**, your Guarding bonus improves to d12 (from d8).

Hide by rolling Speed & Evasion vs. 3

You can only hide if there's some cover or some concealment to hide behind. You can't "hide in plain sight."

When you declare that you are taking a Hide action, you will be rolling your Speed & Evasion dice (if any) vs. 3. Your 4s or better will be successes.

The gift of **Stealth** lets you claim a bonus d12 on any roll to Hide.

The number of successes that you will need changes, depending on if there's anyone on the lookout for you... that is, if there's any enemies who are *Focused*.

Hiding when there are no Focused enemies in light of sight

This is pretty simple.

- Roll your *Speed & Evasion vs. 3*.
- If you score *one success*, you are successfully *Hidden* behind concealment.

Hiding when there are one or more Focused enemies in light of sight

This is more complicated.

- Roll your *Speed & Evasion vs. 3*.
- *Each* enemy that has Focus rolls their Mind & Observation vs. 3. Make a note of the highest number of successes by a single enemy.
This passive roll does *not* cause anyone to lose Focus, no matter how badly they roll.
- You are only *Hidden* if and only if *you can score more successes than the highest number of successes scored*.
If no enemies scored any successes, you only have to score *one success* (that is, more than zero).
If you can score enough successes, you are successfully *Hidden*. Otherwise, no.

A Hidden character recharges "hide" abilities, bonus d12 to Dodge

If your Hide is successful, then all of your "1/hide" abilities recharge.

Abilities such as **Sneak Attack** and **Sneaky Soak -2** recharge instantly after a successful Hide challenge.

When other people attack you while you are *Hidden*, you may claim a bonus d12 to your Dodge defense. (There's no bonus to your attack.)

Since you're almost definitely hiding behind something solid, you can claim a Cover bonus, too.

As part of the Hide, you can move

Generally, as part of any Hide action, you can move behind any concealing object that's Near (within 3m) of where you started. You can *never* move *closer* to a hostile as part of a Hide action. (Though you can try to Move, and then Hide.)

Sneaking into a place that's being watched is more of a stealthy operation than some round-by-round combat. Refer to "Infiltration" in the *Handbook* section.

Move to somewhere else on the field

You might not be standing where you need to be. The *Move* action lets you dash inside the building, or dive behind some cover.

Since role-playing is often in "the theater of the mind", it isn't always exactly clear where your character is in relation to others.

Here are some moves you can do with a Move action, without any rolls:

- Declare a target that is at Near range, and move yourself closer, into Close range.
- Declare a target that is at Short range, and move yourself closer, into Near range.
- Declare a target that is Close range, and move yourself further away: to Near or to Short range.

Here are some moves you can do by rolling dice:

- Declare a target at Short range, and roll your Speed & Athletics vs. 3. One success will move you to Near range; two successes can move you up to Close range, if you want. The Game Host may demand more successes for particularly difficult ground.
- Declare a target at Medium range, and roll your Speed & Athletics vs. 3. Two successes will move you to Short range; three successes can move you up to Near range, if you want. The Game Host may demand more successes for particularly difficult ground.

- Declare a gap that you will jump over, and roll your Body and Athletics. One success will let you jump over a Close gap (1 pace across) that was within Near range of you. Two successes will let you jump over a Near gap (3 paces across) that's within Short range of you. The Game Host may demand one extra success from you if don't have enough distance for a run-up.
- Declare a wall or other vertical surface near you that you will climb. Roll your Body, Speed, and Athletics vs. 3. One success gets you 1m off the ground. Two successes get you 3m off the ground, enough to hoist yourself up one story, crawling onto the roof, to stand up next turn. The Game Host may demand one extra success for hard-to-climb surfaces ... or they may even rule that some surfaces can't be climbed.

Bad footing may be more difficult

If the ground is rough, cluttered, or otherwise difficult, the Game Host may rule that it's more difficult to move. The host may demand a roll of Speed & Athletics vs. 3, requiring one success (or more!), for any of the moves that usually don't need a roll ... and for moves that do need a roll, they may demand one or more extra success.

Standing up after falling down is its own "stand up" action. It is not a "move" action. If you want to get up and then run away, that would be two of your actions.

You can read more about other kinds of move actions in the "Handbook" section.

The gift of **Running** gives you a bonus d12 to any roll of Speed & Athletics to move along the ground. The gift of **Climbing** gives you a bonus d12 to climb a wall. The gift of **Jumping** gives you a bonus d12 to make jumps. Refer to the "Handbook" section for more details on these things.

Rally a friend with Will & Tactics

You can help your friends out by using a *Rally* action. A successful rally will help a friend overcome setbacks and maybe even rise to the occasion.

You cannot Rally others if you are Dazed, Hidden, Panicked, etc.

Your character must be competent and confident to rally others. If your character is suffering from being *Dazed*, *Panicked*, or any other condition that might prevent you from taking directed, commanding action, you cannot take Rally actions.

If your character is *Hidden*, you must make a choice: remain *Hidden* and don't rally... or declare the Rally anyway and reveal yourself.

Declare a friend, and then roll *your Will & Tactics dice vs. 3*.

- If you score one success, you may remove the *Dazed* status or the *Panicked* status from your friend. (But not both.)
Rallying a friend to remove panic instantly recharges that friend's Panic Soak.
- If you score one success, and your friend wasn't *Dazed*, *Panicked*, or otherwise unable to act and to think clearly, you may add the *Focused* status.
- If you score two successes, you could remove *both* *Dazed* and *Panicked*... or you could remove one of those and add *Focus*.
- If you scored three successes, then remove both *Dazed* and *Panicked* and add *Focus*.

Rallying is a powerful tool for other characters to urge on their friends to greater success. The Game Host should never punish characters for botching or failing a Rally roll.

Rallying a friend does not use up the gift of **Noncombatant**, even if your friend uses the boost you just gave them to attack other people.

Rallying can suffer penalties

Rallying assumes that you are Near your friend (within 3m) and can see them.

Your Rally isn't as good if they can't hear your voice. If your friend is at Short range (up to 10m away), you will suffer a d8 penalty. If your friend is at Medium range (up to 30m away), you will suffer a d12 penalty. Range is discussed in greater detail in the "Handbook" section.

If you can't see the battlefield, but you can still talk to your friend, you can still rally them over the phone, over the radio, etc. The Game Host may apply a penalty of d12 (or worse) — sure, your moral support is appreciated, but it's not like you're *there*.

You cannot Rally others if you are Dazed, Hidden, Panicked, etc.

Your character must be competent and confident to rally others. If your character is suffering from being *Dazed*, *Hidden*, *Panicked*, or any other condition that might prevent you from giving good advice to your friends.

If you're all alone, or if your friends are busy, you can rally yourself by getting away from all hostiles and taking a *Recover* action. See below.

Recover to remove Dazed and to recharge all "1/recover" gifts

Characters who become Dazed *must* take Recover as their next action. Characters can be Dazed by failing an initiative test.

Whenever you take a Recover action (to remove Dazed or whatnot), you may also recharge all your "1/recover" abilities.

If you are out of the line of fire, you may use a Recover action to rally yourself, too

If no hostile combatants can trace a line of sight to you, then declaring a Recover action will also *rally* yourself.

When you rally yourself, you can recharge all "1/rally" abilities, and you can remove the *Panicked* status from yourself.

Reload a weapon

When a gun runs out of bullets, you will have to reload it. Most weapons can be reloaded simply by declaring a *Reload* action.

A Reload returns the weapons' Ammo die to full size. With the Ammo die restored (after having dwindling down to nothing), a gun can now be used again.

Reloading a weapon requires two hands: one to hold the weapon, and the other to put the ammo in it. If you can't free up your other hand, you'll have to drop something.

Stand up

If you've been knocked down for some reason, or maybe if you're lying down, you can spend an action to get back up.

If you have the gift of **Acrobat**, you can take an extra action each turn: a "Stand up" action. You'll still be able to take two other actions.



Perform a dangerous Stunt and end your turn, Dazed

Some activities might be dangerous to do in a combat situation. A *stunt* ends your turn and leaves you Dazed.

Many people will choose to *Guard* as their first action (buffing their defenses) and then perform a *Stunt* as their second action.

Since a Stunt ends your turn, you *cannot* declare a Stunt and then immediately declare a Recover action. Your turn ended when you declared the Stunt.

Equip an awkward weapon

Pistols in shoulder-holsters or in pockets are concealed, but they're designed to be taken out and deployed quickly. But a tommy-gun in a violin case or a shotgun under a heavy overcoat aren't the types of things that win in a quick-draw contest at high noon.

The Game Host may rule that deploying any smuggled weapon, concealed weapon, or otherwise awkward situation is a dangerous Stunt. (Since a Stunt leaves you Dazed, you won't be able to use that weapon to Counter until you can remove the Dazed status.)

Frighten an enemy: Your Body, Will, Presence vs. target's Body, Will, Presence

You can try to scare enemies into standing down. Roll your character's Body, Will, & Presence vs. the target's Body, Will, & Presence.

When Frightening a target, their Opinion of you doesn't affect the attempt.

You will suffer penalties due to Range. If the target is at Short range (more than 3m, up to 10m), you have a d8 penalty. Look up "Range" in the Handbook section, for more details.

- If you can score one success, then the target becomes *Panicked*.
The target immediately gains a *Bad Opinion* d8 about you.
- If you can score two or more successes, then the target becomes *Panicked*, they immediately gain a *Bad Opinion* d12 about you, and you may Sweep to another target.
Declare another target in range and attempt to Frighten that one.
You can keep sweeping until you either fail to score two successes or until you run out of targets.

Give emergency first aid: Your Speed, Academics vs. 3

If one of your friends is down, and you're already Close (within 1m), you can try to give them emergency first aid. Roll your Speed & Academics vs. 3 and try to score at least one success.

The gift of **Medicine** gives you a bonus d12 to apply emergency first aid.

Pick something up from the floor

Swapping weapons in and out of your pockets is a simple Equip action. But picking a weapon from the floor is a dangerous Stunt. (Since a Stunt leaves you Dazed, you won't be able to use that weapon to Counter until you can remove the Dazed status.)

Reason with an enemy: Your Mind, Will, Negotiation vs. target's Mind, Will, Negotiation

You can try to talk enemies into standing down. Roll your character's Mind, Will, & Negotiation vs. the target's Mind, Will, & Negotiation.

The target's feelings toward you matter. If the target has a Good Opinion of you, you may roll that as a bonus die. If the target has a Bad Opinion of you, the target rolls that, as a penalty against you.

You will suffer penalties due to Range. For example, if the target is at Short range (more than 3m, up to 10m), you will suffer a d8 penalty. Look up "Range" in the Handbook section, for more details.

- If you can score one success, then the target will consider what you have to say.
A Minor Character will be forced to take a *Focus turn* when their next turn comes up. The more successes you score, the more they will consider what you have to say.
A Major Character might take a *Focus turn*, or they might not. The Game Host must use their best judgement.

If you fail to Reason with a character, trying a second time during the same combat annoys the target. The target immediately gains a *Bad Opinion* d8 of you.

Scramble:

Your Body, Speed & Athletics vs. 3

You can try to move a long distance. This option is popular if you are *Panicked* and want to flee the scene.

Scramble is a stunt. In one turn, you can Move as your first Action, then Scramble as your end-of-turn Stunt.

Roll your Body, Speed & Athletics vs. 3.

- With **one success**, you can move out the door of a small room, or across the street. If you're using a map, you can move up to 10m.

One success is enough to move closer, to reduce Short range or further down to as low as Close range.

One success is enough to move so far away that any Close, Near, or Short range becomes Medium range.

If that distance isn't enough to get out of the battlefield, then you're still in the combat, and you're *Dazed*.

- With **two successes**, you can move across the block. If you're using a map, you can move up to 30m.

Two successes are enough to move closer, to reduce Medium range or further down to as low as Close range.

Two successes are enough to move so far away that any Close, Near, Short, or Medium range to Long.

A 30m Scramble should be enough to get you out of any but the most open of battlefields. (That is, if you're not in a desert, airfield, or the Great Salt Flats, you're probably in the clear.)

The Game Host may rule that even more successes can move you even greater distances... but moving 30m in a round (about 10 seconds) is already pretty fast. Don't make up house rules that you don't like.

The gift of **Running** gives you a d12 bonus to any roll to Scramble.

The gift of **Coward** gives you a d12 bonus to scramble, but only if you are *Panicked*, and only to flee the scene – that is, to not move closer to any hostiles.

While it hasn't been used up, the gift of **Noncombatant** gives you a bonus d12 to scramble, but only when fleeing from a combat situation.

The gift of **Flight** allows you to move vertically or horizontally while you Scramble.

Trick an enemy:

Your Speed, Mind, Deceit vs. target's Speed, Mind, Observation, Questioning

You can try to confuse your enemies with cleverness, with panache, and sometimes with good ol' fashioned lying. Roll your character's Speed, Mind & Deceit vs. the target's Speed, Mind, Observation, and Questioning.

It's harder to trick people who don't like you, and it's easier to trick them if you have their confidence. If the target has a positive Opinion of you, you may roll that as a bonus die. If the target has a negative Opinion of you, the target rolls that, as a penalty against you.

You will suffer penalties due to Range. If the target is at Short range (more than 3m, up to 10m), you have a d8 penalty. Look up "Range" in the Handbook section, for more details.

- One success and your enemy becomes *Dazed*. (*Dazed* enemies cannot attack or counter.) You can take advantage of their distraction to run away.
- Two successes and your enemy becomes *Dazed*, and you can *Sweep*. Declare another target and try to trick them. You can keep Sweeping until you run out of targets to Trick.

Other Actions

We've listed the common actions above. Some Gifts might unlock new actions.

The gift of **Dexterity** adds an extra action called the "Dual-Wield". Dual-Wield is not considered an "attack" action, even though it makes an attack.

You can't Dual-Wield if you are *Dazed*, *Panicked*, or otherwise unable to attack. You can only Dual-Wield when you have two weapons. Dual-Wield won't let you use the same weapon twice in the same turn.

You can only Dual-Wield with weapons that have a *Counter* range, and only against targets within that Counter range. (So the "Attack" action lets you attack with the first weapon, within the standard range... and then the "Dual-Wield" action lets you use a different weapon within the Counter range.)

See "Dexterity", page 54, for more details.

What action does what?

Sometimes, you'll want to do things in the game, during a heated combat. What action should you be declaring?

- Any action to operate a device with one hand, such as a throttle, door-handle, steering wheel, etc. is a *Control* action.
- Any action that directs violence at someone else is an *Attack* action. Yes, even if you're just going to grab someone.
- Putting items away and getting new ones out of your pockets is an *Equip* action. Putting more bullets into your gun is a *Reload* action.
- Any action that requires two hands and fine, directed work, is a *Stunt*. Examples including forcing open a stubborn or barred door, helping someone else to their feet, picking items off the floor.



Passive Freebies

There are some things that your character can do passively, without having to use an action, or even wait for their turn.

- **Become Panicked.** You can just choose to become Panicked at any time.

This option is popular with characters who have the gift of Coward. After rolling your dodge dice, you can suddenly declare, "My character is Panicked!" and then claim a bonus d12 to roll immediately. (You must declare this Panic *before* we move on to Damage and Soak.)

- **Drop something.** You can let go of something at any time. It just falls on the floor or something.
- **Release your Hold on someone.** Holding someone ties up the hand that you're using. Just like you can drop an object, you can end a hold at any time.
- **Talking.** You and your allies have your own little in-jokes, slang, and colorful mannerisms that let you get along in this world. Rather than plot every move to the millimeter, it's considered healthy if you all let a little table-talk play out.

Each combat round is supposed to be a tense, dramatic affair, maybe about 5 to 10 seconds of game time. Halting the action to discuss Shakespeare for twenty minutes can be bad for the game, especially if you have chatty players who want to discuss everything.

Our guideline is "Talking is free, a conversation is not". As a rule, the Game Host should only allow table-talk with people on the same side, during that side's turn... That is, if the Game Host even wants to allow table talk at all! When bullets are flying, the game should be more like Friday night's boxing and less like Sunday morning's tea.

If you want to ask an enemy if they want to surrender, or to accept your surrender, or what color the drapes should be, etc., then you can certainly ask on your side's turn, but you'll have to wait until *their* turns before they can respond. See "Surrendering", p. 116.



Attack and Defense Rolls

Action: one of two things you do on your turn, never the same one twice

Aim: an action that gives you a bonus to attack one target in the same turn

Ammo die: attack die that dwindles; when it's gone, you have to reload

Attack Dice: Traits, Skills, and other dice you will roll with your attack

Blindsiding: when allies' positioning makes your Tactics into bonus attack

Bonus: an extra die for you

Burst: attack all targets within range of a point

Claim: When you ask for a bonus or advantage after you roll your dice

Concealment: Darkness or limited visibility

Contest: You roll and they roll, highest-showing die wins

Counter: an attack used as a defense, instead of a dodge

Coward: gift that gives you bonuses when Panicked

Dazed: Can't counter or do stunts, are blindsided

Declare: When you say you'll do something before you roll dice

Dodge: Speed dice & Evasion dice; can be used to avoid attacks

Dwindle: if this die rolls a 1, decrease its size

Favor: re-roll one "1"

Favorite: a specialty with a skill; gives you Favor

Fighting: skill used for hand-to-hand combat or for throwing things at people

Gift: a special ability unique to your character

Limit: if your die has too many sides, reduce it

Noncombatant: bonus d12 to dodge, but lost if you attack

Panic: bad status; you can't attack or rally (but you can still counter or dodge)

Peace: 24 hours without violence

Penalty, an extra die for your opposition

Rally: action to help someone else out

Recharge: This must happen before you can use the ability again

Shooting: skill used with guns and other ranged weapons

Skill: some ability or capacity, measured by Dice

Sweep: If you hit you target, you can attack another target

Tactics: skill to rally friends and to blindside enemies

Veteran: Gift that improves Aiming and Guarding

Attacks in a Nutshell

- Declare an attack and a target.
- The defender declares what defense they will use: *Counter* or *Dodge*.
- As a Contest, the attacker and defender roll dice. The high-roller wins.
- Most attacks cause Damage (Dmg). Each success scored on the victim is one point of Damage, plus any bonuses.

How to Attack

Declare a target, then declare the attack you will use against that target. For example, you could declare, "My character will attack the cab driver, using their Holdout Pistol."

That wording sounds kind of awkward, so you might shorten that to, "I will attack the cab driver with my Holdout Pistol." (It's understood that your Character is doing the attack, not the Player.) Or even just, "I shoot the cab driver," with the understanding that your character is using their Holdout Pistol.

As a Player, if you're worried about being misunderstood, use clear and specific language when declaring your attacks. Remember that attacks can provoke counter-attacks, so your character risks getting hurt when they attack.

Attack Ranges

You can only attack a target that's within the *Range* of your attack.

The common ranges include:

- **Close** = up to 1 meter (right next to you)
- **Near** = up to 3 meters (within conversational distance)
- **Short** = up to 10 meters (in the same room as you)
Bonus d8 to target's Dodge.
- **Medium** = up to 30 meters (down the street from you)
Bonus d12 to target's Dodge.
- **Long** = up to 100 meters (on the other side of the city block)
Bonus 2d12 to target's Dodge.

Some ranges have special rules.

- **Held** = currently in your grasp (couldn't get any more personal)
You must have successfully gotten a Hold effect against the target, first.
- **Close/Throw** = You can either use this weapon at Close range (1m) with no problems... or you can throw it against someone at up to Short range (10m).
You use the same attack dice for a thrown attack as you do for the close attack.
After throwing the weapon, you lose it, and you must retrieve it before you can use it again.



- **Charge** = This attack strikes up to Short range (10m) ... and as part of the attack, you must move Close to the target (within 1m).

If you can't move to get Close to the target (because clutter, gaps, barriers, or Niagara Falls are in the way) then you can't Charge.

If your target isn't within Range, you can't declare an attack against them.

There's lots more information about Range in the *Handbook* section.

The Gift of **Giant** lets you treat any "Close" range as "Near" range. For you, attacks that would only strike at Close range can also strike at Near range. You could change "Close/Throw" to "Near/Throw", and use your weapon against targets up to 3m without having to throw your weapon away. You could also Charge targets with 10m of you... and you only move to get within Near range, not Close.

Attacks against multiple targets

Some attacks can strike against multiple people. If your attack lists a *Burst* radius, you'll have to declare a central point, and everyone in line of effect of that point is attacked.

If your attack lists a *Sweep* effect, you still have to hit your first target, so just declare your first target for now, and worry about the Sweep if you actually hit.

You can find more on multiple targets in the "Handbook" section.

You cannot Attack others if you are Dazed, Hidden, Panicked, etc.

Your character must be competent and confident to attack others. If your character is *Dazed*, *Panicked*, or has any other condition that might prevent you from taking directed, hostile action, then you cannot declare Attack actions.

If your character is *Hidden*, you must make a choice: remain Hidden and don't attack... or declare the Attack anyway and reveal yourself.

Common Bonuses to Attack

- If you *Aimed* (because you declared an Aim action earlier in your turn), you may claim a bonus d8 against the one character that you had aimed at.

If you have the gift of **Veteran**, your Aiming bonus improves to d12 (from d8).

- If your weapon has an **Ammo Die**, you must roll that as a bonus attack die. If that die rolls a 1, it dwindles down one size. If that die dwindles away, you won't be able to shoot again until you reload.
- If your target is **blindsided**, you may claim your **Tactics dice** as bonus dice. Your target is blindsided if they are Near (within 3m) of at least one of your armed-and-dangerous allies. Your target is also blindsided if they can't see you because of insufficient visibility.

In the unlikely event that your target is blind-siding you, the gift of **Counter Tactics** lets you claim a bonus d12 to your attacks... but only if your target is claiming Tactics from the blind-siding.

You can always Dodge an attack, rolling Speed & Evasion

The Dodge defense is the most common defense. Any character can dodge.

Your character's Dodge defense is their **Speed die** and any **Evasion dice** they might have.

Common Bonuses to Dodge

- If you are *Guarding* (because you took a Guard action earlier), you may claim a bonus d8 to your dodge.

If you have the gift of **Veteran**, your Guarding bonus improves to d12 (from d8).

- If there's stuff between you and your attacker, then you can claim *Cover*. Bushes, bannisters, and other *soft cover* can be claimed for a d4 bonus. Walls, low barriers, automobiles, and other *hard cover* can be claimed for a d8 bonus. There's more about Cover in the "Handbook" section.

The gift of **Contortionist** lets you twist and collapse your body to avoid harm. You can claim a soft cover bonus (d4) when you have no cover at all.

- Being further away from a character gives your dodge a *Range bonus*. If you're at Short range (more than 3m, up to 10m), you may claim a bonus d8. If you're at Medium range (up to 30m), you may claim a bonus d12. There's more about Range in the "Handbook" section.
- If your character is *Hidden*, you may claim a d12 bonus to your Dodge.

The gift of **Noncombatant** gives you a bonus d12 to your dodge ... as long as it's not used up. If you attack, you will lose this d12 bonus to dodge.

The gift of **Coward** gives you a bonus d12 to your dodge ... but only when you are Panicked. Since you can become Panicked at any time, you may claim the d12 bonus simply by declaring yourself Panicked ... and since the d12 is a claimed bonus, you can roll your dodge, decide you don't like the roll, become Panicked, and then roll a d12 to add to the pool.

The gift of **Counter Tactics** lets you claim a bonus d12 to your dodges when anyone uses Tactics dice with their attack against you.

You can Counter the attack, if you have the right weapon at the right range

The best defense is a good offense, or so they say. You may have the option to *Counter* your attacker.

You can counter if and only if:

- You are not *Dazed* or otherwise unable to see your attacker. (If your attacker has Concealment, you may not Counter them.)
- You're not *Hidden*. If you really want to counter, you can instantly stop being Hidden, reveal yourself to everyone, and counter. You won't be able to become Hidden again until your next turn.
- You have an attack at the ready that has a "Counter" range.

Most unarmed targets will not be able to Counter-Attack. You will either need to have an equipped weapon that has a "Counter" range, like a Pistol... or you will have to have special attack methods from gifts like "Boxing".

Yes, you can still counter if you are Panicked

Panicked characters cannot Attack, but they can still Counter. Why someone would attack a Panicked character, who is on the verge of surrender and can't take any active hostile action against you, we can only guess.

Bonuses to Counter

- If you are *Guarding* (because you took a Guard action earlier), you may claim a bonus d8 to your dodge.
(Aiming doesn't help with counters. It's the Guarding bonus that helps with defenses.)



If you have the gift of **Veteran**, your Guarding bonus improves to d12 (from d8).

- If your attacker is blind-sided (say, because your attacker can't see you, and is just wildly firing into darkness), you may claim your Tactics dice as bonus counter-attack dice.
- If your weapon has an *Ammo Die*, you must roll that as a bonus attack die. If that die rolls a 1, it dwindles down one size. If that die dwindles away, you won't be able to shoot again until you reload.

Sorry, Cover, Range, and blindsiding don't add any extra dice to your counters.

Also, using a Counter defense makes you stop being Hidden, so you just lost that sweet d12 bonus to Dodge.

The gift of **Counter Tactics** lets you claim a bonus d12 to your counters when anyone uses Tactics dice with their attack against you.

If you have the gift of **Rampage Soak -2**, and you've already used up that soak, you may claim a bonus d12 to all your counters. (Once the soak is recharged, you no longer have the d12 bonus.)

When choosing your defense, ask yourself what's better: your Counter dice or your Dodge dice. Then ask yourself if it's important that you punish your attacker by countering them in a hurtful way, or if you can bide your time and just dodge stuff for right now.

An attack vs. defense is a Contest between attacker and defender

Compare the attacker's best-showing die to the defender's best showing die.

- If the attacker rolled higher than the defender, the defender is hit! (Attacker wins!)
- If the attacker rolled lower than the defender's Dodge roll, then the attacker missed. (Defender wins!)
- If the attacker rolled lower than the defender's Counter roll, then not only did the attacker miss, but *the attacker is hit by the counter*. (Defender wins, with extreme prejudice!)

What if the result is a tie?

Things can get crazy if the attack-vs.-defense roll is a tie.

- If the defender attempted to *dodge*, the defender can only avoid being hit if they claim *Cover*. (Bullets ricochet off walls, etc.)
If the defender didn't have any Cover, and they scored a tie, they were hit anyway. Each die that the attacker has that ties the defender's best die is a success.
- If the defender attempted to *counter*, then the attacker and defender hit each other! Each die that ties counts as a success for that roller.
For example, if the attacker rolled 5, 5, 4 and the defender rolled 5, 3, 1... That's a tie. On attack-vs-counter, that's two successes for the attacker and one success for the defender.

It's only a tie if and only if the highest-showing die on both sides are matched. For example, if you roll 7, 6, 6 and your opponent rolls 6, 5, 4... hooray, you won the Contest, and your 7 gives you one success. It doesn't matter that your sixes match their sixes.

The gift of **Contortionist** lets you claim a soft cover bonus (d4) when you have no cover at all. That means that if you tie on a dodge roll, you can claim soft cover, bend your flexible body out of the way, and narrowly avoid harm!

If you have abilities such as **Frenzy Soak -2** which have a recharge "1/hit", then any time you score a hit, you can recharge this gift.

A hit is when you when you win an Attack-vs.-Counter Contest. (Heck, it's also a hit if you tie, since you and your opponent hit each other.)

It's also a hit if you are the attacker, and you win an Attack-vs.-Dodge Contest.

Hit Effects

If you hit your target with an Attack or Counter, you may inflict the Attack's *effect* on the target.

You only get these effects if you hit the target. If you miss, you don't get anything. For example, if you tried an attack method that has Escape or Spring, and you missed, then you don't get to break any holds or move anywhere.

The most common effect is Damage

Almost all attacks inflict Damage (or "Dmg") on the target. If you have the Damage effect listed, you inflict 1 point of Damage on the target per success you scored, plus any other bonuses.

If your attack does *not* list the Damage effect, then it's one of the few effects in the game that doesn't hurt people.

Disarm removes a weapon

With a successful hit, a Disarm effect removes a weapon from the target. If you're Close (within 1m) to the target, you can take the weapon from the target, if you have a free hand to hold it. Otherwise, the weapon is knocked away.



Drag moves you and the target

With a successful hit, a Drag effect lets you move both you and the target to another spot Near (within 3m) where they started, before the hit.

You can move forwards, back, to the side, anywhere you can stand. You have to Drag the target in a straight line, so obstacles will block you. In fact, the Game Host may rule that you can't Drag a target over cluttered ground.

With a Drag, you have to move with your target. You have to end up Close (1m) with the target, as part of the Hold that made the Drag possible. Moving a target while you don't go with them is a Shove. You can't Drag a target over an edge ... unless you also fall off the edge and Drag the target down with you.

Escape removes your attacker's Hold on you

Some attacks or counters allow you to *Escape* from a Hold. One Escape breaks only one Hold, so if there's multiple characters grabbing you, you might have to roll many times.

Panicked characters can't use attacks, even if they just want to Escape

You can't Attack if you're Panicked. And you can't remove Panic if you're still threatened by hostiles. This means that if you can get a Hold on someone *and* get them Panicked, they can't use an Attack to escape. You can basically hold them forever, until something happens to get rid of their Panic. (Or if you try to do something nasty like Attack them, which can provoke a Counter that lets them Escape.)

Hold grabs the target

Wrestling moves and desperate grabs will let you get a *Hold* on your target. Some attacks in the game can only strike targets so close, their range is listed as "Held".

Many Attacks that inflict Hold *also* inflict Damage the target, so be careful.

Shove moves your target, but you don't go with them

With a successful hit, a Shove effect lets you move the target to another spot Near (3m) where they started, before the hit.

A Shove can't move the target closer to you. You can move the target laterally, or you can move them further away.

A Shove doesn't move the character through impassible barriers. The Game Host may declare that you can't Shove a target to a spot if it doesn't make sense.

The time-honored tradition of Shoving a target off a cliff or other height will cause the target to fall.

A Shove doesn't move you at all. (Consider using a method that Drags you and the target somewhere, or one that lets you Spring away.)

Spring makes you move away from the target

With a successful hit, a Spring lets you move away from the target, to a spot Near (within 3m) where you were standing, when you hit the target in the first place.

You can even Spring to where you end up on the opposite side of the target from where you started.

A Spring doesn't move the target at all. (If your effect has *both* Shove *and* Spring, then you'll move them somewhere and you'll go somewhere else.)

When attacking (not countering), Sweep can hit multiple targets

You can't Sweep with a Counter. If your attack listed "Sweep" and you just countered, we're done here, and you can stop reading.

If you just hit with an Attack and you have Sweep listed, you might be able to attack a second target:

- There must be another target. (A Sweep attack never attacks the same target twice.)
- As always, the new target must be within the attack range of the weapon. For example, if the weapon has a range of Medium, then the new target has to be in Medium range of you, too.
- The new target must be within range of the old target, too. In other words, if you just hit a target in Medium range of you, the new target must be within Medium range of you *and* within Medium range of the target you just hit.
- As always, a gun still has to have bullets. If your Ammo die dwindled away to nothing, then you're out of bullets and you can't Sweep.

The Sweep starts a new attack

Yes, this is a brand new attack. You have to declare you'll attack, you may have different bonuses and penalties, etc.

Most importantly, you can only Aim at one target on your turn. Sorry, that Aim bonus you got to shoot the first target won't apply to the Sweep's target.

The new target of your Sweep defends normally. A Sweep may provoke many Counters, so be careful. (You don't have to use Sweep if you don't want to.)

If you keep hitting targets, you may keep Sweeping, until you run out of targets, run out of bullets, or just decide that you're done.

A Sweep attack never strikes at the same target twice. No, you can't shoot Alpha, then Sweep to Bravo, then Sweep back to Alpha. (Please don't try to find some way to finagle these rules to Sweep the same target twice. You're not allowed, period, and no one likes a rules lawyer.)

Target Escapes removes your Hold on the target

Some attacks, like bodily throwing someone across the room, move the target out of your grip. If you win with an attack method that has "Target Escapes" as an effect, then you lose your Hold and the target is free. If you fail to inflict the effect, you still have your Hold.

(If you didn't have a Hold on the target in the first place, you can just ignore the "Target Escapes" effect. Frankly, we're not sure how that happened, since any attack that lists "Target Escapes" will only have a range of "Held" in the first place, but hey, these things happen.)

Is it really that simple?

Mostly, yeah, it really is that simple. If you think that's *too* simple, refer to the Handbook section for all kinds of complications what can make your game more complicated.

Attack Methods

Ammo die: attack die that dwindles; when it's gone, you have to reload

Attack Dice: Traits, Skills, and other dice you will roll with your attack

Burst: attack all targets within range of a point

Butt Stroke: not as exciting as it sounds

Carbine: 2-handed firearm with a short barrel

Close: Range up to 1m

Counter: Method can counter-attack at this range

Daze: Target becomes Dazed

Disarm: Remove a weapon from the target

Dmg: Damage, the harm this attack inflicts on a hit

Down: Target is knocked down

Drag: You and your target move

Effect: What this attack does, if you hit

Escape: Break a hold

Fighting: skill used for hand-to-hand combat or for throwing things at people

Gift: a special ability unique to your character

Good Hand: Method needs your good hand to use

Held: Range where you have a hold on the target

Hold: Attack grabs the target

Improvised: using a non-weapon as a weapon

Long: Range up to 100m

Medium: Range up to 30m

Method: Attack's Name, Range, Counter, Area of Effect, Dice, and Effect

Near: Range up to 3m

Notes: Descriptors and other effects

Off-hand: method needs your off-hand to use

Panic: Target becomes Panicked

Pistol: one-handed firearm

Proscribed: controlled by law

Rally: action to help someone else out

Reload: Action that recharges Ammo die or shot count

Rifle: 2-handed firearm with a long barrel and long range

Shooting: skill used with guns and other ranged weapons

Short: Range up to 10m

Shots: After this many uses, you must reload

Shotgun: 2-handed firearm best in close-quarters

Skill: some ability or capacity, measured by Dice

Sweep: If you hit your target, you can attack another, different target

2 hands: method needs 2 hands to use

Unarmed: Weaponless attack that anyone can do

Unarmed Attack Methods

Anyone in the game can try to use an unarmed attack... if they have the hands free to do so. You can Kick with no hands free, Punch with your off hand free, or Brutalize someone by hitting them with 2 hands. Unlike weapons, you don't have to equip anything to do an unarmed attack, but you do need the appropriate number of hands to do it. (Yes, since you can drop anything at any time, you could suddenly drop your empty pistol and then punch someone, in a single action.)

If you want to beat someone with something in your hands, see "Improvised Weapons" below.

The Game Host and the Players are encouraged to invent new attack methods, using the ones listed here as a guideline.

Attack Method @ Range	Attack Dice	Effect	Notes
Brutalize @Close	—	Body, Fighting	Dmg +1, Escape
Bum's Rush @Held	—	Body, Fighting	Dmg, Shove, Target Escapes
Grab @Close	Counter@Held	Body, Fighting	Hold
Kick @Close	Counter@Held	Body, Fighting	Dmg, Escape
Punch @Close	—	Body, Fighting	Dmg +1
Struggle @Close	Counter@Held	Body, Fighting	Dmg, Hold, Drag
Trip @Close	—	Body, Fighting	Down
Wrest Away @Close	Counter@Held	Body, Fighting	Dmg, Disarm

Improvised Methods of Attack

The world is full of chairs, billiard balls, glass bottles, garbage cans, washboards, picket signs, and other things for which to use for violence. Listing everything here would take too much time.

Pulling something out of your pocket or off the table is a simple *Equip* action. Scooping something off the floor or ripping it off the wall is a “Pick Up” *stunt*, that leaves you Dazed.

You can re-purpose a firearm into a hand-to-hand attack. With a two-handed weapon such as a rifle or a shotgun, you can hit someone with the stock of the gun, a method that is called *butt-stroking*. If you just have a pistol, you can always buffalo them with a good smack from the handle — a *pistol whip*. Firearms are precision instruments; repeated abuse like this could damage the gun. Repurposing a gun to butt-stroke or pistol-whip doesn’t require you to use an equip action first.

Attack Method @ Range		Attack Dice	Effect	Notes
Butt Stroke @Close		Body, Mind, Fighting	Dmg +1	2 Hands, Improvised
Large Improv @Close	Counter@Close	Body, Mind, Fighting	Dmg +1	2 Hands, Improvised
Pistol Whip @Close	—	Body, Mind, Fighting	Dmg	Good Hand, Improvised
Small Improv @Close/Throw	Counter@Close	Body, Mind, Fighting	Dmg	Good Hand, Improvised
Unbalanced Improv @Near	—	Body, Mind, Fighting	Dmg +2	2 Hands, Improvised

Attacks from Gifts

You can’t use these attack methods unless you have the correct Gift. If you don’t have the matching gift, you’re stuck with the unarmed and improvised methods, above.

All Boxing, all Wrestling, and some Brawling methods require you to have one or more hands free to use them. Other methods don’t require any hands free at all. You don’t have to use an Equip action to use these methods, but you do need a free hand or two. (Dropping what you’re holding is passive and can be done at any time.)

Boxing Methods (see page 53)

Putting on boxing gloves will make your moves less lethal. The Game Host may declare that Unarmed and Boxing attacks made while you’re wearing boxing gloves are *Subdual* moves. (See “Incapacitation”, page 101.)

Attack Method @ Range		Attack Dice	Effect	Notes
Jab @Close	Counter@Close	Body, Speed, Fighting	Dmg +1	Off hand, Boxing
Uppercut @Close	—	Body, Speed, Fighting	Dmg +2	Good hand, Boxing

Brawling Methods (see page 53)

Brawling methods roll more dice and have stronger effects than the Unarmed ones.

Attack Method @ Range		Attack Dice	Effect	Notes
Grapple @Close	Counter@Held	Body, Will, Fighting	Dmg +1, Hold, Drag	Off hand, Brawling
Pummel @Close	Counter@Held	Body, Will, Fighting	Dmg +2	Off hand, Brawling
Overbear @Close	Counter@Held	Body, Will, Fighting	Dmg, Escape, Shove	Brawling

Contortionist Methods (see page 53)

Use the “Squirm” method to Escape from a hold. Use the “Wriggle” method to move around an opponent who is blocking a space you want to pass through.

Attack Method @ Range		Attack Dice	Effect	Notes
Squirm @Held	Counter@Held	Speed, Mind, Fighting, d12	Escape	Contortionist
Wriggle @Close	—	Speed, Mind, Fighting, d12	Spring	Contortionist

Jumping Methods (see page 56)

Jumping’s attack method is the “Vault”, which lets you move around (or over) someone who is blocking your way. And since it has a range of “Charge”, you can run up to anyone within Short range (10m) of you to use it. Remember that it is an attack, so you risk being counter-attacked.

Attack Method @ Range		Attack Dice	Effect	Notes
Vault @Charge	—	Speed, Fighting, d12	Spring	Jumping

Quills Methods (see page 57)

The “Quills” method uses Evasion skill, and it can counter-attack. If you use Quills to counter-attack, you are not using Quills to dodge, so you don’t get any bonuses for Range, Cover, etc.

Attack Method @ Range		Attack Dice	Effect	Notes
Quills @Close	Counter@Close	Body, Evasion	Dmg	Quills

Running Methods (see page 57)

Sadly, the Running attack methods don’t get any bonus d12. (That bonus is just for Moves and Scrambles.) These methods do let you Charge people and hurt them, though. Use the “Rush” when you want to move someone else; use the “Trample” method when you want to knock them down and keep going.

Attack Method @ Range		Attack Dice	Effect	Notes
Rush @Charge	—	Body, Speed, Fighting	Dmg, Shove	Running
Trample @Charge	—	Body, Speed, Fighting	Dmg, Down, Spring	Running

Sleight-of-Hand Methods (see page 58)

If you don’t think trying to snatch something from somebody doesn’t provoke a counter-attack, then you must have just fallen off the turnip truck. Can we point out that it’s much safer to use “Legerdemain” on a Dazed person, who can’t attack?

At the discretion of the Game Host, really good rolls on a Legerdemain attack (two, three, or more successes) can let you take things from harder-to-reach places (such as pockets, purses, etc.).

Attack Method @ Range		Attack Dice	Effect	Notes
Legerdemain @Close	Counter@Held	Speed, Mind, Deceit	Disarm	Good hand, Sleight of Hand

Spray Methods (see page 58)

At the discretion of the Game Host, targets hit by a Spray attack can be tracked down later, with generous bonuses.

Attack Method @ Range	Attack Dice	Effect	Notes
Spray @Short	—	Body, Will, Fighting	Dazed, Panicked, Sweep Spray, 1/rest

Wrestling Methods (see page 59)

The “Wrestle” method is the only attack that has a Close range. “Crush”, “Suplex” and “Throw” only work on someone you’ve already got Held.

Attack Method @ Range	Attack Dice	Effect	Notes
Crush @Held	Counter@Held	Body, Will, Fighting	Dmg +2, Hold Off hand, Unarmed
Suplex @Held	Counter@Held	Body, Will, Fighting	Dmg +3, Down, Target Escapes 2 hands, Wrestling
Throw @Held	Counter@Held	Body, Will, Fighting	Dmg +2, Shove 2 hands, Wrestling
Wrestle @Close	Counter@Held	Body, Will, Fighting	Dmg +1, Hold 2 hands, Wrestling

Firearms

Look, you can’t go wandering around in public with a machine gun without getting picked up by the police. And you really don’t want that, since the Miranda Rights warning is decades away, so the black-and-whites might not be so nice to you.

Weapons that are *Proscribed* are illegal everywhere. Unless you have a note from the mayor or something, the police can still arrest you for “disturbing the peace”, “inciting a riot”, “resisting arrest”, and a dozen more charges. People on the street who see you with these things will call the police. Bystanders will remember people with scary Proscribed weapons in horrifying detail, which can be bad for your low profile. If you must carry Proscribed stuff, don’t bring it out the open; and if you’re about to get caught, ditch it before they pin some aggravated assault rap on you.

Attack Method @ Range	Attack Dice	Effect	Notes
Magnum Pistol @Medium	Counter@Near	Body, Shooting, Ammo d4	Dmg +3 Good Hand, Pistol, Loud
Pocket Pistol @Medium	Counter@Short	Speed, Mind, Shooting, Ammo d4	Dmg +1 Good Hand, Pistol, Loud
Service Pistol @Medium	Counter@Short	Speed, Shooting, Ammo d4	Dmg +2 Good Hand, Pistol, Loud
Silenced Pistol @Medium	--	Speed, Mind, Shooting, Ammo d4	Dmg +1 Good Hand, Pistol, Proscribed
Tommy Gun @Medium	Counter@Medium	Speed, Mind, Shooting, Ammo d6	Dmg +2, Sweep 2 Hands, Carbine, Proscribed, Loud
Varmint Rifle @Long	—	Speed, Mind, Shooting, Ammo d6	Dmg +1 2 Hands, Rifle, Loud
Hunting Rifle @Long	—	Speed, Shooting, Ammo d4	Dmg +3 2 Hands, Rifle, Loud
High-Power Rifle @Long	—	Body, Speed, Shooting	Dmg +4 2 Hands, Rifle, Proscribed, Loud, 1 shot
Holdout Shotgun @Short	Counter@Near	Burst Close: Body, Will, Shooting	Dmg +2 2 Hands, Shotgun, Loud, 2 shots
Pump Shotgun @Medium	Counter@Near	Burst Close: Body, Shooting	Dmg +3 2 Hands, Shotgun, Loud, 4 shots

Explosives

Holy Toledo, has it come to this? Look, I can understand having a disagreement, but we're talking serious collateral damage here. It's one thing to take out your rival gang boss, it's another to take out a whole city block.

I wouldn't think we'd have to mention that an explosive is *Consumed* by its own explosion, so that you can't use it more than once. It's gone. Kaboom! I'm going to mention that here, for the people who might not know that's how explosives work.

Attack Method @ Range	Attack Dice	Effect	Notes
Homemade Bomb @ Short	Burst Near Body, Speed, Athletics	Dmg +3	2 hands, Explosive, Consumed, Proscribed, Loud
Grenade @ Medium	Burst Near Body, Speed, Athletics	Dmg +3	Off hand, Explosive, Consumed, Proscribed, Loud
Dynamite & Lighter @Medium	Burst Short Body, Will, Athletics	Dmg +4	2 hands, Explosive, Consumed, Proscribed, Loud

Hand-to-Hand Weapons

Sometimes, you want to keep things up close and personal. Oh, and also quiet, since a gunshot can be heard a block away. Heck, modern forensic science can match a bullet to the gun what fired it. Until they invent some kind of science that identifies a crook on a molecular level, you might want to stick to hand-to-hand weapons.

The Game Host and the Players are encouraged to use their imaginations to come up with all kinds of new weapons, using the ones presented here as a guideline.

Attack Method @ Range	Attack Dice	Effect	Notes
Baseball Bat @Close	Counter@Close Body, Speed, Fighting	Dmg +2	2 Hands, Club
Blackjack @Close	— Speed, Will, Fighting	Dmg +2	Good hand, Subdual, Proscribed
Bowie Knife @Close/Throw	Counter@Close Body, Speed, Fighting	Dmg +2	Good Hand, Blade
Fireman's Ax @Near	— Body, Speed, Fighting	Dmg +3	2 Hands, Blade
Pocket Knife @ Close	— Body, Speed, Fighting	Dmg +1	Good Hand, Blade
Switchblade @Close	Counter@Close Body, Speed, Fighting	Dmg +1	Off Hand, Blade
Tomahawk @Close/Throw	Counter@Close Body, Speed, Fighting	Dmg +1	Good Hand, Blade
Truncheon @Close	Counter@Close Body, Will, Fighting	Dmg +1	Off Hand, Club

Damage

Body: Soak die, roll vs. 3 to reduce damage

Dmg: Damage (abbr.)

Endurance: Soak dice, roll vs. 3 to reduce damage

Hit: When your attack or counter is successful

Incapacitated: No longer participating in the combat

Overkill: Take this much damage in a single hit, and you are incapacitated

Soak: reduces damage so you don't get incapacitated

Zero: If you can't reduce Damage to nothing, you go down

The most common effect of getting hit is Damage (Dmg)

When you're hit by an attack (or counter-attack) you suffer that attack's effect. Some attacks will knock you down, or trap you in a hold. The most common effect of getting hit is *Damage*, often abbreviated "Dmg".

Damage is 1 point per success

In a Contest, each die that you roll that is more than your opponent's best die is one success.

For example: with a strangled cry of anguish, Dolores can no longer hold back her rage against Dirty Frank, so she pulls the trigger. In game terms, this is an attack. This calls for a contest of dice: Dolores and Frank will roll off, may the high roller win.

For the attack, Dolores' player rolls 7, 6, 5. Frank's player rolls 5, 3. Dolores' highest showing die is a 7, and Frank's is a 5, so Dolores wins.



Dolores has two dice (the 7 and the 6) better than Frank's best (the 5), so Dolores has scored two successes. That's 2 points of Damage. (Sorry, the 5 doesn't count, we only do besties, here.)

Many attacks have a Damage bonus

Powerful guns and heavy objects will list "Dmg +1", "Dmg +2", etc. Add this number to the successes to determine the full amount.

Dolores' Pocket Pistol lists "Dmg +2" as the effect. That means any hit she scores does another 2 points of damage. Frank will suffer (2+2=) 4 points of damage.

You must use Soaks to reduce the Damage to zero, or your character is incapacitated

Soaks are abilities that characters have to reduce damage. Some Soaks are random; they might work or they might not. Other Soaks always work the first time, but then need time to recharge. A few Soaks not only need time to recharge, but merely using them makes your character suffer panic or worse.

Roll Body vs. 3: each success = -1 Damage

Every character can use their Body to try and Soak some of the damage.

After being hit, roll your character's Body die. If you can roll a 4 or better, your character takes one less point of Damage.

Roll Endurance vs. 3: each success = -1 Damage

Many characters will have Endurance dice (from their Unique Traits) that they can also use to Soak some of the damage.

If there's still Damage left, roll any Endurance dice that you have. (If you don't have Endurance dice, then there's nothing to roll, here. Hope you've got something else!)

Each 4 or better that you roll is another success and another -1 Damage.

The gift of **Personality** lets you claim a bonus d12 to any roll appropriate to your personality. If you think your character's personality wouldn't let you go down like this, you can ask your Game Host if you can tap this gift, then roll a bonus d12 for this Endurance challenge. More Soak is more Soak!

If there's any Damage left, it's time to tap more Soaks or it's time to go down

After rolling Body dice and any Endurance dice, if you still haven't reduced Damage to zero, then you must find other Soaks to use against it, or you are incapacitated

Every Player-Character has **Panic Soak -2**. You can use up this Soak to remove 2 points of damage, but you will also become *Panicked*, unable to attack or to rally others.

You can recharge Panic Soak -2 by being rallied, which will also remove the Panic.

Soaks are all or nothing. For example, if you have "Injury Soak -3", then using it up removes up to 3 points of Damage, and you can't use it again until you rest... even if you had only 1 point of Damage to Soak. You can't "save" 2 more points of Injury Soak to use, later. Them's the breaks, kid.

Remember Frank? He just took 4 points of Damage. He needs to reduce that Damage to zero or he'll be incapacitated.

First, Frank rolls his Body die vs. 3. He rolls a 7, success! Frank's Damage is reduced by one, to 3.

Next, Frank rolls his Endurance dice of d8, d6 vs. 3. (Frank's pretty tough!) He rolls 4 and 6. That's two more successes! Frank's Damage is reduced by two more, to 1.

Frank still has to get rid of 1 more point of Damage. Frank taps his "Panic Save -2", which removes 2 more points of Damage. That takes his 1 down to less than zero, so Frank's not incapacitated.

Tapping his Panic Soak has the side effect of making Frank become *Panicked*.

Overkill

Minor Characters might have an *Overkill* number listed. This number is 2 + number of Endurance dice + all Soak numbers.

For example, Dirty Frank has two Endurance dice and "Panic Soak -2". His Overkill number would be (2+2+2=) 6.

If a character takes Damage equal or greater than Overkill, they are downed instantly

The maximum amount of Damage that a target can Soak would be one for their Body die, one for each Endurance die, and the sum of all the points they could Soak with other abilities. If a character suffers more Damage than that, there's no way they could Soak it all down to zero.

Major Characters, including the Players', have a variety of resources (such as Personality Gifts) that they can draw upon to resist more damage.

The Overkill number is listed as a courtesy for Game Hosts. Sometimes, a Minor Character will suffer so much Damage by the hands of a superior Player-Character that it won't even be worth considering rolling their Soak.

Incapacitation

If the character doesn't reduce the Damage to zero, they are incapacitated.

For simplicity, the Game Host and the other Players can assume that Minor Characters have been killed (or knocked out by nonlethal weapons). Major Characters and Player Characters are knocked unconscious.

If the Host and Players desire more detail, look up "Damage and Incapacitation" in the Handbook section.

Character Growth

Debriefing: after-game session

Experience: spend 10 of these to buy a new Gift or Soak

Goal: something your character wants to do

Retrain: remove a Gift or Soak, gain +5 Experience

Reward: a new Gift or Soak for accomplishing a goal

Character Growth in a Nutshell

- Debriefing for +1 Experience
- Goals Accomplished for new Gifts or Soaks
- Re-reading of the Mottos for +1 Experience
- Retraining Gifts and Soaks, removing from character for +5 Experience
- Players can buy new improvements for their characters for -10 Experience each

After each session, a Debriefing

At the end of each session of play, the Game Host should ask the Players a few questions about how the game went. Some suggestions about what to ask:

- What was good about the game sessions? What did the Players enjoy?
- Did anything happen during the game that a Player didn't quite understand, or they were confused about?
- Did the Game Host make a ruling on something that a Player didn't understand?
- Were any Variant rules introduced into the game? Did these Variants make things better? Worse?
- What could the Host and the Players do to make for a better gaming experience?

What is the purpose of this? Some Players might be shy about speaking up about what bothered them. Let the debriefing be a safe space for people to talk about how to make your game the best that it can be.

Finishing Goals and Earning Rewards

After the session, the Game Host should ask if the Player Characters have accomplished any Goals.

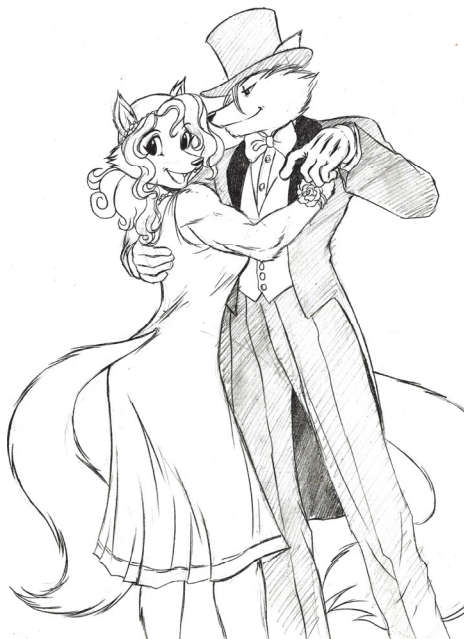
Lesser Rewards for the easy Goals

A Goal that is resolved only one or two sessions after the party first agreed to do it, and which wasn't too dangerous or life-threatening, deserves a lesser Reward.

Here are some suggestions:

- **Local Knowledge** (p. 64) in the area where the Goal was completed.
- **Insider** (p. 63) with the crowd that gave the party the Goal in the first place.
- **Insider** (p. 63) with the crowd that the party interacted with the most, while completing the Goal.
- Or something else. The Players and the Game Host should work together to come up with something appropriate.

Often, Players will want to retrain gifts achieved from minor rewards, removing them to gain +5 Experience. And there's nothing wrong with that! (Some characters will have learned a lot from interacting with the people on the last adventure, and others won't be touched at all.)



Greater Rewards for the hard-won Goals

A Goal that was resolved after two or more sessions, or one that that was a particularly dramatic end to an episode, should earn a better Reward. Some suggestions:

- **Veteran** (p. 65), if it was hard-won combat that won the day.
- **Danger Sense** (p. 54), if our heroes were caught by surprise.
- **Improved Trait** (p. 63), with each Player choosing which Trait to improve.
- **Luck** (p. 56), if the characters took some serious chances.
- **Dazed Soak -2** (p 61), if the players took a lot of punishment.
- **Expert** (p. 61) with a skill that the Game host chooses, if there was one particular skill that was used a lot during the adventure.
- A specialty gift that everyone used, such as Research, Motorcycling, Streetwise, Romance, etc. (If one or more players already have that Gift, they should get Improved Trait, instead.)
- Or something else. The Players and the Game Host should work together to come up with something appropriate.

A greater Reward should be a Gift that's generally more useful than a lesser Reward, and it should be a natural outcome of the story. Players should be less inclined to retrain this Gift for the +5 Experience, but they're still welcome to do so.

Personal Rewards

Every Player-Character started with one personal Goal — something that the character really wanted to do. This personal Goal was a springboard into adventure.

More often than not, the Game Host will be more familiar with the rules to *Urban Jungle* than a Player, who may be new to this game (or new to gaming in general, for that matter.) The Host is encouraged to talk to the Player to find out how they want their Character to grow.

Some examples:

- The Player wanted their Character to be able to do something, but they don't have enough Skill Dice.
Suggested Rewards: **Expert** (p. 61) in that appropriate skill, or **Luck** (p. 56), which helps any roll.
- The Player wanted their character to be more effective in social situations.
Suggested Rewards: **Carousing** (p. 53), **Diplomacy** (p. 54), **Fast-Talk** (p. 55), **High Society** (p. 56), **Romance** (p. 57), or **Streetwise** (p. 59).
- The Player wanted their Character to be a forceful and effective combatant.
Suggested Rewards: **Bullet Conservation** (p. 53), **Hail of Bullets** (p. 63), **Hurt Save -3** (p. 60), or **Veteran** (p. 65).
- The Player wanted their Character to feel more useful in combat situations, even if they weren't taking the lead.
Suggested Rewards: **Coward** (p. 53), **Leadership** (p. 56), or **Noncombatant** (p. 57).

Retraining

Time changes everything. As you play a campaign of *Urban Jungle*, you may decide that your Character needs a change.

You can retrain a Gift or Soak, trading it for +5 Experience

As a rule, you can't retrain the Gifts or Soaks that you got from your Species, Type, or Career. Those gifts are part of your essential nature!

But the other Gifts that you've earned during play? We expect that you'll accumulate quite a few "Local Knowledge" or "Insider" gifts that you decide you don't need any more.

Also, you may change a few things around as your character gets more powerful. For example, you might decide you don't need, say, Leadership, Noncombatant, or Veteran any more, if you can instead get one or two of your Traits up to d12.

If you have that Type's starting Gifts and Soaks already, you can swap one Type Trait for another

For example, if you already have "Bodyguard" and "Distress Soak -4", then you might swap your "Hard-Boiled" Type Trait for the "Heart-of-Gold" Type Trait.

When changing your Type, erase your old Type and the old Skill dice that it used to provide... and write in the new Type, and the new Skill dice that your new Type provides.

Only after changing your Type can you even consider retraining the old Type's Gifts and Soaks.

If you have that Career's starting Gifts already, you can swap one Career Trait for another

For example, if you already have "Gossip" and "Streetwise", then you might swap your "Vagrant" Career Trait for the "Detective" Career Trait.

When changing your Career, erase your old Career and the old Skill dice that it used to provide... and write in the new Career, and the new Skill dice that your new Career provides.

Only after changing your Career can you even consider retraining the old Career's Gifts.



Staying true to your Motto earns you +1 Experience

After the play-session, the Game Host should ask each player in turn to read out their character's Motto (just like we did at the start the session).

As long as you played your role without going against the Motto of your character, your Character earns +1 Experience.

The purpose of the Motto is so that everyone knows what your Character is about. So don't worry if your character didn't do a specific thing or not. As long as your Character didn't do anything totally unlike their personal Motto, you'll get the +1 Experience.



Spending Experience

So what's all this Experience for? Unlike a Reward (where the Game Host chooses what Gift or Soak you get), you can spend Experience on something that you choose.

You still have to ask the Game Host for permission to spend your Experience. (For example, you can't just buy Legal Authority or Wealth unless there's a reason in the game's fiction for you to do so.)

Spend 1 Experience to change a Skill's Favorite

When you have a Skill, choosing the Favorite for the first time can be done at any time, for no cost.

If you change your mind later, changing the Favorite to something else costs 1 Experience.

If you had a Favorite Weapon, and you want to switch to a new one (say, because your old one was lost), then yes, it costs 1 Experience to switch to a new Favorite Weapon.

Spend 10 Experience to buy a new Gift or a new Soak

This new Gift or new Soak can be any one that you qualify for. (If the Gift has requirements that must be met, you must satisfy those requirements before you're allowed to buy it.)

To buy up your Traits, buy the gift of "Improved Trait [of choice]"

Choose a Trait to increase. If you change your mind, you can retrain this Gift later and get +5 Experience back.

To buy a new Type, buy the Gift of "Extra Type [of choice]"

You must have all the Gifts or Soaks that the type has, before you're allowed to buy it. For example, you can't buy "Extra Type: Knight" unless you already have both "Bodyguard" and "Injury Soak -4".

You can only buy a Gift or Soak more than once if the text says you can

For example, you can't buy "Streetwise" twice for twice the bonus. Streetwise doesn't say you can buy it more than once.

Abilities that you can buy more than once include "Improved Trait" and "Wealth". Read the ability's text for more details.

Handbook

Burst: area-of-effect radius

Chase: Contest of people pursuing each other

Climbing: using Athletics to ascend or to descend

Close: Range up to 1m

Cover: stuff in between you and harm

Crowd: Lots and lots of people

Damage: harm that can incapacitate you

Elite: Minor Character with d8s in all Traits

Group: Up to twelve targets

Improvisation: a character made up on the spot by the Game Host

Incapacitation: when you can't soak all the Damage, you go down and out

Infiltrate: Sneaking into a place that's monitored

Jumping: using Athletics to spring into action

Long: Range up to 100m

Medium: Range up to 30m

Near: Range up to 3m

Range: how far away something is; more distance, more problems

Running: using Athletics to win marathons or sprints

Shadowing: Following someone without their knowledge

Short: Range up to 10m

Superior: Minor Character with d10s in all Traits

Swimming: using Athletics to not drown, to move in water

Tier: how powerful a Minor Character is

Typical: Minor Character with d6s in all Traits

Tweak: minor change to a Minor Character

Ultimate: Minor Character with d12s in all Traits

Visibility: how hard it is to see something



We've got your back

We've covered the basics of using Skills, Opinions, Combat, and Damage in other sections. These rules should be good enough to cover 80% of what you're doing.

The *Handbook* has a bunch of rules for those rare situations where you want some more detail. Maybe you want some ideas on how characters can gang up on each other. And just what is "soft cover", anyway?

The Game Host is the director of the story. They get the last word on what happens in the game's fiction and what doesn't ... but if they want their Players to be in on the fun, they have to make sure everyone knows how things work.

Like all rules in every role-playing game everywhere, you might use the rules in this Handbook or you might not. Always remember:

- *Be fair.* The rules that apply to one character should apply to everyone.
- *Be consistent.* The rules are the common understanding that all of us share, for how the fiction is going to work. The same thing can't be nice and easy one day but difficult and deadly the next.
- *Have fun!* We can't plan for everything that could possibly happen... and if we did, this book would be a multi-volume set so big as to dwarf your Funk & Wagnall's Encyclopedias.

The Game Host is the final authority on what goes and what doesn't. If a rule is giving you results that aren't fun, break it. You'll have to play a few games before you find the perfect balance between by-the-book and anything-goes.

Chasing

It happens. Someone runs away, and someone else wants to go after them. In a combat, a character will often use up their Panic Save, and then they might want to leave, because they're not allowed to fight any more. Other times, a creep might be a Coward or a Noncombatant, and their first impulse will be to run away. And let's face it: for most people, they are after a big money score, not a body count. Even on a good day, killing other people just makes things more complicated.

When someone wants to flee a scene, they have to be able to get out of line of sight... that means, they have to be able to get behind something within Medium range (30m) of where they stand. If you're fighting in a dustbowl plain, airfield, baseball diamond, etc. then running away won't automatically end the combat.

If there's city streets, dark alleyways, and corners, a character can declare that they are *fleeing the scene*. If no one goes after them, then they can just get away. Remove them from any combat maps you're using, and get on with your game.

If someone does want to run after them, it's probably easier to handle this in the abstract. (That's a fancy way of saying to just make stuff up.)

- First, remove the chasers and the chased from any combat that's currently going on. Play out the rest of the combat without them.
- The chased rolls *Speed, Mind, Athletics, Evasion* vs. 3, and counts successes.
- The chasers roll *Speed, Mind, Athletics, Observation* vs. 3 and counts successes.

A variety of gifts can boost rolls for a chase. **Local Knowledge** gives you a bonus d12 when chasing within your area of expertise. **Tracking** gives you a bonus d12 to follow someone. **Running** gives you a d12 bonus to a foot-chase. **Stealth** gives you a bonus d12 to get away.

The Players and the Host are encouraged to come up with other ways people can get bonuses. For example, one character should say, "I'll cover you, get out of here," and use a stunt to give a chased a bonus to flee.

As a rule, if the chased gets more successes than the chasers, they get away. (Many players won't want to give up at this point, and they will insist they keep running. Unless they can come up with something cleverer than "more running", the Host is free to tell them they're done.)

If the chasers get more successes, they catch up, which will start a new fight. (Yes, with new initiative rolls, recharges, the whole shebang. However, since these runners skipped the aftermath, they don't get any loot, or reloaded guns, etc.) The chasers are starting the combat — after all, the chased is trying to flee a combat — so the chasers' side goes first.

A new fight might start somewhere else interesting. What was a private scuffle in the back of a store might now be a fracas in the noon-day streets, where missing a shot could mean hitting an innocent bystander. What was on the dockside wharf is now in the dark muck of the swamp, where those with *Swimming* have the advantage over those that don't. The Host and the Player should use their imaginations.

Need more details?

If you have multiple chased and multiple chasers, you'll have different totals of successes from the challenge. Some of the chased might get away, but other's won't. (If you think it makes sense, someone could burn one of their successes to give an assist bonus, like is mentioned on page 14. ("Not that way! Over here!")

If the chasers catch up, the new fight usually starts at Short range (10m). If a chaser has a two or three success lead, you might shorten that range to Near (3m) or even Close (1m), if the chaser wants to get into their personal space. (What's more dramatic than rounding the corner and running face-first into your enemy?)

Climbing

During a combat, climbing is a Stunt that ends your turn and leaves you Dazed.

Roll Body, Speed, & Athletics vs. 3. One success will get you over a 1m-tall obstacle (like a low fence or automobile hood). Two successes will get you 3m up a wall.

Long term climbing can be a challenge for progress. (See page 10.) For example, climbing to the roof of 10-story building might require one roll of Body, Speed, & Athletics every minute, two successes per try, and 5% progress per success. (Characters with four dice might be able to do this by rote — see page 11.)

If you want to climb and be sneaky while you do it, the Host may rule that all your climbing dice are limited by your highest *Evasion* die. (For many characters, this won't even be a limit. And for characters with the Gift of *Stealth*, it might not apply at all.)

Combat while climbing limits your dice

If you trying to attack, counter, or dodge while you are still clinging to a vertical surface, all of your dice are limited in size, to your highest Athletics die. (If you don't have any Athletics, your dice are limited to d4.)

The gift of **Climbing** removes any limits to your combat dice sizes while you are climbing.

Cover

It's a bad idea to stand out in the open when people are shooting at you.

Cover is things in between you and your attackers

- **Soft cover** like bushes, curtains, and other people are good enough for a d4 Cover bonus.
- **Fair cover** like waist-high walls, windowsills, and door frames are good enough for a d8 Cover bonus.
- **Hard cover**, like portholes, sewer grates, and other near-total, firm barriers are good enough for a d12 Cover bonus.

The gift of **Contortionist** lets you claim soft cover (d4 bonus) even when you're out in the open.

You can claim a Cover bonus to your dodge defense. (Cover doesn't help with a counter defense.)

You need Cover if you want to Hide

You can't just Hide out in open space. You need to hide behind *something*.

A successful Hide action will recharge "1/Hide" abilities and let you Recover to self-rally. See page 74 for more details.

Shots that can't beat the cover die may hit the cover

If a character dodges a bullet, then they ... er... dodged a bullet. Usually we just assume the bullet went off somewhere and that's that.

Sometimes, an attack roll will score higher than the target's dodge... but will roll lower than or tie with the Cover die. In this case, the Game Host can declare that the cover was hit instead.

Likewise, if you tie on a dodge roll, cover breaks the tie. In that case, you're assumed to dodge behind the cover, and the cover takes the hit. (There's probably some loud ricochets and puffs of smoke, too.)

If the cover sucks up the hit, it takes damage. (Sure, you might hide behind the door, but if it takes enough shots, it might become Swiss cheese.) See "Property Damage", page 111, for more on that topic.

For more ideas about where random shots can go, see "Stray Bullets", page 113.

Other people as bullet shields

Remember when we said that hiding behind other people was soft cover, good for a d4 bonus to your dodge?

And remember that anyone can Grab someone else? And how you can Hold someone forever if they're Panicked, because they can't use any attacks to escape with?

So yeah, you could get your mitts on an innocent person. If your grab attack doesn't make them Panicked, you could try a Frighten Stunt. Presto, your own shield. You monster.

Remember that if you're using a person as a shield, you have to dodge the attacks. If you counter-attack, you don't get cover.

Also, remember that if there's a tie on the attack-vs-dodge roll, having cover breaks the tie ... which means the tie puts the shield at risk of getting hit.

A person being used as a shield still gets to make a dodge roll. (Only the worst creep would hide behind someone with no Evasion dice of their own!) If the shield dodges too, then everyone was missed. Whew!

If a Player is about to declare that their Character will shoot at someone who is using a person as a shield, the Game Host is highly encouraged to tell the Player that a miss might hit the shield, instead... and then ask them if they're really sure they still want to take the shot.

If you want to go somewhere with your shield, while keeping your hold on them, you'll have to drag them around. The only one-handed attack method that drags people is the "Grapple" method, and you can only do that if you have the gift of Brawling. You might have better luck forcing the Panicked shield to walk along at gunpoint, instead, to convince them to keep walking while they are still able to.

Falling

In the early part of the 20th century, pole-sitting is a stunt where you balance on a little seat high up where lots of people can see you. Some people stay up there for months. I know, crazy.

Grabbing a ledge

A character who is shoved or dragged off a ledge may declare they will try a last ditch grab: roll Body, Speed, Athletics, and Climbing's d12 vs. 3. You probably only need one success, but you might need two or more, say because it's raining or because a jilted lover consumed with suicidal revenge is clinging to your ankles.

If you're successful, you grab the ledge, but you're also Dazed. On your next turn, you can try to pull yourself back up, as a Climbing Move.

(In case it matters, if you're unsuccessful, you're also Dazed. If being active is more important to you, you may want to pass on the last-ditch grab and tough out the landing.)

Falling from a height

Hitting the ground does damage to a character.

Height	Damage
Falling over	zero
1m (off a table)	2
3m (one story)	4
10m (three stories)	5
30m (ten stories)	6
100m (skyscraper)	8
300m (Empire State Building)	11
1,000m (low-flying plane)	15
3,000m (high-flying plane)	20

The gift of **Acrobat** instantly soaks 2 points from any falling damage.

Falling down the stairs, or rolling down a ramp, might do less damage (-1, -2, or more).

The Game Host may rule that any fall that leaves you Panicked *also* makes you fall down.

Controlled Fall

A Game Host may let a character try reduce damage by landing somewhere on purpose: that is, a *controlled fall*. If the character can lower themselves or jump down, include Athletics and Jumping's d12 with their Endurance roll to Soak damage. If the character can dive into water, they include their Athletics, Jumping's d12, and Swimming's d12 with their Endurance roll to Soak damage.

Food & Drink

The "1/rest" recharge requires a character to get 8 hours of sleep and one good meal — that is, food and water. If a character is denied good food and water (because they're being held against their will in a shotgun shack, because they fell down the old well, because they're too poor to afford a sandwich, etc.), they can't rest, and they can't recharge any "1/rest" abilities.

As a rule, a character can go three days without water or three weeks without food. After that, the character will get Sick, and possibly die. The Game Host may call for Body & Endurance rolls to resist, but eventually they must be sustained or they *will* perish.

(See "Incapacitation", page 101, for some ideas on what conditions to apply to suffering characters.)

Hazards

The world is full of dangerous things! Trying to list all of them would be prohibitive. Here's some advice:

- An **alarm** (tripwire, electric eye, pressure plate, stack of noisy cans propped up against a door, etc.) doesn't cause any damage. The danger from an alarm hazard is who or what will respond to the alarm.
- A **minor hazard** (clothes on fire, slipping on wet ground, falling off a table, getting a door slammed in your face, etc.) should cause at least **3 points of damage**. The only long-term damage is to your pride.
- A **maiming hazard** (house fire, hand stuck out the window of a high-speed vehicle, industrial-shop accident, etc.) should cause at least **6 points of damage**. You'll be limping away from this one, at best.
- A **lethal hazard** (gasoline fire, subway's third rail, runaway train, transformer explosion, etc.) should cause **10 points of damage** or more. You'd have to be lucky to survive this.

For the most part, hazards can be avoided, usually by being fast and observant. For example, a passive roll of Speed and Observation vs. 3 can keep you from stumbling onto a live wire that's on the ground. Hidden dangers and malicious traps might require two, three, or more successes to avoid.

Likewise, removing a hazard might require all kinds of skills. Disabling an alarm could take a steady hand (Speed & Craft vs. 3). Fixing an electrical short could be Speed, Mind, and Craft... and it could still require serious equipment. Putting out a fire could be a longer-term progress test of Body, Speed, Craft, and Firefighting's d12 vs. 3, needing two or more successes on each once-per-minute try, 5% progress per success, etc. As always, the Game Host and the Players are encouraged to use their imaginations.

The gift of **Danger Sense** gives you a bonus d12 to notice and to avoid hazards.

The gift of **Firefighting** gives a bonus d12 to work with fire and to notice the risks of fire.

The gift of **Demolitions** gives a bonus d12 to notice and to work with explosives.

Incapacitation and Death

In the game of *Urban Jungle*, a character who can't Soak all the Damage they just suffered down to zero becomes incapacitated.

It's usually simpler for the Players and the Game Host to assume that any Minor Characters who are incapacitated are simply killed. If that doesn't work for you, read on.

For each point of damage that you failed to Soak, roll a d6 vs. 3

For example, say that Dirty Frank takes 5 points of Damage. His Body & Endurance comes up with two successes, and he already used up all his other Soaks. He's left with 3 points of damage. That's more than zero, so he goes down. He'll have to roll 3d6 vs. 3 to see what happens to him.

➤ No successes = Unconscious.

You're just knocked out. If another character can perform emergency aid (Mind & Academics vs. 3), you can have your condition upgraded to just Down. You'll still have a nasty bump or bruise.

If no one helps you in the next five minutes in game, roll your Body & Endurance vs. 3. If you succeed, you're awake again, no long-term harm. If you fail, you're awake, but you're a Mess. (See below.)



➤ One success = Messed Up.

You look like hell.

If another character can perform emergency aid (Mind & Academics vs. 3), you can have your condition upgraded to Mess.

While you're a Mess, you can only take one action every round (instead of two).

If no one helps you in the next hour in game, roll your Body & Endurance vs. 3. If you succeed, you're awake, but you're also a Mess (as above). If you fail, you're awake, but you're also Sick. (See below.)

➤ Two successes = Ain't Pretty

I'm not gonna lie to you, buddy. It looks bad. Real bad.

If another character can perform emergency aid (Mind & Academics vs. 3), you can have your condition upgraded to awake and Sick.

While you're Sick, you can only take one action every round (instead of two), and you can't take any rests. (Which means you can't recharge any "1/rest" abilities.)

If no one helps you in the next eight hours in game, roll your Body & Endurance vs. 3. If you succeed, you're awake and Sick (as above). If you fail, you wake up just to writhe in agony for another few hours, hoping someone will help you... and if someone can't, you'll have just enough time to make your peace with this world before you leave it, forever.

➤ Three successes = Might Not Make It

Hoo-boy. I just... Hold on, I'm gonna need a minute.

Okay, uh... If another character can perform emergency aid (Mind & Academics vs. 3), you can have your condition upgraded to *Mortal Danger*. If we don't get you to a hospital in the next 24 hours, your ticket gets punched.

If no one helps you in the next hour, roll your Body & Endurance vs. 3. If you succeed, you're in *Mortal Danger* (as above) unless someone gets you some help. If you failed that roll, then you breathe your last breath.

➤ Four successes or more = Big Sleep

Dead.

Progress to removing the Mess condition:

Each time you take a rest, roll Body & Endurance vs. 3. Each success is 20% progress.

Once your progress reaches 100%, you're hale and hearty again.

Characters with the gift Medicine can assist your roll. (And yes, they can take their rote on this roll, giving you an automatic d8 bonus.)

Progress to removing the Sick condition:

For each 24 hours that you spend in bed, roll your Body & Endurance vs. 3. Each success is 10% progress.

Once your progress reaches 100%, you're upgraded to out-patient status: you're merely a *Mess*, and you have to start progress on healing that, now.

Characters with the gift Medicine can assist your roll. (And yes, they can take their rote on this roll, giving you an automatic d8 bonus.)

Note that you can't recharge any "1/rest" abilities while you're still Sick. (You can still use them if they're still charged, you just can't recharge them.)

Progress to remove the Mortal Danger condition:

You've got to get to a hospital!

Once you're in surgery, the doctor rolls Mind, Academics, and Medicine's d12 once every hour, and they need at least 2 successes to pull this off. (Hope you have assistants!) Each success they do score is 10% progress to getting you out of danger...

... And each hour of surgery, the Game Host rolls 5d6 vs. 3. Each success is 10% towards a progress bar that, when it's finished... so are you.

Attack methods with the Subdual descriptor could be less likely to be lethal

Some methods might be more likely to knock someone out rather than kill them.

If your attack had the *Subdual* descriptor, the Game Host may choose to re-roll any dice that come up successes.

For example, Lightnin' Hopkins is hit over the head with a blackjack. Hopkins is only able to Soak the blackjack's damage down to 3 points. Since that's more than zero, Hopkins is incapacitated.

The Game Host rolls one d6 for each of the 3 points and scores 2 successes. The Blackjack is listed as *Subdual*, so the Game Host re-rolls the two d6s that came up successes. On the re-roll, none of them are successes. Hopkins is just knocked out.

Is this too grim for you?

These rules are designed to simulate a world where violence can have dire consequences. If you and your fellow Players don't like them, then you can just assume that incapacitated players wake up after a rest, ready for action again. The Game Host and the Players should use their discretion.

Wandering around with bandages and debuffs from near-death experiences can give Players a healthy respect for the danger that they're truly in. In *Urban Jungle*, when someone — *anyone* — threatens you with a pistol, there's always that remote possibility that a single bullet could be the one with your name on it. Surrender is almost always an option, as is biding your time until you can escape. (And would-be killers are often happy to lead you along, since it's easier to move your body while it can still walk.)

If you can keep your wits about you, you may be able to use this quiet time the two of you have together for some light conversation: gather some clues, get them to admit who they work for, or even talk them out of making a big mistake.

Infiltration and Sneaking

Players will often want to go somewhere without being seen. *Infiltrating* somewhere can use a variety of skills.

Casing the Joint, Reconnoitering, Planning the Job, and other Capers

Before wandering into a place, characters can look around. What are the entrances and exits? Are there any guards? How often do they patrol?

If the players have time to plan, they may take a good look at the place before they go in. The Game Host should encourage their players to be creative. Some suggestions:

- Looking up the building plans in the hall of records: Mind, Academics, Research's d12 vs. 3
- Taking a look around the place: Speed, Mind, Observation, Stealth's d12 vs. 3.
- Brazenly walking up like you have some reason to be there: Mind, Will, Deceit, Disguise's d12 vs. 3.
- Or something else!

The more successes scored on these tests, the more the Players can learn about the place. One success would tell them something anyone could possibly find out. Two successes would find hidden things, like criminal activity. Three successes or more could find hidden entrances or even stranger stuff.

And of course, these rolls can provide a *planning assist* bonus with the next step...

Sneaking Up

Sneaking into a place is almost always Speed, Evasion, and Stealth's d12 vs. 3. Low-security places like the corner store probably only need one success... but high security places would need two or more.

Rather than treat sneaking as an all-or-nothing affair, the Game Host may let the Players roll, and then tell them how close they get based on their successes.

For example, let's say it takes 3 successes to sneak into the Walnut Street Brewery. Characters who score 2 successes might get right up to the building, but they can't find a way in that isn't watched. Characters who score 1 success don't even get near the building (and stay at Short range, 10m away, across the street). Now's the time for characters to find ways to claim more dice, to get more successes. (Personality? Assists? Try something else?)

Ambush and Assassination

We highly recommend always giving a conscious character a Dodge defense, even if they're completely unaware of their attacker. (An unseen attacker may get Aiming and blindsiding bonuses, and the target won't be Guarding, but you should still roll out the attack, even if just to see how many successes you score.) A system where "unseen attackers are automatic hits" may encourage Players to always attack from surprise, so they can just "insta-kill". Either the bad guys will have to respond in kind (which can ratchet the game's tension to uncomfortably high levels of paranoia) ... or the Game Host will "go soft" and never have the non-player characters ambush at all (which reduces the fiction of the game world to a big fat "gimme" for the Players.)

The Initiative rules already give a bonus to ambushers who attack from surprise. Ambushers only need one success, while the unsuspecting might need as many as three (impossible for most folks).

Play out ambushes as a full-fledged combat. Remember that a target may flee (see *Chasing*, above) or may give up (see *Surrender*, below.)

Non-Player Characters

The world of *Urban Jungle* is populated by all walks of life ... from the grocer on the corner to the millionaire in the penthouse ... from the lowliest beggar up to the mafia boss.

Characters will come in and out of the game. The Game Host assumes the roles of all characters not played by the Players.



Improvisations, or Faces in a Crowd

The numerous extras who populate the world don't need a lot of rules.

The Game Host is encouraged to improvise walk-on characters to personalize the world. Did the Player make a successful roll to gather information? The Game Host could briefly pretend to be the snitch in the back of the pool hall, or the disgruntled ex-employee eager to get revenge on their boss, or the junky in the alley who will spill everything for just one more fix, etc. Is the Player-Character looking to buy some contraband? The Game Host could improvise the role of the grifter operating from an unlabeled truck, or the fence with a secret office behind their business front, or the Character's brother-in-law who knows a guy who knows a guy, etc.

Improvised characters don't need a comprehensive write-up of skills, gifts, soaks, and abilities. They show up, have their say, and move on.

Show, don't tell

The Game Host should use improvised characters to put faces into the game. It's a lot more fun for the Players and the Host to interact with the person who does the thing, rather than just have an abstract roll that says a thing just happened.

If an improvised character keeps coming up in the story, they may get promoted to "Minor Character" status. See below.

Improvisations use the opinion of the Crowd

Rather than keep track of every improvised character's opinion, use the Opinion of the entire Crowd.

For example, if the Tricogha City Police Department have a bad Opinion d8 of our heroes, then Sergeant Timmy Morin of the TCPD is going to have a bad Opinion d8 when he interacts with our heroes, too.

And yes, if the Opinion die rolls a 1, it dwindles for the whole Crowd, not just that improvisation. Rumors only linger so long.

If the Game Host feels that an improvisation warrants their own individual opinion of the Player-Characters, they should promote the improv into a Minor Character.

Minor Characters are kept simple

There are no small roles, only small role-players. Most of the people that our heroes will come into conflict with will be *Minor Characters*.

Unlike an improvisation, which is a brief role to put a face in a scene, a Minor Character gets numbers and dice. A Minor Character may formally interact with a Player Character: they may be influenced by die rolls, or they may participate in a battle.

Minor Characters are described by Name, Tier, Species, and Career

For example, you might have "Guy Jensen, Typical Cat Doctor" or "Jeanne Weatherbee, Elite Dog Hoodlum".

The Game Host should write each of these characters on line.

If the Character has interacted with the Player-Characters — or if they've heard rumors — they may also have Opinion Dice, about the characters, good or bad.

Minor Characters have only 2 Species Gifts, 2 Career Gifts, and Panic Soak -2

Minor Characters do *not* have a Type Trait, a Personality Gift, or any other special abilities.

Minor Characters are kept simple, so the Game Host has less to keep track of.

It may be worth your while to calculate the Overkill number of a Minor character. That number is 4+ number of Endurance dice. So the Overkill will be anywhere from 4 to 6. (The most damage a Minor Character can ever Soak is the number of Body dice, Endurance dice, and the 2 from Panic Soak -2. If they ever take more than that — Overkill — they're instantly downed.)

Tiers of Minor Characters

➤ **Typical = d6 in all Traits**

Body d6, Speed d6, Mind d6, Will d6,
Species d6,
Career d6,
Panic Save -2.

Rolls d6 for things they are bad at,
Rolls 2d6 for things they are good at,
Rolls 3d6 for things they're best at.

Most Minor Characters that the Players interact with will be *Typical*.

A Typical character with some Fighting or Shooting ability can be a credible threat to a Player-Character who doesn't have those abilities ... But a Player-Character who is skilled in battle can usually mop the floor with them.

The gift of **Entourage** lets the Player recruit Typical Minor Characters to hang around with their character. These characters are trustworthy and loyal, but they also have limited ability and their own agendas. See page 54 for more details on this gift.

➤ **Elite = d8 in all Traits**

Body d8, Speed d8, Mind d8, Will d8,
Species d8,
Career d8,
Panic Save -2.

Rolls d8 for things they are bad at,
Rolls 2d8 for things they are good at,
Rolls 3d8 for things they're best at,

All too often, Player-Characters will run into opposition of the *Elite* variety.

An Elite Character with some Fighting or Shooting is a threat to any Player-Character. Sure, the Player-Character probably has more and better dice... but an Elite only has to get one lucky hit to ruin someone's day.

- **Superior = d10 in all Traits**
Body d10, Speed d10, Mind d10, Will d10, Species d10, Career d10, Panic Save -2.

Rolls d10 for things they are bad at,
Rolls 2d10 for things they are good at,
Rolls 3d10 for things they're best at.

Mob kingpins, boss politicians, multi-millionaire monopolists, special government agents, and other **Superior** types are the bane of the Player-Characters.

A Superior has no real weaknesses. Even when they're only rolling one die, they always have at least a d10. If they go head-to-head with a Player-Character whose best dice are d8s, they will win more than 1 out of every 5 contests by just locking them out.

A Superior Minor Character makes for a good long-term adversary, the "end boss" who leads an entire organization against the Player-Characters.

- **Ultimate = d12 in all Traits**
Body d12, Speed d12, Mind d12, Will d12, Species d12, Career d12, Panic Save -2.

Rolls d12 for things they are bad at,
Rolls 2d12 for things they are good at,
Rolls 3d12 for things they're best at.

An **Ultimate** character pushes the definition of the word "minor". They are the stuff of legends, larger than life, who could be the top-ten entries of the Most Wanted List all by their lonesome.

With d12s in every Trait, an Ultimate has no weaknesses. Against a Player-Character whose highest Trait is a d8, they will win more than one out of every three contests, maybe even one out of two.

A Game Host should only use an Ultimate character if they want their game to move out of "realistic melodrama" and into "192X anime of Anthro's Bizarre Adventure", like something out of the craziest funny books.

Character Interactions with Minor Characters are kept simple

Minor characters are easily swayed by Player Characters. See "Opinion Dice", page 66, for more information.

The Game Host may want to track Minor Characters' Opinions, on a sheet. For example:

Jeanne Weatherbee, Elite Dog Hoodlum, bad Opinion d8

Tweaks to Minor Characters

Besides the Tiers, the Game Host can also make small tweaks to add some extra abilities to Minor Characters, to change them up a bit. Here's some suggestions.

- **Local:**
Add Local Knowledge of [this place]
Most people know about where they live. A Local makes a great guide, as the d12 bonus on local matters lets them give an assist bonus to any Player Character. And if there's a fight, the d12 bonus gives them a bonus to flee from a chase.
Consider adding the Local tweak to gang members, beat cops, town drunks, and other people of the neighborhood.
- **Veteran:**
Add Veteran
When a Minor Character has Veteran, their Aiming and Guarding bonuses become d12 (instead of d8). Even the lowliest character can still beat out the best Player Character if they can get a single d12.
Consider adding the Veteran tweak to mob enforcers, trained bodyguards, and other heavy-hitters.
- **Minder:**
Add Bodyguard, Injured Soak -4
People who have lots of money — and a few enemies — will have a shadow or a bullet-shield following them around. The Bodyguard gift can be tapped so they can take a hit for someone else. The Injured Soak means they might survive it.
Consider putting an Elite Minder or two on an important Minor Character that you don't want to get taken out by a single lucky shot from a Player Character.
- **Principal:**
Add Leadership, Noncombatant, Distressed Soak -4
Sometimes, the Player Characters may be tasked with taking a person from one place to another.
One or more Players may resent having to "baby-sit" for a non-player character who is useless in battle. "Escort quests" have a bad reputation among some gamers. You can make an escort mission more interesting if you upgrade the Minor Character with the *Principal* tweak.
The gift of Noncombatant will give the Principal a bonus d12 to their dodge, which will improve their odds of survival.
Leadership will give the Principal a d12 boost to any Rally roll. At the start of the Player's Side, the Game Host should declare the Principal's turn first: usually

just Guard, then Rally the closest friend. The boost from the Rally will make the Players respect their charge more.

The Distress Soak can help the Principal survive a lethal hit ... and the automatic Rally it gives can build drama. Everyone gets a boost, while knowing that the next hit that the Principal takes could be their last.

Remember that adding even a single Soak to a Minor Character greatly increases their worth in battle. The more tweaks that a Game Host puts into play, the more complicated they are making the game for themselves.

A Player-Character with the gift of **Ally** has a Typical Minor Character as a friend, with d6s in all Traits of Body, Speed, Mind, Will, Species, and Career. The Ally also has Distress Soak -4, which you could consider to be “the Ally tweak”.

The gift of **Improved Ally** lets you add more Gifts or Soaks to an Ally, which makes them even more tweaked.

Major Characters can be as detailed as the Game host wants

Unlike a Minor Character, who is only described by Tier of die size, Species, and Career, a *Major Character* is more complex. A Major Character can have a Type trait, and as many extra Gifts and Soaks as the Host wants to give them.

You could make a Major Character the same as a Player-Character, following all the same steps. Or you could start with a Minor Character and add a Gift or two.

How powerful is a Major Character?

It's hard to say. A Major Character with traits in the d8 or d10 range will be more effective in contests vs. Player-Characters who traits are only in the d6s or d8 range.

A Major Character with Legal Authority or Wealth will have greater social influence than one who doesn't ... so they may not be powerful all by their lonesome, but they can hire the muscle, the brains, and the faces to make life difficult for our heroes.

Major Characters can have more complex interactions with the Player Characters

The Character Interaction rules on page 66 are designed to allow Players to have a character who is quick-witted, charismatic, and persuasive. (Many Players have the fantasy of pretending to be someone who is quite the charmer.)

To this end, we've set up the rules so that Minor Characters are easy to influence. Players can use influence rolls or stunts in battle to easily sway their Opinions. It's a game, and people are here to have fun.

Part of having fun means having a challenge. If every bad guy just surrenders because a Player “attacks” them with their high Negotiation or Presence dice, the game will lack for luster.

Major Characters are the genuine articles, the power-players, the Caesars and the queens. The Player-Characters should still be allowed to use their abilities to try to sway them, but it should never be a gimme just because of a good roll.

As Game Host, when you play the role of a Major Character, play it like you're a star in this story, too. Think about what your character's hopes, dreams, and motivations are. Give your Major Characters a Motto, a Personality, and a Goal or two. Make the Player Characters really work to get you on their side, or to convince you to back down.

Choosing the Power Level of Non-Player Characters

Each Player has it easy. They just have to worry about the one Character. Pity the poor Game Host! They've got to worry about the entire supporting cast!

As Game Host, it can be really tempting to keep raising the tiers of the enemies to higher and higher numbers. You have the final say on what goes in the game after all. But if you want your Players to take your game's story seriously, you can't have every Tom, Dick and Sally auto-level to match or beat out the Player Characters.

As Game Host, you've got a balancing act:

- If the opposition is too weak, the Players may grow bored, because the game isn't offering any challenge. One Player may go out of their way to *make* a new challenge, which other Players may resent as it takes them away from their Goals.
- If the opposition is too strong, the Players may become frustrated. What's the point of having all these cool abilities if they never work? When every mug, creep, or lowlife is an Elite or better, Players lose their belief in the world's fiction.

Characters in the world should typically be ... um, Typical. When the Player-Characters start running into Elites, they should know they're getting into something big.

As Game Host, you can make the game more challenging by coming up with reasons in the story to increase the power level of the non-player characters. Some suggestions:

- **The Chain of Command:** Hey, we call this *organized crime* for a reason, chum. The capos, enforcers and made men can all be Elites, and maybe a Veteran or two, but they're high up on the hierarchy, and there's only room for a few at the top.

Most people in the organization are going to be your Typical low-level creeps who shake down mom-&-pop stores for the change in their cash registers.

Build drama by having the Player-Characters cross paths with some Typical creeps who bite off way more than they can chew. After making short work of these chumps, the Players will have to use their various abilities to work their way up.

- **Outside Help:** After the Player-Characters put a bunch of mooks in the hospital, any adversary who has money, power, or influence is either going to have to give up ... or get some help.

A great way to introduce outside help is to prime the rumor mill. Have a Player-Character or two overhear that "some hard liners are coming to town" and "word is that your number is up". Foreshadowing the arrival of higher-tier enemies will build tension, drama, and fun.

As always, be fair and be consistent. If our heroes can somehow trounce the best outsiders that our villain can get, then it's time for that villain to skip town or to wave the white flag.

- **Work around.** Get into the role of your main villain, and ask yourself, what can they do that *isn't* going head-to-head with the Player Characters? Can they make their operation quieter? Can they move to a new base of operations? Can they simply buy the Player Characters off? Can they negotiate a truce?

Different bad guys will have different sets of abilities. By challenging your Players from a different angle, you'll encourage them to come up with solutions cleverer than just shooting their way out.

- **Play dirty.** Why risk your skin going toe-to-toe with one of those monster Player-Characters, when you can hit them where it hurts, instead? This is the urban jungle, baby.

Villains can go after the Player-Character's loved ones, friends, or even passing acquaintances. Locals can become too scared to offer help to our heroes, because they "can't be seen talking to you."

If the Player-Characters have businesses, garages, or other resources, the villains can target those places for destruction.

If you added a friendly Minor Character to the cast earlier, maybe the bad guys know that our heroes are sweet on them ... and they kidnap them, or bust up their business, or worse.

After a few sessions of getting your Players to invest in your game's world, you can make your players feel challenged when villains come along and threaten to destroy it.

With this narrative, it's very important that the bad guys *avoid* dealing with the Player-Characters directly. After all, they're playing dirty because they're scared of our heroes, of what our heroes can do. Make the Player Characters dip into their vast and subtle resources to track the bad guys down. Make the Players force the villains out.

As Game Host, always seek to find ways within the game's fiction to ratchet up the threat level. Make the story's progress feel like a natural response to what the Player Characters are doing.

Order of Battle

The *Combat Situations* section says that the Players should just take their turns in order, left to right, like most traditional table-top games. But that's not the only option.

Often, the players can get much better results if they coordinate their turns for maximum effect. The Players are a team, so they may want to act like one.

Here's some suggestions for orders of battle:

- **Go left to right:** We covered this one, already. This order is simple, and it works great with 4 or more players.

- **Rallies go first, then others.** The Game Host asks if anyone is going to Rally anyone else. Play out the turns of characters who are rallying, first.

After all those turns are played out, the Game Host then plays out other players' turns, in some order. (Left to right?)

This order lets the Players take full advantage of their Rallies, so that supporting characters can spur their friends on. Support characters (ones with Leadership, Noncombatant, etc.) can benefit from going first, by removing Dazed and Panicked from their battle-worthy friends.

- **Closest to hostiles go first.** The Game Host starts with the Player whose character is the closest to a hostile enemy first, and asks them to take their turn. Then the Host moves on to the second-closest character, until everyone has taken a turn.
This order can feel the most realistic, where characters who are in the thick of things act before those who are far away and can barely make out what's going on. It works best if you're using a tactical map with miniatures.
- **Party Caller:** The Players and the Host declare one of the players to be the *caller*. The caller is usually the Player with the most gaming experience.
After rolling initiative, the Players all talk with their designated caller for about five minutes, and then the caller tells the Game Host what the Players will be doing.
This order works best with Players who take combat very seriously. Since the caller coordinates the battle, the Players can be much more effective.
- **Whoever shouts first, goes first:** The Game Host announces that the Players' side is up, and whatever Player responds first takes their turn first. Whoever speaks up next, takes their turn next, etc.
Before declaring that the Players' side is over, the Game Host should politely ask if any Players haven't taken their turns yet.
This order works best with smaller groups of experienced Players.

Whatever order you choose, always make sure each Player gets to take a turn.

Some Players get nervous when a battle is going on, and they might not always remember to speak up. Going left-to-right will ensure that each Player gets called on and that no one gets skipped, but some Players may not like how restricted their options become. Always remember to have fun.

Outfits

Look, we could detail every single thing in your pockets – wallet, keys, movie stubs, loose change, matchbooks, chewing gum, breath mints, etc. – but that's a lot. What matters more is how you're dressed: your **Outfit**.

When you do a job, you should dress the part. Sure, you could do a second-story job to crack a safe while wearing your finest evening wear, but those duds aren't going to be so nice when they're covered in grit, grime, and gun-smoke residue.

To keep things simple, we've broken your options into specific outfits:

- **Fancy Outfit**, such as your Sunday best, a fine dress, or the suit you plan to be buried in. If you go to an opera in anything less than a Fancy Outfit, you'll get mentioned in the society pages, but not in the *good* way.
- **Handy Outfit**, such as overalls, your gas-station attire, or just a lot of tool-belts and pockets filled with oh-so-many tools. This is the only kind of outfit you want to wear while fixing the roof or rebuilding the carburetor.
- **Medical Outfit**, such as what a candy-striper, nurse, or general practitioner might wear. It's pretty clean and pretty sterile, and you've got lots of instruments in your pockets to help your diagnoses.
- **Rough Outfit**, such as a leather jacket or overcoat, hob-nail boots, and a wide-brimmed hat. You're ready for trouble and everyone can see it. Most importantly, if you can survive the tumble, your outfit will survive it, too.
- **Sneaky Outfit**, which is a dark shirt, dark pants, a pull-over mask, a pry bar, a small sack, soft gloves, and a handkerchief to wipe away any fingerprints. Wear anything else to a B&E or an infiltration, and you might as well be carrying a neon sign.
- **Uniform Outfit**, such as what a policeman or a soldier might wear. It's illegal for civilians to wear this outfit. Heck, it could be illegal for you to show up at work *without* this outfit.

You can feel free to make up new kinds of Outfits.

Each outfit is unique: you could have several different Fancy outfits for different occasions. And a police Uniform for a Shaysen City beat cop isn't the same as the Uniform for the Tricogha City Police Dept., obviously.

Dressing the Part

It helps the fiction if characters are dressed correctly for what they're doing. But we also don't want to bore you with lots of details. Here's some suggestions on how to work:

- Tie your *favorite use* to the outfit. For example, your Endurance could have "While wearing my Rough Outfit", or your Negotiation could be, "While wearing my Fancy Outfit."
- *Make things easier* when you have the right outfit. For example, the Game Host could decide that it takes 3 successes to infiltrate this building... but only 2 successes if you are wearing a Sneaky Outfit.
- *Minor assist bonuses* for the outfit. For example, you might get a d8 assist bonus to perform first aid when wearing a Medical outfit. You could also get a d8 assist bonus to disguise yourself as a police officer if you're wearing the right kind of Uniform Outfit.

As with all the rules in this book, use the rules that work best for your game. Some Players won't care about what their characters are wearing, while other Players will want to go into intense detail about every last bit of inventory. Use the game's debriefing sessions to discuss what's working the best for you and yours.

Pricing and Money

We can't list the pricing of everything. For one thing, *Urban Jungle* takes place anywhere from the Gilded Age of 1901 to the Post-War Boom of 1950, with a Great Depression that drives down prices, in between. What you can get for \$1.00 at the beginning of the century costs about \$2 by 1925, then costs \$1.50 by 1935, and then is back to \$2 by 1945.

Pricing Tiers

We find it's handy to divide the pricing of things into five categories:

- *Cheap*, for things which are easy to make, and can be found almost anywhere. (Example: pencil.)
- *Affordable*, for things which are reasonably common. Most people will have one of these. (Example: paperback book.)
- *Expensive*, for things which you could buy, but aren't always in the budget, and that you have to special-order or to go to a specialty retailer. (Example: saxophone.)
- *Extravagant*, for things that always have to be made-to-order and that clearly aren't a daily necessity. (Example: a marble bust of your late husband.)
- *Proscribed*, for things that are controlled by law. (Example: machine gun.)

In general, the higher the tier, the more money you'll have to pay. For example, a postcard photograph could be bought really cheap from a road-side stand, but that professional photographer you hire to record the day of your daughter's wedding could get really extravagant. These tiers represent cost from opportunity, maintenance, and daily need, as well as money.

The gift of **High Society** lets you buy Extravagant items for 50% of their value (instead of full price).

Proscribed items can get you into trouble

Even with the 2nd Amendment of the United States constitution, there are still gun-control laws... and again, it matters what time period you're in. Before the Firearms Act of 1934, silenced pistols, sawed-off shotguns, and full-auto tommy guns can be legal in your state or city.

However, just because its technically legal doesn't mean you won't get into trouble. When an item has the **Proscribed** tag, it's an item that can get you into trouble just for possessing it. Firstly, you'll need special licensing just to possess it. And, even if you can legally own the thing, no police officer or G-man is going to be happy to find out that you have one. (It certainly worsens their Opinion of you.)

The gift of **Streetwise** lets you buy Proscribed items for 50% of their listed value (instead of full price).

Selling your old, used stuff

Times are tough, and you might have to hock your radio to pay the bills. Or times might be really tough, and someone else might have stolen your radio so that *they* can hock it to pay *their* bills.

Cheap items can't be resold. No one wants this junk. Maybe if you had a ton or two of the stuff, you could unload all of it at a junkyard, but no one is going to give you a nickel for the pencil you nicked from the post office.

Affordable and Expensive items can be resold for 20% of their value. There's quite a few pawn shops, and many department stores will take old items for store credit.

Extravagant items can be resold at only 10% of their listed price, if at all. These items are unique and have a limited market, and any buyer is taking a terrible risk. The Game Host may require you to make appropriate rolls to find a buyer at all.

Proscribed items can only be resold at 5% of their listed values, if you can sell them at all. This stuff is too hot to handle for most dealers. The Game Host may require you to make appropriate rolls to find a buyer at all.

The gift of **High Society** lets you re-sell Extravagant items for 20% of their value (instead of 10%). The gift of **Streetwise** lets you re-sell Proscribed items for 10% of their listed value (instead of 5%). Both gifts give you a bonus d12 for any rolls to find a buyer.

Crafting and fixing your own stuff

Trying to list everything you could make here isn't what this game is about. The short answer is, even though there's one skill for making everything — Craft — there's still subtleties to this.

You will need raw materials to start with. In general, those materials cost about 20% of what the finished item would sell for.

Crafting something takes time, so it's a long-term *progress*. When making something from scratch, you start with zero progress. Fixing a broken machine is like crafting something already started, so you might get a head start at 50% progress.

You can read more about progress on page 10. For small jobs, you might get to roll once per hour. For big jobs, once per 8 hour-shift.

- You'd need to score at least one success per roll to make a *Cheap* item. (Anyone can make junk.) Each success is $\times 20\%$ progress.
- You have to score at least two successes to make an *Affordable* item. (If you score only one success, you make no progress.) Each success you do score is $\times 10\%$ progress.
- You have to score at least three successes to make an *Expensive* or a *Proscribed* item. (If you score less than three, you make no progress.) Each success you do score is $\times 5\%$ progress.
- You have to score at least four successes to make an *Extravagant* item. (If you score less than four, you make no progress.) Each success you do score is $\times 2\%$ progress.

The gift of **Craft Specialty** gives you a d12 bonus to work on your Favorite kind of craft. See page 54 for more information.

Sample items and prices

Sample Item	Cost	1910s, 1930s	1920s, 1940s
Baby carriage	Extravagant	\$8.00	\$14.00
Bag, carpet	Affordable	\$0.10	\$0.20
Bag, leather	Expensive	\$0.58	\$1.00
Banjo	Expensive	\$2.30	\$4.00
Baseball	Expensive	\$0.80	\$1.50
Bed	Expensive	\$11.50	\$20.00
Blanket	Affordable	\$0.58	\$1.00
Book, popular fiction	Affordable	\$0.25	\$0.50
Book, reference	Expensive	\$1.15	\$2.00
Boots, nice	Expensive	\$3.45	\$6.00
Camera, brownie	Expensive	\$5.75	\$10.00
Candy	Affordable	\$3.50/lb	\$6/lb
Chair, rocking	Expensive	\$3.45	\$6.00
Chair, simple	Affordable	\$0.58	\$1.00
Chaise lounge	Extravagant	\$34.50	\$60.00
Chicken wire	Expensive	\$0.02/sq.ft	\$0.04/sq.ft
Cigar	Expensive	\$0.10	\$0.20
Clock	Expensive	\$1.15	\$2.00
Clothes fabric	Affordable	\$0.30/sq.ft	\$0.50/sq.ft
Clothes wringer	Expensive	\$1.73	\$3.00
Coffee	Affordable	\$0.40/lb	\$0.50/lb
Corset	Expensive	\$2.30	\$4.00
Cowbell	Affordable	\$0.25	\$0.50
Dinner Set (100 pc)	Extravagant	\$17.25	\$30.00

Sample Item	Cost	1910s, 1930s	1920s, 1940s
Farm tool	Affordable	\$0.50	\$1.00
Flashlight	Affordable	\$0.80	\$1.50
Fountain pen	Expensive	\$1.15	\$2.00
Guitar	Expensive	\$5.75	\$10.00
Harmonica	Affordable	\$0.29	\$0.50
Hat, dress	Expensive	\$5.75	\$10.00
Hat, utility	Affordable	\$1.15	\$2.00
House Paint	Expensive	\$1.15/gal	\$2.00/gal
Iron, Clothes	Affordable	\$0.12	\$0.20
Kettle or Pot	Affordable	\$0.35	\$0.60
Lamp	Extravagant	\$4.50	\$8.00
Lamp Oil	Affordable	\$0.05/gal	\$0.10/gal
Lantern, driver	Expensive	\$3.45	\$6.00
Lantern, hand	Affordable	\$0.58	\$1.00
Machinist tool	Expensive	\$2.88	\$5.00
Mason Jar	Affordable	\$0.58	\$1.00
Oil Heater	Expensive	\$8.05	\$14.00
Outfit, Fancy	Expensive	\$25.00	\$50.00
Outfit, Handy	Expensive	\$20.00	\$40.00
Outfit, Medical	Expensive	\$22.50	\$45.00
Outfit, Sneaky	Proscribed	\$18.00	\$36.00
Outfit, Uniform	Expensive	\$30.00	\$60.00
Piano	Extravagant	\$172.50	\$300.00
Pipe, smoking	Affordable	\$0.12	\$0.20
Pistol bullets (reload)	Expensive	\$0.50	\$1.00
Plow	Expensive	\$3.50	\$6.00
Radio	Expensive	\$30.00	\$45.00
Refrigerator	Extravagant	\$57.50	\$100.00
Rifle bullets (reload)	Expensive	\$1.00	\$2.00
Rug	Affordable	\$0.50/sq.yd	\$1.00/sq.yd
Safe (300 lbs., 1 cu.ft.)	Expensive	\$23.00	\$40.00
Saxophone	Expensive	\$40.00	\$80.00
Scale, Weighing	Expensive	\$2.88	\$5.00
Sewing Machine	Extravagant	\$11.50	\$20.00
Sheet Music	Affordable	\$0.50	\$1.00
Shotgun shells (20)	Expensive	\$2.50	\$5.00
Soap	Affordable	\$0.05/lb	\$0.10/lb
Spectacles	Expensive	\$2.30	\$4.00
Tacks	Affordable	\$0.12/lb.	\$0.20/lb.
Tea	Affordable	\$23.00/lb	\$40.00/lb
Tea Set (40 pc)	Extravagant	\$6.90	\$12.00
Toolset, portable	Extravagant	\$57.50	\$100.00
Trunk	Expensive	\$4.50	\$8.00
Umbrella	Expensive	\$3.45	\$6.00

Sample Item	Cost	1910s, 1930s	1920s, 1940s
Violin	Expensive	\$3.45	\$6.00
Washtub	Affordable	\$0.58	\$1.00
Windmill	Extravagant	\$230.00	\$400.00
Wood-burning stove	Expensive	\$17.25	\$30.00
Workshop	Expensive	\$17.25	\$30.00
Pistol, Magnum	Expensive	\$15.00	\$22.50
Pistol, Pocket	Expensive	\$10.00	\$15.00
Pistol, Service	Expensive	\$12.00	\$18.00
Pistol, Silenced	Proscribed	\$15.00	\$22.50
Tommy Gun	Proscribed	\$32.50	\$42.00
Rifle, Varmint	Expensive	\$12.00	\$16.00
Rifle, Hunting	Expensive	\$24.00	\$32.00
Rifle, High-Power	Proscribed	\$30.00	\$40.00
Shotgun, Holdout	Expensive	\$16.00	\$24.00
Shotgun, Pump	Expensive	\$24.00	\$32.00

Property Damage

Okay, trying to list every little thing in the world that people can smash, break, demolish, and blow to Kingdom Come would be way beyond the scope of a fun little game. So here's some guidelines.

If you attack an attended object, that object gets the defense of its user. A handheld object claims the Dodge dice of its holder... in fact, the Game Host may rule that the holder can Counter you instead of Dodging!

If you attack a controlled object, such as an automobile, the user may defend by rolling Speed & Transport.

Attacking an unattended object gets the blindsiding bonus: you get your Tactics dice as bonus attack dice.

Inanimate objects always have a Cover dice simply by being objects without internal organs. Every object has at least soft cover (d4). Objects with large holes (gazebo, archways, etc.) might have fair cover (d8). Tiny objects, or ones with narrow profiles (keyholes, ropes, threads, etc.) might have great cover (d12).

Yes, an inanimate, unattended object will be rolling its Cover die as its only dodge die. (Really, the attacker is just rolling to see how many successes they can score for Damage.)

Yes, you still have to roll to hit an unattended object ... because the more successes you score, the more damage you cause. We're not rolling to see *if* you hit — we're rolling to see *how much damage* your hit will do.

The gift of **Sabotage** gives you a bonus d12 to attack an inanimate object.

Instant Soaks

Stuff in the world has an *instant Soak*. After being hit for damage, subtract the object's instant Soak. There's no roll for this, it just happens.

Property is mostly...	Instant Soak
Paper or Glass	zero
Wood or Plaster	-1
Brick or Stone	-2
Iron or Steel	-3
Armor-Plated	-4

Larger or tougher objects might have even more Soak.

Useable Soaks

An object might have one or more Soaks it can use up, depending on how detailed the Game Host wants to get:

- **Cosmetic Soak -2** = Use this to negate 2 points of damage. The object now bears the damage of whatever damaged it: slashes, burns, bullet holes, etc. The object might now be material evidence in a crime. (And if you can find a mechanic who will repair bullet holes without asking questions, leave them a *big tip*.)
- **Breakdown Soak -2** = Use this to negate 2 points of damage (usually *after* you use up your Cosmetic Soak), and only for complex machines. Whatever this machine used to do, it doesn't do it anymore. A locked door no longer stays shut. An automobile's engine no longer works and the vehicle is coasting to a stop, etc.
- **Combustion Soak -2** = Barrels of gasoline, cans of paint thinner, and other combustibles might burst into flame before they're destroyed. The flames can spread into a serious hazard. If this object takes more damage — even from its own flames — it could explode.

Destroyed Objects

An object that takes more damage than it can Soak will become unusable. A destroyed door is just an empty frame. A destroyed car is twisted metal with hapless occupants tumbling around inside. Destroyed chemicals may explode.

A destroyed wall leaves a hole that someone can squeeze through. More damage could make for a bigger hole.

Making Sense of Senseless Destruction

Some objects will destroy things better than others. For example, an ax is way better at chopping down a door than a pistol would be, even though they both do "Damage". Some Players would think it silly that a few rifle shots could make a hole as big as an ax's breach. The Game Host may rule that some attack methods might do little or no damage to some objects.

Attacks that affect an area (Sweep, Burst, etc.) can cause lots more property damage. Rather than play out attacks against every single object in an area, the Game Host may just look at how much Damage was caused and spread it out appropriately.

The purpose of these rules is to be fair, to be consistent, and to have fun. If getting hung up on the details of how much buckshot it takes to take out a three-foot section of drywall isn't fun for you, then we suggest that you roll the dice, and say that better rolls do more damage and that lesser rolls do less.

Range and Visibility

To keep things easier to track, we list all ranges as set distances, with descriptors:

Range	Distance	Dice	Range	Distance	Dice
Held	in your grasp	—	Long	up to 100m	2d12
Close	up to 1m	—	Very Long	up to 300m	3d12
Near	up to 3m	—	Far	up to 1,000m	4d12
Short	up to 10m	d8	Extreme	up to 3,000m	5d12
Medium	Up to 30m	d12	Horizon	up to 10,000m	6d12

The further away something is, the harder it is to interact with it. For example, if you shoot at someone at Medium range (30m), the target may claim a bonus d12 to dodge your attack. If you try to Rally a friend who's at Short range (10m), you will suffer a d8 penalty.

The gift of **Sniper** extends the attack range of any Shooting weapon by one band. For example, if your pistol could only strike up to Medium range, this gift extends that range to the Long range band.

Special Ranges

Charge = You can declare any target within Short Range (10m) ... and as part of the attack, you move to be next to the target (Close Range, 1m).

Use the original range between attacker and defender. For example, if you started at Short Range, your defender can Dodge with a d8 bonus ... and they can only Counter if their weapon has “Counter@Short” or greater. (Near or Close won’t work – you’re just too fast!)

You must be able to move across the space between you and the target. The move has to get you into Close range, or you can’t do the attack.

Throw = Up to Short Range (10m), but you have to throw the weapon away to use it.

Weapons that list “Close/Throw” can be used either at Close range (and thus kept ready) or at Throw range (and thus thrown away after use).

Use the original range between attacker and defender. For example, if you’re throwing at a defender who’s at Short Range, that defender can Dodge with a d8 bonus ... and they can only Counter if their weapon has “Counter@Short” or greater.

Stray Bullets

If a character dodges a bullet, then they ... er... dodged a bullet. Usually we just assume the bullet went off somewhere and that’s that.

If it matters, the Game Host can assume that any bullet that missed because of the character’s dodge dice passed through their spot and kept going in a straight line. If anyone else is in the line of fire, the Game Host may require this secondary target to defend against the attack, too. (And yes, they can choose to dodge or to counter. We don’t recommend shooting wildly into an armed mob.)

Sometimes, an attack roll will score higher than the target’s dodge... but will roll lower than the Range die. The Game Host can assume that such a shot went wild.

Maximum Ranges

Most characters won’t interact with other people at distances greater than “Long”, which is about the length of a city block.

Heck, indoors, there won’t be any ranges longer than 10m, so all ranges will be Short (and possibly only Near).

If you’re not using some kind of tactical map, a character who moves greater distance than the map can provide has moved onto a different map. For example, to get out of a 10’x10’ room, you have to move a Short distance. To get out of a football field, you’d have to move a Very Long distance.

Characters who move too far to be engaged in combat any more have left the battle. Going after them becomes a chase — see page 97.

Visibility Range

For the most part, a combatant can see other combatants attacking them. Characters who are *Dazed* are disoriented, which is why other characters can claim blindsiding bonuses against them.

In combat, characters are assumed to be looking out for Number One first – that is, their own skin. In the Combat Action rules, note that it’s far easier to *Hide* when no one else is *Focused* — that is, if everyone’s too busy shooting and dodging to stop and look around, it’s far easier to slip by, unnoticed.

Visibility may be limited by weather (fog, rain, snow, etc.), by lack of light (dawn, dusk, underground, neon glow, etc.), or by disability (blindfold, intoxication, etc.). Some characters may be more visible than others. (For example, at night, someone under a streetlight or in a high-rise apartment with the lights on will be more visible than someone in the dark of an alley or the shadow of a doorframe.)

The Game Host should tell the Players when their visibility is limited.

Ambushing from unseen spots puts your enemy’s initiative at a disadvantage

If you can’t see your enemies, but you were ready for trouble, you need to roll two successes on your initiative, or you’ll start any battle *Dazed*. See page 69 for more details on initiative.

It’s a really good idea to get a lookout who has **Danger Sense**. That d12 bonus makes it harder for bad guys to win the initiative over them.

Blindsiding your target?

Gain your Tactics dice as bonus attack dice

Combatants who attack from unseen positions are *blindsiding* their targets: they may claim any Tactics dice they have as bonus attack dice.

The gift of **Counter Tactics** lets you claim a bonus d12 to your counters and to your dodges when anyone uses Tactics dice with their attack against you.

Even if a target has weapons equipped and ready, and even if they're not Dazed, the Game Host may rule that they cannot counter-attack an attacker that they can't see. Or the Game Host could let them counter at a penalty (say, d8 or d12) if they only have a few cues to go on (such as muzzle flashes or loud noises).

If neither the attacker nor defender can see each other, there may be a lot of bonus dice flying around.

Darkness gives dodge a d8 assist bonus

Sometimes, a character will just shoot blindly into darkness, not really caring who gets hit. The Game Host can declare that a target may claim a d8 assist bonus to dodge if they can't clearly be seen.

A counter-attack vs. a blind attacker gains the blindsiding bonus of Tactics

If you counter-attack against someone who can't see you — say, because they are shooting into darkness — you are *blindsiding* them. You may claim your Tactics dice as bonus counter-attack dice. (This is instead of the assist bonus, above.)

Hidden characters become visible when they attack, move, etc.

Characters become *Hidden* on a battlefield when they successfully perform a Hide action. They stay hidden until they do something that reveals them.

Hidden characters must have some sort of cover to hide behind, though the Game Host may allow a character to hide in total darkness.

Hidden characters reveal themselves when they attack. Merely using a successful Hide action doesn't let you blindside someone. You must have some other advantage.

Shadowing

Tailing, trailing, stalking... it's an old trick to shake the tree, see who falls out, and then follow them home. Following someone without them knowing it is *shadowing*.

Shadowing is a subtle way of gathering information, by finding out where someone is going. If you just want to chase someone down, that's *chasing* (page 97).

Shadowing is done out in public thoroughfares. Once your target goes into a private building, if you want to keep pursuing them, now you're *infiltrating* (page 102).

Shadowing on Foot

Following someone on foot can be a simple challenge of Speed, Mind, Evasion, and Observation vs. 3.

The gift of **Tracking** gives a bonus d12 to follow someone. The gift of **Local Knowledge** will give you a bonus d12 to follow someone inside the appropriate area.

Merely rolling one success isn't enough. If you choose to keep going, you'll be an obvious tail and you'll get made within minutes.

Two successes will be enough to follow all but the most observant or paranoid of targets.

Player Characters, who have a tendency to stick their nose into business that doesn't concern them, will often be shadowed themselves. The Game Host may call for a roll for the Players to notice: Speed, Mind, Observation, and Tactics vs. 3.

The gift of **Stealth** gives a bonus d12 to avoid being followed. The gift of **Local Knowledge** will give you a bonus d12 to know if someone is following you, when you're inside the area.

Rolling only one success will let you shake off only the worst shadows. It takes two successes or more to shake off a professional shadow. With 3 successes or more, you may even be able to lead them on a merry chase, getting them completely lost.

Shadowing in Vehicles

Follow that car! Tailing someone in a car usually works better if you're the driver. The driver rolls Speed, Mind, Observation, and Transport vs. 3. (If you're not the driver, you can try to assist the driver's roll, if you want to lose them.) If you don't want the other person to see you, you'll almost always need two successes. (One success will still be good enough to break off pursuit without being seen.)

Likewise, if you're being followed, you can try to lose someone without a fuss, by rolling Speed, Mind, Transport, and Tactics vs. 3. Though you'll need at least 2 successes if your shadow knows how to drive.

The gift of **Driving** gives a bonus d12 to operate an automobile, and that bonus would apply to shadowing rolls driving in a car. The gift of **Local Knowledge** will give you a bonus d12 to know if someone is following you, when you're inside that area.

Violent Confrontation

Many Player-Characters will resent the shadow's intrusion on their personal space. Confronting one's shadow isn't always the best idea, but it is possible.

As a rule, the more successes you scored to notice your shadow, the more control you have over the circumstances. If you only got, say, 2 successes, your shadow is probably too slick to get caught by you, and if you try to confront them, they will ditch you instead, and they will know that you made them.

If you got 3 successes, you may be able to find a side alley or an empty parking lot – enough to get Near them (3m) and force a combat. With 4 successes or more, you may get even closer or surprise them. Try whatever works.

Other Methods

Characters may try all sorts of methods while shadowing, such as trying to use Disguise to blend in with a crowd, Fast-Talk to convince passerby to offer a distraction, Climbing or Jumping to take a route that your pursuers can't match, etc. As always, the Game Host should encourage the players to come up with inventive ways to deal with pursuit.

Splitting the Party, Separations, & Rendezvous

A gaming group almost always has two or more Players, each with their own character and their unique set of abilities.

It often won't make sense for everyone to be together all the time. Some characters will have skill sets that apply to some things but not others.

Splitting the party into teams

When the players are confronted with a new task, they may split up into teams.

Yes, a team could be as small as one Player-Character.

For example, our party is looking for a missing parcel, imported from Melita. The characters with Streetwise want to ask around the bad parts of town. The characters with High Society want to ask around the better parts of town.

The Game Host declares that the party will split up into "Team Streetwise" and "Team High Society." Going around the table, the Host asks each Player which team their Character will be on.

Set up a time-frame and a rendezvous

The Host should declare how much game-time will pass before the Players will get back together again, and where they will meet again. (Naturally, the Players may suggest these things, too, but we find they often forget to do so.)

The Host tells the Players that they'll all spend the better part of the day — eight hours — to gather information. At 6pm, everyone will rendezvous at Canarcy Station, to discuss their day over coffee and cigarettes.

Everyone rolls at the same time, then the Host plays out each one

Each team will usually have a task-master and several assistants, trying to combine their dice for one big, good roll. See page 13 for details on assists.

Low-rolling teams will need to give up or to get more dice

Sometimes, a team won't make any headway. If a team scores no successes, they won't find anything. If they score only one success, they probably won't find anything interesting. The Game Host should ask if the team wants to just give up and go home ... or if they want to start finding ways to get more dice. (Remind players that they have the Gifts of Personality that they can tap for a bonus d12 to an appropriate roll.)

High-rolling teams should be told what they find

The Game Host should briefly spotlight each team, and tell them what they found. Try not to give any one team more than ten minutes of real-time in the spotlight, or the other team members may get antsy.

Team Streetwise scores three successes. The Game Host briefly plays out an improvised encounter with Lester, a small-time fence who said that he heard his buddy Joel was out looking for the same package. Lester supplies a list of hangouts, including the Alhambra Hotel.

Team High Society scores two successes. They hear a rumor that the wealthy owner of the Alhambra Hotel, a large and unpleasant man by the name of Casper, has been babbling about the history of Melita and the "Order of Saint John of Jerusalem" and other nonsense, to anyone that he could corner at the last soiree. Dreadful business, really.

**One team may have complications that the others don't**

A team that rolls poorly (such as a both or no successes when doing something risky) might be in for a bad time. They could run into street thugs, they could suffer some hazard, or some other inconvenient thing.

One team might be tailed, or worse, by the bad guys. A combat might happen that involves only some of the Player Characters. Fortunately, combat in *Urban Jungle* can be very fast. But it's also important to remind players that combat can strike at any time. As always, the Game Host should keep an eye on the clock, and not let a combat encounter that involves only part of the team take up more than fifteen minutes of real time.

Separations

Sometimes, characters won't be split up all across town, but just separated for a bit. A brief separation isn't usually a big deal.

Our heroes get a tip that the package is on board a freighter named The Dove, currently docked at the pier. It's after hours, but the boat has a few security guards on it.

Only one Player Character has Climbing, Swimming, and Stealth, so the other Players agree that that they'll send this one in to go look around.

Guns are very, very loud

People will hear a gunshot that was fired several blocks away. There's a reason it's a staple of the genre that a villain will boss someone around at gunpoint, putting off any gunfire for as long as they can. No sense tipping anyone off that shenanigans are going on.

And there's nothing like a shot in the dark to bring down the wrath of a bunch of nosy Player-Characters, who you just *know* are skulking around here, somewhere.

When a Player Character isn't in a combat, don't give them a turn until they join in. When they do join, ask them to roll initiative to see if they start combat Dazed. See page 69 for more details.

While sneaking about, our infiltrator fails a Mind & Observation check, and they get spotted by a guard. A battle begins, with only the guard and the Player of the infiltrator participating. Both our friendly Player-Character and the hostile guard can see each other, so they will roll their initiative dice vs. 3, and they only need one success to avoid starting the combat with the Dazed debuff.

The first round, the guard tries to Scare the infiltrator into surrendering. ("Hey! You're not supposed to be here! You're comin' with me!") The guard's roll to scare fails.

The infiltrator tries to club the guard into unconsciousness. His roll also fails, as the guard successfully dodges.

None of the other Player-Characters, who are far away on the dock, have any reason to suspect anything violent is going on, as they can't see the fight, nor hear any noises. They do not participate.

On the second round, the guard fires his gun at the infiltrator. That's a Loud noise, and everyone hears that. The Game Host tells the other Players to roll their initiative dice vs. 3. ... Since they are wary about a fight, but they can't actually see it, the Host says they need 2 successes to avoid the Dazed debuff.

Combat now begins for everyone. There's another guard on the gangplank to the freighter, so there will be two separate fights. The Game Host will take care of all the Player Character's turns (in two different fights!) before playing out all the various guard's turns.

Parties will often split up so that skilled characters can cover more ground. Stick to a precise schedule of separating, accomplishing objectives, and then rendezvousing, and soon it will become second nature.

Surrender

Every character has the gift of *Panic Save* – 2, the ability to negate 2 points of damage by becoming Panicked. If everyone on a side becomes Panicked, they can't attack any more, and they will be all too aware that the next hit could take them out.

Demanding Surrender

If all the Non-Player Characters have become Panicked or incapacitated, they have lost the battle. They will either flee the scene or they will surrender.

If one or two of the non-player-characters' side can still fight, but they're being badly beaten, the Game Host might suggest to the Players that stunts such as "Reason" or "Frighten" might convince the rest to give up.

Players Hate to Lose

Sometimes, it won't go that great for the Player-Characters. A strong force plus some bad rolls may leave our heroes in bad shape. Their enemies may demand that they surrender.



Unfortunately, to many Players, “surrender” means the same thing as “losing”, and no one likes to lose. Many Players will insist on fighting until they’ve exhausted every option. Some Players will try to have their characters commit suicide rather than be captured. (Weird, huh? Well, *Urban Jungle* is a game, and some people will decide that if they can’t win, then they will pay any price, as long as nobody wins.)

If *all* of the Player Characters are Panicked, they will have to stop the combat. Unless the Player Characters flee, there’s little to stop the bad guys from waltzing up, twisting their arms, and dragging our heroes off to their hideout to decide what’s to be done with them, later. ***If all of the Player Characters are Panicked or incapacitated, the Game Host may declare that the Player Characters have surrendered.***

Frankly, that’s why “Panic Save –2” is in the rules in the first place: so a fight can end with a surrender.

If captured, a Player may insist that their Character does everything they can to escape, and they may start spouting out elaborate plans to wriggle free from ropes, jump out of cars, etc. The Game Host may rule that Panicked characters are too scared to try any of those things ... and the Panicked status doesn’t end until the character can get away from all hostiles. The Game Host should tell the Player that the Character must wait until they’ve calmed down and until the time is right to try to escape.

Everybody Panic!

Panicked characters can still counter-attack... which means that a healthy character could attack a Panicked one, get countered, and be forced to use up their Panic Save –2. You might run into a situation where everyone on *both* sides has become Panicked. And that’s fine.

If everyone is Panicked, there’s a lull in the battle, as everyone backs off to re-group. Remember that if you can get out of line-of-effect from any hostile, you can remove your Panicked status.

To make the game go faster, the Host may even rule that both sides fall back or retreat. The battle was inconclusive.

If neither side flees the area, they could rest for 5 minutes, reload their weapons, and recharge a lot of their abilities, then start up a new battle. ... Or they could hear sirens as the authorities have finally shown up, and decide if it’s time to give up or to bug out.

Swimming

All the cities presented in *Urban Jungle* are near the water... though in San Dorado, it might be a serious hike to get to the beach.

Rum-runners, smugglers, and similar sorts like to take advantage of inlets, creeks, floodwaters, and other ways to move about, away from highway patrols.

Combat in water limits your dice

If you are in water that’s waist deep, or deeper, all of your attack, counter, and dodge dice are limited in size, to your highest Athletics die. (If you don’t have any Athletics, your dice are limited to d4.)

The gift of **Swimming** removes any limits to your combat dice sizes when you are in water.

Standing in waist-high water is soft cover, (good for a bonus d4 to any dodge rolls). Being under-water is fair cover (bonus d8).

Characters who are under-water, and thus can’t breathe, may be denied certain actions, such as Rally (since they can’t speak) or Recover (since they can’t take a breather). The Game Host may call for rolls of Will. Endurance, and Swimming’s d12 vs. 3 if you want to do things underwater while you can’t breathe. As you run out of air, they may ask for more successes each time, until you pass out and start to drown.

Drowning and Panic

People thrown into water must make rolls of Body, Athletics, and Swimming’s d12 vs. 3. Even one success can keep you afloat. The Game Host may ask for more successes if the water is especially dangerous.

As a rule, people who are *Panicked* are at much greater risk in the water. A character who is Panicked can only roll every minute or so to stay above water they can’t really swim in any direction. They will flounder and call for help. (Anyone with enough dice willing to swim out there and assist?)

Characters who drown are in great danger. The Game Host may choose to handle drowning as simple Damage: 2 for a minute, 4 for several minutes, etc. Or the Host may simply incapacitate the character at a certain level. (See “Incapacitation”, page 101.)

Time

A typical session of the *Urban Jungle* role-playing game will last about 2 or 3 hours. Some hard-core players may play for 4 or more.

Real Time vs. Game Time

Movies, video, and other media will often be funny about the progress of time. A jump cut or montage can compress hours or days into a few seconds. Or a heated confrontation may be shown from multiple points of view, sometimes even in slow motion, which can stretch out a tiny moment into something much longer.

We use the words “real time” to refer to the actual passage of time for the Players. The amount of time that’s going on in the fiction of the story is called *game time*. Gifts and Soaks recharge based on game time, not real time.

Rather than use a precise clock, we break time into these units:

- A **round** is the amount of time it takes each combatant in a battle to take their one turn.
As measured in game time, a round might be about six to twelve seconds — enough to get out a gun and shoot it, to run across the room and punch someone, or to blurt out a short sentence. It could be much longer in real time, as each Player thinks about their Character’s actions, then declares them.
- A **scene** is the amount of time it takes to set up a situation, and then play it out.
As measured in game time, a scene is five minutes or more — enough to speak a few lines and get some witty banter in there.
Often, a scene might be the five most interesting minutes of an hour or more of game time. For example, if you just made a roll to gather some information with the locals, you might play out the five minutes of chat with the chum who knows everything ... and we can omit the one-hundred-and-fifteen minutes that you spent jabbering with the know-nothings.
- A **rest** is the amount of time it takes a character to eat, sleep, and otherwise refresh themselves.
As measured in game time, a rest is 8 hours of sleep and 16 hours of something else. You can’t take more than one rest every 24 hours of game time.
If there’s nothing interesting going on in the game’s fiction, a rest could be much longer. For example, “six months go by, until they finish building the Herald-Tribune Tower”.

- An **episode** is the amount of time it takes to tell a story’s entire arc: beginning, middle, and end.

As measured in game time, an episode is at least a week, and maybe a month. Sure, the interesting bits may have played out over a few days, or even a few hours, but we only bothered to play out the interesting parts.

Like a rest, an episode could be much longer. Years could pass in the game world’s fiction before the next episode begins.

Vehicles

The 20th century saw the dawn of powered flight. In three generations, the automobile will replace the buggy, the battleship will replace the cruiser, and the airplane will replace the ... well, there wasn’t anything like that before. What an age of wonders!

Listing every kind of vehicle and how they interact would fill another book, and who has time to read all that?

The short advice is: the more risks you take with a vehicle, the greater the danger to everyone involved.

Day-to-day operations

Driving a vehicle at safe speeds on the road can be done by rote. (See page 11.) A character with even a mere d4 in Transport could operate a car safely.

Operating a vehicle at unsafe speeds, over hazardous terrain, and otherwise risking your life will require rolls of Speed, Transport vs. 3. The Host may call for 2, 3, or more successes.

The gift of **Driving** gives you a d12 bonus to operate any four- or six-wheeled vehicle. The gift of **Motorcycling** gives you a d12 bonus to operate any two- or three-wheeled vehicle.

The driver of the vehicle must make a control action every round

If the driver can’t take a control action every round, the vehicle becomes uncontrolled.

A vehicle moving at high speed that becomes uncontrolled will **crash**. A high speed crash could do 4, 5, or more points of damage to all occupants. (This damage is Subdual damage if you put on your seat belt.)

A driver who is Dazed will have trouble seeing what’s on the road... so they better recover as soon as they can. Fellow passengers can rally a driver.

Combat in a fast-moving vehicle limits your dice

If you are in a moving vehicle, all of your attack, counter, and dodge dice are limited in size, to your highest Transport die. (If you don't have any Transport, your dice are limited to d4.) This is true even if you're not the driver.

The gift of **Driving** removes any limits to your combat dice sizes when you are in an automobile. The gift of **Motorcycling** removes any limits to your combat dice sizes when you are in a motorcycle or sidecar.

A good driver can assist the passengers

When the driver performs their control action to operate the vehicle, they can burn one of their successes to give an assist bonus to the passengers.

An assist bonus grants a bonus d8 to Vehicles... which can raise your fellow passengers' limits on their skill.

The gift of **Team Player** raises your assist bonus to d12. The best chauffeurs have both Driver and Team Player.

Enemies may target the vehicle instead of you

When enemies shoot at a fast-moving vehicle, the operator can try to make the vehicle dodge. The vehicle uses Speed & Transport, as well as the Cover die of d4 that it gets for being an inanimate object. (Sadly, you can't counter-attack for your vehicle.)

What if the roads are bad? The Game Host may use the one throw of Speed & Transport dice as *both* a contest vs. the attacker *and* as a challenge vs. 3 (looking for two or more successes to not crash). You might successfully dodge the bullet but crash the car!

If your vehicle is hit, it can suffer damage. See "Property Damage", page 111, for more details.

Crew inside the vehicle can claim cover from the vehicle.

People inside a car may claim fair cover from the steel doors and such. (That's a d8 bonus to dodge.) Since the doors are cover, people can also Hide while in a vehicle. (But the Game Host may limit those dice to your highest Transport, too, as you get flounced around.)

People riding on a motorcycle don't get any cover.

Anyone crazy enough to ride on the *outside* of a high-speed vehicle is both climbing *and* on a fast vehicle at the same time. They have all of their dice limited by the *lower* of their Athletics and Transport dice... and they may be asked to make rolls of Body & Athletics to avoid falling off, *again* limited to Transport dice. But hey, they must've put those running boards on the car for a reason, right?

Chasing and Shadowing with Vehicles

Getting into a high-speed chase can be very exciting!

The lead car sets the pace... by declaring the number of successes needed

The driver can declare how many successes everyone needs to keep the pace.

Each time the driver's turn comes up, they must make a Mind & Transport (and any other bonuses) vs. 3. If they can't match this number of successes, they will fall behind.

If this speed is unsafe, the Host may call for a *second* roll of Speed & Transport vs. 3, just to keep control of the vehicle... and that might need 1, 2, 3, or more successes.

The Host and the players are encouraged to come up with exciting ways to make a car chase into a harrowing ordeal of risks and rewards.

Shadowing someone from a vehicle is covered under "Shadowing", page 114.

Vehicles as Attack Methods

Ramming another vehicle or running someone over is an attack action taken by the controlling driver. (Drivers typically only have two actions: that's one action to control the vehicle, and another to attack with the ram.)

Ramming with a vehicle is an attack roll of Speed & Vehicles vs. the target. This is like a Charge attack, where the vehicle both moves and attacks as part of the same action. (The Game Host may rule that fast-moving vehicles can charge from distances greater than Short, too.)

If your target is a vehicle, the operator will try to dodge, as above.

If your target is a person, they can try to dodge, or they can counter (if appropriate). If they counter successfully, their attack hits the *vehicle*, not the operator.

A vehicle attack damages both target and the vehicle

A low-speed collision (such as a rear-end or a sides-wipe) causes Damage +3 to the target. The attacker's car suffers Damage 3, flat. (Naturally, your successes don't add to the Damage that your own car takes.)

A high-speed collision (such as a T-bone or a head-on) causes Damage +5 to the target. The attacker's car suffers Damage 5, flat.

The Game Host may adjust these damages up or down, as it makes sense.



"I arrived in Bellegarde with stars in my eyes and jazz in my heart. I was pretty and I knew how to sing, so I thought the jazz capital of the south would be the perfect place for me, and for a while it was. But a city like this has a way of chewin' you up and spittin' you out. I've had to give up a lot of the sweet innocent girl from a small bayou town I used to be to make it here; probably too much. I still make my living singin' jazz, but the only song left in my heart is the blues."

Bellegarde

Bellegarde is a large southern city inspired by New Orleans with some influence of Baton Rouge, Nashville, Charleston, and Saint Louis. It is the largest city south of the Mason Dixon line and is known as the birthplace of jazz. The city has a rich cultural heritage, and is often touted as the most unique city in the United States. Bellegarde is the largest city in the State of Ames. It's location at the mouth of a major river means low lying areas of the city are susceptible to flooding.

History of Bellegarde

- 1718 The city of Bellegarde was founded by a French explorer and colonizer, a pig named Jean-Pierre Le Boulaye de Lafitte.
- 1762 The French ceded control of the Bellegarde colony to the Spanish
- 1788 The Fat Tuesday Fire destroyed three quarters of the city, including nearly all the major buildings. Most structures were of wooden construction and winds were blowing, spreading the fire rapidly.
- 1794 A second great fire tore through the city, destroying another couple hundred structures and forcing the city leadership to put a stronger fire safety plan in place. One of the buildings destroyed in the fire was a catholic church; Saint Sidney Cathedral was built in its place.
- 1799 The Gabinete, the seat of Bellegarde colonial government, was completed. (The original colonial government building was destroyed in 1788 in the Fat Tuesday Fire.)
- 1802 France regained ownership of the Ames territory from the Spanish.

- 1803 French emperor Taureau LaBeouf sold a large section of land in North America to the United States in an event known as The Ames Purchase. This led to Bellegarde becoming a part of the United States.
- 1804 The territory of Ames was established out of land from the Ames purchase.
- 1812 The state of Ames was officially made part of the union and became the 18th state of the United States. Bellegarde became its first capital.
- 1812 A massive hurricane hit Ames and caused widespread flooding and destruction to much of the coast, including Bellegarde. This was the third major disaster to hit the city in a quarter of a century.
- 1814 The Battle of Bellegarde was fought near the city. It is one of the principal battles of the War of 1812 and marked a strong victory for the United States, thanks to the leadership of coyote general Donald Johansson, who went on to become the 7th president of the United States.
- 1826 The Bellegarde Bell, the city's first broadsheet newspaper, began publication. Due to the mix of cultures in Bellegarde, the paper was printed in English, Spanish, and French.
- 1828 The River Street ferry began operation, ferrying people across the Mangitigweyaa River. The ferry continued to operate all the way up until present day, becoming an iconic sight on the Mangitigweyaa River around Bellegarde.
- 1835 A city-wide streetcar system was put into place, initially using steam trains and horse cars to transport people around the city.



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- 1937** The Bellegarde Penny began publication. It was the second broadsheet newspaper of the city; per the name, it originally cost only a penny.
-
- 1840** Bellegarde became the wealthiest city in the United States, as well as the most populous in the south, and the third most populous overall.
-
- 1840** The Raton Laveur Restaurant opened. It would go on to be the oldest operating family owned restaurant in the United States.
-
- 1845** Bellegarde City Hall was built facing Campagnol Square.
-
- 1949** The Ames state capital was relocated from Bellegarde to the small town of Raton Parish.
-
- 1854** A deadly hurricane hit the city, flooding much of Bellegarde with over a foot of rain water.
-
- 1861** The state of Ames voted to secede from the Union at the start of the Civil War.
-
- 1862** Bellegarde was captured by union forces, and held by the Union until the end of the war.
-
- 1863** The Bellegarde Gazette began publication, becoming the second most popular newspaper in Bellegarde after the Bellegarde Bell.
-
- 1875** The Lapino brothers, rabbits Pauli and Vincente, arrived in Bellegarde from Sicily. They opened a saloon and a brothel, and went on to form the first American mafia family.
-
- 1897** The Lapino Family went to war with their rivals, the Muskotti Family. The Muskotti had formerly payed the Lapino's protection, and given them a cut of the profits from their business ventures, but as the Lapino's started asking for more, the Muskotti started fighting back violently.
-
- 1890** Pauli Lapino formed the Bellegarde Crime Outfit with the Lapino family's allies in the city. Sometimes called the Bellegarde Family, the outfit became the primary American mafia organization of the southern United States.

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- 1890** The respected police chief, a weasel named Marten Martell, was assassinated after he started looking into the violent war between the Lapino Family and the Muskotti Family. He was able to say that he was shot by one of the families before he died, but not which one. Twenty men were arrested and held together in connection to the murder.
-
- 1891** The twenty suspects of the Martell assassination see trial, and begin to be acquitted one by one. Some acquittals met with public outcry against blatant evidence tampering and coercion.
Midway into the trials, an angry mob stormed the jail the suspects were held in and forced their way in. A dozen of the defendants were lynched by the mob. (The incident was later dubbed 'the Martell hangings'.) Pauli Lapino was among the suspects, but he managed to escape with his life. The hangings are believed to be responsible for the American mafia rule that policemen and similar authorities are not to be harmed.
-
- 1892** The Lapinos win the war against the Muskotti Family, forcing them to leave Bellegarde by the end of the century. This left Pauli Lapino the head of the Bellegarde underworld, until he stepped down in 1922, near the start of prohibition.
-
- 1893** The city's steam-powered streetcars were replaced with more modern electric ones, which remain in service to the present.
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- 19??** In the early 20th century, Bellegarde became a cultural capital of the south, known for its unique flavor of jazz. As for exactly where and when, if you ask seven different experts, you'll get nine different answers...
-
- 1901** A hurricane once again flooded the city, overflowing the city's major canals.
-
- 1904** Sparrow Morton Tallwind was elected mayor of Bellegarde, and went on to be the city's longest serving mayor. He was known for being charismatic – and loud.

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- 1907** The Masie Brewing Company was established in Bellegarde. It became well known for producing Masie Beer.
-
- 1909** Another hurricane caused widespread flooding in Bellegarde
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- 1914** The Penny and The Gazette merged to form The Penny Gazette, which became Bellegarde's main newspaper.
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- 1917** The Bellegarde authorities cracked down on prostitution, and closed all the known brothels in the city.
-
- 1918** Bellegarde was hit hard by the influenza outbreak that was sweeping the world. Thousands lost their lives to the outbreak
-
- 1920** Prohibition lead to bootlegging in Bellegarde. This became the main source of income for the Bellegarde Crime Outfit for the remainder of prohibition.
-
- 1920** The Masie Brewery rebranded to the Masie Beverage Company, and began producing nonalcoholic beverages.
-
- 1921** The Kapre Theater opened in downtown Bellegarde, operating as a Vaudeville theater.
-
- 1922** Pauli Lapino retired as the leader of the Bellegarde Family. He was replaced by fellow Sicilian and high ranking member of the family, a mouse named William 'Dollar Bill' Mizzoni.
Dollar Bill turned the gang into a modern mafia outfit. Mizzoni and the Bellegarde Crime Outfit waged war on the other bootlegging operations in the city, and eventually either crushed or absorbed all rivals.
-
- 1923** Hotel L'Belle was built overlooking the Mangitigweyaa River. At the time of its completion, it was the most luxurious and opulent hotel in the city, catering to an elite clientele.

-
- 1923** A new rum-runner, a lion named Vincent Renoit, rose as a rival to the Bellegarde Crime Outfit's bootlegging operations. He was supported by a small but powerful gang, the Renoit Family. They had risen up out of the clubs and burlesques of Moulon Street, many of which Renoit owned himself. The success of their ventures gave them enough money to rival the Bellegarde Crime Outfit.
-
- 1924** The Morning Mailer, a morning paper, began publication. Shortly thereafter, the Bellegarde Bell ceased publication, unable to compete with the Penny-Gazette as well as the Morning Mailer.
-
- 1926** Empire Theater was constructed in Bellegarde on Laffite Boulevard. The theater became the city's premier performing arts venue.
-
- 1927** The Phillips Hotel opened. It was the tallest hotel in the city at the time of its construction.
-
- 1928** Philips Fun Park was opened on Bellegarde Beach, becoming a staple of family entertainment in the city for years.
-
- 1930** Vincent Renoit was shot and killed out back of his own club, The Savanna Room, by his girlfriend Lorna Devins. Miss Devins claimed self-defense, saying Renoit went into a jealous rage and attacked her. There was some speculation that she was paid to kill him by Dollar Bill Mizzoni, as he gave her the compact handgun she used to kill Renoit. The other theory is that she was telling the truth about the jealous rage – because Renoit had found out she was having an affair with his chief rival, Mizzoni. This meant the end of the Renoit Family.
-
- 1931** Dollar Bill Mizzoni was arrested in connection with the shooting of an undercover narcotics officer. Despite testimony from multiple police officials putting him in Shaysen City at the time of the shooting, he was convicted and got 3 years of jail time. He was released in 1934.
-
- 1933** The Bellegarde Botanical Garden was opened in Spanish Park, one of Bellegarde's public parks.



1934 Dollar Bill Mizzoni has illegal slot machines transported from Shaysen City to Bellegarde, once Shaysen City mayor Timo Mariano starts cracking down on illegal gambling and organized crime. Mizzoni also managed to get slot machine gambling legalized in Bellegarde with the help of the cooperative Senator Lindsey Polliver. Legal and illegal gambling operations allowed the Bellegarde Family to thrive even after the end of prohibition cut their bootlegging revenue.

1935 The first Mill Bowl was held in Bellegarde. The Mill Bowl became a staple game of college athletics, and is one of the oldest annual bowl games in college football still being held.

1936 Prominent Bellegarde business man Calvin Phillips was found murdered in the penthouse of his own hotel. The case was blown up by the media, and widely reported – but it remains unsolved to this day.

1938 Dollar Bill Mizzoni was arrested again, and went to jail for another two years on drug charges. He was scheduled to be deported in 1940 upon release, but the deportation was delayed when the United States entered World War II. Upon release from prison, Mizzoni resumed leadership of the Bellegarde Crime Outfit.

1940 The Grand Duchess, a 19th century wooden steam boat still operating on the Mangitigweyaa River, caught fire and sank just outside Bellegarde. 19 passengers, and 4 crew lost their lives in the disaster.

1945 The Morning Mailer ceased publication, leaving the Penny-Gazette as the cities' main newspaper.

1946 Bellegarde International Airport was opened. It was the first airport within the city limits.

1947 A hurricane – *again* – caused massive flooding in the city, briefly shutting down the newly opened Bellegarde International Airport.

1947 Dollar Bill Mizzoni was finally deported back to Sicily, bringing his leadership of the Bellegarde Family to an end. He was replaced by a rat named Giuseppe Rodinni.

Gazetteer of Bellegarde

Bellegarde Botanical Garden

Bellegarde Botanical Garden is a sizable botanical garden located in Spanish Park. It is a popular attraction in the city, with an impressive selection of exotic flora, a conservatory, and a rose garden.

Bellegarde International Airport

Bellegarde International Airport, abbreviated as BIA, is a large airport located near the limits of Bellegarde. It was built in 1946 to cater to the growing popularity of air travel following World War II. The Airport was shut down in 1947 when a hurricane flooded the runways.

Campagnol Square

Campagnol Square is a public garden located in downtown Bellegarde. It also acts as the municipal district of Bellegarde, bordered by the town hall and city courthouse.

Chanticleer Building

The Chanticleer Building is a 10 story skyscraper built in Bellegarde around the turn of the century. It is the first and oldest skyscraper in Ames. The building is a commercial center housing a number of businesses and offices.

City Commerce District

The city commerce district is the commercial center of Bellegarde with tall skyscrapers and densely packed businesses. The business district is what most people think of when you refer to 'downtown Bellegarde'.

City Hall

Bellegarde City Hall, also called Long Hall, is a large Greek-revival building facing Campagnol Square. It has operated as Town hall since it was completed in 1845.

The Cupola

The Cupola was built in 1813 as a mirror of The Gabinete. It was originally intended to be a clergy building, but was never used as such. It is currently owned and operated by the Ames State Museum.

Eire Bank Building

The Eire Bank building is a twenty-three story skyscraper in the City Commerce District. At the time of its completion in 1921, it was the tallest building in Ames. It is the headquarters of Eire National Bank.

Empire Theater

Empire Theater is a performing arts theater on Lafitte Boulevard in central Bellegarde. The theater has played host to many acting greats including Mary Wisker, Herman Mautisse, Dianne Chatnoire, and Bartholomew Tenning. The first play performed there was *Bête Noire*, starring Cornelius Mouton.

Finny Gramoo

Not an official name, but a slang term for the older neighborhood found deep within the city. The locals never actually call it that. The proper name is La Paroisse Fin Vye Granmoun.

The city later lent its name to the “Finny Rule”, from a 1920s book of the same name. Originally written, “This town has it, whatever it is”, the Finny Rule is usually read today as “whatever you can name, someone got’s a fetish for it”. Finny Gramoo was already famous for its lascivious neighborhoods, prostitution rackets, and colorful characters long before the book came out, and is still notorious generations later. Locals may affectionately call each other Finnies, but for someone outside the town to use it is considered a serious breach of etiquette.

The Gabinete

The Gabinete is a historical building that was once the seat of the colonial government of Bellegarde when it was under Spanish rule. The impressive building stands as an example of the unique style of colonial Bellegarde architecture, with a mix of Spanish and French elements. The Gabinete was the home of the Ames State Supreme Court from 1968 until 1910, when it was converted to the Ames State Museum.

Hotel L’Belle

Also frequently known as The Bayou Belle, The Bellegarde Belle, and The Beauty on the River; Hotel L’Belle is located at the edge of Bellegarde along the Mangitigweyaa River. The hotel is an impressive Bellegarde Art style wonder, and has hosted many rich and famous guests over the years.

Johansson Square

Johansson Square is a military plaza turned public square in the heart of the Parisian Square district. The square is also where the Ames Purchase was finalized, and the US acquired the Ames territory. The square is named after Donald Johansson, a coyote who became known as ‘The Hero of the Battle of Bellegarde’ and later went on to be the 7th president of the United States. There is a statue of Johansson in the square that was erected in 1856.

Kapre Theater

The Kapre Theater is a spacious theater in downtown Bellegarde. It was primarily used for vaudeville shows in the 1920s, and expanded to housing music performances and concerts in the 1930s and beyond.

Kelly O’Kelly’s Pub

O’Kelly’s is a historic Irish pub in the Parisian Square of Bellegarde. It opened as a legal drinking establishment in 1933 after the end of prohibition, but before that it operated as a speakeasy under the guise of Kelly O’Kelly’s Club. The password to gain entry during its speakeasy years was ‘water’s rising’.

The Lady

The Lady is a stately steamboat that has been in service on the Mangitigweyaa River since 1869. Bellegarde is the historic steamboat’s home port. Many of the jazz greats of the city got their start playing steamboats, and the vessels remain a staple of entertainment on the Mangitigweyaa River well into the 20th century. It has operated as a casino since the turn of the century, and before that, it was a showboat.



Lafitte Boulevard

Bisecting the city in half, between the colorful neighborhoods of Moulon and Finny and the business district, is Lafitte Boulevard. For more than a century, Lafitte was the main shopping district of Bellegarde. For years, the electric streetcars and neon signs would be an iconic image of the city's affluence.

Mangitigweyaa River

The Mangitigweyaa is the largest river in the country, as well as the largest drainage basin. It bisects the country in half. Bellegarde is located near the mouth of the river, making it particularly vulnerable to flooding. The river has many nick names, but it's frequently known in Bellegarde as Vieux Monsieur River

Manor District

The Manor District is a prominent upper-class neighborhood, mostly built at the end of the 19th century. It is notable for its opulent manor houses and well-kept gardens, and became a symbol of the wealth of the town in contrast to the poorer areas, like the Tenth Deep Ward.

Montreux Garden

Monteux Garden is a public rose garden named after, and built in honor of, Rosemary Martha Montreux, a wealthy doe philanthropist who donated the garden to the city upon her death. The garden is maintained to this day by her estate.

Moulon Street

Shortly before World War II, Moulon Street was as infamous as Finny Gramoo, if not more so. Post-1940, Moulon had a tourism boom, with lots of nightclubs, hotels, and burlesque shows. It also became famous for organized crime by the Renoit family, who invested much in the rising fortunes.

Parisian Square

Also known as Vieille Ville to locals, Parisian Square is the oldest neighborhood in Bellegarde. It was named after the central square that the city sprung up around when it was founded. The Neighborhood contains many of the city's landmarks, such as Johansson Square, Saint Sidney Cathedral, and Moulon Street.

Patrice Manor

Perhaps the most famous house in the Manor District, Patrice Manor belonged to sugar baron Armando Patrice. The palatial mansion was sold at private auction upon Monsieur Patrice's death, and in 1924 became a finishing school for girls. The manor later became the subject of the popular but controversial novel *Se Leva Nouveau*.

The Penny-Gazette

The most successful news publication in Bellegarde, the Penny-Gazette was founded in 1914 when the Bellegarde Penny and the Bellegarde Gazette merged. The paper is known for its hard-truth reporting, and is well respected by the community.

Phillips Fun Park

Phillips Fun Park is an amusement park located near the Bellegarde coast. Built in 1928, the park has a very art deco styling, and has a good number of rides and attractions, including a Ferris wheel, two rollercoasters, and access to a beach. The park was opened by the owner of the Phillips Hotel, Calvin Phillips.

Phillips Hotel

Phillips Hotel is a ten story art deco skyscraper hotel in Bellegarde. It was opened by the enterprising entrepreneur Calvin Phillips, who had his hands in many of the business ventures in the city. Mr. Phillips was found murdered in the penthouse suite of the hotel in 1936. The murder case was never solved and was widely reported due to the affluence of the victim. Perhaps this is why it was dramatized in the 1940 noir thriller film, *Death at the Phillips*.

Raton Laveur Restaurant

Raton Laveur Restaurant is a family owned creole restaurant located in the Parisian Square district. It has the distinction of being the oldest continuously operated family owned restaurant in the United States, having remained open since 1840.

Saint Patrick's Channel

Saint Patrick's Channel is a district of the city known for its high Irish-American population. The channel that runs through the district is actually named Saint John's Channel, but the locals have adopted this more cultural name and hold a vibrant Saint Patrick's Day parade every year.

Saint Sidney Cathedral

Saint Sidney Cathedral is a famous historic Roman Catholic cathedral located in the Parisian Square district of Bellegarde. The cathedral was built at the end of the 18th century, and is one of the oldest remaining structures in the city. It lies next to historic Johannsson Square and faces Mangitigweyaa River. In 1909, an unknown saboteur planted a bomb in the cathedral, blowing out the windows and damaging the galleries.

Saint Sidney Cemetery

Saint Sidney Cemetery is a historic Roman Catholic cemetery located near Saint Sidney Cathedral. It is known for its imposing elaborate above-ground crypts. (Above-ground burial is standard in Bellegarde. Flooding makes below ground internment... problematic.) Most bodies in the cemetery date back to the eighteenth and nineteenth centuries. The most famous resident buried in the cemetery is the famous voodoo priestess 'Mama' Catherine Anne LaSalle, a cat who was known to many as 'The Voodoo Queen'.

The Savanna Room

The Savanna Room is a famous jazz club in downtown Bellegarde on Moulon Street. The club was owned by crime boss Vincent Renoit. Many jazz greats have played the Savanna room over the year including Tubs L'Phant, George Hornton, Wings Belau, and the Chitterling brothers. In the Bellegarde jazz community the saying goes "You ain't made it 'til you' played The Savanna."

Spanish Park

Spanish Park is a large public park in the Bellegarde. It is one of the most visited public parks in the United States. It is known for showing off the unique beauty of the bayou. There are acres of preserved bayou, ancient live oaks, and the Bellegarde Botanical Garden.

Tenth Deep Ward

The tenth deep ward is a neighborhood located in the lowest part of the city, near the delta of the Mangitigweyaa River. The ward is known for being one of the poorest parts of Bellegarde, and for being at the highest risk of flooding. Residents of the district are known for their resilience and perseverance.

Undercity

Being built on a delta, the city of Bellegarde is slowly sliding into the ocean. Over the decades, many buildings have simply built up as they sank, which has left many derelict structures just under or barely above the waterline. In the 1920s, the secrets of the under-city are used to hold bootleg liquor, but by the 1940s, the Undercity is little more than a tourist trap.

White Phoenix Burlesque

The White Phoenix Burlesque is a famous burlesque hall on Moulon Street. The Burlesque has continuously operated in the city since 1903. It was owned by crime boss Vincent Renoit until his death in 1930. The famous Whit Phoenix burlesque show is itself is the inspiration of the 1930s jazz standard *White Feathers*, popularized by Bellegarde native Tubs L'Phant.

"Droves of people flock west to San Dorado to get famous, but few actually make it. This isn't a town for the weak – it's a town for people like *us*, darling. For people who know the right backs to stab to get ahead, and whose knife to use for the stabbing. And even then, it's a long shot if you make it and don't end up in the flop house, or worse. But I'm too strong and smart for that. I can promise my story is not going to end face down in a swimming pool, or in a pool of blood in Crosslake Park. This town was made for me, darling...
...And I was made for *it*."

San Dorado

San Dorado is a large west coast city inspired by Los Angeles. It is the largest city west of the Mangitigweyaa River, often called the entertainment capital of the world. San Dorado is the largest city in the State of Calabash. The city is an oasis located on the coast, surrounded by miles of desert. The city attracts people from all of the world looking to make it big, or trying to catch their fleeing moment in the limelight.

Timeline of San Dorado

- 1781 La Ciudad de Nuestro San Dorado de los Reyes was founded by the Spanish on the coast of Nuevo Española.
- 1835 San Dorado became the capital of Mexican Calabash.
- 1846 San Dorado was sieged by United States forces during the Mexican American War for a week.
- 1847 The United States seized the city of San Dorado.
- 1848 Calabash, and by extension San Dorado, became part of the United States Territories.
- 1850 The State of Calabash was officially admitted to the union and became the 31st state. As part of the deal, San Dorado officially became incorporated.
- 1851 The San Dorado Sun, the city's first newspaper, began publication.
- 1866 San Dorado Square was founded.
- 1871 A massive race-riot occurred when tension between Chinese immigrants and intolerant locals reached a head. An angry mob of nearly 500 men stormed Little Xiangzhou and assaulted the Chinese locals, killing around twenty people in a massacre. They also caused substantial damage many of the businesses in the neighborhood.

- 1876 Saint Lupo Cathedral was built in Downtown San Dorado.
- 1880 The Calabash Coastal University opened in San Dorado.
- 1881 The San Dorado Globe began publication. It quickly became San Dorado's most popular and successful news publication.
- 1887 The Calabash Club formed.
- 1888 The San Dorado Chamber of Commerce was founded.
- 1903 The city's first high-rise building, the Adrian Building, was built.
- 1907 The Goldmine Reservoir was constructed.
- 1910 A time bomb went off in the San Dorado Globe headquarters, causing a fire that killed two dozen people and injured nearly 100 more. The perpetrators were a pair of brothers, Timothy and Branson O'Brien, who were representatives of the United Steel Workers' Union. The Globe was a staunchly anti-union publication at the time, and the United Steel Workers union had a poor hold on Calabash. The bombing was intended to be an intimidation tactic with no loss of life, but a fire started and spread much faster than the hapless bombers had intended.
- 1915 Ajax Films began operation in Coronado. Ajax was the first major film studio to get a hold in Coronado.
- 1918 Cavalcade Studios began operating in Coronado. They would go on to be the main competition of Ajax Films.
- 1921 The Diplomat Hotel and Palm Oasis nightclub opened.
- 1922 The city's first three radio stations began broadcasting.
- 1923 The Coronado Grove sign was erected in the hills above Coronado.

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- 1926** The central branch of the San Dorado Public Library was opened.
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- 1927** The Coronado Cunningham Hotel opened.
-
- 1927** Polwarth's Mandarin Cinema opened.
-
- 1928** San Dorado City Hall was built.
-
- 1929** The first annual Film Guild Awards, or Gillies, was held in Coronado. Silent war film *Bombs*, from Cavalcade Studios, goes on to win the award for outstanding picture. The Guild Awards would remain the most prestigious awards in the film industry.
-
- 1930** The Coronado Paparazzi began print. It went on to be the longest running entertainment magazine based out of San Dorado.
-
- 1932** San Dorado hosted the Summer Olympian Games.
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- 1932** Young up-and-coming Actress Polly Thistlethwaite committed suicide by jumping to her death off the 'G' in the Coronado Grove sign. Her first motion picture, *A Dozen Sisters*, was released after her death. Her suicide attracted a lot of media attention, which resulted in *A Dozen Sisters* selling a lot more tickets than it would have otherwise.
-
- 1933** An earthquake hit Miles Beach, causing fifty million dollars in damage.
-
- 1935** Buford Observatory was dedicated.
-
- 1936** Epicenter Shopping Mall opened.
-
- 1938** A series of storms caused massive flooding in coastal San Dorado County and Limon County. Over one hundred and twenty people lost their lives, and some small coastal towns were completely destroyed. It was one of the most destructive floods in history.
-
- 1939** The noir detective novel *The Long Night* was published. The novel was set in San Dorado, made San Dorado a popular setting for noir fiction, and contributed to the film noir craze. It was the first novel in the popular Harlow Knight series of books.
-
- 1941** The current location of the San Dorado Global Airport opened.
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- 1946** The canine leader of the San Dorado underworld, Tony 'Dime store' Cucciolo, was assassinated in his Barbara Mountain home. He was shot multiple times through the window, and the assailant escaped without being caught. This threw the San Dorado crime world into upheaval when Cucciolo's two lieutenants, Mario Donato and Ezra Hirsch, went to war over control of the city's criminal enterprises.
- Mario Donato was a Sicilian-born, older and more experienced badger gangster, while Ezra Hirsch was a younger, Jewish raccoon gangster with Italian mob ties. Hirsch was skilled at making alliances, and managed to win more powerful allies than Donato, including the Tricogha Syndicate and the Harzino Family. Even still, Donato's experience and ruthlessness made him a formidable opponent. This conflict was known in the press as the Evenfall War.
-
- 1947** A young woman named Delilah Hopper is found brutally mutilated in Buford Park. The newspapers dub her The Blue Zinnia, after the 1946 noir film *The Black Zinnia*. The case was widely reported in the news, but never solved. The murder inspired a number of film noir and crime thriller films.
-
- 1947** The west coast's first television station opened in San Dorado.
-
- 1948** The Donato gang attempted a hit on Hirsch at his sartorial parlor. Benito Saldano set up a meeting with Hirsch and brought his wife and son with him. The two men shook hands and chatted a bit. When Saldano left the building with his family, he signaled for a Donato hit squad to enter the building and carry out the hit.
- Hirsch, who had a compulsion against germs, had gone into the back room to wash his paws after shaking hands with Saldano. Hirsch's lieutenant Johnny Weiss was in the storefront when the armed men entered. Dean 'Zoppa' Zoopinero, a Donato hitman, stuck a sawed off shotgun in Weiss' face. Weiss tried to hit the gun away but the hair trigger caused it to go off, killing him instantly and brutally. The sound of the shot tipped Hirsch off that something was up, and he was able to escape through the bathroom window.
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- 1949** Torpedoes again attempted to kill Ezra Hirsch, this time with a drive-by shooting. Hirsch was injured along with his bodyguard, reporter Miranda Ashly, actress Clarissa McNair, and Hirsch gangster Eddie Mayer. Mayer was the only one injured in the attack to later die of his wounds.
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- 1949** A third attempt on Hirsch's life was made in less than a year. Hitmen opened fire on Hirsch's car in the driveway of his Braintree Home. Hirsch survived by pulling back out of the driveway blindly as he ducked in the car.
-
- 1950** The fourth and most extreme attempt on the life of Ezra Hirsch. A large bundle of dynamite was placed under the bedroom of his home and detonated in the night. Hirsch survived unscathed, as he was on the other side of the house getting something to drink. The house, however, did not survive.
-
- 1950** The film *Evenfall Avenue* was released. It was the most commercially successful noir film to date and further cemented San Dorado as a classic noir setting. The film won 3 Film Guild Awards including outstanding picture.
-
- 1956** The war between Donato and Hirsch ended when Mario Donato dies of a heart attack. This left Ezra Hirsch the head of San Dorado's criminal underworld.

Gazetteer of San Dorado

Adrian Building

The Adrian Building is a thirteen story residential building in Downtown San Dorado built in 1903. It was the city's first high-rise, and was the tallest building in the city for several years, due to a restriction on building height that was put in place shortly after its construction.

Ajax Films

Ajax Films was the first major studio in Coronado, and one of the most famous. The main studio lot, sometimes referred to as Ajax town, was made open to the public for a nickel admission fee in 1915, and guided tours were offered for an additional nickel charge. It was the intention of founder Griffith T. Ajax to allow the public to see the process of making a motion picture.

Barbara Mountains

Barbara Mountains is a city in San Dorado County, not far outside of San Dorado. It is one of the wealthiest cities in the state of Calabash, home to many rich and famous celebrities from the Coronado movie industry. Barbara Mountains has become synonymous with upper class Calabash living.

Braintree

Braintree is a wealthy residential neighborhood in San Dorado. The neighborhood's country club hosted some events in the 1932 Olympian Games.

Buford Observatory

Buford Observatory is an Art Deco observatory on Coronado Mountain. It was named after General Buford I. Buford, who donated the land the observatory sits onto the city. Buford also drew up plans for the observatory, and the funds to build it were left to the city in his will. Buford's intent was always to have the observatory be open to the public, which made it a popular tourist stop since it opened in 1933.

Buford Park

Buford Park is a municipal park in San Dorado. The land for it was purchased by industrialist and philanthropist General Buford I. Buford. Buford donated the land to the city in 1894 and the park opened the following year. Upon his death in 1919, a bronze statue of Buford was commissioned by his family and erected in the park.

Calabash Club

The Calabash Club is a private social club in San Dorado. The club was founded in 1887 and has met regularly ever since. The Calabash Club is a gentlemen's club, and only accepts men as members.

Calabash Coastal College

Calabash Coastal College, or CCC, is a private, non-profit research university located in San Dorado. It was founded in 1880, and is the oldest private research university in the state of Calabash. It is one of the top universities in the United States, and produced a number of the country's business leaders.

Cavalcade Studios

Cavalcade Studios is one of the major studios of Coronado, and the primary rival of Ajax Films. The studio was found in 1918 by the Horner Brothers, and moved to a massive studio lot in the city in 1923. The studio also opened an animation branch in the 1930s, which famously produced the Comedic Capella series of cartoon shorts.

Coronado

Also known as “Crown City” and “Movietown”, Coronado rapidly grew after 1910 as a hub for the growing film industry. The ideal weather and variety of filming locations were attractive to many film studios. Even during the depression of the 1930s, Coronado enjoyed extreme growth.

Coronado Cunningham Hotel

The Coronado Cunningham Hotel is a large Spanish revival hotel in Coronado, built in 1927. It offers extended stays, which made it a popular spot for actors to live while they filmed in Coronado’s studios. The squirrel actress Beverly Ortega lived in the same suite of the hotel for over 30 years.

Coronado Hills

Coronado Hills is a neighborhood in the hills overlooking Coronado. It is known for its modern and art deco mansions built onto the side of the hill. Many of the homes are owned by celebrities from Coronado’s film industry.

Coronado Scallop

The Coronado Scallop is an outdoor amphitheater concert venue in Coronado, opened in 1922. It has a maximum capacity of seventeen thousand people. It was named the Scallop after the scallop-shell shape of the band shell. Many musical greats have played the Scallop over the years, including Verna Sanger, Tubs L’Phant, Winnie Trepan, and Fenton Finnelli.

The Coronado Sign

The sign – originally the Coronado Grove Sign – is a 50-foot-tall sign in the Coronado Hills visible from much of the city. The massive white letters were erected in 1923 by jaguar real estate developer Oliver Saint John to advertise his real-estate development, Coronado Grove. The sign became an iconic landmark in the city. In 1949, the ‘Grove’ section of the sign was removed.

Deerpond

Deerpond is a residential neighborhood in central San Dorado that sprung up in the 1920s. It started as a wealthy neighborhood with palatial mansions. In the 1950s, some of the mansions were converted into more affordable apartment buildings.

Demeter

Demeter is a city in inland San Dorado County. The city has hosted the annual San Dorado county fair since 1922.

Diplomat Hotel

The Diplomat Hotel is a massive luxury hotel in San Dorado. It opened in 1921 and became associated with the country’s rich and famous, especially in the entertainment industry. The hotel would go on to host the Film Guild Awards multiple times. The Diplomat is also the home of the Palm Oasis nightclub, is also notable for serving alcohol during prohibition.

Downtown San Dorado

The central business district of San Dorado is frequently just referred to as Downtown. Downtown is broken up into a dozen smaller districts, including a fashion district, a financial district, a flower district, a jewelry district, a toy district, a theater district, a bank district, a civic district, an art district, a gallery district, Nippontown, and Favela.

El Lodo Asphalt Pits

The El Lodo Asphalt Pits are a collection of tar pits located in San Dorado’s urban center. The skeletons of many prehistoric creatures were preserved in the pits over thousands of years, and some of the recovered remains are on display in the park. The pits are a well know tourist attraction in the city.

Epicenter Shopping Mall

Epicenter Shopping Mall was designed as “The Mall of Tomorrow” and is the United States’ first outdoor shopping mall. It is iconic for its entryway tower with a spinning globe. The Art Deco shopping center was designed by bat architect Mitchell D. Fitzwilliam, and was built in 1936.

Estevanico

Estevanico is a beachfront neighborhood in San Dorado. It was a separate town from San Dorado until 1925, when the two merged. Estevanico has a series of manmade canals running through it, inspired by the canals of Estevanico, Italy. It is a popular tourist destination, due to the long beaches and boardwalk amenities.

Estevanico Beach

Estevanico Beach is one of the most visited beaches in the world, and one of the most famous tourist spots in the city of San Dorado. The lengthy beach includes a pedestrian promenade, a fishing pier, and in 1934 a muscle beach was opened for athletics.

Evenfall Avenue

Evenfall Avenue is a roadway that leads from Downtown San Dorado to the coast. It has miles of immaculate palm trees along its median. The Evenfall Strip is an iconic part of the boulevard running through west Coronado. The strip is lined with garish advertising; with massive neon signs and colorful billboards, it is sometimes called the Argus Square of the west.

Favela

Favela is a neighborhood in Downtown Dorado. It is one of the poorest neighborhoods in the city, with one of the highest homeless populations in the world. The neighborhood is primarily city-owned low-cost housing and rent controlled tenements. Much of the rest are abandoned buildings with homeless squatters.

Globe Building

The San Dorado Globe Headquarters Building is an icon of Art Deco architecture in Downtown San Dorado. Designed by architect Terence Rinzito, and completed in 1934, the building is a city landmark. The tallest part of the smooth stone tower has a working clock face that has been telling the time continuously since the building was completed.

Goldmine

Goldmine is a residential neighborhood in the hills of San Dorado. It sprung up on the site of a failed goldmine; hence the name. The neighborhood is also the site of the Goldmine Reservoir.

Goldmine Reservoir

The Goldmine Reservoir is a collection of manmade concrete lined reservoirs in the Goldmine neighborhood. The reservoirs were constructed in 1907 and supplied water to a large number of San Dorado homes ever since.

Hotel Cairo

Hotel Cairo is a luxury hotel in Downtown San Dorado. Built in 1906, it is the oldest still operating hotel in the city. The eight story building was designed by dog architect Adrian P. Barker.

Limon County

Limon County is a county in southern Calabash that makes up some of the greater San Dorado area. Like San Dorado County, Limon County is located along the Calabash coast and has a number of beach cities.

Little Xiangzhou

Little Xiangzhou is a neighborhood in downtown San Dorado with primarily Asian-owned businesses. By the late 1930s, the enclave was a popular tourist destination, due to the opulent Chinese inspired architecture of some of the buildings and its niche Asian markets. It celebrates every Chinese New Year with a splendid festival.

Maraina

Maraina is a city in San Dorado County known for its Mediterranean revival architecture and high number of museums.

Mariposa Street

Mariposa Street is a commercial street in the oldest part of the city. It has some of the oldest buildings still standing in San Dorado. Mariposa is also a popular shopping destination, as it offers a tree-lined, brick-paved marketplace, as well as a mall with high-end boutiques and cafes.

McDonnel Park

McDonnel Park is a public park located in the Deerpond neighborhood. It was originally named Deerpond Park, but was renamed after General Miller Lee McDonnel in 1946. In 1932, the park was split in two by Comhurst Boulevard. A section of the park features a large recreational lake that allows boating.

Miles Beach

Miles Beach is the second largest city in the San Dorado County. As its name implies, Miles Beach is a beach city. The sizable beach made it a popular tourist destination, so hotels sprouted up all along the coast.

Nippontown

Nippontown is a neighborhood in Downtown San Dorado with a primarily Japanese population. It was founded around the turn of the century by Japanese immigrants. For a brief time in World War II, the neighborhood became a ghost town, when the United States government rounded up all Japanese American citizens and incarcerated them.

Palm Oasis

The Palm Oasis is a popular nightclub located at the Diplomat Hotel. The club hosted some of the biggest entertainment greats over the years, including Frankie James, Marten and Lyons, Hank Sonata, Ethel Rose, Viola Calhoun, Wing Samuels, and 'Sweetheart' Jim Sinclair. The club became a popular hangout for Coronado stars.

Polwarth's Mandarin Cinema

Polwarth's Mandarin Cinema is a Movie Palace located in Coronado. It has hosted the premiers of many high profile movies. Famous actors hope to leave their mark on Polwarth's Mandarin Cinema by leaving their paw prints in the cement sidewalk outside the theater.

Ross Valley

Ross Valley is the third largest city in San Dorado County, and is generally considered a suburb of San Dorado. The valley is tucked in among the hills and mountains of the San Dorado Desert.

Saint Lupo Cathedral

Saint Lupo Cathedral is an Italianate catholic cathedral in Downtown San Dorado. It was built in 1876, and named after Saint Lupo, the patron saint of travelers.

San Dorado Central Library

San Dorado Central Library is the headquarters, and largest branch, of the San Dorado Public Library. The San Dorado Public Library is the largest library system in the United States. It opened in 1926.

San Dorado Civic Hall

San Dorado Civic Hall, a.k.a. city hall, is the tallest building in the civic district of Downtown. The tall white Art Deco tower was designed by the architectural team of Jiry, Voal, and Parker, and completed in 1928. The hall is also home to the San Dorado Mayor's office and Chamber of Commerce.

San Dorado County

San Dorado County is a large county on the coast in the deserts of southern Calabash. It has a number of cities, with San Dorado being the largest. Although the county is primarily a desert, there are a number of aqueducts and reservoirs that make it livable. The county, however, is prone to dry spells and is vulnerable to fires.

San Dorado Global Airport

San Dorado Global Airport is an international airport located in the greater San Dorado region. Its initial location opened in 1929, and quickly became the busiest airport on the west coast, and one of the busiest in the world. A new, more modern airport opened in 1941.

San Dorado Globe

The San Dorado Globe, or SD Globe, is the most popular daily newspaper in San Dorado, in print since 1888. The globe also put out a yearly Spring Special that they sent out across the United States. The Spring Special celebrated life in southern Calabash, and was meant to attract people to move out to the region. Its headquarters is located in the Globe Building in Downtown San Dorado.

San Dorado River

San Dorado River is a major waterway running through the center of San Dorado. The runoff from the hills and mountains of southern Calabash pours through it, into the Pacific Ocean. In 1938, after a heavy storm cause the river to flood, the city began an ambitious project to encase the banks and bed of the river in concrete. By 1940, the entire river was encased.

Santa Rais

Santa Rais is a coastal town in San Dorado County. Santa Rais boomed in the 1900s as a major tourist town thanks to its beaches and famous Saint Rais Pier. However, the town nearly went bankrupt during the great depression, as the tourist industry dried up.

Tudjman Building

The Tudjman Building is an architectural marvel in San Dorado. It was built by multi-millionaire Gary Tudjman and designed by canine architect Andrew Aeria. The building is iconic for its heavy use of brown brick (both inside and out), its massive glass skylight, its zigzagging suspended staircases, and its intricate ironwork. The building was completed in 1894, but it didn't gain real fame until the 1940s and 50s, when it became a popular filming location for film noir pictures due to the interesting lighting and winding – yet open – feel of its interiors.



“When I came to this country, the hopeful fire of the American dream burned bright in me. As the boat arrived in Shaysen Harbor, I was greeted by the smiling face of the Mother of Freedom, and I felt like everything was going to be better. But the fire started dying as soon as I got off on Tuppence Island for processing. They rushed me through and changed my name, and before I could protest, they dumped me in Shaysen City. Now I am stuck here, poor and alone. My American dream, killed by the American reality.”

Shaysen City

An east-coast city modeled after New York. Also known as Big Gothic, Big Granite, and The Sleepless City. Shaysen is an island and a peninsula bridged together. It’s the largest city in the state of Shaysen, and the most populous city in the United States. The city is a cultural melting pot, receiving immigrants chasing the American dream from all over the world in Shaysen Harbor. Shaysen City is iconic for its massive skyscrapers and densely packed buildings. When someone says ‘metropolis’, Shaysen City is what comes to mind. The city has five main boroughs spread across a series of islands, as well as some land on the mainland.

Timeline of Shaysen City

1625The township that would eventually become Shaysen City was founded by Dutch settlers. It was originally known as New Netherlands.

1651 The City of New Netherlands is officially incorporated by the Dutch Republic.

1656 A road system was put in place for the city.

1664 The Dutch territory in North America was captured by England, and became part of the British colonies. The territory was renamed Shaysen in honor of Charles, Duke of Shaysenby, and the city was renamed Shaysen City.

1673 The Dutch recaptured Shaysen City, and briefly renamed it to New Williamsburg

1674 The English took Shaysen back from the Dutch, and forced the Dutch to sign a treaty making the English control of the city and surrounding territory official.

1700 Shaysen City’s first City Hall was built.

1733 The Shaysen City Weekly Press – Shaysen City’s first printed newspaper – began publication.

1754 Royal University was founded in Shaysen City. It remains the oldest running University in Shaysen.

1776 The original thirteen colonies, including Shaysen, secede from England and the American Revolutionary war begins.

1776 A quarter of the city, over one thousand buildings, was destroyed by a fire. The fire started shortly after British forces occupied the city during the American Revolutionary War.

1783 British forces finally withdrew from the country, bringing the war to an end and

1785 Shaysen City was made the capital of the United States.

1788 The Shaysen was officially admitted to the union and became the 11th of the United States.

1789 The first United States congress was held in Shaysen City.

1790 The United States Capital was moved out of Shaysen City.

1801 The Shaysen City Evening Press was founded. The Evening Press started as a broadsheet evening newspaper, and remains the oldest continuously printed periodical in Shaysen.

1809 A large number of citizens fled the city to avoid a massive Yellow Fever outbreak, leaving the urban center nearly a ghost town for a time.

1812 The current Shaysen City Hall was built in Canarcy.

1817	The Shaysen City Stock exchange was founded
1821	A hurricane hit, flooding parts of Shaysen City with the storm surge.
1831	A deadly cholera pandemic struck the city, and nearly a third of the population fled to avoid the disease.
1835	A great fire destroyed hundreds of buildings in downtown Shaysen City.
1845	The Shaysen City Police Department was founded.
1851	The Shaysen City Argus newspaper began publication.
1853	A world's fair was held in the city.
1857	The Deadly Rabbits Riot occurred when two street gangs, the Deadly Rabbits and the Lunery Lads, went to all-out war with each other in the streets of the city. The conflict was fueled by political differences.
1858	Shaysen Park opened in Canarcy.
1865	The Shaysen City Fire Department was founded.
1883	<i>Interest Magazine</i> began publication.
1888	The Great Blizzard hit the city and put it in a deep freeze.
1898	The City of Greater Shaysen was created, pulling all the boroughs into one consolidated city government.
1903	The body of horse Felice Bravino was found floating in the Right River. He had last been seen eating with members of the Lontra crime family, the oldest of the major mafia families. Police chief Bull Talbot arrested some members of the family and marched them through Sicily Town in the hopes of making them rethink their criminal ways through public humiliation. The plan backfired, as the police were so unpopular in the neighborhood that the men were cheered.
1904	The Shaysen City Subway System began operation.
1907	The annual Argus Square New Year's ball drop celebration began.

1910	Shaysen City Mayor H.J. Tomlin is shot and killed by a former staffer whom he had fired.
1913	City Center Station was built in Canarcy.
1920	Prominent gambler Charles Stafford Jerkins was found shot in the head in his locked uptown Canarcy apartment. The case gained much media attention due to the fact that the apartment was locked and there were no signs of forced entry. The case was never solved and became the inspiration for an entire sub-genre of mystery fiction.
1920	A bomb went off on Wood Street, killing 40 people. Anarchists were blamed, but no arrests were made.
1921	The city's first radio station began broadcasting.
1922	A series of petty attacks called the Boater Hat Riots broke out in the city. Assailants started accosting pedestrians wearing bowler hats, which the accosters deemed unfashionable. The men would snatch the hats away and stomp on them, which led to a number of physical altercations on in the city.
1923	The Shaysen City Colonials baseball team won their first world series.
1924	The Tanner Memorial Day parade began and became an annual event.
1925	<i>The Shaysenista</i> magazine began publication.
1926	The Arctic Ballroom opened in Canarcy.
1927	The Shaysen City Colonials win their second World Series.
1927	The New Netherlands Tunnel opened under Spooner River.
1928	The Shaysen City Colonels won their third World Series.
1928	Feline gangster and gambler A.C. Gold, most notable for his role in helping orchestrate the Dirty Stockings Scandal, was shot dead while he was having dinner at an uptown restaurant. The motivation was, apparently, unpaid gambling debts.



1929 Self-made weasel gangster Tommy Donnola was forced into a town car at gunpoint. He was beaten and stabbed repeatedly before being dumped on Pickering Island Beach. Donnola miraculously survived the assault, and bounced back to become a central figure in Shaysen City organized crime. After the attack, he earned the nickname Happy Donnola. (The damage to his face left him with something of a permanent smile.)

1929 The Great Wood Street Stock Market Crash occurred, beginning the Great Depression.

1931 Influential gangster Happy Donnola helped otter mob boss Maximillian Lontra organize a deal that divided all the gangs in Shaysen City between the five major mafia families. The Procione family, the Shiuccolo family, the Lontra family, the Furetto family, and the Harzino Family became the heads of the Shaysen city underworld. The deal also allowed Happy Donnola to take control of the Furetto crime family. The five families became known formally as the Big Five.

1932 The Shaysen City Colonels won their fourth World Series.

1936-1958 The Shaysen City Colonials won fourteen more World Series, making them the most winning team in professional baseball.

1937 The Fulton Tunnel opened, connecting Shaysen City to New Guernsey via a tunnel running under the Spooner River

1937 Delilah Oliver, a model best known for posing for lurid photos, was found brutally murdered in her Shaysenby apartment with her mother and a boarder who was staying with them. There was a drawing left at the scene that led police to the culprit, artist Christoph Fuller. Fuller sent police on a nationwide manhunt with constant media coverage until he was finally caught. The murder later became the inspiration for the Longcross crime play *The Bloody Muse*.

1938 A hurricane hit Dixmyth Island and caused widespread power outages across Shaysen City, as well as some loss of life.

1939 Shaysen International Airport opened.

1940 Jackal Ira Pikemski, later known as the Shaysen Bomber, set off his first bomb.

1941 The city's first two television stations began broadcasting.

1943 Gorilla Agitator and labor-leader Vinny Azralini was shot dead in the street. He was publicly against mafia control of labor unions, meaning his death was very likely a mafia hit. The prime suspect was wolf Aaron 'Shark Bite' Tullio, the acting boss of the Harzino crime family. Tullio was spotted in the area on the night of the murder, and had previously had a public altercation with Azralini.

1943 Shaysen City Fashion Week began. The event became an annual practice and cements Shaysen City as the fashion capital of the United States.

1946 A massive victory parade was held in the city following the end of World War II.

1950 A massive police scandal rocked Shaysen City, causing Mayor Wilson Benton to step down.

1952 Robert Schuyler, a young pigeon florist, was shot dead in his flower shop. A months prior he had been a key witness that led to the arrest of bank robber Henry Foster. No one was arrested for the murder, but it was widely believed to be a hit by the Procione Family whom Foster was associated with. Schuyler's family sued the city for failing to protect someone who turned witness. The result of this lawsuit was the introduction of the witness protection program.

1956 The Shaysen Liberal newspaper began publication.

1957 Mob boss Vino Coccio was murdered in a Shaysenby barbershop where he was getting a haircut. The case remains unsolved, but was very likely a mob hit from a rival boss.



Gazetteer of Shaysen City

Arctic Ballroom

The Arctic Ballroom is a famous ballroom and dance hall in Canarcy. It started as a public jazz hall in 1926. As the popularity of swing music grew in the 20th century became known as 'The swingin'est place in town'.

Argus News and Broadcasting Company

No newspaper was more famous or respected than the Shaysen City Argus, whose twice-daily editions were a household staple for years. The company was aggressive in technology, hosting the city's first radio towers in the 1920s, and then the first television station in the 1950s. Their headquarters is located in a narrow skyscraper at One Argus Square.

Argus Square

Originally named Broadyard Square, the intersection was renamed Argus Square in 1902 when the Argus Broadcasting Company moved their headquarters next to the square. Argus Square is the busiest pedestrian intersection in the world. If the city has a beating heart, Argus Square is it.

In the 20th century, companies took advantage of the Square's extremely high foot traffic, and started putting up billboards facing inward toward the square. At the end of 1907, a ball was dropped in the square at midnight on New Year's Eve to signify the start of the new year. This tradition persisted ever since and has become a massive party. The New Year's celebration brings people in from all over the world to watch the ball drop.

Big Kill

The intersection of the Kilroy district and the Ross Avenue is a quad of city blocks called "Big Kill", or just "the worst place in all of Shaysen City". In the early 20th century, Big Kill was often sensationalized in the media as "the most dangerous neighborhood in America".

In the early 1800s, it was a hub for violent gang activity, culminating in the bloody draft riots of the Civil War. The 1900s had an influx of Irish immigrants and gang activity. Most infamous were "the Maddening Crowd", a gang that spanned three generations, dissolving sometime about 1960. Not a good place to raise your kids.

Canarcy

A large borough of Shaysen city, noted for its many enclaves. Canarcy is the commercial and governmental heart of the city, and is the borough that most comes to mind when one thinks the towering skyscrapers and tightly packed buildings of the Shaysen City skyline.

Canarcy Museum of National History

The Canarcy Museum of National History is the most famous and one of the most visited museums in the state of Shaysen. The museum is housed in a Greek-revival-styled building facing Shaysen Park. It has a permanent collection of over 10,000 artifacts and artworks.

City Center Station

City Central Station is a famous railway terminal in midtown Canarcy known for the intricate designs of its spacious interior, and its stately exterior. The station is both a transportation hub and a tourist attraction in its own right. Visitors come to experience its colossal interior and opulent design.

Dixmyth Island

A long strip separated from the rest of the city by the south river, Dixmyth is a 120-mile island that makes up a long part of Shaysen City. Sometimes simply called "Dix" by the locals... but never "Dixie".

Freedom College

Freedom College is an Ivy League research university in Canarcy. Originally called Royal University when Shaysen was still a British colony, it was and is one of the oldest continuously operated universities in the United States.

Freedom Island

Freedom Island is a manmade, star-shaped island in Shaysen Harbor. It holds the most famous landmark in the United States, the Lady of Freedom. The Lady of Freedom is a one-hundred-and-fifty-foot tall neo-classical statue on an equally tall base, the entire monument coming in at just over 300 feet tall. The statue depicts a female sparrow in a long classical robe with wings outstretched to the sky. It was designed by French sculptor Jean-Luc Cormier, and constructed by famous French architect Louis Montreux, with an iron frame and copper surface. It was a gift from the French government to the United States, dedicated in 1886.

Fulton Tunnel

Fulton Tunnel is a one-and-a-half mile long tunnel running under the Spooner River, connecting Canarcy to Pawpula, New Guernsey. The first tube opened in 1937, and additional tubes were added in 1945 and 1957 to deal with the increasing amount of use.

Further City, New Guernsey

Not a part of Shaysen City, but near enough to be mentioned, is Further City. It's a resort town on Further Island, just a few dozen miles south of the city in the state of New Guernsey. Further City is notorious for having legalized gambling. The resort town's golden age was during Prohibition, when Further City would host meetings of the bosses of organized crime. After World War 2, a decline in tourism turned Further City into a decrepit shell.

Global Trade Tower

The Global Trade Tower was the tallest building in the world at the time of its completion in 1931, coming in at a bit under 1500ft to the tip of the spire. The imposing 102-story Art Deco office building became an iconic part of the Shaysen City skyline.

The Haux

The Haux is a borough located in northern Shaysen City. It is split in two by the Haux River. Both the Haux, and the Haux River, are named after Nathaniel Hauck, a Dutch settler who settled in the area when it was still under Dutch rule. The Haux is one of the poorest boroughs in the city.

Hospital Island

Hospitality Island is a narrow island in the Right River. In the 20th century, it was used to house hospitals and medical facilities, hence the new name. Before that, it was called Blackhog Island. The Princesboro Bridge runs over the center of the island.

Little Beijing

Little Beijing is a neighborhood in Canarcy with a primarily Chinese-American population. It is one of the nine China-Towns located in Shaysen City. Little Beijing is the largest enclave of Chinese immigrants in the United States. Mandarin is the primary spoken language in Little Beijing, so many businesses have signs in both English and Mandarin.

Longcross

The theater district in Midtown Canarcy is right by Longcross Street. By the turn of the century, the name Longcross was synonymous with American theater. A play or musical wasn't considered big until it opened on Longcross. Once it did, it wasn't just a show, it was a *Longcross* show. In America, you weren't a famous stage actor unless you opened on Longcross, and you weren't a famous playwright until your play was performed on Longcross. The district's many theaters attract visitors from all over the world hoping to see the latest and greatest in performing arts at plays such as *Truck Stop*, *The Men*, and *Some of My Daughters*; and musicals such as *Do Whatever*, *The Prince and Me*, *My Alright Fella*, and *Buddy Sal*.

New Netherlands Tunnel

The New Netherlands Tunnel was the first automobile tunnel built under the Spooner River, connecting Canarcy to New Guernsey. It opened in 1927.

Pickering Island

Pickering Island is a borough of Shaysen city. It is the least densely populated and most suburban of the five boroughs. Pickering Island is located in the southwestern-most part of the city.

Princes

Princes is the second most populous borough in Shaysen City. It has the most cultural diversity of any of the boroughs, as well as the most diverse economy.

Princes Bridge

The Princesboro Bridge is a double decker cantilever bridge that connects Princes to Canarcy. It was opened in 1909.

Right River

The Right River is a saltwater estuary running through the middle of Shaysen City, separating Canarcy from Princes and Shaysenby. It is the main nautical thoroughfare for the city; the entire length of it is navigable by ship.

Ringle Hall

Ringle Hall is a concert venue in Midtown Canarcy. It was built in 1891, and is owned by the city. It is one of the most prestigious concert venues in the nation; if you play there, chances are you've made it big!

Shaysenby

The largest mainland-portion of the city. Tourists are often confused on the difference between the state of Shaysen, the city of Shaysen, and the county of Shaysenby. Shaysenby has many upscale shops and the richest high-rise apartments. It is also the most populous borough of the city.

Shaysenby Bridge

Shaysenby Bridge is a cable-stayed suspension bridge that runs over the Right River and connects Shaysenby to Canarcy. It was to become one of the most famous and iconic bridges in the world. It was completed in 1883.

Shaysen City Hall

Shaysen City Hall is seat of Shaysen City government. The French Renaissance revival building is located at City Hall Park. A contest was held for the design of the building, with a prize of \$350. The winners were the duo of French born architect Francois Meraux, and Shaysen City native, architect James Whitman.

Shaysen International Airport

Shaysen International Airport is a large airport in the Princes borough. By the mid-20th century, Shaysen International was one of the busiest airports in the country, with hundreds of thousands of passengers from around the world.

Shaysen Modern Art Museum

The Shaysen Modern Art Museum, abbreviated as SMAM, is a museum located in midtown Canarcy. It was founded by philanthropist lioness Else Thornmane, of the affluent Thornmane family. It holds one of the greatest collections of modern art in the world.

Shaysen Park

Shaysen Park is a one and a half square mile park in the heart of Canarcy – a patch of green surrounded on all sides by densely packed skyscrapers. The park has acres of trees, a picturesque pond, miles of walking paths and a conservatory. The park would eventually become one of the most filmed locations in the world.

Sicily Town

Sicily Town is a neighborhood in lower Canarcy with a primarily Italian-American and Sicilian-American population. It's known as *the* place in the city to go for authentic Italian cooking. Sicily Town is also a major hub of operation for the Big Five, the five main families of the Shaysen City mafia.

Spooner River

The Spooner River is named after English explorer James Spooner, who discovered the river in 1606. The river separates Shaysen City from New Guernsey and empties into the Atlantic Ocean.

Stucki Island

Stucki Island is a neighborhood of Shaysenby known for its recreational amenities, including theme parks and beaches, since the mid-19th centure. It is a popular tourist destination for visitors from all over the world, although locals are also known to enjoy it. Stucki Island is also iconic for its Stucki Island franks, a foot long hotdog served with cheese and chili.

The Sugar Room

The Sugar Room is a famous nightclub in Canarcy, known for its high profile entertainment. It plays host to some of the era's greatest musicians such as the Munkai Brothers, Taxi Tilton, Duke Malone, and the Wolfgang Sisters. The club also held weekly celebrity nights with guests like Frankie James, Bob McFurl, Tanya O'Rourke, and Dottie Price.

Thornmane Plaza

Thornmane Plaza is a collection of commercial buildings in the heart of Canarcy. The buildings were paid for by the Thornmane family, the wealthiest family in the United States at the time of the buildings' completion in 1939. The buildings are a mixture of Art Deco style and modern architecture.

25 Thornmane Plaza

25 Thornmane Plaza is the largest skyscraper in Thornmane Plaza, also sometimes called 'The Monolith'. It is a rectangular, Art Deco skyscraper owned by the Global Broadcast Company, and the largest broadcast building in the world. It was one of the first buildings in Thornmane Plaza to be built, being completed in 1933.

Tuppence Island

Tuppence Island is the home of Tuppence Station, the United States' busiest immigration inspection station, the eastern gateway to America. Over the years, Tuppence has served millions of immigrants who were hoping to come to the United States for a better life. Upon landing on the island, new arrivals were asked a series of 29 questions. Approved immigrants typically spent a few hours on the island in processing before being released to enter the United States properly.

Urban Center Museum of Art

The Urban Center Museum of Art, often referred to as 'The Urb', is an art museum in Canarcy. It sees more visitors annually than the National History Museum located down the street, and is notable for its world-class collection of fine art.

Vansant 3rd Street

Vansant 3rd street is an 8-story department store located on 3rd Street in Canarcy. After it opened in 1924, it became the most well known department store in the city. The store was founded by Tricogha-born Noah Vansant. He eventually opened locations in other major cities, including his home town. but the Canarcy branch remained the flagship location.

Wood Street

Wood Street is a street and financial district in Lower Canarcy that has become the primary financial market in the United States, and is considered by many to be the center of the financial world. It is home to the Shaysen City Stock Exchange.

“Sunshine City lives up to its name for the most part, when it’s not getting flattened by a hurricane at least. It’s a good place for people who want somewhere sunny to indulge their vices. We’ve got nice sandy beaches... covered in tourists. An excellent nightlife... dominated by tourists. And lots of recreation and hospitality... mostly for the tourists. And don’t think I’m complaining! The legit side of my business completely relies on tourists. I sell them over priced food at lunch, and dinner shows during the day. Then, when my front doors close in the evening, the back ones open and I sell drinks to the locals. It’s a nice set up, and it wouldn’t work anywhere but here.”

Sunshine City

Sunshine City is inspired by Miami, with some influence from other Florida cities such as Saint Petersburg and Key West. It is the largest city in the southern state of Oconee, and one of the biggest tourism cities in the country. Sunshine City is nestled in between the southern Atlantic coast of the state of Oconee, and the wetlands of the Riverglades. The city was originally a Spanish colony, and maintains some of its Spanish heritage.

History of Sunshine City

For thousands of years before Europeans settled in Oconee, the area around Sunshine City was inhabited by a native people known as the Semonickewa.

- 1513 Spanish explorer Sancho de Saravia ‘discovers’ Oconee while on the hunt for the mythical ‘Pond of Immortality’.
- 1601 The first Spanish settlement in the area known as Fort Mickewa was founded.
- 1743 A group of Spanish Jesuits set up a mission on what would become Banyan Bay. The mission was largely a failure, and the Jesuits returned north a year later.
- 1763 After the end of the French and Indian War, the Spanish ceded control of the Oconee Territory to England.
- 1783 The Spanish regained control of Oconee territory, after the end of the American Revolutionary War.
- 1821 Spain ceded control of the Oconee territory to the United States.
- 1822 The Territory of Oconee officially became a United States territory.
- 1836 Fort Austin was built in the Sunshine City Area during a war with the natives.
- 1845 Oconee became the 27th state of the Union.

- 1880 The population in Sunshine County was only around one hundred people.
- 1884 The Sinclair Inn, the city’s first hotel, was opened. (It was later destroyed by the Sunshine Hurricane of 1926.)
- 1889 The first school building in Sunshine County opened.
- 1894 The county was hit by the Great Freeze. Many Oconee crops were killed by the freeze, but the ones in Sunshine County survived.
- 1895 The first Sunshine Public Library opened. (It was *also* later destroyed by the Sunshine Hurricane of 1926.)
- 1896 The Sunshine City Sun began publication. It was the first news publication for Sunshine City, and for the first half of the 20th century, was the most successful.
- 1896 Sunshine City was officially incorporated in Oconee, with a population of five hundred.
- 1897 The Coconut Palace Hotel was founded. It was the first luxury hotel in Sunshine City, it became a staple of tourism in city until it was severely damaged in the Sunshine Hurricane of 1926 and was torn down in 1930.
- 1898 Whaitley Department Store opened in downtown Sunshine City. The six-story building was the tallest in the city at the time.
- 1900 The population of Sunshine City reached 2,000.
- 1903 The Sunshine City Viewer began publication, becoming the second city newspaper.
- 1906 The Sunshine City streetcar system began operation as the city’s first public transportation system.



1909	Sunshine City's city hall was built.
1909	Sunshine City's first public park, Byatt Park, opened just west of downtown.
1910	The population in the Sunshine City reached 6,000, with a total of 12,000 in the county.
1912	Hatchie Airport opened near Sunshine City. It was the first non-military airfield in the state.
1913	The Melody Theater opened in Low City.
1914	The Sunshine City Chamber of Commerce was founded.
1915	The city of Sunshine Beach was officially incorporated.
1916	The Batak estate was founded in the Banyan Hammock neighborhood of Sunshine City.
1917	The Sunshine City's first municipal pier was built. (It was severely damaged in the Sunshine Hurricane of 1926, and a new pier was built on Sunshine Beach.)
1918	Johansson Memorial Hospital was founded
1920	The population of Sunshine City reached 30,000, with a total of 42,000 in the county.
1922	The Sunshine Room opened in Sunshine Beach.
1924	The Bonito Lugar neighborhood of Sunshine City was founded.
1925	Banyan Hammock officially became part of the city.
1925	Sunshine University was founded.
1925	The Oconee land boom of the 1920s ended when the real estate market crashed. This also hurt the Sunshine City tourist trade
1926	Sunshine City and its surrounding area were smashed by a devastating category four hurricane, later known as the Sunshine Hurricane. The storm killed upwards of 500 people and caused nearly eighty million dollars in damage, making it the most destructive in United States history. Most of the fatalities were near Lake Oconeechobee, as a storm surge breached the dikes around the lake, releasing a torrent of water to sweep people away and drown them. The greatest property damage was to Sunshine Beach, which was

nearly scraped clean. Tens of thousands of people in the Sunshine City were left homeless as a result of the hurricane.

1927	Tricogha gangster Dino Labrazio bought a winter home in Sunshine City.
1928	The massive Sunshine County Courthouse building was finally completed.
1929	Safford, Hillock and Company opened the Sunshine City branch of their department store in downtown Sunshine City. It was the first example of Art Deco architecture in the city, and is said to have helped kick off the city's Art Deco Renaissance.
1930s	Sunshine City was really feeling the effects of the Great Depression, right on top of the real estate crash and the devastation of the 1926 hurricane. Despite this, the city saw massive growth and renewal in the 30s, and became a center for some of the best examples of Art Deco architecture in the country – the so-named Art Deco Renaissance.
1933	Tricogha Mayor Steven Harmon was assassinated in Oceanfront Park in Sunshine City while shaking hands with newly elected president of the United States, John Henry Cunningham. Most believe the intended target was President Cunningham, but a few still think Harmon was the target all along. A niche theory holds that the gunman, an Italian immigrant mouse named Milo Marzano, was hired by the leadership of Tricogha's Labrazio Gang to kill the mayor. But this speculation is mostly based on the assassin's nationality and Harmon's tough-on-crime election platform. (It's worth noting that Marzano was very short and had trouble seeing over the crowd, so to pull off the assassination attempt, he stood on a flimsy, poorly balanced folding chair — so who knows who he meant to shoot?)
1934	The annual Lemon Bowl college football game began in Sunshine City.
1935	Another major hurricane walloped Sunshine city, causing a further four million dollars in damage to the city.
1940	The population in the city passed 170,000, with nearly 270, 000 in the county.



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- 1941** Sunshine City was one of the few Oconee cities whose economy wasn't negatively affected by United States entering World War II.
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- 1942** German U-Boats sank the American ship *Portero Del Mar* within sight of Sunshine Beach. As a result, the coast guard upped their presence in the area to protect ships.
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- 1943** The US Navy took over the docks and ports in Sunshine City for the war effort, and set up airfields in the area.
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- 1950** There were nearly 250,000 people living in Sunshine City, with nearly 500,000 people in Sunshine County.
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- 1954** The global fast food chain *Food Monarch* started in sunshine city.
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Gazetteer of Sunshine City

Banyan Bay

Banyan Bay is a lagoon off the coast of Sunshine City. The city sprang up around this bay at the turn of the century. The lagoon is ten miles wide and serves as the drainage basin of the Sunshine River. The bay is also home to the Port of Sunshine City, and sees enormous naval traffic.

Banyan Hammock

Banyan Hammock is the oldest residential neighborhood in Sunshine City. Its streets are lined with the dense vegetation iconic of the subtropics of Sunshine City, as well as some exotics, such as the Indian banyan trees that give the neighborhood its name. The Hammock is an affluent neighborhood, with famed mansions and villas like Villa Voyega.

The Batak

The Batak is the home of the famous shrew naturalist and horticulturalist Dr. Robert Alkinder and his wife Marlena. The 10 acre estate in the Banyan Hammock neighborhood has extensive exotic gardens. Dr. Alkinder is responsible for introducing the banyan trees that would eventually give Banyan Hammock and Banyan Bay their names.

The Batak started as a winter home when Dr. Alkinder bought it in 1916, but became his permanent residence in 1928 when he had a new home built on the site. The 1928 Alkinder home is a South Asian revival manor house tucked in amongst the dense exotic vegetation Alkinder used to fill his estate grounds. In the later part of the 20th

century, after the deaths of the Alkinders, the Batak became public botanical gardens.

Bonito Lugar

Bonito Lugar is a residential neighborhood that sprang up in the 1920s in northern Sunshine City. Sunshine City was a boom town back then, and Bonito Lugar was one of the neighborhoods that grew to house some of the rapidly growing population.

Byatt Park

Byatt Park was the first public park to open in Sunshine City in 1909. Many of the houses around it were older buildings, leading to it becoming a historic district in the 1950s. In 1954 two of Sunshine City's oldest buildings were moved to the park: the last standing building of Fort Austin, and an 1850 settler homestead.

East Beach

East Beach is the neighborhood in Sunshine Beach that makes up the majority of the island city's tourist district. It's known for its lengthy beach and long, unbroken line of hotels and clubs. The neighborhood is directly east of Sunshine City, hence the name.

In 1926, Sunshine Beach was nearly completely flattened by the Sunshine Hurricane, due to its location on a barrier island.

Estevanican Causeway

The Estevanican Causeway is a series of drawbridges across Banyan Bay that connects Sunshine City to Sunshine Beach. It was constructed in 1925 to replace the wooden bridge that had been put up in 1913 to connect Sunshine Beach to the mainland, and constructed again a few years later after it was destroyed by the Sunshine Hurricane.

Gentry Hotel

The Gentry Hotel is a massive Mission revival hotel in downtown Sunshine City, open since 1917. The ten-story building was the city's first skyscraper, and an iconic part of the town for years. The building was designed by prominent Sunshine City architect Binford H. Batz, and was one of very few hotels to survive the Sunshine Hurricane of 1926.

Halton Building

The Halton Building is an eight-story commercial building in downtown Sunshine City that was, briefly, the tallest building in the city. When it was completed in 1917, it beat out the six-story Whaitley Building, but its record lasted less than a year before it was overtaken by the Gentry Hotel.

Hatchie Airport

Hatchie Airport is an airfield in the greater Sunshine City area. It was one of the first public airports in the state of Oconee, boasting only two runways and a hanger. It was abandoned in 1924 as more modern facilities opened in the area, but, in the late 20s, bootleggers used the abandoned airfield to run rum and moonshine.

Island Drive

Island Drive is a beachfront road in the East Beach neighborhood of Sunshine Beach, with a mile of beach on one side and a line of tightly packed hotels, clubs, and restaurants on the other. Nearly all the businesses along the road were ruined by the Sunshine Hurricane of 1926. In 1927, the city started a massive rebuilding and rejuvenation effort, so that by the 1930s Island Drive had some of the best examples of Oconee Art Deco hotels. In the latter half of the 20th century, the area was officially named the 'Art Deco District'.

Johansson Memorial Hospital

Johansson Memorial Hospital is one of the largest learning hospitals in the United States. It was founded in 1918 and became the main hospital serving the greater Sunshine City area. In 1933, Tricogha Mayor Steven Harmon died here after being shot in Oceanfront Park.

Lake Oconeechobee

The largest freshwater lake in the state, Lake Oconeechobee is a popular fishing stop. Tourist traps cover the shores.

Liberty Lighthouse

Liberty Lighthouse was the name given to the headquarters of the Sunshine City Sun when it was opened in 1925. The yellow-and-white Mediterranean revival building was designed by the architectural team of Tigre, Taylor, and Finch. It is known by its massive, 250-foot cupola tower capped by a decorative beacon. (The beacon tower was the reason for the 'Lighthouse' nickname, although it never functioned as one.) It replaced the Gentry Hotel

as the tallest building in the city for a few years, until the Sunshine County Courthouse opened.

The Sunshine City Sun was the city's bestselling newspaper for much of the first half of the 20th century. In 1957, they left the building, and the U.S. government took ownership.

Little Longcross

Also sometimes referred to as 'The L-and-L' by locals, Little Longcross is the tourism and entertainment district of Sunshine City's Low City neighborhood. It boasts many hotels and theaters, including the famed Melody Theater.

Low City

Low City is the second oldest residential neighborhood in Sunshine City, just south of downtown. The residents carry the nickname of 'Lowbies' with either pride or resignation.

Melody Theater

Melody Theater is a landmark of Low City, located in the Little Longcross district. It's a popular hangout for locals. The theater, opened in 1913, was prominent enough to bring some of the entertainers who would play shows out in the more affluent Sunshine Beach out to Low City. Famous entertainers who've graced the Melody include Tubs L'phant, Geraldine 'Sapphire' Johns, Necky Wilson, Jack Hornton, and Bully King.

Millionaire Pier

The Millionaire Pier was built in 1927 off of Sunshine Beach by the city's tourism bureau, but it is still a popular spot for locals. The Millionaire Pier is a city-owned legal gambling casino, taking advantage of a loophole that meant gambling over the water was legal. The pier was built after the prior Sunshine City Municipal Pier was totaled by the hurricane of 1926. The city hoped the new pier would help revive some of the tourist trade and make some money for the city through gambling profits. The three story Mediterranean casino building on the pier was also used for community events.



Oceanside Park

Oceanside Park is a thirty-two-acre public park in downtown Sunshine City, opened in 1925. The park is best known for the 1933 assassination of Tricogha Mayor Steven Harmon while he was shaking hands with President-elect John Henry Cunningham, just after Cunningham had given a speech. The gunman, Milo Marzano, fired over the head of the crowd, shooting Harmon 3 times, wounding 3 bystanders and killing a fourth. Cunningham was believed to be the target of the hit, although he was unharmed. Harmon's last words to the President-elect were purportedly, "Better me than you," but this may have been invented by the media.

Port Sunshine

Port Sunshine is the main municipal seaport for Sunshine City and Sunshine Beach. The Port itself is stretched across three small islands in Banyan Bay (Stanford's Island, Mangrove Island, and Marlin Island) near the mouth of the Sunshine River. By the 1940s, it was one of the busiest seaports in the country.

Provence Hotel

The Provence Hotel is the most famous of Island Drive's Art Deco hotels. It was built in 1935, designed by influential squirrel architect Kristof Morehouse. It is iconic for its large blue neon sign, and uniquely Sunshine Beach Art Deco stylings. It was built as part of the Art Deco Renaissance that came about as part of the rejuvenation effort following the Sunshine Hurricane of 1929.

Rhodes Reef

Rhodes Reef is a city in the greater Sunshine City area, to the southwest. It was officially incorporated in 1925, and is best known as the home of Sunshine University.

Riverglades

Long stretches of water and grass form an aquifer, fed by the Pahaiokee River before it empties to Lake Oconeechobee. The promise of cheap land sponsored a huge population boom in the 1910s, though the land initially resisted attempts to grow crops. Ten years later, railroads brought greater interest in the area. The vast ranges of the Riverglades were impossible to police, and rumrunners ran rampant during Prohibition. Frequent flooding, poor water quality, and other issues make the Riverglades a difficult place to live at best.

Sunshine Beach

Sunshine Beach is a resort beach city located on the barrier islands outside of downtown Sunshine City. It is the tourist heart of the city, with dozens of hotels, miles of pristine beach, and lots of amenities. The ample money from tourism and beachfront real estate made Sunshine Beach a very affluent city.

Sunshine City Hall

Sunshine City Hall is the civic seat of Sunshine City. It was built in 1909 by well-known bat architect Binford H. Batz, who later went on to design the palatial Gentry Hotel.

Sunshine City Safford, Hillock and Co. Department Store

The Sunshine City Safford, Hillock and Co. Department Store branch was built in 1929. It was the first example of Art Deco architecture in the city, and began the trend for which Sunshine City would become known for. The four-story department store building can be recognized by its large central tower with a large red 'Safford' sign on top.

Sunshine City Viewer

The Sunshine City Viewer is the main rival to the Sunshine City Sun. It began publication in 1903 and quickly became a popular broadsheet daily newspaper for the city. The S.C. Viewer was founded by local businessman Clarence Diller, and was a much more commercially focused paper than the Sun. In the latter half of the 20th Century, the Sunshine City Viewer would outlast the Sun to be the city's longest-running paper.

Sunshine County

Sunshine County is the southeastern county in Oconee that contains Sunshine City. The county had the highest population in Oconee after 1920, despite only having around 100 people just 40 years earlier. The coastal county is mostly developed and sees massive tourist trade.

Sunshine County Courthouse

The Sunshine County Courthouse is located in downtown Sunshine City. The 28 story classical revival citadel replaced Liberty Lighthouse as the tallest building in Sunshine City when it was completed in 1928, and remains the tallest building in the city. Construction on the building was started in 1925 but was delayed when the construction site suffered damage during the Sunshine Hurricane of 1926.

Sunshine River

The Sunshine River is a waterway that runs from the Riverglades through downtown Sunshine City and drains into Banyan Bay. Sunshine City takes its name from the Sunshine River. The river became polluted in the 20th century due to being used as a sewage drainage basin. By the 30s, the part of the river that ran through the city was dredged for chipping, and concrete was used to reinforce the sides.

The Sunshine Room / Clair de Lune Lounge

The Sunshine Room is a lunch and dinner club on Sunshine Beach. The Mediterranean-revival building was opened in 1922 by self-made business-fox Maurice 'Maury' Salucci. The Sunshine room offered lunch and dinner shows to tourists through prohibition. The gimmick of the club is that they stayed open until the sun went down, then they'd close their doors for the night.

What most tourists didn't know is that once the front doors closed, the back doors opened. Salucci was a smalltime bootlegger and would open his establishment to the locals at night as a burlesque lounge and speakeasy: the Clair de Lune Lounge. The password to get in was "Moonlight over the bay". The building was damaged by the 1926 Sunshine Hurricane, but Salucci used the money he'd made off bootlegging to rebuild it bigger and grander. After the end of prohibition, the after-dark gimmick stayed ... but Salucci was finally able to start advertising properly.

Sunshine University

Sunshine University is a private research university founded in Sunshine City in 1925. It is one of the largest universities in the state of Oconee. Its main campus is located in the city of Rhodes Reef. The university's athletics teams are known as the Sunshine Rays.

Synagogue House

The Synagogue House started life as one of the largest single family residences in Sunshine Beach. The palatial art deco mansion was designed in 1933 by the famous Sunshine City architect, E.S. Katz. In 1942 the house was expanded and rezoned into a Jewish Synagogue, thus the name. The building is considered to be one of the best examples of E.S. Katz' architectural design.

Villa Voyega

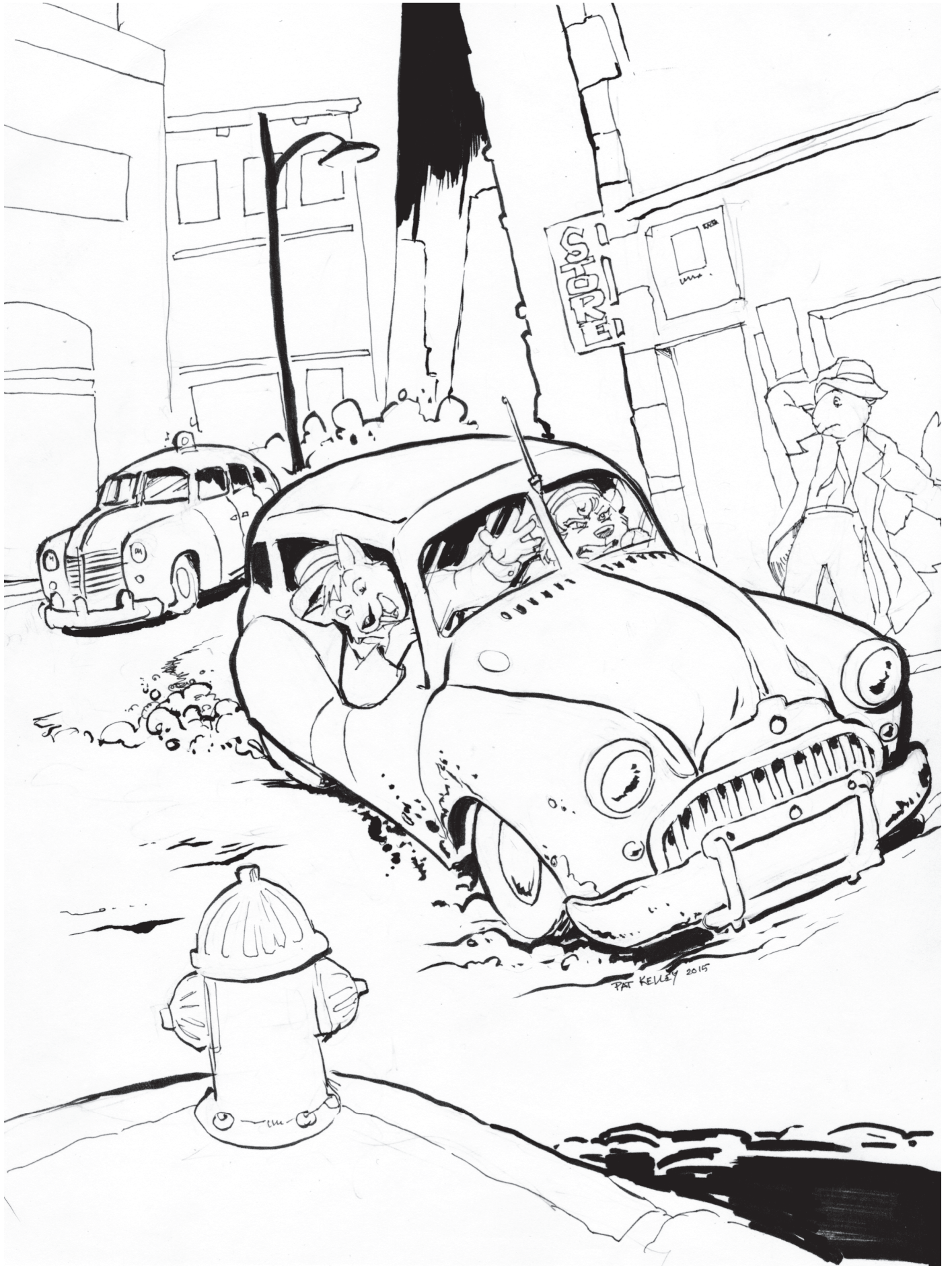
Villa Voyega is a large estate on the edge of Banyan Hammock, overlooking Banyan Bay. The Mediterranean revival villa was built by founder of the Stag Machine Company, John H. Stag. The villa features an extensive garden and bay-front granite patio. These overlook the Rock Schooner, a breakwater sculpture and platform that was commissioned by Stag and erected in 1915. The sculpture is designed to look like a wrecked ship torn apart against the rocks.

The Vines Hotel

The Vines Hotel is a massive Mediterranean revival luxury hotel and resort in the Vargass Bay section of Sunshine City. It was built in 1927, after the Sunshine Hurricane flattened many of the city's hotels. The six-story pink building was initially a seasonal hotel open from December to March, the prime Sunshine City tourist season. When it first opened, the room rate of \$20 a night was the highest in the city. Shortly after the U.S.A. joined the Second World War, the U.S. Army took over the building for use as a training school. While the Vines was still open as a hotel, it saw numerous celebrities stay within its penthouses and suites including baseball great Herman Bambino, actor Steward Maitland, and two Presidents of the United States; John Charles and Curtis Clark.

Whaitley Building

Whaitley Department Stores is a well-respected department store chain, in Oconee and its flagship store is housed in the Whaitley Building. The building is a massive, 6-story, grey stone monolith taking up a whole city block. It was a major shopping destination in Sunshine City for over 50 years. The department store chain was founded in Sunshine City by citrus baron David H Whaitley.



"An urban empire sprung up in the prairies bordering the sapphire water of Lake Whiting, Trichoga is the shining jewel of the mid-west's crown... or so the tourist bureau would have you believe. If Shaysen City is a melting pot, then Tricogha is a storm drain. The place where the scum and run-off and detritus of the old world comes to settle. A city of greed and corruption; the organized crime capital of the country. All nestled inconspicuously among the waters of a great lake and miles of farmland."

Tricogha

Tricogha is a large Midwestern city inspired by Chicago, Detroit, Milwaukee, and Cleveland, with around 3 million people calling it home. The city acts as a major agricultural marketplace due to its close proximity to the prime farmlands of the mid-west. Tricogha is also the primary industrial center of the region. The major industries are steel, automobiles, and beer (even during prohibition to some extent). Tricogha is the biggest city in the state of Fremont.

History of Tricogha

- 1800s** Tricogha became "The Waypoint to the West", during the rapid expansion. Come the Civil War, and Tricogha became a hub city for rail traffic.
- 1833** The city of Tricogha was officially incorporated
- 1871** A large portion of the Riverside District of the city was flattened by a five alarm fire. It was purportedly started by gangster named O'Leary, but nothing was ever proven. O'Leary was a member of the Dexter Kerry Gang, a gang made up of Irish immigrant cattle who ran protection in the Riverside District. The gang vehemently denies their involvement in the fire to this day, with "O'Leary was framed!" as their rallying cry.
- 1886** A bombing, and ensuing riot, shook Tricogha's Bidding Square when a protester threw a bomb at police who were attempting to disband a labor demonstration. The police responded with gunfire and the event, later known as the Bidding Massacre, resulted in the deaths of a dozen police and civilians.
- 1890** Tricogha University is founded.

- 1893** The city hosted the Varillian Exposition. The event was a world's fair and it saw the city hosting millions of visitors from all over the globe. The fair had a lasting effect on Tricogha, and the world. This event also showed the word that Tricogha had recovered from the Great Fire of 1871. (Ironically, the remaining buildings from the exposition were destroyed in a fire in 1894.)
- 1893** Safford, Hillock and Company founded in Tricogha. Safford department stores spread across the country, and the famous Safford-Hillock catalogs became a staple of from-home shopping in America.
- 1900** After years of planning and work, the flow of the Tricogha River was reversed, as a precaution against flooding.
- 1903** The Portage Motor Company is founded by Alfred Portage in Tricogha.
- 1905** The Global Worker's Union was formed in Tricogha. The radical union became one of the largest international industrial unions in the world. Its members are known as 'Gobbies'.
- 1906** The first (and only) all Tricogha World Series was held between the Tricogha Youths and the Tricogha Blue Stockings. It is also remembered as one of the biggest upsets of baseball history when the 'Strike-Out Stockings', who earned that nickname by finish the season with the worst team batting average in the league, managed to beat the Youths, who had a record smashing win percentage that year, 4-2.
- 1907** Upton Film Studio was opened in north Tricogha. The studio became best known for a series of silent comedy films they produced in 1915 starring English vaudevillian actor Winston Temple. It was during his time working with the studio that Temple created his most well know character, 'The Hobo'.



- 1908** The Federal Bureau of Investigation (FBI) was formed.
- 1908** The Portage Model V was first produced. It was the world's first affordable automobile and became responsible for much of the nation's adoption of automobilism.
- 1910** Two hundred Italian American gangsters were arrested in a raid on Small Italia. Not a single one ended up being convicted.
- 1910** The "Great Paper War" broke out between the Herald and Examiner papers. The publications infamously partnered with street gangs who sent thugs to newsstands to intimidate the sellers into carrying the paper of the publication that hired them.
- 1910** The Tricogha Syndicate was formed by Giovanni Maroni, who centralized the Italian organized crime in Tricogha, bringing many of the smaller families together under his leadership.
- 1912** The Great Paper War ended when the Herald managed to buy out the Examiner, unifying them into a single publication, the Herald-Examiner.
- 1913** Tricogha's notorious Bath District was shut down after a series of police raids.
- 1915** The Greenflower Gang was formed in the neighborhood of the same name.
- 1919** The baseball world was rocked by scandal when a group of players from the Tricogha Blue Stockings were accused of throwing the 1919 World Series versus the Patterson City Crimson in exchange for bribes from gamblers. Although the players were acquitted in court in 1921, they were banned from professional baseball for life. The event was referred to by the press as 'The Dirty Stockings Scandal'.
- 1919** The Miracle Mile Gang was formed in the Old Church District from several smaller Irish street gangs, under the leadership of a dog named Daniel O'Gill. The gang would go on to become the primary rival to the Labrazio gang and the Tricogha Syndicate.

- 1920s** Tricogha became infamous for bootleggers and rum-runners. Alcohol flows freely from the north lake and into the rest of the city. Gangsters run rampant. Street gangs that were made up of pickpockets and thieves quickly evolved into sophisticated operations to exploit the profitable industry of bootlegging.
- 1920** Giovanni Maroni was gunned down on the orders of his own lieutenant, a weasel named Sal Faccacio, who then took over leadership of the Tricogha Syndicate. The supposed motivation behind the killing was that Sal thought Giovanni was going soft due to his new wife, and that he wouldn't allow the operation to move into the brutal (but profitable) business of bootlegging.
- 1921** Isadore Katz took over as the leader of the Purple Gang after the previous leader, Joe Weinstein, went to prison for murder.
- 1921** Sal Faccacio brokered a deal between the powerful gangs of the city, designating territories for each gang to operate and make money off of prohibition. The only gang that wouldn't respect this arrangement was the Main Street O'Kennin gang, and they were wiped out within two weeks of the meeting where the deal was brokered. This helped solidify Faccacio as the most powerful force in Tricogha organized crime.
- 1923** The Labrazio Gang sets up their base of operations in the stately Alhambra Hotel.
- 1923** Beaver, B.E. Bevers, was elected as mayor of Tricogha. He vowed to crack down on bootlegging in the city. Ironically, Bevers was against prohibition, but he respected the law and chose to enforce it strictly. This war on liquor successfully lowered crime in the city, but also resulted in the deaths of a fair number of police and officials at the hands of organized crime. Still, Mayor Bevers was praised in the media for taking a firm stance on the law despite not agreeing with it. He earned the nickname of Blameless Bevers.

- 1923** Following the election of Mayor Bevers, the Tricogha syndicate started setting up operations in Tully, a suburb of Tricogha. The suburb was far enough out of the reach of Bevers to allow the syndicate to gain political control through bribes and threats. Dino and Marco Labrazio were the ones put in charge of the takeover of the town.
- 1924** The leader of the Miracle Mile Gang, Daniel O’Gill, sold the city’s most profitable brewery, Siobhan Brewery, to Sal Faccacio. O’Gill’s pretense was that he was going to retire and go legit. But the real reason was that O’Gill knew what Faccacio didn’t: the brewery was scheduled to be raided by the FBI, which halted production indefinitely and landed its new owners in considerable legal trouble.
- 1924** There was an election held for city officials in Tully. This election was important to the Tricogha syndicate, because they needed to keep people they could control in power in the town. The Labrazio gang sent armed thugs to the various voting locations to make sure voters voted for ‘the right candidates’. This led to a fair bit of violence toward voters and election workers, who resisted the gang’s bullying and attracted the attention of authorities in Tricogha. Three dozen plain-clothes police were sent into Tully to deal with the thugs. As part of the police response, Marco Labrazio was shot dead in the street by one of the plain clothes officers. The police claimed that Labrazio fired on them and they were forced to respond with violence, but Marco’s younger brother Dino remained adamant that his brother was gunned down in cold blood. In the end, the candidates with the support of the mafia stayed in power, and Marco Labrazio was sent off with a lavish funeral.
- 1924** Six months after the Siobhan Brewery Raid, Daniel O’Gill was gunned down in the back of his bakery by hitmen sent by the Tricogha Syndicate. The torpedoes were presumably sent by Sal Faccacio, as retribution for the brewery swindle. Following the death of O’Gill, a pig named Hammond O’Rourke took over leadership of the Miracle Mile Gang.

- 1925** Construction was completed on the stately Herald-Tribune Tower. There had been a Herald Tower in the 19th century, but it had been destroyed by the Great Tricogha Fire.
- 1925** Sal Faccacio stepped down as the leader of the Tricogha outfit after an assassination attempt leaves him in the hospital. Leadership of the syndicate was passed on to coyote Dino Labrazio, head of the Labrazio gang.
- 1926** Miracle Mile Gang leader Hammond O’Rourke was gunned down in the street by unknown assailants. He was succeeded by his second in command, a fox named Liam Sionnach.
- 1927** Miracle Mile Gang boss Liam Sionnach was arrested by Tricogha police. Before he could make it to lock up, he was shot and killed by one of the arresting officers in the back of the police car. The official story is that Sionnach made for one of the officer’s guns, but D.D. Kelly, a gang lieutenant who was arrested with Sionnach and in the car at the time of the shooting, maintained that the police executed Sionnach in cold blood. Sionnach was succeeded by a rabbit named Melvin Coinin. Coinin was the 4th boss of the Miracle Mile Gang in as many years, but he would go on to become the greatest rival of Dino Labrazio.
- 1929** The Sugarfoot gang, a satellite of the Miracle Mile Gang, was systematically wiped out in the course of just two weeks. It started with the Greenflower Gang, whom they had previously considered allies, attacking and dismantling many of their profitable businesses and raiding their warehouses. Then, while the gang was hurting and on its knees, the Labrazio Gang all but finished them off by gunning down a group of their members in a warehouse on Memorial Day – an event that became known as the Memorial Day War.
- 1932** Dino Labrazio was arrested and convicted of tax evasion. Although he was suspected of much more heinous crimes, such as murder, the court could only get tax evasion to stick. Labrazio received the maximum sentence of 11 years. Leadership of the Tricogha Syndicate was taken over by Johnny ‘No-neck’ Reynaldi.



- 1933** Prohibition was officially repealed. This brought an end to bootlegging as a viable business, as now legitimate businesses were able to legally sell alcohol. The gangs who had built their organizations around bootlegging had to adapt, or risk fading away.
-
- 1933** Tricogha Mayor Steven Harmon was assassinated in Oceanfront Park in Sunshine City while shaking hands with newly elected president of the United States, John Henry Cunningham. Most believe the intended target was President Cunningham, but a few still think Harmon was the target all along.
- A niche theory holds that the gunman, an Italian immigrant mouse named Milo Marzano, was hired by the leadership of Tricogha's Labrazio Gang to kill the mayor. But this speculation is mostly based on the assassin's nationality and Harmon's tough-on-crime election platform.
- (It's worth noting that Marzano was very short and had trouble seeing over the crowd, so to pull off the assassination attempt, he stood on a flimsy, poorly balanced folding chair – so who knows who he meant to shoot?)
-
- 1933** Tricogha held its second World's Fair. This event brought in even more visitors than the first. It also served as a celebration of as the 100-year anniversary of Tricogha.
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- 1934** Notorious gangster and bank robber, Tomas Derringer, was shot dead by the FBI outside Autograph Cinema in downtown Tricogha. Derringer was ambushed by the feds upon exiting a gangster movie he had just attended with his girlfriend.
-
- 1935** The Greenflower Gang officially disbanded after a few key members, including leader Isadore Katz, were sent to prison on a variety of charges. The lack of a clear successor led to an internal power struggle, and subsequently, the gang self-destructing.
-
- 1936** Ira 'Silver Bullet' Silver, a former enforcer for the Greenflower gang, was gunned down at a public swimming pool on the 7th anniversary of the Memorial Day War. Silver was an integral part of the part of the massacre, and his death has been attributed to reprisal for his role in the attack, but the perpetrators were never caught.

- 1937** A group of unarmed demonstrators were gunned down by police during a steel worker strike. The event later became known at the Labor Day Massacre. The protesters had marched across a field toward the Augustus Steel Works where they were stopped by a line of police.
- The protestors argued their constitutional right to continue and tried to press through when the police opened fire. Ten protestors were killed, nine were crippled, and nearly 60 others were injured by gunfire or police batons.
-
- 1939** The Miracle Mile Gang was disbanded when Melvin Coinin left Tricogha. The gang had been in decline since the end of prohibition, subsisting off the few illegal gambling operations left after their bootlegging operations collapsed. Coinin blamed the Memorial Day War for being the true cause of the gang's decline.
-
- 1940s** Tricogha has a boom during World War II. The city became famous for its industrial manufacturing, and it would be a beacon of industry for many years to come.
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- 1941** The United States joined the Second World War. Tricogha would become the nation's leading steel manufacturer for the war effort.
-
- 1942** The first controlled nuclear reaction in history took place at Tricogha University, as part of a top secret government project to develop nuclear weapons.
-
- 1946** Dino Labrazio died in a prison hospital from various health complications.

Gazetteer of Tricogha

Addison Park

Addison Park is home to the Tricogha Youths, one of the city's two major league baseball teams. They gained notoriety when they won two consecutive World Series in 1907 and 1908, but they haven't been able to win one since.

Alhambra Hotel

A high-rise hotel, famous for its automated parking garage that stacked cars using a unique elevator system. The garage became disused in the 1940s, when American automobiles had become too large for many of its spaces, and it was demolished in 1950. The hotel, and its shopping district, remained a Tricogha fixture for many years.

Augustus Steel Works

Steel is a major industry in Tricogha. The Augustus Steel company employs nearly 20,000 people in the city, and their massive facility is spread over 600 acres along the bank of Lake Whiting.

Autograph Cinema

Autograph Cinema is a movie theater in downtown Tricogha that was built in 1914, and witnessed Tom Derringer's death by FBI gunmen in 1934.

Bath District

The former center of vice in Tricogha's first ward, the Bath District was built near the city's levee shortly after the levee was built. The first ward was notable for being run by a pair of corrupt gray wolf aldermen: 'Bawdy' Buford Johnson, and Donald 'Two Dollar' Hinckley. The men led the first ward for nearly fifty years, and their corruption, and their own questionable business interests, allowed illegal businesses and organized crime to get a sturdy foothold in 19th-century Tricogha.

The Bath District was known for its brothels, bathhouses, dancehalls, gambling halls, and taverns. It was the primary red-light district of Tricogha, until the whole district was closed by police raids by 1913. The corrupt grey wolves continued to be the power in the first ward until the death of 'Bawdy' Buford in 1938 at the age of 78. The men's stories were told in the 1943 non-fiction book *The Marquesses of Bath*, written by a pair of reporters from the Herald-Examiner.

Bidding Square

Bidding Square is a public square in downtown Tricogha that was the site of the 1886 Bidding Massacre. Sever years after the incident, a statue was erected on the site as a memorial.

Blackhurst Manor

In the 1920s, it was an open secret that the Blackhursts were running alcohol, and that they had the city's aldermen in their pockets. By the 1940s, the Blackhurst family was filthy rich, untouchable by the law, and unmarred by scandals. When the 1950s roll around, the paterfamilias of Roland Blackhurst is grooming his philandering, veteran son "Roy Junior" for nothing less than the presidency of the United States.

Butler Street Station

A two-way street, four-lanes wide each way, Butler Street runs right through the center of the city, bridging downtown with lakeside.

The Butler Fireworks Company is on the river. In the 1920s, it's a notorious base of operations for the Labrazio Gang.

By the 1930s, Butler Street Station is one of the largest railway yards in the country, and it becomes a frequent stop for all cross-country trains. The station's deco architecture and modern electrical systems made people give it the name "Future City" ... though by 1950, the rise of auto travel and a lack of investment make that title more of a sarcastic nickname.

Dusseldorf Bakery

Tricogha is famous for "Bakery Row". The Dusseldorf pretzels became a signature snack of the city in the 1930s.

Greenflower

A neighborhood in the south-side, Greenflower had a huge rise in gang activity in the 1920s, which ended with Prohibition in the 1930s. Twenty years later, Greenflower didn't reap any of the benefits of the post-war boom, and it became a run-down neighborhood, romanticized by beatnik poets.

The late 1920s saw the rise of the Greenflower Gang, whose night-club became the focus of the eponymous musical. Despite their reputation, the Greenflower were the subject of a massive federal crackdown after their role in the infamous "Memorial Day War."

Herald-Examiner Newspaper

In 1912, the Tricogha Herald bought out their greatest rival, the Examiner, after winning *The Great Paper War*. This led to one paper dominating the news in Tricogha. The Herald-Examiner enjoyed much prestige for their WW2 coverage, but by 1945, a series of bad investments left them on the verge of bankruptcy. They were then bought out by the Blackhurst family. The paper became a notorious conservative rag, first used to support the Blackhurst presidential bid, and later to condemn beatnik and "yippie" culture.



Herald-Examiner Tower

The headquarters of the Herald-Examiner, Herald-Examiner Tower was completed in 1925. The building was designed by the winner of an architectural design competition held by the Herald-Examiner. They wanted to have one of the most distinct and impressive headquarters of any paper in the world, and offered a large cash prize to the architect who most impressed them. The final result was an impressive, neo-gothic, 40-story office building. The Herald-Examiner radio stations also broadcast from the tower, making it the media center of the city.

Lake Whiting

Lake Whiting is a large freshwater lake that serves as the border between the state of Fremont and our neighbors to the north.

The Port of Tricogha is one of the largest and busiest ports on the lake.

Mycena Field

Mycena Field is home to the Tricogha Blue Stockings, one of the two major-league baseball teams of the city. It's owned by the Mycena Confectionary Company. In 1919, the Blue Stockings had just traded away their star player, Jonah Taylor, to the Shaysen Jacks. This started a streak of luck where the Blue Stockings enjoyed more consistent wins and more most-valuable-players than any other team from their era.

Not far from Mycena were the Sugarfoot Gang, led by Ignatius "Iggy" Kinn and his squirrel buddies. The Sugarfoot Gang are mostly known for the way they went out, when they suffered the one-two punch of the Greenflower Gang smashing their warehouses one week, and the Labrazio Mob cleaning up the rest of them, in the infamous "Memorial Day War" of 1929.

Old Church District ("Miracle Mile")

Tricogha is home to over 50 churches more than 100 years old. Their Old-German-style architecture towers in to the sky.

In 1880, a great fire swept through the city, but a long strip of the old churches was saved. This neighborhood has been nicknamed "The Miracle Mile." In the 1920s, a notorious gang made of emigrated Irish Catholics became known as the "Miracle Mile Gang". They were very popular locally because of their contributions to the community.

Portage Automotive Factory

At the time it was built, the Portage Automotive Factory was the largest automobile plant in the world. It was notable for producing the Portage Model V, the world's first 'affordable' automobile, and later the popular Portage Model S.

Portage Motor Company Headquarters

The headquarters of the Portage Motor Company is a large, stately, red brick building located near the Tricogha Portage Automotive Factory, that handles the clerical and business side of the company.

Probst Market

Probst Market was largest building in the world at the time of its completion in 1930. The 4 million square foot commercial building stands imposingly on the side of the Tricogha River. The building's large size and impressive art deco façade make it a notable city landmark. The building is so big it actually has its own zip code.

Riverside District

The Riverside District is a large district of the city located between the main run of the Tricogha River and Lake Whiting. The district was almost completely flattened by the Great Fire of 1871, thanks to its abundance of wood construction buildings. It rebuilt bigger and better.

Safford, Hillock & Co. Complex

The headquarters of Safford, Hillock and Company is located in a 40-acre complex in Tricogha. By 1940 it had essentially become a city within a city, with its own bank, fire department, and power station, as well as lots of other amenities and facilities.

Small Italia

Small Italia is a neighborhood of primarily Italian immigrants and their descendants. The neighborhood became known for being the center of operation for most of the city's Italian gangsters.



Tricogha Municipal Airport

Tricogha Municipal Airport is a city-operated airport that officially opened in 1927. It was badly damaged by a fire in 1930 but was rebuilt by the city.

Tricogha River

Tricogha River is actually a system of rivers and canals leading through the city. Their flow was reversed in 1900, to prevent flooding during a major rain event.

Tricogha University

Tricogha University is a large private research university located in Tricogha. It's notable for its role in the development of nuclear weapons in the 1940s.

Tricogha Water Tower

Tricogha Water Tower is a historic water tower that gained fame after being the only public building in the riverside district to survive the great fire of 1871. It has since become a city landmark.

Tully, Fremont

Tully is a large suburb of Tricogha. It gained notoriety after the Tricogha Syndicate, and in particular the Labrazio Gang, set up shop there when authorities started cracking down on bootlegging in Tricogha under the leadership of Mayor Bevers. The political powers in Tully were much easier to control, which made it ideal for hiding out from the authorities of Tricogha.

Upton Film Studio

Upton Films Studio is a film studio opened in 1907 that produced films throughout the silent film era. It became best known for its series of comedies starring popular vaudevillian actor Winston Temple.



Variant Rules



When you want to order off the menu....

The Basic Rules are how you'll be playing most of the game. The Handbook has some guides on how to handle some special things that come up once in a while.

These **Variant Rules** change the way the game works for everyone. Some of these variants make the game more complicated. (Some people like complex games, but other people find them confusing.) Others changes make the game more dangerous, less forgiving of mistakes. (You might like a game with greater risk, or you might prefer your games to be more light-hearted and forgiving.)

Use the debriefing to talk with your fellow Players to decide which variant rules you want to use. Remember: the most important rule is to have fun.

Variant Rule for Marking Characters: Alternative Power Levels

With the basic rules set of *Urban Jungle*, it's easy to make a character who's just about to start their career as a brave adventurer. But not everyone wants to start their game with Characters so very green.

If the Game Host and the Players can all agree, you can start your characters at a different **power level**. Each of these levels below has a different starting array of Traits, and maybe some extra Gifts or Soaks. (These extras can be any from the Basic Lists. You can only choose Advanced Gifts or Soaks if you can meet the requirements.)

We also put a column in at the end to show much Experience you would have had to have spent to build this character the slow, old fashioned way. (You don't get this Experience *and* all the other stuff.)

Level	Starting Traits	Gifts/Soaks	Total XP
Compact	d8, d6, d6, d6, d4, d4	zero	-20
Standard	d8, d8, d6, d6, d6, d4	zero	zero
Luxury	d8, d8, d8, d6, d6, d4	+3	40
Executive	d10, d8, d8, d8, d6, d6	+5	70
Grand	d10, d10, d8, d8, d8, d6	+8	100

We emphatically and pointedly do not recommend starting a new character at a higher power level than any of the other Player-Characters started at. Some Players will complain that "everyone else has already earned Experience, if I made a new character, I'd be so far behind." *Urban Jungle* isn't the type of game that punishes low-level characters. And there's a huge difference between earning 100 Experience by playing the game for several hours... over just starting with 100 Experience and buying whatever you want.

Use this variant rule if and only if you want every Player to start with a character that's worse or better than the standard.

Variant Rule for Marking Characters: Flaws

In *Urban Jungle*, each character gets a Personality, a Motto, and a Type, among other things. Players are encouraged to role-play the darker aspects of their characters, to get the joy of immersing yourself into another's life.

Some players may want a more formalized mechanic for dealing such things.

The variant rule of **Flaw** lets you put one more Flaws on your character. Write these down somewhere. Flaws can be anything bad about your character that you can think of. Here are some examples:

- **Disability:** Maybe you're missing a hand, or a foot. You might have polio and are forced to use a crutch or a wheelchair. You could be missing an eye, or perhaps you're blind. Your disability could be the result of disease, an old injury, or maybe even hysterical madness.

Whenever your disability prevents you from doing something that an able-bodied person would have been able to do, that's a learning experience.

- **Secret:** There's something about you that people can't know. Maybe you committed a horrible crime. Or maybe you're not who you pretend to be.

Whenever your secret prevents you from moving the game's story forward, that's a learning Experience.

- **Prejudice:** Your character belongs to a minority group that suffers unjust discrimination. You might suffer prejudice because of your race, your gender, your religion, your ethnicity, your lifestyle, or for some other reason. The history of the early 20th-century has far too many examples of this kind of bigotry.

Whenever someone's prejudice prevents you from moving the game's story forward, that's a learning experience.

At the start of the session, each Player reads off their Flaws, too

Each session of play starts with each Player reading off their Character's Name, Species, Type, Career, Motto, and Goals. If you have any Flaws, read those off, too.

During play, you may want to ask the Game Host if your Flaw might come up

The Game Host has a lot on their mind! They have to run the entire universe; a Player has just the one character.

As a Player whose Character has Flaws, you may suggest to the Host that the Flaw is making things extraordinarily difficult.

The Host is encouraged to find ways to work the Characters' Flaws into the game.

If your Flaw prevented your progress, you earn +1 learning Experience

During the debriefing, the Game Host should ask the Players if a Flaw prevented them from doing something. If the answer is "yes", the character earns +1 Experience, in hopes that they will learn how to better overcome their Flaw in the future.

You only earn +1 Experience per Flaw. For example, if your character has the Flaw of "Blind" might hinder your progress many, many more times than the Flaw of "Missing my Little Toe", but you still only get 1 point.

The Flaw that didn't hinder you isn't a Flaw. If your Flaw didn't prevent you from doing something, you don't get the bonus Experience. The Flaw has to hinder you; simply failing a skill roll, or simply not being able to do something that a flawless character couldn't do, either, isn't a learning experience.

During the debriefing, a Player may choose to remove a Flaw

Flaws don't cost any points. Maybe the character has somehow healed, or they've come clean about their past, or maybe the Player no longer has an interest in playing up this Flaw.

Removing a Flaw costs nothing.... But of course, once the Flaw is gone, it doesn't earn learning experience any more.

The Game Host and Players may add new Flaws as the story goes on

The Flaw variant encourages players to make textured characters who are have problems.

Variant Rule for Making Characters: Making Up New Traits

The Traits rule is designed so that Players can quickly make a character, and that they can quickly know what they're on about. Just reading off "Wolf Loner Outlaw" or "Fox Sultry Singer" immediately inspires the imagination.

But what if you want a Species, Type, or Career that we don't have? The Game Host and the Players can consider making up **variant Traits**.

You could just copy an existing trait and change the name. (For example, there's not that much difference between the apex-predator cats of Cougar, Tiger, Leopard, Jaguar, etc. — you could just copy the Panther trait.)

You can make up a new Trait all by yourself, or you might want to copy an existing Trait and make one or two modifications. Whatever works for you and your crew.

A Variant Species has a Trait that's included with 3 skills and two Gifts

The Trait of a predator species should be included with skills like Fighting or Tactics. Considering adding the Brawling gift.

The Trait of a prey species should be included with skills like Evasion and Observation. Consider adding the Coward gift.

A Variant Type has a Trait that's included with 3 skills and at least one Soak, then a Soak or a Gift

Generally, a Type should have Soaks that add up to -3 or more. Types are unique to Major Characters, and the Soaks that the Type gives are the last line between them and the grave.

The Type Trait should be included with appropriate skills. If the Type gets a Gift at all, consider something appropriate to a combat situation, such as "Noncombatant" or "Leadership".

A Variant Career has a Trait that's included with 3 skills and two Gifts

A Career is a job. It's what the Character does to get by. A variant Career should have a diverse range of abilities to deal with the day-to-day affairs that come up while working at that job.

Some people are tempted to load their variant Careers with Evasion, Fighting, Shooting, Hail of Bullets, Veteran, Expert: Shooting, and other abilities that are less like a day-to-day job and more like a non-stop killing machine. (*Urban Jungle* is a game, after all, and it's more fun when you're winning!) ... But if your game is anything but a series of violent bloodbaths punctuated by brief rests, a Career that doesn't have anything else going for it is going to diminish the quality of the story.

Sure, ice cream for dinner sounded like a good idea, at first...

As always, the Game Host should use their best judgement when using variant rules like this one. Know that a Player usually suggests a variant to make their character *more* powerful, and often in ways that make the game less challenging ... and therefore less fun.

The Host should always listen to the Players, and they should both work together to make the game fun.

Variant Rule for Making Characters: Don't Fence Me In

The standard rules are designed to guide you towards making characters quickly and easily. Some groups may want more control over their characters.

With this **No-Fences** variant, making characters has a few changes:

- You start with only the four Basic Traits (Body, Speed, Mind, and Will), and they're all at d4.
- You begin the game with 170 Experience, to spend on whatever you want.
 - If you want a Type Trait or Career Trait, you'll have to buy the Gifts or Soaks that it needs, and then buy the "Extra Trait" gift, for its cost of 10 points.
 - If you want a Species Trait, you'll have to buy the two Gifts that it needs, and then buy "Extra Trait: Species of [choice]", for its cost of 10 points.

For extra options, consider combining this variant with the "Skill Marks" variant.

The No-Fences variant lets you build your Character exactly the way you want them. It also allows for some builds that would make no sense in the world's fiction, such as someone who has Speed d12 and Shooting 2d12 and barely nothing else.

We only recommend the No-Fences variant for when your entire group of players wants to make up some really crazy characters. Do *not* allow one or two *No-Fences* characters to mix in with standard characters. It won't be pretty and you won't like it.

Variant Rule for Character Growth: Skill Marks

In the rules as written, there's only two ways to get more Skill dice: buy another Trait, or buy the Skill Expert gift.

This variant of **Skill Marks** lets you buy each skill up separately. **Each Skill Mark costs 4 Experience.** When you buy a Skill mark, choose one of the 14 skills that it applies to.

Start a new column for your Skill Marks's bonus dice. More marks mean a better bonus:

- 1 Mark = bonus d4
- 2 Marks = bonus d6
- 3 Marks = bonus d8
- 4 Marks = bonus d10
- 5 Marks = bonus d12
- 6 Marks = bonus d12, d4
- 7 Marks = bonus d12, d6
- Etc.

You can buy Skill Marks in any skill: one you already have from other Traits, or one you don't have any dice in.

Skill Marks start their own column with their own bonus. For example, if you already have Deceit d6, then buying 1 Skill Mark gives you Deceit d6, d4. (And not "d8".)

You can also retrain a Skill Mark. You can sell back one Mark to get 2 Experience back.

If you use the Skill Mark rule, do not use the gift of Expert. The Marks rule replaces the Expert gift.

Skill marks let you customize your character in new and complex ways. Some Players will enjoy the new options... but other Players may find this to be a lot of work, when just "playing your character" is its own reward. As always, use the debriefing to discuss what is working and what isn't.

Variant Rule for Character Growth: Multiple Soaks

In the standard rules, you're only allowed to have one use for each of the Soaks. For example, you can only have 1 use of "Hurt Soak -3".

Allow Player-Characters to buy the same Soak multiple times

With the *multiple Soaks* variant rule in play, a character can buy the same Soak multiple times, at the standard cost of 10 Experience each. Each multiple gives another use. For example, a character with three "Hurt Soaks -3" now has uses of "3/scene" instead of just "1/scene".

To keep things reasonable, *you can only use one kind of Soak once per Damage*. Following our example: if you suffer 9 points of damage, you can't just spend 3 uses of "Hurt Soak -3" to reduce it to zero. You can only spend one use of "Hurt Soak -3" to reduce it to 6. You'll have to use other Soaks to reduce the damage any more.

This variant rule makes characters a *lot* tougher. They'll be able to take an extreme amount of punishment and keep going. If you want to run a game with a lot of combat, with players walking through barrages of gunfire, consider using this rule. If you want your game to have a more realistic appreciation for violence, stick with the standard rules where Soaks are rare.

Variant Rule for Character Interactions: The X Card

Urban Jungle is a historical fantasy. That means that some of it is based on real world events (World War I, Prohibition, The Great Depression, World War II, etc.), and some if it is based on flights of whimsy (talking cat people, etc.)

The early 20th century had some great social upheavals, such as segregation, fascism, and communism. The more "historical accuracy" that you and your fellow players put into *Urban Jungle*, the more likely it is that these elements will crop up. Some Players may find confronting these issues to be interesting, and overcoming them as part of the game's story can be fun.

... Other Players may find that the way a topic is being handled makes them uncomfortable.

Heck, *Urban Jungle* is also a game about the darkness of the soul. Noir themes include seduction, betrayal, and murder. Unlike a movie or a book, a Player is expected to play the role of someone who responds to what's going in the fiction. And unlike most video games, there's other people, right there, putting social pressure for a quick response.

It's never fun when someone's feelings get hurt. You and your fellow players may consider using the *X Card*.

Each Player gets a card with a big X on it

A standard 3x5 or A7 index card with a big "X" drawn it works great, but technically any card will do, such as a playing card.

If something is happening in the game that makes a Player uncomfortable, that Player should throw their X card onto the table.

Whatever is going on, stops.

The player who threw the card doesn't have to explain why they threw the card.

The game should pause for a moment, while the Players and the Game Host edit the last event in the game's fiction. After an X-Card is dropped, the Players may consider taking a quick break before resuming the action.

In a role-playing game, sometimes Players will use their role “in character” to say things that someone might find hurtful. Role-playing games can create a dissociative effect, where what someone is saying “in game” is not considered to have any real-world consequences... while other players may not share the same sense of immersion. Sure, we’ve got the debriefing at the end of the game to let Players talk about their emotions, but that can be hours after the triggering event.

So: short answer: you feel it’s getting too personal and too painful, throw the X-Card.

After using your X-Card to stop the game, pick it back up

There’s no limit to the number of times you can use it. If you’re using your X-Card more than once per game, though, you should really be talking about that in the debriefing, because you’re not having fun.

Some groups may find that the X-Card can serve as a quick and easy reminder of the boundaries of what can and cannot go on during your *Urban Jungle* game. The safety net of the X-Card can empower a Player to push the emotions a bit further than they normally would, because they trust their fellow Players to let them know immediately if they’ve gone too far.

Other groups may find the X-Card to be too simplistic or formalized. The X-Card is to prevent feelings being hurt – it’s not supposed to be used because you don’t like how a die roll came up. If you use the X-Card variant, remember that it’s about keeping the game fun and exciting as you push the limits of your imagination.

Variant Rule for Combat Situations: Replace Panic Save –2 with Dazed Save –2

Each character gets *Panic Save* –2 to simulate how being shot at, beaten, and abused makes most people want to leave the scene or to surrender.

However, some Players may not like being told that they can’t take certain actions any more.

Replace “Panic Save –2” with “Dazed Save –2” for all characters

Now when characters are hit, they suffer the *Dazed* debuff until they can Recover. Rallies from friends will still be important.

Realistically, people rarely fight to the death, and the Panic Save is supposed to simulate that. If you use this variant, you might find that the body count in the game gets much higher. With panic removed from the equation, a Player Character is far more likely to keep fighting until they’re incapacitated or killed.

We only recommend this variant if all of the Players express that the game isn’t fun for them unless the panic rule is removed.

Variant Rule for Combat: Bullet Counting

Urban Jungle uses an “Ammo die” to track bullets. Realistically, shooters often fire two, three, or more bullets per exchange. Trained shooters (that is, ones with the *Bullet Conservation* gift) will be able to hit a target while firing fewer shots.

But some players may want for a more realistic game. You and your fellow Players may decide to use this *bullet counting* variant.

With Bullet Counting, replace the ammo die with # of shots

Replace an Ammo die of d4 with 9 shots.
Replace an Ammo die of d6 with 21 shots.
Replace an Ammo die of d8 with 36 shots.

When firing a pistol, carbine, or rifle, a character *without* the gift of Bullet Conservation *must* fire 3 shots. Characters with Bullet Conservation only have to fire 1 shot.

For added detail, a character without Bullet Conservation can choose to fire only 1 shot... but their attack also causes –1 Damage.

If you desire more realism, you can look up historical guns from the time period and use their magazine capacities instead of these generic ones.

Bullet counting adds a lot more accounting to the game, especially for the poor Game Host, who has to keep track of all the other characters. Only use the bullet-counting variant if your Players insist upon it.

For the Game Host's Eyes Only: Adventures and their Design

Adventure: an interactive story between role-players

Campaign: a long string of episodic adventures

Character: an imaginary person living in the fiction of the game world

Debriefing: after-game session

Episode: A beginning, middle, and end to a chapter in our story, one or more game sessions

Experience: spend 10 of these to buy a new Gift or Soak

Goal: something your character wants to do

Host: The one who controls all the non-player characters

Improvisation: a character made up on the spot by the Game Host

Non-Player Character: Any character controlled by the Game Host

One Shot: A one-session adventure with Player-Characters used only once

Player: Someone who plays the game, with one character.

Retrain: remove a Gift or Soak, gain +5 Experience

Reward: a new Gift or Soak for accomplishing a goal

Session: a gaming experience

Good for you! You've decided to Host a game of URBAN JUNGLE!

Hosting is a challenging and rewarding experience. You'll be asked to improvise new characters and new situations on a moment's notice, all while each Player clamors for attention. It's a tough job, but someone's got to do it.

A Special Note to Players

Hey, buddy, did you miss the title, what is up there in thirty-freaking-six-point type? This section is for the Game Host's eyes *only*. If you're not going to be the Host, don't read this section, or you'll ruin the surprises. Now scam.

Before starting, get familiar with the rules of the game

You don't have to know every rule by heart, but you do have to know the ins-and-outs of this game pretty well. The Players expect you to know the rules well enough to make decisions.

The Players also expect you to be using the same rules that they are using. It's okay if you want to "wing it" and make up things as you go along. You're the Host, and what you say, goes. ... But if your game isn't consistent, the Players will become confused about how the game works and what they're supposed to be doing. If they don't understand the game, they can't solve mysteries, and they won't be able to figure out what their enemies can and cannot do. These rules are your contract with the Players. Trust in them and they will trust in you.

Role-playing game stories are called adventures

You will preside over the *adventure*, the fiction of an interactive story. You'll present the story to the Players, you'll listen to their reactions, you'll ask them to make rolls, and then you'll play out the reactions of the non-player characters.

There's no set size to a single adventure. Some of them are short enough that they can be completed in a single afternoon. Longer adventures can turn into *campaigns*: several episodes all strung together.

In the words that follow, we'll talk you through how to design your own adventures, and what to do when the unexpected happens.

To show how it's done, we're included some sample adventures in these gray boxes. You can use these adventures in your own *Urban Jungle* games.

Single Episode in Three Acts

The Single Episode in Three Acts works best for short sessions (2 to 3 real hours) where you want to set up a story, make it interesting, and then have a satisfying climax.

The idea here is "as simple as possible, but no simpler." Have a basic story, with a single complication hidden from the players, and one key location for your climax that's a mystery to your players.

If you have too many characters, locations, and complications, you won't be able to get all of it done in a single episode.

Come up with a brief story, a reason to get the players involved, and one secret bit of information.

Example: It's 1925, and Brent "Brenben" Benniger, Elite Ferret Outlaw, is #13 on the FBI's most wanted list after having hit a series of banks from Tricogha. That's too much heat for him, so he's got his money in a big suitcase and is heading for Cuba by way of Sunshine City. He's called in every favor he can think of.

One of the favors Brenben called in was from Philip "Charlie" Charlesworth, Elite Sparrow Bootlegger. In one of those daring day-light bank robberies, Brenben shot and killed Charlie's sister

Betty, who had married and moved out of state. Brenben doesn't know Charlie is out for revenge and is planning to double-cross him once they arrive at Hatchie Airport.

INTRODUCTION

Ask the Players to introduce their characters. Each Player reads out their character's Name, Species, Type, Career, Motto, and any Goals they might have.

Next, introduce a Minor Character who offers a Goal. To make this quick, tell one of the Players that their character has some history.

Perla Hayward, Typical Alligator Reporter for the Sunshine City Viewer, is convinced she's on to a big story. A local drunk told her that Brent Benniger, #13 on the FBI's most wanted list, is being smuggled into Sunshine City. What a scoop!

Unfortunately, as sure as Perla is that this is a hot story, her editor has other plans for her. Even if this story is true, it's much too dangerous to risk a star reporter like Perla. But that doesn't mean that Perla can't ask for other people to look in it...

As the Game Host, pick one of the characters who has the type of "Angel" or "Heart-of-Gold" and has Perla play the sympathy card, practically begging for help. Oh, and did Perla mention there's a \$5,000 reward for Benniger's capture?

The party is offered the goal, "Help Perla with her Benniger story".

ACT ONE:

Ask the Players to plan how they will proceed. They may choose to split up and rendezvous later.

The Player-Characters should have a diverse array of abilities. The Streetwise ones may ask around Low City and the like. The High Society types could club around on Millionaire Pier. Eggheads could do some research at the city's planning office to find obscure places or old news articles, etc.

Always listen to your Players. As Game Host, your suggestions carry a lot of weight, so try not to lead them too much.

ACT TWO:

Play out the Player-Character's plans, revealing any new information. If they were successful, they should know where the final confrontation takes place.

Any roll that only gets one success isn't going to find Brenben ... Let's face it, if it were that easy, then the FBI would have already found him. If any of your Players' schemes only gets one success, give them some encouraging advice. "If any of the Lowbies know anything, they're too afraid to talk out in the open."

"No one at the Park knows anything specific, but there's a buzz in the air." "You look at all these plans, and you just know you're missing something," etc. Encourage the characters to use assist rolls or to tap Personality gifts in some effort to raise success totals.

Two successes or more should give better results. "None of the Lowbies have seen Charlie or his truck around for a while now. I heard a rumor he had to go up north for some reason." "One of the bluebloods had to sell his prop plane to pay for his gambling debts a while ago, and I heard some local bought it." "The Hatchie Airfield closed years ago, and the chamber of commerce still lists it up for sale ... and someone's been paying for electricity and phone service, hmm," etc.

If none of the Player-Characters can get any good leads, then it's up to you, as the Host, to show them the unlucky consequences. Let's assume the worst: that Perla goes off to follow up on a lead, impulsively and alone... and nothing good comes out of that.

ACT THREE:

Play out the final confrontation. Give the players advantage if they did good; give them disadvantages if they missed out.

Sure enough, out at the Hatchie Airfield there's a plane waiting to take off. If the Player-Characters stake the place out, Charlie will show up in his truck, with his two cousins and Brenben in his truck. Charlie's plan is to get the plane airborne, then shoot Brenben and bail out over the water.

Confronting Brenben is difficult. He took on G-men single handed, so he's an Elite Veteran armed with a Tommy Gun. Charlie's crew isn't in on the murder scheme; they're just Typical Bootleggers. The Players may have a shoot-out with Brenben, they may just passively observe, or they might do something even crazier.

If the Players didn't get any good leads, then there will be an unpleasant complication. Perla will have gone out to the Hatchie Airport by herself ... only to spook Charlie and his crew. Perla makes a desperate phone call from the Airport to her friend, the Player-Character ... only to get cut off by the sound of a gunshot and then the hum of a dead line.

Perla is only a Typical character with no combat skills. Brenben wants to kill her to tie up loose ends, but Charlie talks him out of it, and makes an excuse that he has to prep the plane, to give himself time to think about what he's willing to do, etc. Charlie, his crew, and Brenben are all criminals who aren't above using Perla as leverage to keep from getting caught.

THE END: Wrap up loose story-ends and debrief the Players.

If the Players get solid proof that Brenben was there – a photograph, a witness report, his body, his live capture, etc. – then they accomplished the goal of “Help Perla with her Benniger story”. A one-act story like this with low-stakes is worth a minor reward, so give the Players the gift of “Insider with the Sunshine City Viewer.” Remind the Players that they may retrain this gift for +5 Experience.

If Perla is killed, then the Goal was failed. Tell the Players to erase it from their character sheets, and they get no reward.

Ask any Players if their characters accomplished any other Goals.

Ask the Players' to re-read their character's Mottos. Each Player who didn't act against their character's role gets +1 Experience.

Ask your Players if they were confused about any of the game rules, or how the story went, or anything else. Whether anyone has anything to say or not, they get +1 Experience just for being here for the debriefing.

When you know your game session will last three acts, and you know you're playing for three hours, then you know to divide the time up roughly into one hour of real time to play out each act.

Tabletop gaming is a social affair. Players will often want to talk about things not related to the game. That's fine! We're all here to have fun. But, as the Game Host, your job is to keep the pace moving. If you're playing a three-act structure for a single session, you will have to keep a brisk pace.

Multi-Part Adventure

More ambitious than the one-and-done single episode, the *Multi-Part Adventure* is spread out over several sessions.

With more room to play with, you can have more complications. Sketch out an outline of how the Players would get involved.

Set up the premise of the adventure, with an introduction

It's 1947, and San Dorado is growing in the post-war boom. Our Player-Characters are either in the moving-pictures business, or they are friends with someone in the moving picture business. (As is everyone on San Dorado, really.)

Add some Non-Player Characters

If we're going to have intrigue, we're going to need some characters. Each character should have their own goals. And no one non-player-character should know the whole story. The fun of the game will be from the Player-Characters piecing together the whole story.

There's a lot going on, at Cavalcade Studios:

- The famous French director, Leo Vences, Elite Otter Artisan, has been hired by Cavalcade to direct Kiss and Tell, the modern romance that our country needs and that will turn the studio's fortunes around.
- This new movie has the long-awaited pairing of starlet Rose Silver with up-and-coming Lawrence Hall. Rumor is that the two leads, Rose Silver and Lawrence Hall, can't stand each other.
- Miramonte “Monty” Amadosanto, Typical Rat Artisan, is under contract with the studio, and he's the assistant director. After years spent on one-reelers and musical flops, Monty is excited. This movie could make his career!
- The producer for Kiss and Tell is Allais Pembroke, Weasel Tycoon. The movie is already over budget, and he's not convinced it will make its money back. Pembroke violated his own rule and put a lot of his own money into the movie... and he's also in debt to the Donato gang for twenty large. So he's done the unthinkable: he's taken out secret insurance policies on the two acting leads for a quarter-million each, payable to the studio.

- Hazel Tremblay, Typical Cat Detective, is an investigator for United Insurance. She's trying to get on the set of the movie to verify that Rose and Lawrence signed off on these unusually-large insurance policies... but Lots #9 and #10, where they film Kiss and Tell, are closed sets, and Rose and Lawrence take secret routes when they're going home. Hazel is about to get in over her head.
- Ivano "Vinnie" Piccio-Donato, Elite Badger Mobster, has the marker on Pembroke's debt. He's got his Typical Thief cousins (Ava, Flavio, Paride, and Santina) sabotaging Lots #9 and #10, to make it look like an accident.
With Pembroke's help, a dummy company has been set up for a fake movie, "Best-Made Plans", that has Lot #13 reserved. That's where Vinnie's cousins stay on the lot, and where they stash their tools.
Vinnie's crew aren't the most skilled lot, but they're not incompetent. They're eager to prove themselves and they know they better not screw this up.
- Lawrence Hall (né Luca Hartmann), Elite Fox Actor, has the looks and charm that can take him to stardom. If his past doesn't catch up to him, which brings us to ...
- Roy Musgrove, Typical Fox Vagrant, and Lawrence's on-again, off-again boyfriend. Roy's currently put up in the Coronado Hotel on Lawrence's dime. Willfully blind, Roy thinks their relationship will continue forever, but there's no way it can.
- Rose Silver (né Raizel Silverberg), Elite Fox Actress Principal, and jaded starlet. She's upset with Lawrence for having a boy on the side (not because she's jealous, but she doesn't want the scandal to ruin the movie). She's the only one who knows about the Lawrence-Roy affair but she hasn't told anyone, and not even Lawrence or Roy know she knows.

Just put a few characters on the list to get you started. You may have to improvise more characters later on.

Set up some episodes

The first episode will present a situation to be dealt with. Later episodes will deal with the progressing timeline of events and the fallout of the first episode.

This story should be good enough for three episodes easily:

- Episode One will start the investigation
- Episode Two will have our characters acting on what they found out in Episode #1
- Episode Three will end the story. Either our characters will stop the insurance scam or they won't.

Play out each episode in one, maybe two sessions.

Follow the standard session procedure:

- Start with each Player introducing their Character: Species, Type, Career, Motto, and Goals (if any)
- Play the game.
- End with a debriefing. Each Character earns +1 Experience if the Player stayed true to the role, and +1 Experience for participating in the debriefing.

Repeat this process for each episode. If an episode is running long and time is a constraint, you may split an episode into a "two-parter." Or you can combine the last half of Episode #2 with the first half of Episode #3.

EPISODE ONE: "In Through the Back Door"

As Game Host, choose one of the Player-Characters to have a history with Miramonte "Monty" Amadosanto, Typical Rat Artisan and film director under contract to Cavalcade Studios. After years spent on one-reelers and musical flops, Monty has his first big break: Kiss and Tell, the new movie that finally pairs starlet Rose Silver with up-and-coming Lawrence Hall in what's sure to be a hit that breaks all box office records.

Monty's been worried about the production problems. For a big-budget production like this, there've been lots of accidents on the lot. On the last shoot, a lighting rig collapsed and nearly killed Rose. He's hoping the Player-Characters can look into what's going on. Monty has enough influence to get the Player-Characters security passes onto the lot... but Monty will warn them to use a light touch. He can't have them screw this up, this is the best thing that's ever happened to him!

As Game Host, offer the players the goal of "Solve the mystery of the Kiss and Tell movie."

Ask your Players what abilities they want to use, to move forward

Avoid leading your Players. You don't want to constantly be telling them, "Roll this. Now, roll that." Your Players are a creative lot, and they come with Mottos, Goals, and other ideas all ready to go.

"What do you have that can do that?"

When a Player says, "I want my character to do something," get in the habit of responding by asking, "What abilities do you have that can do that?"

Characters with Academics or Research may look into the studio's or the actor's histories. Those with Questioning and Streetwise might make inquiries in the neighborhood. Folks with Observation and Tracking may want to look on the set directly, etc.

The Players will often have their own suggestions, and some will make more sense than others. If the suggestion is outrageous, ask more questions and work with your Players, to make a story that comes naturally.

As an example, a Player might say they want to use Presence to get clues. They might suggest they want their character to yell at random people, demanding answers. That's a great way to rack up bad Opinions, not so good for getting information. You could suggest that Presence is also the skill for making an impression – maybe they could try to get cast as a stand-in, extra, or character-actor on the movie? That would get them access to the lot to look for clues.

If it only needed one success, someone would've done it already

Our Players should feel like the story is something only they could do. Anyone could get one success on a roll, if they were lucky enough. Making headway by using die rolls should require two successes or more, for key story point.

If it were easy, Monty or the bored security guards on the lot would have already found these clues. If a Player only gets one success, cheer them on, but tell them they'll have to get another success somehow. (Personality? Assists? Etc.)

The episode can end when the players get "too close" to finding something, which can bring a confrontation with Vinnie's crew. If Pembroke catches our heroes snooping around, he'll be polite to their faces, but he'll arrange in secret to get them wiped out.

Our players may sight Hazel the insurance investigator, or Roy the gold-digger boyfriend, but they will have to follow-up on these leads later.

If you feel the episode would benefit from a climax, you could have some of the Donato gang "pay our heroes a visit" to convince them to dump the case.

Give each Player some screen time

Some Players will be more enthusiastic than others. Other Players might just be happy that they are getting together with friends and pretending to be a cat person for a while.

As Game Host, keep one of your eyes on the clock. Don't let one player monopolize more than ten minutes of time all by their lonesome. Look to their right and ask other Players what they want to do.

Each non-player-character only knows part of the whole story

The Questioning skill isn't just about getting people to answer questions — it's also about getting people to give up details of stuff they don't realize are important.

It's a staple of the noir genre that people often know things that they don't know are actually significant. The Players have agency — when they find clues that the Minor Characters didn't even know they had, the Players will feel like the star agents in their own story.

A roll of Mind & Questioning vs. 3 that can score two successes could get Monty to give up details that he didn't think were important. "Sure, I've seen Rose and Lawrence on set. Not at the same time, but I'm only the assistant, and shooting their scenes separately with close-ups to edit them together later is standard practice. ... Of course, now that I think about it, we're shooting a lot of solo close-ups..." That's a clue that Rose & Lawrence hate each other, something that Monty doesn't know.

Monty isn't hostile towards the Player-Characters. Heck, he actively wants to help them! But, it still takes skilled Questioning to get useful answers out of him.

Assist bonuses are everyone's friend

Characters can work together to find clues. For example, many characters could comb a warehouse looking for clues. See the Assist rule, page 14, for the basics on this rule.

Don't forget that non-player characters can assist, too. When you give a Player a d8 assist bonus from one of your characters, that Player will feel like the other characters are more than just set dressing or obstacles.

Remember earlier where we suggested a Player might use their Character's Presence to get hired on as an actor? Well, Monty is the assistant director, so he has some pull. He could provide a d8 bonus to a Will & Presence roll to get hired.

Your Player-Characters will be a diverse group, and one of them might not have abilities suited to the task at hand. So ask them, what can they do to help the other Players? How can they use what they have to help other people do other things? When rolls need two, three or more successes, any assist bonus is good.

Even though our Player got on the set as an actor in a minor role, they may find they have precious little time to look for clues. Maybe they could help the other players? For example, they know first-hand the layout of the set and where people hang out, so they could give a d8 bonus to another's Observation, by telling them where to look. Or they could leave a secure door unlocked and unlatched, to give a friend a d8 bonus to Evasion to infiltrate later.

The story follows the Players, and not the other way around

While we wrote up our episodes to have a timeline, what happens in the next episode should follow what happened in the previous one.

EPISODE TWO:

By now, your Players should be following one of the leads. It's time to put the pressure on.

If our Players follow Hazel, she'll come clean about the insurance investigation — she has no reason not to. She'll offer to join the Player-Characters.

If our Players follow Roy, he won't say anything. He may be infatuated with Lawrence, but he doesn't want to ruin a good thing. If pressured, he may spill the beans.

If our Players follow Rose, all she knows is about Roy and Lawrence's affair.

If our Players are following Vinnie and his crew, then the crew will respond by finding ways to "dissuade" them. (The gift of Sabotage helps to cut brake lines, to perforate gas pipes, etc.) Vinnie's crew just know that they're sabotaging the movie, they don't know why. (They don't need to know.)

Pay it forward: previous successes assist future rolls

You can also have previous successes provide assists for future rolls. Paying successes forward into future assist bonuses will make the Players feel like everything they do is having results.

For example, if our Players got some good intel on Vinnie and their gang, that should be good for a d8 bonus on rolls related to Vinnie's crew.

If the Players confront Pembroke, spilling the details that they know Vinnie's crew is involved should be good for a d8 assist bonus on rolls of Negotiation, Presence, or Questioning to influence him.

Getting Lawrence to fess up about the affair would be difficult: Actors are good with lying (Deceit) and controlling their emotions (Presence). If the Players can goad him with details about Roy, that should be good for a d8 bonus for any rolls to get Lawrence to come clean.

One story, many endings

To keep your game organized, it's easiest to assume the bad guys have an agenda, and once key milestones are met, they will accomplish everything they set out to do ... *if the Player-Characters don't interfere.*

EPISODE THREE: "Iris Out"

If the Players haven't been very successful at finding out anything, Vinnie and his crew will proceed as planned. Hazel will get rubbed out by Vinnie's goons. Either Lawrence or Rose will be maimed or killed. The production on *Kiss and Tell* will close, Pembroke will collect the insurance, and that's the end. But are the Players really that passive?

Many endings will have the Player-Characters direct and up-front, the agents who end the whole sordid tale. The Players will feel like the ending is a product of their own deeds and words, very satisfying.

Vinnie needs Pembroke to get the money he's owed... but can the Players deal with Vinnie some other way? They could try to convince Vinnie to tear up the marker, either by reason or by force. Or they could get Vinnie arrested. (He is a criminal, after all.) Truly cynical players could just remove Pembroke from the equation.

Sometimes the Players won't be direct about the ending, but they'll have put things in motion that gets other, non-player characters to solve the problem. And that's okay, too. They still get the reward if the Goal was accomplished, no matter how many people helped them.

Hazel will need to get proof that there's been insurance fraud. The best proof would be Pembroke's collusion to set up Lot #13 and the hired goons, and the proof is in the Cavalcade Studio files. If the Players get the proof to Hazel, she'll call the cops, blowing the whole scheme wide open. Sure, technically the police round everyone up, but it's the Players who solved the problem.

If you're worried that the ending might not be that exciting, try to find ways to make the Players the stars of the story's ending. Work into this ending how it's only the Players who could respond in time, based on what they know and what they can do.

For example, when the cops go to round up Vinnie, one of the Players could get a tip-off that Vinnie had taken matters into his own hands, and put out a hit on the actors. Sure, you could call the cops, but would they respond in time? The Players' thorough knowledge of the case files should give them a d8 assist bonus to find Rose or Lawrence before it's too late.

As you preside over the game, you might think of a new twist to put into the story. Before adding such things, it's a good idea to take a long at the real-time clock. Will putting this new item into the story make tonight's session run too long? Don't tease out the ending too long, or you risk losing the Players' interest. Less is more.

You could even add a strange twist where Roy figures out about the insurance scam... and then confronts Pembroke or Vinnie saying he wants a cut or he'll expose his affair and ruin the whole movie. Roy might have bitten off more than he can chew...

A rescue mission for Roy only makes sense if the Players know that Roy has some connection to the story. And only if you think the story is running a little short.

There are other threats than just killing the Player Characters

There's an old saw for pulp writers: "When in doubt, have a man come through a door with a gun in his hand." Clear confrontation keeps the action constant and dramatic.

But constantly throwing violence at the Players gets boring. And it's not all that realistic — very few bad guys will have "murder the Players" on their list of personal goals. They want the threat to their goals *neutralized*, and that may involve the other non-player-characters of the world.

As Game Host, you can't kill the Player-Characters off in a casual manner. They're the stars to the story. In a noir story, life may be cheap, but you can cement that message better by threatening to kill the supporting cast of Minor Characters.

If the Players tip their hands too early, Vinnie might find out about Hazel and put out a hit on her. Sure, the Players might have a large array of combat skills, but can they protect the all-too-typical Hazel from a group of remorseless killers?

Don't just kill off a Minor Character casually, either. If you want to make the death really have an impact, it has to feel like it's the result of a direct failure of the Player-Characters' actions.

If the Players never even found out about Hazel and her investigations, then her death doesn't really affect the story.

If the Players knew Hazel, in order for the hit to mean something, the Players would have to know about it. Maybe they find a notepad in Lot #13 with the number of Hazel's hotel room on it. Or maybe one of them overhears Vinnie talking to his crew about the details of the hit. Maybe the Players confronted Vinnie's crew and let it slip that Hazel was an insurance investigator, and now they have a "bad feeling" and feel they should check in on her...

See if you can work in the Player-Characters' personal goals

Don't forget that they came into the game with their own personal Goals. (That's why we have the Players read their Goals out loud, at the start of each game session.)

For this example, one of the characters has the Personal Goal of "Get a big score." You could have Pembroke offer to buy the character off, if they agree to just walk away from all of this. Would they sacrifice the party goal for their own personal one?

Many Players are enthusiastic about their personal Goal, and they will try to work in it, on their own initiative.

Unsurprisingly, near the end of the adventure, the Player-Character confronts Lawrence and blackmails him, threatening to expose his whole affair with Roy unless they are paid off. That's one way to "Get a big score", I guess.

The Multi-Part Adventure has the opportunity for lots of intrigue, double-crosses, and sudden twists. Remember to keep moving towards the ending. It's better to end the story early with the Players wanting more, than to drag the story along way past its welcome. There's always more stories to tell.

Episodic Campaign

The *campaign* is a long series of episodes. Each episode will be one chapter in a larger story, but they don't necessarily have to be in order. There will be some continuity between episodes, as characters hang around from one episode to the next.

As Game Host, you'll have to do some book-keeping, keeping track of the various Opinions of Minor Characters and Crowds from one episode to the next.

Like the Single Episode in Three Acts, each episode should play out over a single game session. (But it's okay if you run long and have to split one episode into two sessions or so. Have fun!)

Work together with your players to come up with a campaign

You may want to have a session with the Players as you ask what they want to do and don't want to do.

Example: It's 1924, and the players are all small-time criminals in Tricogha. Their goal is nothing less lofty than to rule the entire city.

The Game Host sets up the various factions for this campaign:

- The Labrazio gang, who control the Lakeside district
- The Miracle Mile gang, who control the Old Church district
- The Mackenzie gang, who control the Downtown district
- The Tricogha City Police Department
- Mayor Bevers and City Hall

In order to take control of the city, the Player-Characters will have to deal with each of these factions.

Complicating the mix will be various other street gangs and the Federal Bureau of Investigation.

Come up with a list of episodes

Set up a few episodes that you think will work pretty well, and frame them in such a way that the Players can pursue them in any order. These episodes should be based on what the campaign is about.

By keeping each episode as a self-contained little adventure, your Players have agency to pursue things in whatever order they want, which will make them feel more involved in the game's story.

Episodes that will be obvious to the characters are:

EPISODE ONE: "Setting Up the Operation"

The Players will have to set up their first few criminal enterprises. They'll have to get a speakeasy or two, and a supply of booze. They may hire entertainers, and they may recruit from other gangs. They may have to run a small-time gang or two off their turf.

Watch the way your Players set things up, and improvise along with them.

After that, you can have these episodes play out, in any order.

"GOAL: Deal With the Labrazios"

Their hideout is in Butler Fireworks Warehouse, where they keep their arms and their hooch. The Labrazios are violent, with a policy of, "if they put one of yours in the hospital you put one of theirs in the morgue".

If the Players engage the Labrazios early, they'll have a blood feud for the rest of the campaign. If they're left alone, the Labrazios will start to wipe out the lesser street gangs.

"GOAL: Deal With the Miracle Mile"

The Miracle Mile gang are vicious and subtle. They are more likely to use vandalism or arson against the Player Character's stuff.

If the Players engage the Miracle Mile early, they'll send quiet Torpedoes to take out the Player-Characters... or their loved ones. If they're left alone, they'll start work on the Labrazios first, then the Player Characters.

"GOAL: Deal With the Mackenzies"

The Mackenzies lack personnel, but they are being bankrolled from their operation in Shaysen. Their goal is to lay low while the other gangs wipe each other out. Meanwhile, they're bribing key officials to put pressure on other gangs. (This bribery is pretty easy, since taking out gangs is something City Hall is supposed to be doing.)

If the Players engage the Mackenzies early, they won't find much difficulty denting their operations... but the Mackenzies will come back a few episodes later, heavy and with support. If they're left alone, the Players will get more and more trouble from officials on the take.

“GOAL: Deal With the Police”

The Tricogha City Police Department are just doing their jobs. Most of them are working stiffly trying to keep the peace.

The Players shouldn't be fighting with the TCPD, or they'll bring down the wrath of the Mayor and (eventually) the FBI. Instead, the Players should be working with the TCPD, bribing them to their side, or at least convincing them to head off.

If the Players get a good working relationship with the TCPD early, they'll get some warning about the Mackenzies' attempts to infiltrate the operation. If the Players wait too long to work with either the TCPD and the Mackenzies, they'll find themselves the target of a serious crackdown.

“GOAL: Deal with City Hall”

B.E. “Blameless” Bevers likes this city, and he loves being mayor. There's elections coming up, and he wants to keep his party in power. Whoever helps him the most in the upcoming election is going to get his support.

If the Players get on Bevers' good side early, they can get support in high places. If the Players take him out or run him out of town, there will be chaos for a while (which helps the violent Labrazios) before the dust settles and new politicians move in (which helps the Mackenzies). If the players wait too long, the Miracle Mile gang and the Mackenzies will get the politicians firmly in their pockets, and then it's war on the Labrazios and our heroes.

Plan one or two *optional* episodes. Only introduce these episodes into the continuity if you think things are too predictable or too easy. If things are already complex or difficult, leave them on the cutting room floor.

Rewards for these episodes should be minor, such as “Local Knowledge of [the neighborhood the adventure took place in]” or “Insider with [the Crowd you interacted with the most]”. Some Players will want to hold on to those gifts, since they represent growing power and influence. Other Players will retrain them at the earliest opportunity.

You might also introduce an optional episode to deal with any fallout from something else that the Players did.

OPTIONAL EPISODE: “FBI's Most Wanted”

Lieutenant Andrea Stillman, Superior Panther Detective, arrives in the city. She's been sent by Capitol Hill to deal with the Mackenzie syndicate, but she's here to bust all the gangs. While Bevers resents the intrusion of federal authority, he's outranked on this one, and he will comply with the letter of the law, if not the spirit.

If the Players have the TCPD or Mayor Bevers on their side, they'll get advance warning of Stillman's moves. If the Players have lots of Bad Opinions hovering over them from the authorities, they become Public Enemy Number One, and life gets really hard.

Stillman is untouchable and highly skilled. Smart Players will find it best to avoid her. (Smarter Players will find ways to get Stillman after their enemies, first.)

If the Players have a lot of bad Opinions, or if they've committed some serious, blatant crimes, you may introduce Stillman as a reminder of the long arm of the law.

Finally, have a big-finish episode ready to give the campaign a great ending.

FINALE: “Election Day”

If the city is still standing, then it's time to vote early and often. Bevers will be calling in every favor that he can get. And to make it look good, Bevers will get “tough on crime”. Police will work extra shifts cracking down on criminals who are on his bad side. (The ones on Bevers' good side, not so much.)

If the Players are on Bevers' side, that means all sorts of shenanigans, from bussing in out-of-town voters to stuffing ballot boxes. If the Players aren't on his side, that means it gets difficult to run operations with all these blues around.

Whatever gangs are left will make this event their last hurrah. The Mackenzies will bring in their “friends from Shaysen” to seal the city. It'll be open warfare as these Torpedoes seek out all rival gangs, including the Player-Characters. And not just our heroes — any friends, family, or associates of the Player-Characters could be a target. Alliances may shift, switch, or disappear as the streets run red.

An episodic campaign can be a lot of work to plan... but the real key to success is not planning *too* much. Give your Players a sandbox for adventure, with some obvious things to do, and then wing it from there.

Each Episode begins with an Introduction and ends with a Debriefing

Follow the same setup for each session: have the Players introduce their characters, then play out the game, then end with a debriefing. Each episode will end with +1 Experience for the debriefing and +1 Experience for staying true to the Motto, plus any other Goals accomplished along the way.

Listen to your Players, and add or subtract details as needed

During an Episodic Campaign, one of your Players may suggest a side-quest. And that's great! That means your Player are showing genuine interest in the game.

The game isn't just for one Player, though. It's for everybody. Going back to the "Single Episode in three acts", see if you can add interest.

For example, one your Players wants to add the Gift of Ally to their character. The Player has an elaborate backstory set up for this new character, and they want to add a new Goal to earn this Ally.

Sounds great! But how do we involve everyone else? We have this "crime in Tricogha" story going on.

One way would be this Ally threatened by one of the many rivals to the players. Maybe their family business is being leaned on by the Miracle Mile gang, for protection money. Or they might be witness to a particularly violent crime by a Labrazio button-man, who doesn't like to leave any witnesses. The Ally could even be a relative of the Mackenzies, and they know about the impending arrival of "out-of-townners" who will sweep the streets clean (or paint the walls red), and they feel they have to betray their kin to save their friend.

At some point, the Game Host introduces this optional episode, with the Goal of "Get this character out of their jam". After accomplishing this Goal, the Game Host gives the reward of "Ally" to the Player, and the reward of "Increased Trait: Career" to the other Players.

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