



State Department of Corrections

FORM 221-C

TYPE OR PRINT WITH BALL POINT PEN ONLY

OFFICIAL USE ONLY	FILE <input type="checkbox"/>	RECORD <input type="checkbox"/>	ARCHIVE <input type="checkbox"/>
LAST NAME	FIRST NAME		MIDDLE INITIAL
KNOWN ALIASES			
DATE OF BIRTH	PLACE OF BIRTH	MARITAL STATUS	SOCIAL SECURITY NUMBER
GENDER	HEIGHT	WEIGHT	EYES
DISTINGUISHING CHARACTERISTICS			
ADDRESS	CITY	STATE	ZIP CODE
		TELEPHONE	

The BOPPER

MIGHT
Broke Down <input type="checkbox"/>

HUSTLE
Gimped Up <input type="checkbox"/>

SMOOTH
Hard to Look At <input type="checkbox"/>

BRAINS
Punch-Drunk <input type="checkbox"/>

SOUL
Whitebread <input type="checkbox"/>

CASH

EXPERIENCE

HEAT

ROLE MOVES

You get:

▀ Gang:

(See Chapter 3 - Characters for more details about creating your gang)

▀ Warchief: Your gang will follow you under normal circumstances, but there may be times you need to command your gang to stick their necks out, based on your words alone. When you try to impose your will on your gang, roll +Might.

- On a 10+, all three:
- On a 7-9, choose one:
 - They do what you want.
 - They don't fight back over it.
 - You don't have to make an example of one of them.

On a 6 or less, someone in your gang may make a dedicated bid to replace you for Alpha.

Choose 1

▀ One for the Team: When you or your gang would take damage, you can transfer 1-harm dealt to you to the gang itself or transfer one harm dealt to your gang to you.

▀ Plan On a Napkin: When you make a plan of attack and explain it to the rest of your team, roll +Brains.

- On a 10+, hold 3.
- On 7-9, hold 1.

While executing the plan, you can spend 1 hold to allow a member of your team roll with Something Extra on any move.

▀ Colors: When you encounter another Bopper, influential street figure or other gang member, roll +Smooth.

- On a 10+ they recognize your colors, and you say what they've heard about you. (roll with Something Extra when dealing with them for the rest of the Scene).
- On a 7-9, they recognize you, the DJ will say something truthful that they know about you.

▀ Marked Territory: When you enter into a new part of the city, you have the option of marking the territory with your gang's emblem. When you return to that part of the city, roll with Something Extra on all rolls while in this part of the city. This lasts for as long as your graffiti remains visible, DJ's discretion.

▀ Semper Fi: Your gang is more loyal than most. When in your presence your gang will always fight to the last man. When your gang takes action in your absence, they remain intact at 4-harm instead of 3-harm.

▀ Home Field Advantage: When you prepare to defend yourself in a rumble that takes place on your home turf, roll +Smooth:

- On a 10+, pick two of the following results:
- On a 7-9, pick one:
 - Your gang brings reinforcements, increase the size of your gang by one level (Small becomes Medium, Medium becomes Large).
 - Your gang digs into its weapon cache, adding +1 harm to attacks.
 - Your gang fortifies its position, providing +1 armor.



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THE GOOD OLD BOY

ROLE MOVES

You Get:

▀ Sweet Ride: All Good Old Boys start with a Sweet Ride at no cost. For details see the section on Vehicles later in this chapter.

▀ Hot Wheels: When in the driver's seat...

- If you need to **Deliver a Beatdown**, add your car's power to your roll.
- If you need to **Keep Your Cool**, add your car's power to your roll.
- If you **Get in Somebody's Face** add your car's power to your roll.
- If you try to **Get What You Want**, add your car's looks to your roll.
- If you **Help a Brother Out** add your car's power to the roll.

And Choose One:

Damn the Double Nickel: When you charge straight into the thick of things without regard for your own safety, you get +1 armor. If you happen to be leading a gang or a convoy, they get +1 armor too.

Super-Slab: Thanks to your CB, you've got a network of eyes on the road in every direction. When you reach out on the CB airwaves to assess the situation ahead of you, roll +Smooth.

- On a 10+, get a reliable report of what's going on down the road.
- On a 7-9, get a secondhand report which may be incomplete or contain some misinformation.

Well Stocked Trunk: Due to your pre-planning and connections, your Sweet Ride comes automatically equipped with a Repair Kit, First-Aid Kit and 1 additional kit of your choice. These kits are automatically restocked at the beginning of each adventure.

Starsky *AND* Hutch: You have two additional Sweet Rides.

'Til The Tires Fall Off: When you're behind the wheel of a vehicle, it will continue performing fully until it receives 5-harm. After receiving 5-harm, the car literally falls apart the next time you come to a complete stop.

MY SWEET RIDE

Name: _____

Description: _____

Power: _____

Looks: _____

Traits: _____

Notes: _____

Spirit of 77



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THE HONEYPOD

ROLE MOVES

You Get:

Queen/King of the Scene: Either because of their personality, beautiful looks or maybe it's just a touch of the Glam, Honeypots get +1 to Smooth (Max +3).

...And Choose 2:

Sometimes Less is More: The less you wear the harder you are to hit. When you are naked or nearly naked, gain 2-armor. When you are topless or wearing revealing, non-armor clothing, gain 1-armor. If you are wearing any armor, use it instead.

Angel Eyes: When you gaze longingly into the eyes of someone who means you harm, roll +Smooth.

- On 10+, they drop their weapon and take a step back.
- On a 7-9, they redirect their hostility elsewhere.

Another Satisfied Customer: You've got a salesman's smile, and can convince anyone that they're getting the best part of a deal. When you successfully strike a deal with a character to Get What You Want, you may always choose the option "They are happy with the bargain", in addition to the options chosen as a result of the move.

One Won't Kill You: Sometimes a little social lubrication is needed. When you successfully convince someone to share in a vice (cigarettes, alcohol, etc.), roll with Something Extra when dealing with them, and gain +1 hold when Giving Them the Third Degree.

Tell Me I'm Pretty: When someone uses flattery to encourage you to do your best, they may roll +your Soul when Helping A Brother Out.

MIGHT

Broke Down

HUSTLE

Gimped Up

SMOOTH

Hard to Look At

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THE ROCKER

ROLE MOVES

You get:

Mesmerizing: You don't just perform, you share your deep personal feelings with those around you, Rockers start with +1 Soul (Max +3)

And Choose Two:

Backstage Pass: In the night-time world, they always believe you're either with the band or "on the list". You can always get into or backstage at a venue such as a concert, theater or nightclub. Getting other people in with you will require a successful Getting What You Want move.

God of Thunder: If it's too loud, then they're too old and it's time to use it to your advantage! When you play on your instrument, turn up the volume and roll +Soul:

- On a 10+, multiple targets within the scene get deafened, staggering around at a disadvantage.
- On a 7-9, only one target gets deafened.

Black Belt in Crazy: When you sit out a fight to play an inspiring tune to fire up your friends, while performing, everyone on the team rolls with Something Extra and gains the area trait for their melee attacks.

This Song's For You: When you dedicate a song and sing it to someone, you can use +Smooth instead of +Brains when Giving them the Third Degree and you can also roll with Something Extra on your next +Smooth roll involving them.

Groupie Magnet: Rockers tend to gather groups of dedicated fans around them who will do nearly anything to please the Rocker.

Groupies count as a gang of "a couple of guys" (1-5 members). Though they are nearly worthless in combat (1-harm, 0-armor), they can always be used for other tasks. When you suggest that a groupie do a favor for you, roll +Smooth.

- On a 10+, they do exactly what you want.
- On a 7-9, they ask you for a favor in return.

MIGHT	<input type="checkbox"/>
Broke Down	<input type="checkbox"/>

HUSTLE	<input type="checkbox"/>
Gimped Up	<input type="checkbox"/>

SMOOTH	<input type="checkbox"/>
Hard to Look At	<input type="checkbox"/>

BRAINS	<input type="checkbox"/>
Punch-Drunk	<input type="checkbox"/>

SOUL	<input type="checkbox"/>
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THE SLEUTH

MIGHT	
Broke Down <input type="checkbox"/>	

HUSTLE	
Gimped Up <input type="checkbox"/>	

SMOOTH	
Hard to Look At <input type="checkbox"/>	

BRAINS	
Punch-Drunk <input type="checkbox"/>	

SOUL	
Whitebread <input type="checkbox"/>	

CASH	

EXPERIENCE	

HEAT	

ROLE MOVES

You Get:

- ▀ **Not the Average Bear:** The Sleuth gains +1 to Brains (maximum +3).
- ▀ **Crime Scene Investigation:** When Scoping out the Scene of a recent crime, you can additionally choose to ask these questions:

- How long ago did the crime take place?
- How many people were involved in the crime?
- How did the perpetrator or the victim of the crime enter and leave the scene?
- Who is the most obvious suspect?

And Choose 1:

- ▀ **Wouldja Look at That?:** When you create a distraction before striking somebody, roll with Something Extra and deal +1 stun damage.
- ▀ **Master of Disguise:** When you take the time to create a convincing disguise for yourself or others, roll +Brains and mark one use of your Disguise Kit.
 - On a 10+, only the most scrutinous examination would reveal the disguised person to be anyone other than who they say they are.
 - On a 7-9, it's good but not perfect; the disguised person rolls with Something Extra for any rolls to convince someone they are who they say they are.

▀ **It's Only Logical:** When you make a rational and logical argument in favor of a decision you may roll +Brains instead of +Smooth to Get What You Want.

▀ **Encyclopedic Memory:** When you delve into your vast storehouse of personal knowledge while analyzing something, roll +Brains.

- On a 10+, the DJ will tell you something interesting and potentially useful about the subject that's relevant to the situation. Then tell the DJ how you know this.
- On a 7-9, the DJ will only tell you something interesting. Then tell the DJ how you know this.

▀ **No Bull:** When you Give Someone the Third Degree, on a 12+ you can ask the question "Is your character telling the truth" without spending hold.

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THE TOUGH GUY

ROLE MOVES

You Get:

Hardcore: All Tough Guys start with +1 Might (Max +3).

Pick 2

Stone Cold Crazy: When you Deliver a Beatdown with the intent to kill or destroy your target, inflict +1 harm.

Always Armed, Always Dangerous: In your hands anything becomes a deadly weapon. When you pick up a nearby object to wield as a weapon, roll +Brains.

- On a 10+, Pick 3:
- On a 7-9, Pick 2:

Then describe the object.

Basic Improvised Weapon (1-harm, hand, clumsy)

- It's heavy (+1 harm)
- It's sharp (+1 harm)
- It can be easily thrown (range close)
- It's long (+area)
- It's not Clumsy (-clumsy)

Bustin' Loose: When you use pure strength to destroy an inanimate object or obstacle, roll +Might.

- On a 10+, choose 3:
- On a 7-9 choose 2:
 - It doesn't take a very long time
 - Nothing of value is damaged
 - It doesn't make an inordinate amount of noise
 - You can fix the thing again without a lot of effort

Tougher than Leather: You have +1 armor, either by your choice of kung fu training, special metal bracelets that reflect bullets or maybe you're just too bad-ass to feel the pain.

One at a Time or All at Once: When you are confronted by overwhelming forces (such as a gang) you count as a gang (Small gang, 2-harm) with armor equal to your normal armor rating.

Ain't Got Time to Bleed: When you have more than 4-harm, you suffer no negative penalties (although you still risk additional harm and death at 5-harm or more).

MIGHT
Broke Down
<input type="checkbox"/>

HUSTLE
Gimped Up
<input type="checkbox"/>

SMOOTH
Hard to Look At
<input type="checkbox"/>

BRAINS
Punch-Drunk
<input type="checkbox"/>

SOUL
Whitebread
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THE VIGILANTE

ROLE MOVES

You Get:

It's All in the Reflexes: When you use a gun to solve a problem or overcome an obstacle, roll with Something Extra.

...And Pick 2:

Out for Blood: When a Vigilante is in combat, they're not messing around. When you single out a target for elimination and shoot them you do +1 harm.

Feelin' Lucky Punk?: When you successfully Get In Someone's Face, you've managed to scare the hell out of them for good. Roll with Something Extra against them permanently.

Eagle Eye: When you take time to study and observe your target, Roll +Brains.

- On a 10+ you identify a weakness and deal +1 harm against that target for the rest of the Scene.
- On a 7-9, you spot a weakness but will need to expose yourself or someone else to danger in order to exploit it.

Both Guns Blazing: When wielding a gun in each hand, your attack gains +area.

Wake-Up Call: When you fire a warning shot to get your target's attention, Roll +Hustle.

- On a 10+ they stop what they're doing (fleeing, fighting etc) and are shaken, roll with Something Extra on your next move.
- On a 7-9 they merely stop what they're doing.

MIGHT	<input type="checkbox"/>
Broke Down	<input type="checkbox"/>

HUSTLE	<input type="checkbox"/>
Gimped Up	<input type="checkbox"/>

SMOOTH	<input type="checkbox"/>
Hard to Look At	<input type="checkbox"/>

BRAINS	<input type="checkbox"/>
Punch-Drunk	<input type="checkbox"/>

SOUL	<input type="checkbox"/>
Whitebread	<input type="checkbox"/>

CASH	

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Spirit of 77



State Department of Corrections
FORM 224-A

ALL-STAR

STORY MOVES

You Get:

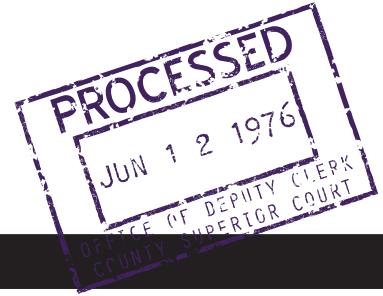
Playing Hurt - Once the adrenalin kicks in, you shift into overdrive. When you've experienced 2 or more +harm, roll with Something Extra for all Might and Hustle rolls for the remainder of the Scene.

Moves: (Pick 1)

Walk it Off, Son: When you berate someone about suffering a minor injury (2-harm or less), roll +Smooth.

- On a 10+ they ignore the damage completely (heal up to 2-harm).
- On a 7-9 they ignore the injury until the end of the Scene.
- On a 6 or less, it really is a big deal and they take 1 additional harm.

Ignore The Crowd: Working under pressure is your specialty. When everything is on the line and only you can overcome the obstacle, roll with Something Extra.



Rope-a-Dope: When you make your opponent believe you are more vulnerable than you really are, Roll +Brains.

- On a 10+ roll with Something Extra against the target for the rest of the Scene.
- On 7-9 you roll with Something Extra on the next attack against the target.

Cheap Shot Artist: You're skilled at sneaking in a dirty hit on the big plays. When successfully Taking a Hit or Getting Out of the Way from a melee attack, deal 1-harm to your opponent.

Hail Mary: When you use a thrown weapon, you may extend the range one distance category (close becomes far, far becomes extreme).

Gonna Fly Now (requires Playing Hurt): Increase one Attribute from +1 to +2.

Eye of the Tiger (requires Playing Hurt): Increase one Attribute from +2 to +3.

GEAR AND THANGS

BUZZ

HOOKS

HARM

Minor Wounds

0 harm - Healthy
1 harm - Bruised and battered but ultimately ok.
2 harm - Bloodied.
3 harm - Bruised and Bloodied.
4 harm - Broken, bloodied and bruised, possibly broken bones or a concussion. All rolls are at -1 while you have 4 or more harm.

Serious Wounds

5 harm - Unconscious. If you don't receive help you'll take 1 additional harm at the end of the scene.
6 harm - Dying. If you do not receive medical attention you will die at the end of the scene.
7 harm - Dead - If a medic can get to you immediately they might be able to save you with CPR.
8 harm - Destroyed





State Department of Corrections

FORM 224-A

EX-CON

STORY MOVES

You Get:

Friends on the Inside: When you contact your former inmates for information about a crime or a possible criminal introduction, roll +Smooth. On a 10+, the DJ will tell you something useful about the crime or make the connection. On a 7-9, the DJ will tell you something that may or may not be useful about the crime, or may require a favor of their own.

...And Pick One:

Jailhouse Juryrig: Being on the inside makes you learn to make do and repurpose things to get the job done. When you scrounge around looking for a specific item such as a tool or part roll +Brains.

- On a 10+ it's not exactly what you needed but it's close enough.
- On a 7-9 it can get the job done, but it'll only work once or for a short time.

Jailhouse Tattoos: When Getting in Someone's Face, you can roll +Heat instead of +Might.

Dirty Fighting: When you attack someone with a melee weapon, the weapon gains +armor piercing.

Hold Out: You can conceal objects on your person, whether it's your drug stash, a weapon or a roll of cash. When you're searched, roll +Brains.

- On a 10+ you may conceal up to three items with the concealed trait or one item without it.
- On a 7-9 you may conceal up to two items with the concealed trait.
- On a 6- you may conceal one item with the concealed trait.

Beautiful Disaster - The worse you look, the hotter you seem. For every harm you take, you gain +1 Smooth. When the damage is healed, the additional Smooth is lost.

Discreet About Heat - You know how not to get caught (most of the time). When a move would normally cause you to gain Heat, Roll +Smooth.

- On a 10+, you receive no Heat.
- On a 7-9, you receive one less Heat or no heat if you're willing to pay the DJ's price.

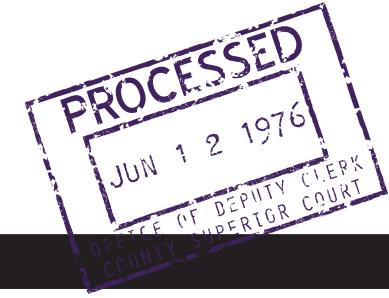
Repeat Offender (Requires Friends on the Inside): Increase one Attribute from +1 to +2.

Career Criminal (Requires Friends on the Inside): Increase one Attribute from +2 to +3.

GEAR AND THANGS

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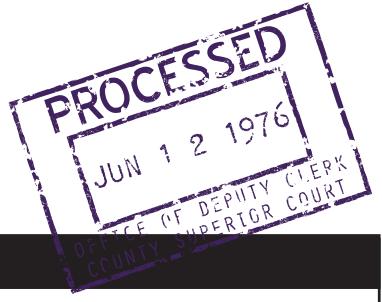
Serious Wounds

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6 harm - Dying. If you do not receive medical attention you will die at the end of the scene.
7 harm - Dead - If a medic can get to you immediately they might be able to save you with CPR.
8 harm - Destroyed





State Department of Corrections
FORM 224-A



FORMER BADGE

STORY MOVES

You Get:

Friends on the Force: Former cops still have contacts in the local law enforcement department. When you deal with local police, roll with Something Extra.

Moves: (Pick 1)

Packing Heat: Former Badges have practical experience on the firing range with their weapons, which provide a range bonus to pistols
- When firing a pistol you may extend the range from close to far.

The Frisk: Former Badges still know how to check for weapons or other items hidden on a person, even if they no longer have the right to search them. When you search for something hidden, roll with Something Extra.

Last Boy Scout: When you act to protect a civilian that cannot protect themselves, roll with Something Extra.

License to Carry: Any pistol weapon you own is licensed, you can not be busted for having it in your possession and will be allowed to carry it in most public places.

Smell Like a Straight: When you are about to receive Heat from the DJ, roll +Soul.
· On a 10+, negate 1 Heat.
· On a 7-9, the Heat is transferred to another character.

Promotion (Requires Friends on the Force): Increase one Attribute from +1 to +2.

Gold Shield (Requires Friends on the Force): Increase one Attribute from +2 to +3.

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Serious Wounds

5 harm - Unconscious. If you don't receive help you'll take 1 additional harm at the end of the scene.
6 harm - Dying. If you do not receive medical attention you will die at the end of the scene.
7 harm - Dead - If a medic can get to you immediately they might be able to save you with CPR.
8 harm - Destroyed





State Department of Corrections

FORM 224-A

GLAM

STORY MOVES

You Get:

Who Looks Fabulous?: While you are wearing your Glamorous Wardrobe, anytime you are called upon to roll +Smooth you can roll +Soul instead.

Moves: (Pick 1)

Mind Reader: The powers of Glam give you an insight into people you talk to. You may roll +Soul instead of +Brains when Giving Someone the Third Degree.

That Ain't Right: The Glam has given you an unsettling presence to be around. When you make a show of freaking people out to intimidate them, roll+Soul.

- On a 10+, hold 3.
- On a 7-9, hold 1.

Spend 1 hold to roll with Something Extra on social moves during this Scene.

Sparkle Motion: By spinning around in a circle, you have the capability of changing your clothing from your normal fabulous threads to a more conservative appearance, complete with eyeglasses. In this new appearance, you are unrecognizable compared to your former self until you change back.

Superfly: Fire, explosions, machine-gun fire, it doesn't matter - you always keep your cool. No matter what happens, you, your hair and your clothes always look perfect.

Toast of the Town: When you announce your presence in the beginning of a Scene, roll +Smooth.

- On a 10+, everyone in the Scene stops what they're doing to pay attention to your big entrance.
- On a 7-9, you can pick one person who stops and pays attention.

Dazzling Comeback: When you've been disabled, restrained, knocked unconscious or otherwise taken out of the fight, raise your hand, point to the sky call upon the power of glam and roll+Soul.

- On 10+, you recover enough harm to keep fighting, stand up, or break your bonds and roll with Something Extra for the rest of the combat.
- On a 7-9, you recover enough harm to keep fighting, stand up or break your bonds.

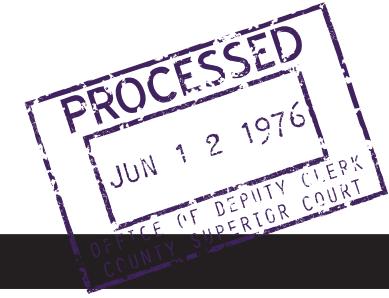
One of the Pretty People (Requires Who Looks Fabulous?): Increase one attribute from +1 to +2

Starchild (Requires Who Looks Fabulous?): Increase one attribute from +2 to +3.

GEAR AND THANGS

BUZZ

HOOKS



HARM

Minor Wounds

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Serious Wounds

5 harm - Unconscious. If you don't receive help you'll take 1 additional harm at the end of the scene.

6 harm - Dying. If you do not receive medical attention you will die at the end of the scene.

7 harm - Dead - If a medic can get to you immediately they might be able to save you with CPR.

8 harm - Destroyed





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FORM 224-A

Humble Beginnings

STORY MOVES

You Get:

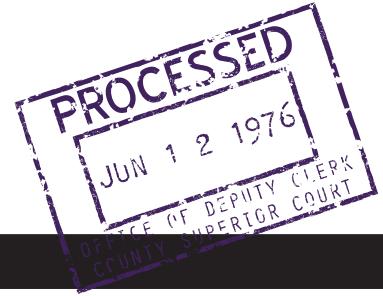
Heart On Your Sleeve: Underneath it all, you're still a good person. Roll with Something Extra when you do something to help a civilian.

Moves: (Pick 1)

Hard As a Coffin Nail: When you Take a Hit roll with Something Extra. Additionally when you roll 7-9 to Take a Hit, and choose to avoid all damage, you select the result instead of the DJ.

Squeaky-Clean: You've worked hard to maintain a wholesome image to the public. The DJ must use double Heat to affect you.

Girl(or Guy) Next Door: Because of your wholesome appearance and "Well, gosh" demeanor, you can usually get people to open up to you. When Giving Someone the Third Degree you gain one extra hold, even on a failure.



Wingman: When you give a friend a much needed hand, roll with Something Extra to Help a Brother Out.

He Looked So Normal: When you try to get lost in a crowd or hide in plain sight, roll with Something Extra.

Beginner's Luck: When gambling or otherwise relying on chance to determine success roll with Something Extra.

Clean Living (Requires Heart on Your Sleeve): Increase one Attribute from +1 to +2.

Saint in the City (Requires Heart on Your Sleeve): Increase one Attribute from +2 to +3.

GEAR AND THANGS

BUZZ

HOOKS

HARM

Minor Wounds

0 harm - Healthy
1 harm - Bruised and battered but ultimately ok.
2 harm - Bloodied.
3 harm - Bruised and Bloodied.
4 harm - Broken, bloodied and bruised, possibly broken bones or a concussion. All rolls are at -1 while you have 4 or more harm.

Serious Wounds

5 harm - Unconscious. If you don't receive help you'll take 1 additional harm at the end of the scene.
6 harm - Dying. If you do not receive medical attention you will die at the end of the scene.
7 harm - Dead - If a medic can get to you immediately they might be able to save you with CPR.
8 harm - Destroyed





State Department of Corrections

FORM 224-A

KUNG-FU

STORY MOVES

You Get:

Way of the Fist: When you utilize a Kung Fu technique instead of brute force, you may roll +Hustle instead of +Might.

...and Pick One:

Thousand Points of Silence: When you strike a pressure point on your opponent roll+Hustle.

- On a 10+ they are paralyzed until the end of the Scene unless you release them.
- On a 7-9, a part of their body (your choice) is paralyzed until the end of the Scene unless you release them.

My Body is a Temple: Through fasting and meditation you have learned the ability to expel toxins from your body. When you meditate to eliminate the effects of exposure to poison, drugs, alcohol or other substances roll +Soul.

- On 10+ you suffer none of the effects.

- On 7-9 you can choose one:
 - Suffer half the effect
 - Delay the effect for the rest of the scene.
 - Shake off the effects in half the time.

Fortune Cookie Logic: When trying to Free Your Mind, no extra chemical assistance is required outside of taking several minutes to meditate on the situation and when rolling 12+ you may ask a second question of the DJ.

My Hands are Deadly Weapons: You have learned advanced hand to hand techniques, when you roll 12+ while Delivering a Beatdown, select two options from the list. Also choose one additional technique:

Dragon's Fist Technique - Your basic unarmed damage is 1-harm.

Mantis Form Technique - Your unarmed attacks gain the range close.

Serpent Strike Technique - Your unarmed attacks gain the armor piercing trait.

Crane Form Technique - Your unarmed attacks gain the area trait.

Tiger Form Technique - Your unarmed attacks gain the forceful trait. **Floating Cherry Blossom** - You have mastered superhuman acrobatic techniques that allow you to jump and fall great distances as well as slowly traverse incredibly fragile and precarious surfaces. You can easily jump or fall one story or walk across delicate surfaces (fresh snow, china teacups, clotheslines) without making a roll. Jumping or falling longer distances or running across delicate surfaces will require a +Hustle roll.

Zen Awareness - When you take action while in the dark, blinded, or with your eyes closed, roll +Soul.

- On a 10+ you can act normally.
- On a 7-9 you can act but you may have missed something important around you.

Spirit of the Dragon (Requires Way of The Fist): Increase one Attribute from +1 to +2.

Be Like Water (Requires Way of The Fist) - Increase one attribute from +2 to +3

GEAR AND THANGS

BUZZ

HOOKS



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6 harm - Dying. If you do not receive medical attention you will die at the end of the scene.

7 harm - Dead - If a medic can get to you immediately they might be able to save you with CPR.

8 harm - Destroyed





State Department of Corrections
FORM 224-A

One Bad Mother

STORY MOVES

You Get:

Power to the People: The Man doesn't like you but the people do - When interacting with civilians, roll with Something Extra if you have any Heat.

Moves: (Pick 1)

I Heard You Were Dead: When you meet someone important, roll +Smooth.

- On a 10+, they've heard of you and you roll with Something Extra for the rest of the Scene when dealing with them.
- On a 7-9, They recognize you but you only roll with Something Extra on the next roll.

Drink You Under The Table: When resisting the effects of alcohol, drugs or other illicit substances roll with Something Extra.

It's A Promise Not a Threat: It's common knowledge that you don't bluff. When you roll a 12+ when Getting in Someone's Face, you choose two options and the DJ chooses zero options from the list.

So Hot You're Cool: You wear trouble like a pair of Ray-Bans. When the DJ spends Heat against you, roll with Something Extra on your next move.

Sex Machine: When you seduce someone using the Get What You Want move and roll a 12+ the target not only gives you what you desire, but they become a permanent ally.

Superbad: When you kill, incapacitate, disable or otherwise violently eliminate an opponent you may make an immediate follow up attack against a different valid opponent.

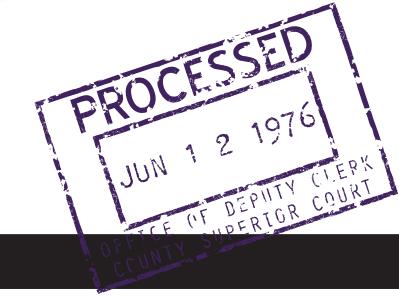
King of the Corner (Requires Power to the People): Increase one Attribute from +1 to +2.

Movin' Uptown (Requires Power to the People): Increase one Attribute from +2 to +3.

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State Department of Corrections
FORM 224-A

WAR VET

STORY MOVES

You Get:

I Got a Buddy...: You've served with people all over the country, when you call upon an old military buddy to do you a small favor describe how you met and roll +Smooth.

- On a 10+, your friend can get you specialized access to information, minor supplies a place to stay or other items determined by the DJ.
- On a 7-9, it's going to cost you or you're not going to get exactly what you want.

Moves: (Pick 1)

Crazy Brave: When you lead the charge into combat, those you lead can add your +Soul bonus to their next action.

Regular at The VA: War Vets have access to veterans administration medical services. When you go to the VA hospital for medical attention roll +Brains.

- On a 10+ take all 3:
- On a 7-9 pick 2:
- On a 6- pick 1:
 - You get in without waiting
 - You don't have to pay for care
 - No questions were asked

Army Medic: When successfully using first aid on a seriously wounded character, heal 1-harm as well as stabilizing them.

Motor Pool: Thanks to your time in the Army and jury-rigging jeeps in hot situations, when you try to repair a vehicle without the proper tools, roll +Brains.

- On a 10+, you manage as if you had a fully stocked toolbox.
- On a 7-9, you're missing something critical - the repairs are temporary and could give out at any time.

Brothers in Green: When you meet someone else who served in the military, roll +Soul.

- On a 10+, you've got friends in common - roll with Something Extra on social interactions with this character permanently.
- On a 7-9, you reminisce about your time in the service. Roll with Something Extra for the rest of the Scene.

No Man Left Behind: When helping a wounded comrade, you can choose to roll+harm (the number of harm they have taken) instead of +Hooks to Help A Brother Out.

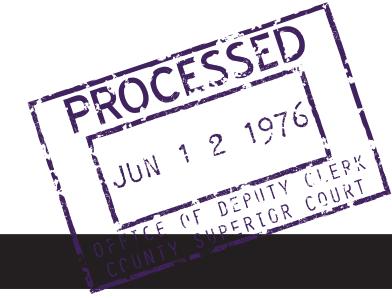
Second Tour (Requires I Got a Buddy...): Increase one attribute from +1 to +2.

Earned Your Stripes (Requires I Got a Buddy...): Increase one attribute from +2 to +3.

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State Department of Corrections

FORM 224-A



X-TECH

STORY MOVES

You Get:

X-Tech Expert: When working with X-Tech, roll with Something Extra.

Moves (Pick 1):

Strength Serum: When you consume your radioactive strength serum, roll +Soul.

- On a 10+, gain +2 Might for the remainder of the scene.
- On a 7-9, gain +1 Might and suffer from a side effect determined by the DJ.

Gremlin: Maybe your bio-rhythm is off or you're negatively ionized. When X-Tech is used directly against you, Roll +Soul.

- On a 10+, the device fails to work for that Scene.
- On a 7-9, the devices' effect is lessened.

Prototype: One of your Thangs has been enhanced with X-Technology, giving it abilities/qualities beyond the norm. (see X-Tech: Prototype)

Hot Tech: You've got connections in the X-Tech black market. When trying to acquire a piece of advanced technology, roll +Smooth.

- On a 10+ it's available at a normal price.
- On a 7-9 it's available but the cost is exorbitant.

Bionics: You have been rebuilt, better than you were before. Thanks to high-tensile steel in your body framework you automatically have an additional health level, meaning it takes 2-harm to leave you Bruised. In addition, choose one augmentation:

Extendable Limbs - Your limbs are mechanical and can extend or stretch, allowing you to reach across rooms, or step over obstacles. Your melee attacks may be extended to a range of close.

Bionic Muscles - Your muscles have been replaced with mechanical motors. You can run faster, and jump higher as well as lift, push, pull or throw weights greater than a normal person. When utilizing your Bionics to exceed human physical capabilities, roll with Something Extra.

Bionic Eye - You have a bionic eye that gives you telescopic vision and allows you to see as well in darkness as you do in daylight.

Healing Factor - You've received advanced micro-medical-accelerator treatment. You automatically stabilize any serious wound.

Metal Teeth - You have metallic teeth and bionic jaws, you can bite through most anything you can fit in your mouth.

We Can Rebuild Him (Requires X-Tech Expert): Increase one attribute from +1 to +2.

Better, Stronger, Faster (Requires X-Tech Expert): Increase one attribute from +2 to +3.

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