

Spirit of 77

ROLE PLAYING GAME SYSTEM

WIDE WORLD OF 77

3 ROLEPLAYING
ADVENTURES

JURASSIC PARKING LOT
THE KABOOM! SHOW
DIAMONDS ARE WHENEVER



BY DAVID KIZZIA AND BOB RICHARDSON

THE PALISADE HOTEL

Truth and Justice in The American Way:
Scribbled by Wolfe T. Ellis, journalist-at-large

It takes two and a half minutes to flip the world up-end on its keester. In case you're eyeballing your Mickey Mouse watch, that's less time than it takes to eat a Big Jack sandwich and finish a smoke by my reckoning. Such a short bit of time that nearly everyone in America missed it, even though it happened live on TV with 600 million pairs of eyes watching. Good God, what is wrong with us.

I'm talking about the two and a half minute blackout that occurred during the 1969 Apollo 11 moon landing, of course. Don't pretend you noticed it but believe me, friends and neighbors, it happened. Those whores at NASA say it was just a technical glitch but I know better, and my sources all know better than me. In two and a half minutes, Aldrin and Armstrong made contact with beings from another planet. Godforsaken rat bastard aliens! They did it right under everyone's nose, and then tried to sell us orange colored sugar water to boot.

Naturally that rat Nixon knew about the aliens all along, probably while going through Eisenhower's trash can in the Oval Office. Sure, Old Jack wanted to get us to the moon to meet them but I suspect the military complex took him down when he refused to make a buck off the deal. This is why I avoid Dallas at all costs.

Ratface Nixon on the other hand wanted a lot more, and it seems he got it. He looked them in their dead black eyes and saw kindred spirits: soulless lizards that feed on human blood and misery. He got the military access to crazy new technology, but what did the aliens get in return? Nobody knows but Tricky Dick. Maybe Agnew was thrown into the deal. Makes you almost feel sorry for Spiro, the chinless bastard. Almost.

Reese you're as big a whore as your mother!

I'm sending these to you for safe keeping, I expect you to guard them with your life. In my rare moments of lucidness I've been transcribing my taped notes for a new book, I call it Truth and Justice in The World. This is just the beginning, but right now I need to clear my head. The doctor and I are headed out to the desert, some sports rag gave me a free ticket to a motorbike race or some such, I'll see you in a few months.

1ST AVE - RENO NEVADA - (TEL)555-2135

**POWERED BY THE
APOCALYPSE**



www.apocalypse-world.com



WIDE WORLD OF 77

By David Kizzia and Bob Richardson



Credits

Created by: David Kizzia and Bob Richardson

Written by: David Kizzia and Bob Richardson

Editor: Bryan Whitlock

Art Direction and Graphic Design: Bob Richardson

Project Management: David Kizzia

Finance and Grown-Up Stuff: Jadine Kizzia

Cover Art: Conceptopolis

Interior Art: Ron Joseph

Additional Art: Bob Richardson

Playtesters:

Shawn Carnes, Lee Johnson, Adam J. Goldberg, Shannon "Jolene" Kolar, Josh Levine, Spencer Jones, Mike and Shawna Leader, Caiomhe Ora Snow, Amber Bird, Chris Aschoff, Scott "Ziggy" Busser, Claudia and Chris Dievendorf, Matthew Allen, Jonathan Ruppert, Sam Dennis, Frank Pine, Nick Buczynski, Matthew Allen, Josh Lewis, Zachary McCann, Jason Whitney, Ian Nelson, Ed Hanley, Devin Saverline, Linny Cooke, Steven Yi, Kevin Carter, Chris Savolskis, Jerome Bonoan, Kevin Meier, and a whole mess of people from Strategicon Conventions.

Special Thanks:

D. Vincent Baker, Shawn "Brock Chestwell" Carnes, Jadine "The Adult" Kizzia, Jeff "Starchild" Combos, Paul Peterson, Michael Anderson, Shane DeFreest, Monty Ashley, Jess Hartley and everyone on the SA Traditional Games Forums

Very Special Thanks:

Bruce Lee, Burt Reynolds, Pam Grier, Richard Roundtree, James Brown, David Bowie, Evel Knievel, Hunter S. Thompson, James Garner and everyone else who made the 1970's super fun and funky.

“...It's all about the big ass laughs and monkeyfun...”



1515 7th St. #63 Santa Monica, CA 90401

©2015 Monkeyfun Studios, LLC. All rights reserved. All characters, names, places and text herein are copyrighted by Monkeyfun Studios, LLC. Monkeyfun Studios, Spirit of 77 and logos are trademarks of Monkeyfun Studios, LLC. All Rights reserved.

This product is a work of fiction. Similarities to actual people, organizations, places or events are purely coincidental.

Table of Contents

Welcome Back, Welcome Back, Welcome Back	7
New Roles	9
Introducing the Gonzo Journalist	11
Introducing the Bounty Hunter	17
Introducing the Stuntman	23
Introducing the Greasemonkey	29
Introducing the Specialist	35
Specialty Roles	39
Introducing the Glam Warrior	40
Introducing the Kung Fu Master	41
Introducing the King of the Ring	42
Introducing the Secret Agent	43
Introducing the Guardian Angel	44
New Stories	47
It's All About Being A Holy Roller	48
It's All About Being The Visitor	50
It's All About Being A Nature Boy/Girl	52
The Club DJ - Tricks and Optional Rules	55
Whatever Gets You Through the Night - Making it Your Own	59
Get This Party Started - Story Starters for Every Occasion	66
The Race	67
Custom Moves for the Road	68
The Ring	77
Custom Moves for the Ring	80
The Rink	86
The Roar of the Crowd: Derbyball	86
The Roar of the Club: Roller Disco	94
Adventures	97
Jurassic Parking Lot	98
The Kaboom Show!	111
Diamonds are Whenevers	123
Move Index II: For a Few Moves More	136



Welcome Back, Welcome Back, Welcome Back

Well, check you out! Looks like you've been getting busy in the streets, following your Buzz and ducking the Heat! Now it's time to kick things into the overdrive with the Wide World of 77, the companion book to the **Spirit of 77** core rules. If you're unfamiliar with the **Spirit of 77** game system, or you've picked this book first for your introduction, we recommend you put this book down, grab a copy of **Spirit of 77** and come back to us when you're done.

If you are already familiar with **Spirit of 77** however, then this book will help expand the world with new Roles, Stories, Custom moves, rules expansions and even three **Spirit of 77** adventures available for play. But don't worry, nothing's changed from the rules you've already learned. Instead, the rules expansion included here is intended to compliment the Fiction already in play and offer alternative methods for the DJ to adjudicate sticky situations.

For players, this book includes:

- Brand new Stories
- Brand new Roles
- Signature Roles

For DJ's, this book includes:

- Custom DJ Rules
- Custom moves and information about:
 - Racing in 1977
 - Derbyball in 1977
 - Fights of every sort in 1977
- Three new **Spirit of 77** adventures
- House rules and suggestions

Glad to see you and keep on truckin'!

~Bob and Dave



New Roles

“Spend enough time in the City, the faces start to look the same, bleeding together into repeat performances from a punch-drunk Joseph Campbell. Change your name and clothes all you want, son, you still look like a knuckled-bruised brawler or a tattered-up social butterfly to me. But every so often, something new steps onto the subway platform that turns heads and catches everyone’s attention. That’s the most dangerous time to be in this city.” – Wolfe T. Ellis, “Truth and Justice for the New Kid in Town”

It's easy to create just about any character from the 1970's using the seven basic Roles included in the **Spirit of 77** core rulebook, but sometimes you want something a little more specific with specialized moves that give you just a little more sumthin'-sumthin'. Here you'll find new Roles that cover less common archetypes that are ready for your high-octane action.

The Gonzo Journalist - Newspaper reporters, photojournalists, war correspondents, and any other type of journalist who gets into the thick of the action and participates in the story as it unfolds. If you want to solve problems by talking to people to get the truth, play The Gonzo Journalist.

The Bounty Hunter - Skip tracers, repo men, insurance investigators or anyone else skilled in hunting down people and items to return them to where they belong. If you want to solve problems by tracking them down, play The Bounty Hunter.

The Stuntman - Hollywood stunt performers, daredevils, special effects technicians or anyone else who routinely puts themselves in harms way for someone else's entertainment. If you want to solve problems by falling on them or letting them hit you, play The Stuntman.

The Greasemonkey - Mechanics, technicians, engineers, or other wizards of machinery. Greasemonkeys can fix, build or customize just about any machine they get their hands on. If you want to solve problems by fixing and building things, play The Greasemonkey.

The Specialist - Doctors, scientists, explorers or other highly trained individuals with a specific set of specialized skills. If you want to solve problems by analyzing things, play The Specialist.



Introducing the Gonzo Journalist

"I didn't go into journalism seeking the truth, it was a gut instinct against my frustration with falsehoods. I like a good lie as much as the next man, really. America was built on the exaggeration and the too-good-to-be-true. I'll pay good money to be flim-flammed if I walk away with an entertaining yarn with a kernel of truth hidden somewhere in the mix. But God help the man who tries to promote the false, the hypocrisy of the insincere, and the intent to devalue what we need in our lives - a moral foundation and basic principle. Never give a sucker an even break, but never cheat an honest man. Otherwise you'll have me to deal with, son. And you wouldn't like me with my dander up." - Wolfe T. Ellis, "Truth and Justice in the Dirtiest Game in Town"

The New Journalism movement of the late sixties developed into full blown Gonzo Journalism in the 1970's. No holds barred, full-throttle writing and reporting from the front lines of modern America, exposed for the world to see. Gonzo Journalism is reporting without a safety net, not just standing on the sidelines watching the action, but getting involved and telling the story as it really happened. The Gonzo Journalist leaves behind the traditional role of objective observer and instead immerses themselves into the story as an active participant.

Where the Sleuth is an investigator who is observant about his surroundings, the Gonzo Journalist is an investigator who knows people and how to get them to give him information.

Example:

"Truth and Justice in the Dirtiest Game in Town" made him a household name around the City, now it's hard for him to get to the meat of the story like he used to. Wolfe T. Ellis is a professional rabble-rouser, part-time drunk, and full-time journalist. He writes for The City Observer under the byline "Truth and Justice in the American Way" and covers stories from the streets of Deadheart to the mansions of Sanger Heights. What he doesn't tell anyone is that he makes a few extra bucks filling in for Old Aunt Trudy in her advice column. God bless America!

Creating a Gonzo Journalist

To create a Gonzo Journalist, choose a **name, look, Story, Buzz, Hooks** and gear.

Suggested Names:

Hunter, Wolfe, Gloria, Harlan, Ivy, Yellena, Spider, Irwin

Look:

Clothes: Hawaiian shirt and shorts, last year's three piece suit, vintage wear, local sports team's jersey

Face: hard, 5 o'clock shadow, crazy, laughing, trusting

Hair: bald, combover, crewcut, afro, ponytail, unkempt

Body: wiry, squat, stooped, fit, soft,

Eyes: squinty, wild, bloodshot, sharp, tired

Gonzo Journalist Moves:

You Get:

Man on the Street: Half of being a successful journalist is knowing who to talk to. All Gonzo Journalists start with Connections as an additional Thang (they still choose a regular Thang during Character Creation).

Off the Record: When you interview someone with the intent to trick them into revealing more than they want, you may roll +Smooth instead of +Brains when Giving the Third Degree. Additionally, when rolling +Smooth in this way you gain an additional hold.

Choose One:

Tell it Like It Is: When you publish or broadcast a story that portrays someone favorably, roll +Soul.

On a 10+, remove 3 Heat from the subject of your story.

On a 7-9, remove 1 Heat from the subject of your story.

Editorial Assistance: When you contact the appropriate editor at your news desk and ask for assistance, roll +Smooth.

On a 10+, pick two:

On a 7-9, pick one:

- The editor in question gives you detailed information about their area of expertise.
- The editor in question offers to help you with tickets or invitations to events associated with their area of expertise.
- The editor does not request anything in return.

I'll Make You Famous: When you use the threat of a negative story or the promise of a positive one as leverage when Getting What You Want, roll with Something Extra.

Hard Man of Words: When you are pursuing a story you automatically stabilize any serious wound and have one additional harm level, meaning it takes 2-harm to leave you Bruised.

Too Weird To Die: While you are intoxicated, or otherwise under the influence of alcohol, drugs, or other illicit substances you may roll +Soul instead of +Smooth for any moves.

Expense Account: You have an expense account with your publisher, minor costs such as bribes and bar tabs are usually covered, as long as they lead to a story. When you attempt to make an extravagant purchase in order to follow a story, roll +Smooth.

On a 10+ your editor agrees to cover it. This time.

On a 7-9, your editor doesn't agree it's necessary, and forces you to buy something cheaper, or only reimburses you half the cost.

Attributes:

Now that you've chosen to be the Gonzo Journalist, it's time to select your Attributes. Attributes describe the core of your character in **Spirit of 77**. Is your Gonzo Journalist rugged and tough all around? Or maybe uses their good looks and charm to get to the truth? Your choice of Attributes will determine this, so pull out your pencil and start taking notes.

Choose one of the following arrays of Attributes and distribute them between Might, Hustle, Smooth, Brains, and Soul, however works best for your Gonzo Journalist. Keep in mind the moves you've already selected and their associated Attributes and write this in ink; *Although you can raise an Attribute from 0 to +1, you cannot raise an Attribute from -1 to 0 through XP.*

Freelancer: Take 1 point for every Attribute and submit to City Desk. This is good for getting your Attributes together quickly and promotes an overall balanced sheet.

1, 1, 1, 1, 1

Staff Reporter: Pick 1 Attribute as your specialty, and add +2. Choose two secondary Attributes and add +1. This is good when you know you'll be focusing on a specific skill like fighting or thinking things out, but still want to maintain a well-rounded character in case you get moved to a different department.

2, 1, 1, 0, 0

Correspondent: Pick 1 Attribute as your specialty and add +2. Choose 1 Attribute you're not so good at it and give it -1. Give the other Attributes +1 and let someone else worry about the back pages.

2, 1, 1, 1, -1

Buckeye Newshawk Award Winner: Pick the 2 Attributes you're planning to use the most and add +2. Choose 1 Attribute you're not so good at it and give it -1. Leave the rest at zero and go collect your trophy.

2, 2, 0, 0, -1

Your Own Byline: You have a special purpose in your news organization that sets you apart. Pick the 2 Attributes you're planning to use the most and add +2. Choose 2 Attributes you're not so good at it and give them -1. Anything left is at +1.

2, 2, 1, -1, -1

Hooks:

- Following _____ around is going to lead me to the story of a lifetime.
- One of my stories unfairly accused _____. I need to set the story straight.
- Good or bad, _____ is a headline waiting to happen.
- _____ makes me want to seek the truth even harder.
- If all else fails, _____ deserves to see the real City.

Gear:

Starting cash: \$200

Non-armor clothing

Tape recorder

Portable typewriter

Steno pad and a pocketful of notes

Business cards. Lots and lots of business cards.

CHATEAU DORIAN

8881 Sunset Boulevard
Telephone (232) 555 - 1010

Hollywood California 90015
Facsimile (232) 555 - 3311

The first time I was clued into the truth about the two and a half minutes was an Air-Force shindig at Edwards Air Force Base, just north of Los Angeles. You've got to be a special kind of low-life to sell bombs for a living. An eagerness to forego basic decency bred into us from the dawn of mankind. A willingness and propensity to stomp a puppy into wet paste.

The room was full of straights. Pentagon's top brass shaking hands with the defense industry's best and brightest like a high-school reunion for the graduating class of Nuremberg High. They all avoided me, of course - the freak journalist sporting a trilby and Hawaiian shirt at a black-tie function, smoking a cigarillo and guzzling my fill of Uncle Sam's finest bourbon at the bar, wondering why my weasel of an editor sent me to this war trial in the making.

That's when he made contact. A deadpan voice with a slow, steady timber, akin to an emergency broadcast test. "For ten bucks and a bag of pork rinds you can know the secret history of the world."

"Why pork rinds?" I asked.

"To the grey ones, they taste like human skin."

This was Dr. X, friends and neighbors. Dressed like a civil servant, in a brown Woolworth suit like it had been dropped on him from a low flying plane. Despite my keen journalistic eyes and experience as a professional voyeur, I couldn't pin down his age. It didn't matter, some men are timeless.

I never did get a straight answer about his name, but not for lack of trying. In fact he gave me several. Jim. Bill. Aloysus. Even said his name was Francine once, in what passes for a joke in his mind. The surname was always difficult to pronounce, impossible to spell, and utterly forgettable. Best you don't know anyway. Follow the message, not the man. Just know he's Dr. X. Really? Dr X? You've been watching too much *Midnight Macabre*.

"I'll show you where they made contact. Tonight."

"Will I need a helmet?"

"Just an eight-track player. And cajones. Tchk-tchk-tchk."

It was a ludicrous offer and could only be acceptable in a room like this, filled with presentations on the humane methods of dropping liquid fire from an S-64 Skycrane. Organized madness with a price-tag on the fin of every Daisy Cutter. Why not. I finished my bourbon, reached behind the bar to grab a bottle for the road, and followed the good doctor into the cold California desert. And where we went, it doesn't get any colder.

WANTED



HANS COMBOS

CRIMES: vandalism, theft, arson,
destruction of property,
public intoxication, and man

HEIGHT: 6'
WEIGHT: 160lbs.

EYES: brown
HAIR: brown (shaved bald)

REWARD: \$1000 for any helpful information.



Introducing the Bounty Hunter

"Clyde warned me that hanging with Hairlip Steve might end poorly - two standing warrants and a nasty ex-wife looking for back child support. But I certainly didn't expect much when the gnarled old man with the dirty cowboy hat entered the bar looking to serve him. Steve had a good nine inches in height and two-hundred pounds on the old coot. Little did I know this guy was a bail bondsman cut from the old-time cloth. Ten minutes in, and old Hairlip was being dragged outside while four Boxcutters nursed their wounds on the barroom floor."

- Wolfe T. Ellis, "Truth and Justice Riding with Satan's Boxcutters"

Bounty hunters, bail enforcement agents, process servers, repo men, insurance investigators, debt collectors, they're all people who are adept at tracking down individuals who want to stay hidden. They may have a working relationship with local law enforcement, but they always have their own agenda and are usually willing to forego laws and jurisdiction to get who they're after.

The Vigilante might be good at dealing with criminals, but the Bounty Hunter is good at finding them.

Example:

Since his father's disappearance in the Brazilian jungle, Gideon Weiss has picked up the family business of bringing Nazi fugitives to international justice. Armed with his SAS commando knife and his father's little black book of leads, Gideon travels the world looking for clues to his father's disappearance and the final name in his father's ledger: "The Black Angel", SS Commandant Wilhelm Putsch.

Creating a Bounty Hunter

To create a Bounty Hunter, choose a **name**, **look**, **Story**, **Buzz**, **Hooks** and **gear**.

Suggested Names:

Lee, Howie, Colt, Jody, Domino, Sylvia, Rick, Fiona, Barbara

Look:

Clothes: Athletic wear, casual wear, military fatigues, denim jacket and cowboy hat

Face: hard, sunburned, cut-up, unreadable, calming

Hair: Shaved, crew cut, mullet, ponytail, feathered

Body: Toned, enormous, slim, tattooed, scarred

Eyes: hard eyes, one eye, cross-eyed

Bounty Hunter Moves:

You Get:

Skiptrace: You know all the ins and outs of tracking down fugitives. When you do some legwork to locate a person who's hiding out locally, roll +Brains.

On a 10+, you're able to find where that person is or a lead to someone who would know.

On a 7-9, you're able to find a lead, but it's going to come at a cost determined by the DJ.

Choose Two:

Bring Them Back Alive: When you attack in an attempt to subdue someone you may always choose to deal stun damage instead of lethal damage. When you attack with a weapon that normally does stun damage, deal double the Harm.

Public Service: When you successfully bring in a fugitive from justice, in lieu of payment, remove all Heat from you and any friends who helped you.

Always the Underdog: When you are outnumbered, gain +1 armor.

Kick the Door In: Kicking in doors, and breaking windows is sometimes necessary to get the drop on your target. When you forcefully enter a building, roll with Something Extra against anyone inside.

Talk Them Down: When you attempt to talk someone into surrendering peacefully, roll +Smooth.

On a 10+, pick three:

On a 7-9, pick one:

- They don't try to run first.
- They don't try to hurt you first.
- They don't try to hurt anyone else first.
- They don't try to deceive you.

Repo Work: You may use "Skiptrace" to track down leads to stolen, or otherwise missing items like automobiles, art, or other valuables.

Attributes:

So you've chosen to be the Bounty Hunter. Tough stuff, so it's time to select your Attributes. Attributes describe the core of your character in **Spirit of 77**. Is your Bounty Hunter big and imposing? How about sharp and cunning? Your choice of Attributes will determine the cut of your jib.

Choose one of the following arrays of Attributes and distribute them between Might, Hustle, Smooth, Brains, and Soul, however works best for your concept. Keep in mind the moves you've already selected and their associated Attributes and remember; *Although you can raise an Attribute from 0 to +1, you cannot raise an Attribute from -1 to 0 through XP.*

No Blind Spot: Take no chances here. Give 1 point for every Attribute and leave it be. This is good for getting your Attributes together quickly and promotes an overall balanced set of skills.

1, 1, 1, 1, 1

Always Intense: Pick 1 Attribute as your specialty, and add +2. Choose two secondary Attributes and add +1. This is good when you know you'll be focusing on a specific skill, but still want to maintain a well-rounded character. Everyone needs a Plan B.

2, 1, 1, 0, 0

Private Contractor: Pick 1 Attribute as your specialty and add +2. Choose 1 Attribute you're not so good at it and give it -1. Give the other Attributes +1 and keep your back to the wall.

2, 1, 1, 1, -1

Big Game Hunter: Pick the 2 Attributes you're planning to use the most and add +2. Choose 1 Attribute you're not so good at it and give it -1. Leave the rest at zero, they'll only slow you down.

2, 2, 0, 0, -1

Blind Justice: Pick the 2 Attributes you're planning to use the most and add +2. Choose 2 Attributes you're not so good at it and give them -1. You don't need them where you're going. The rest get +1.

2, 2, 1, -1, -1

Hooks:

- _____ can lead me to the biggest score in my career.
- I owe _____ for helping me with my last big job.
- _____ reminds me why I do this lousy job.
- I make a good team with _____.
- _____ is friends with the one that got away.

Gear:

Starting cash: \$50

One Gun:

- Shotgun (3-harm, close, loud, messy)
- Semi-auto pistol (2-harm, close, loud)

Billy club or baton (2-harm, hand, messy)

Can of Mace (1-harm, hand, stun, finite)

Leather jacket or bullet-proof vest (1-armor)

Pickup truck or van (2-power, 0-looks, 1-armor, sluggish)

Handcuffs and other restraints



We were doing 80 down highway 40 in the dead of night, top down, and I was two-thirds of the way into my bottle of Los Bastardos Tequila as I drove. We had scored a JCPenny portable eight-track player from a local pawn shop, my traveling companion insisted on selecting our travel music: Starveya and the Kings in Yellow. Looked like a strange girl on the cassette, but a nice voice if you like that sort of thing. As the night air filled with songs about interstellar love affairs, Dr. X was talking about the Nazis. The evil in men's hearts always starts there.

"They called it 'The Bell,'" he began. "Part of the Dammerung Project started by Von Braun and the rocket boys in Berlin." Dr. X's voice remained low and steady, a monotone recollection of things best forgotten. "They didn't know what it could do, yet. Himmler thought it was a time machine, of course. That would be an easier answer. But Speer figured it out. Took an architect's mind to realize the geometry was wrong. And by then... tchk-tchk-tchk."

My mind wandered, looking out into the inky darkness and for a moment I could see the stars spinning around me, the light that reached my eyes millions of years old. It was like looking back in time, why would you need a bell for something like that when you could just look up and see a million years into the past. That was when I noticed two of those stars getting bigger, the blaring horn of the Peterbilt 18-wheeler barreling down upon me. I had drifted into oncoming traffic and quickly jerked the wheel to right myself. I overcompensated, and we ended up diving through the brush, coming to a stop in a sandy ditch.

My mind cleared as the good doctor continued. "After Paperclip, they worked secret programs to follow the reverberations. Roswell New Mexico, that's where things really got started." Dr X hadn't stopped talking about the Nazis and their crazy flying machines the entire time I fought that damnable Buick for our lives in the Arizona desert.

Is this just to justify that rental car receipt you sent me last week?
I told you I'm not paying for cleaning.

1000 Central Street
Omaha NE 68101
Tel. 402 - 555 - 1080



Introducing the Stuntman

"The circus was in town here at the big city - the celluloid caravan straight from Hollywood, shooting the next big-name feature here in the Lower Belles. They were shooting the climax, a big car-jumping explosion that would reinforce Steve McQueen as the go-to box office draw for the next decade. Of course, Steve was nowhere here to be found tonight. Tinseltown never puts the meal ticket at risk of life and limb. That honor goes to the guys crazy enough to make it their life calling, cheating death and breaking their necks all for just one more take."

- Wolfe T. Ellis, "Truth and Justice....and ACTION!"

Stuntmen comprise performers, daredevils, circus acrobats, and others who put their life on the line every day for the sake of entertainment. With a little preparation, they know how to absorb damage and execute dangerous maneuvers that no sane person would attempt. Unfortunately, such skills and experiences don't always provide a steady income, requiring alternate methods to make a living.

Although the Tough Guy might be good at surviving a beating, the Stuntman is about properly preparing for and surviving dangerous situations.

Example:

She made a name for herself running the Wall of Death as part of the Vanhee Brothers Traveling Circus. Now Maddie "Madcap" Needham works in feature films acting as a stunt double for the most famous actresses in Hollywood. When she's not risking her life for film audiences, she's always on the lookout for new adventures to keep her adrenalin running (not to mention pay off her gambling debts).

Creating a Stuntman or Stuntwoman

To create a Stuntman, choose a **name**, **look**, **Story**, **Buzz**, **Hooks** and **gear**.

Suggested Names:

Hooper, Sally, Jackie, Buddy, Helen, Annie, Hal, Sonny, Jock

Look:

Clothes: racing suit, jeans and a T-shirt, satin jacket, three piece denim suit

Face: scarred, crooked, handsome, chubby, wind-blown

Hair: luscious locks, perfectly feathered, afro, messy

Body: broken, buff, scarred, lean and mean

Eyes: sharp eyes, glass eye, offset eyes, black-eye

Stuntman Moves:

You Get:

Death Proof: When you're behind the wheel of a vehicle, it gains +1 power and +1 armor.

Stunt Coordinator: When you carefully plan out and prepare for a stunt before performing it, you or anyone else involved can roll with Something Extra while executing your plan.

Choose One:

A Cast of Thousands: You know a lot of actors, stagehands, technicians, and other "movie people" and most of them are unemployed. When you contact a group of local actors or technicians to help you with a project, roll +Smooth.

On a 10+, pick three:

On a 7-9, pick two:

- They show up on time.
- They show up in costume.
- They show up with appropriate tools, materials or equipment.
- They don't charge you for their time.

Extra Padding: When you sacrifice a piece of armor you are wearing to protect yourself ignore one source of harm up to double your armor value. Additionally when you don a piece of armor, choose one:

- Armor you wear gains the "fireproof" trait.
- Armor you wear is +1 armor.
- Armor you wear gains the "concealed" trait.

Stunt Double: When you choose to Take a Hit intended for a nearby character, roll +Might.

On a 10+, you take half the damage and the other character takes none.

On a 7-9, you each take half the damage.

Professional Pyrotechnician: You have legal access to explosive materials. Also when you assemble an explosive device yourself it will not detonate prematurely even on a failed roll.

Fall From A Tall Building: When you jump or fall from a great height, roll +Hustle with Something Extra.

On a 10+, tell the DJ what broke your fall and you take no damage.

On a 7-9, the DJ will tell you what partially broke your fall, and take 1-harm.

Attributes:

Now that you've chosen to be the Stuntman, it's time to buy some Band-Aids and select your Attributes. Attributes describe the core of your character in **Spirit of 77**. Is your Stuntman all about the endurance and plowing through the next take? Or do they think it through well in advance before things start? Your choice of Attributes will determine this.

Choose one of the following arrays of Attributes and distribute them between Might, Hustle, Smooth, Brains, and Soul, however feels right. Keep in mind the moves you've already selected and their associated Attributes and always remember pilgrim; *Although you can raise an Attribute from 0 to +1, you cannot raise an Attribute from -1 to 0 through XP.*

Nothing Hurts: Take 1 point for every Attribute, and that's a wrap. This is good for getting your attributes together in one take and promotes an overall balanced skillset.

1, 1, 1, 1, 1

Working Without a Net: Pick 1 Attribute as your specialty, and add +2. Choose two secondary Attributes and add +1. This is good when you know you'll be focusing on a specific skill like fighting or thinking things out, but still want to maintain a well-rounded character in case they give you a speaking part.

2, 1, 1, 0, 0

Get Some More Guys: Pick 1 Attribute as your specialty and add +2. Choose 1 Attribute you're not so good at it and give it -1. Give the other Attributes +1 and favor your good arm whenever possible.

2, 1, 1, 1, -1

Golden Helmet: Pick the 2 Attributes you're planning to use the most and add +2. Choose 1 Attribute that you're not so good at and give it -1. Everything else can be fixed in post, so leave them at zero.

2, 2, 0, 0, -1

Unsung Hero: Pick the 2 Attributes you're planning to use the most and add +2. Choose 2 Attribute you're not so good at it and give them -1. Whatever's left, give it +1. Maybe you'll get a close-up.

2, 2, 1, -1, -1

Hooks:

- I want to offer _____ a guiding hand in this business.
- _____ can help me pull off my next big stunt.
- I owe _____ after my last injury.
- _____ is a headliner I want to work with.
- Babysitting _____ is a fulltime job.

Gear:

Starting cash: \$50

Motorcycle Jacket (1 armor) or racing suit (1 armor, fireproof)

Motorcycle, muscle car, or pickup truck

First Aid Kit, or Pyrotechnics Kit

Framed photo from your last movie shoot with the marquee stars.

OHAPPY PAGODA MOTEL

DALLAS TEXAS

5500 State Rte 80

"Eighty cents a gallon? We're talking real honest to God highway robbery here!" I bellowed at the thin teenager behind the counter as he bagged up my journalistic supplies, a carton of Keen Extras, two six packs of Gettysburg beer, and a couple of cellophane-wrapped danishes. We had been driving for hours, through the night into the desert's slow morning rise. I had scored some speed and a bag of grass from some bikers outside Albuquerque, but real journalism is a labor. A man needs nourishment and hydration to continue working in this desert heat.

"I know, man. It's a real bummer, just last week it hit seventy-five and I thought it might be time to start walkin' to work." The kid concentrated on punching the buttons on the cash register, a bell rung and he looked back up at me. "Yer total is thirty-eight oh five."

I handed him the Scirocco Service Stop credit card I had acquired at a Beverly Hills poker game a few weeks ago. He glanced at it before inserting it into the little machine next to the cash register and placing a pink carbon on top of it. The kid looked up at me as he ran the device across the paper. "Now where did you say you were headed, Mister Beatty?"

"I'm looking for a town called Rosewell, New Mexico."

"Rosewell? No place called Rosewell that I know of, man." I looked him right in the eye for a moment, his pupils dilated, "You sure about that? Was supposed to be near an old airbase."

His eyes lit up. "Oh you must mean Roswell, out on 285. But that place has been abandoned for years, something about the ground-water being polluted, caused the kids to be born all messed up." He held his wrists to his chest and squinted with one eye to punctuate his final statement. "Why would you want to go to a place like that?"

"Well you see, I'm a filmmaker. Producer, actually. My friend out there is the director. We're scouting locations for our new film Toxic Bigfoot."

"Friend?" He glanced out at the big Buick and straightened up, looking at me from the corner of his eye while handing me the credit card and pink receipt. "You ever made a movie I might have seen?"

"Oh sure, sure, lots of them, you ever seen that Spielberg film, Watch the Skies?"

"You made that?" "No I was just wondering if you had seen it. Fine film, very fine film." I picked up my bag and hustled out the door.

LOW RATES - FAMILY FRIENDLY - POOL - BANQUET CENTER



Introducing the Greasemonkey

"There is a basic truth to maintaining a vehicle. It goes beyond changing fluids or making repairs. It is the understanding that the whole is greater than the sum of its parts, a breathing, thriving entity made of steel and persistence. We are not just tending a construct, we are caretakers of a living thing." - Corbett Camry, "The Tao of the Wrench"

You grew up around cars and spent your high school days acing Auto Shop. Maybe your family owned a gas station in the backroads of Alabama, or maybe your older brother taught you to boost cars at an early age. Either way, you're better at tuning up a Sweet Ride for some Good Old Boy than racing one...and that's a-okay with you.

The Good Old Boy might be a great driver, but the Greasemonkey can make a vehicle better and keep it running longer.

Example:

She tells people she was conceived in the backseat of a Hudson Hornet and was born with a lug-wrench in her hand. And if you've seen Carmenita Esposito working on a Sweet Ride, you'd swear it was true. Determined to prove to her older brother Chuy that she's his equal (or better) in the family business, Carmenita is the best Greasemonkey working the sidelines of the Midnight Grits run.

Creating a Greasemonkey

To create a Greasemonkey, choose a **name**, **look**, **Story**, **moves**, **Buzz**, **Hooks** and **gear**.

Suggested Names:

Cooter, Lugs, Big Al, Ratchet, Skeeter, Sparkplug, Pops, Bubba, Sway, Lettie, Otto

Look:

Clothes: overalls, greasy t-shirt, lab coat, coveralls

Face: grease-stained, weathered, young, babyface, friendly

Hair: jheri-curl, afro, matted down, feathered, "Dorothy Hamill" wedge

Build: petite, fireplug, athletic, gorilla, knock-out

Eyes: squinty eyes, wild eyes, bright eyes, sharp eyes, curious eyes

Greasemonkey Moves

You Get:

Good With Your Hands: Given enough time, tools, and parts you can fix, fabricate, or assemble just about anything. When you need to repair, assemble, or modify a normal piece of equipment tell the DJ what you want to do and they will tell you what you need and how long it will take.

Choose Two:

Achilles Heel: When you attack a vehicle, robot or other mechanical device, deal +1 harm.

No Longer Street Legal: When you have access to tools and parts, and take the time to upgrade a vehicle, spend one supply from a repair kit and do one of the following:

- Increase the power of the vehicle by 1 until the end of the Scene.
- Increase the armor of a vehicle by 1 until the end of the Scene.
- Add or remove one trait from the vehicle until the end of the Scene.

Jam it Up: When you get your hands on a mechanical or electrical device and attempt to disable it, roll +Brains.

On a 10+, you disable it and pick two:

On a 7-9, you disable it and pick one:

- You do not hurt anyone in the process.
- You do not permanently disable the device.
- You do it instantly.

Tool Belt: You've always got the right tool for the job at hand. When you use a repair kit it always maintains at least one stock. When a repair kit would normally be depleted it instead has one use remaining.

Custom Job: When you take the time to tinker with a piece of normal equipment, spend one supply from a repair kit and do one of the following:

- Add +1 harm to a weapon until the end of the next Scene in which it's used.
- Add +1 armor to a piece of armor until the end of the next Scene in which it's used.
- Add or remove one trait to the item until the end of the next Scene in which it's used.

Cutting Edge: When you have thoroughly examined or acquired detailed plans for an X-Tech device you may use "Good With Your Hands," "No Longer Street Legal," or "Custom Job" to repair, build, or modify it.

Attributes:

Looks like you bought your tools to be the Greasemonkey, so it's time to select your Attributes. Attributes describe the core of your character in **Spirit of 77**. Is your Grease Monkey a deep thinker underneath the hood? Maybe he's strong enough to change a tire without a jack. Your choice of Attributes will determine all of this.

Choose one of the following arrays of Attributes and distribute them between Might, Hustle, Smooth, Brains, and Soul that best suits your character concept. Keep in mind the moves you've already selected and their associated Attributes and don't forget; *Although you can raise an Attribute from 0 to +1, you cannot raise an Attribute from -1 to 0 through XP.*

I Can Fix Anything: For a complete toolset, take 1 point for every Attribute. This is good for getting your Attributes fitting together quickly and promotes an overall balanced alignment.

1,1,1,1,1

Tuned Up: Pick 1 Attribute as your specialty, and add +2. Choose two secondary Attributes and add +1. This is good if you still want to maintain a well-rounded character. Never know when you might end up behind the wheel.

2,1,1,0,0

Hot Rodder: Pick 1 Attribute as your specialty and add +2. Choose 1 Attribute you're not so good at it and give it -1. Give the other Attributes +1 and keep her out of reverse.

2,1,1,1,-1

Heavy Muscle: Pick the 2 Attributes you're planning to use the most and add +2. Choose 1 Attribute you're not so good at it and give it -1. Leave the rest in neutral (zero).

2,2,0,0,-1

Maximum Overdrive: Pick the 2 Attributes you're planning to use the most and add +2. Choose 2 Attributes you're not so good at it and give them -1. Everything else gets +1. Let's roll!

2,2,1,-1,-1

Hooks:

- _____ needs someone like me to put them together.
- I owe _____ a lot, working on their gear is the least I can do.
- Someday, _____ will know I really feel about them.
- It's my job to keep _____ from getting themselves killed.
- _____ go way back, from the old days. We're a team.

Gear:

Starting cash: \$50

Repair Kit (3 Supply)

Crowbar or big wrench (2-harm, hand, messy)

Pickup truck or work van, tow bar included. (2-power, 0-looks, 1-armor, sluggish)

Operator's manual



We wandered around that God forsaken desert for hours. The sun was starting to beat down upon us when we finally found the stinking ranch Dr. X said I needed to see. The big Buick couldn't handle the travesty that passed for a road to the place, so we started hoofing it. Miles off the highway we found the broken down old house when Dr. X started talking again.

He stared off into the horizon. I've seen that stare before while interviewing head cases at the VA, guys who'd seen real combat, real violence. They call it the thousand-yard stare. "This is where things really started, a radar station in Arizona picked up a high speed, high altitude vehicle flying east. They scrambled interceptors, fearing it was a Russian attack. Six jets met the silver cylinder as it passed over New Mexico. Following standing orders, they opened fire and brought the thing down. Or rather, it parked. Tchk-tchk-tchk."

It gets hot fast in the desert, and the walk had killed my buzz. I lit up a Keen and tried to find a little shade.

But Dr. X kept right on talking, in that steady monotone voice. Despite the temperature, he continued wearing his brown suit coat and tie, nary a sweat spot on him. "As soon as the Army knew what they had on their hands, they shut the area down. Total media black-out. Declared martial law and claimed there was a chemical spill. Eventually cleared out the whole town, relocated everyone and bought off the owners of this ranch. Before their terrible accident, of course."

"Couldn't have cost much, this place is a hole." I kicked up an anthill and watched the little buggers start scrambling around.

"General Eisenhower himself came to the site, visiting at 0900 hours. Urinated in the bushes right where you're standing." I'm pretty sure he made that bit up, he hadn't even been looking in my direction, but I still like to imagine old Ike stopping his gaggle of Army advisors so he could unzip and mark his territory.

"Twenty-three days later, President Truman signed Executive Order 9584-B, creating an intelligence advisory board to oversee the research and protection of materials and technology of extraterrestrial origin. Our good friends mixing with new German friends, everyone gathered together into what they called Majestic Twelve."

"Majestic Twelve? Sounds like a bunch of Yippies on trial for public indecency." I said as the helicopters appeared on the horizon. Didn't take long until I was someone's guest for the evening. And some people kick the snot of their guests. Beats canasta.



Introducing the Specialist

“The kid looked messed up. I needed to call St. Louis and get to the bottom of where this package really came from. I hit the phone booth on the corner of Salem and 91st, and pulled out my free phone whistle from my phone phreak buddy, Kount Krispee. No clues how he modifies these things, but thanks to his genius I have free calls around the world. Best prize from a Cracker Jack box ever.” – Wolfe T. Ellis, “Truth and Justice for the New Kid in Town”

Years at the university, a decade of apprenticeship, or maybe a lifetime of field work have resulted in you being a highly trained specialist in a specific field. Maybe you’re a medical doctor who tours with a rock band, an adventuring archaeologist, a dedicated intelligence operative, or teenage phone phreak.

The Sleuth might be smarter all around, but the Specialist has training and knowledge about their area of expertise.

Example:

Either behind the steering wheel of his jet-black supercharger the Hell-Hound, or as a practitioner of the Seven Forbidden Strikes of San Feng, Dr. “Taka” Tanaka strikes fear into the hearts of the criminal underworld as a brilliant man of action, with a dangerous mind and dangerous hands to match.

Creating The Specialist

To create a Specialist, choose a **name**, **look**, **Story**, **moves**, **Buzz**, **Hooks** and **gear**.

Suggested Names:

Doc, Henry, Emmett, Felicity, Hedy, Marie, Egg

Look:

Clothes: Lab coat, coveralls, tweed suit, leather jacket and fedora, expensive suit

Face: Thoughtful, knowing, bearded, plain, dimpled

Hair: Wild and unkempt, cueball, comover, bouffant

Body: Rail thin, soft in the middle, hunched over, surprisingly fit, spry

Eyes: sharp eyes, lazy eye, wise, distant, discerning

Specialist Moves:

You Get:

That's My Specialty: The Specialist starts with a free Aptitude. Additionally when using any Aptitude, the Specialist rolls as if they had a +3 in the appropriate stat instead of +2.

Choose One:

PHD in Kicking Ass: When you use your opponent's strength against them, you may roll +Brains instead of +Might to Deliver a Beatdown.

Trauma Training: When you treat an injured person while using proper medical equipment, such as a doctor's bag, you may heal an additional harm.

Analyst: When you Scope the Scene you may ask these additional questions:

- What's the most valuable thing here?
- What is nearby that can be used as a weapon?
- Who or what here is not what it seems?

The Anarchist's Cookbook: The average kitchen or garage is a veritable arsenal to you. When you rummage around for the ingredients for something dangerous, roll +Brains.

On a 10+, you've got everything you need to safely make a simple explosive, poison, or other chemical compound.

On a 7-9, your compound's creation and use can be potentially dangerous to you or its user as well as its intended target.

A Local Anywhere: You have a knack for languages and customs. When you encounter someone speaking a foreign language you have not encountered before, roll +Brains.

On a 10+, you are fluent in that language and culture.

On a 7-9, you speak enough to get by, although some embarrassing misunderstandings may take place.

Attributes:

Now that you've graduated magna cum laude as a Specialist, it's time to select your Attributes. Attributes describe the core of your character in **Spirit of 77**. Is your Specialist booksmart but easily winded? How about quick-witted and quick-footed? Your choice of Attributes will determine this.

Choose one of the following arrays of Attributes and distribute them between Might, Hustle, Smooth, Brains and Soul, however you want. Keep in mind the moves you've already selected and their associated Attributes and remember the golden rule; *Although you can raise an Attribute from 0 to +1, you cannot raise an Attribute from -1 to 0 through XP.*

Well-Rounded Education: Take 1 point for every Attribute and close the book. This is good for getting your attributes together quickly and promotes a balanced report card.

1,1,1,1,1

Extra Credit: Pick 1 Attribute as your specialty, and add +2. Choose two secondary Attributes and add +1. This is good when you know you'll be focusing a specific skill like fighting or thinking things out, but want to prepare in the event of a pop quiz in something else.

2,1,1,0,0

Wrote The Book: Pick 1 Attribute as your specialty and add +2. Choose 1 Attribute you're not so good at it and give it -1. Give the other Attributes +1 and have them come back during office hours.

2,1,1,1,-1

Double Doctorate: Pick the 2 Attributes you're planning to use the most and add +2. Choose 1 Attribute you're not so good at it and give it -1. Everything else, leave them at zero and chalk it up to tenure.

2,2,0,0,-1

Best In Your Field: You're head of the department. Pick the 2 Attributes you're planning to use the most and add +2. Choose 2 Attributes you're not so good at it and give them -1. Whatever's left, give it +1. Hey it might come up on Faculty Night.

2,2,1,-1,-1

Hooks:

- I'm going to make sure _____ understands this better than I do.
- _____ reminds me that it's not always about logical thinking.
- At least _____ has me around to do the heavy thinking.
- _____ is working a game I haven't deduced. I'm watching them closely.
- I need to solve _____'s problem.

Gear:

Starting cash: \$200

Professional clothing

Doctor's bag or 2 kits of your choice

Framed diploma (or two)

Wallyland Hotel

A BENTON HOTEL Inc.

270 Hiltop Drive
Orlando Florida
KLondike 5-4500

There was a brief pause in the narrative while my abductors beat the third grade out of me. When the two goons in black suits were done working me over, I took a bleary look around the room. Had to be Feds, I reckoned. The walls were a steady battleship gray. The government must get a great deal from the Handy Hardware store on battleship gray. Arrayed on the table in front of me were the contents of both my pockets and the automobile's trunk, spread out in a neat and tidy row. It wasn't my first time getting a genuine US government ass-kicking. I knew the routine - they asked me a question, I tell them to stick it, they hit me and I spit up blood where appropriate. Repeat.

They continued to spit their questions at me in a rapid fire staccato: What were you doing in Roswell? Who are you working with? What are you looking for? Who knows you are here?

My responses came out in ragged gasps between punches to the face. They were crude and offensive in ways that are inappropriate for printing in a high-brow publication such as this one. It involved mothers.

They took turns, one slapped me around while the other asked questions and perused my most personal belongings. My wallet, notebooks, what was left of my drug stash, and the ~~.357 Magnum I~~ had stashed in the glove compartment in the event of accidents. All of which I knew I'd never see again.

What?

One of the goons picked up my revolver and considered it like he had never seen one before. He sat on the table in front of me, beckoned his partner to stand back, and pointed the big, long barreled pistol at the center of my forehead. "Mister Ellis, we don't want to do this, but we need you to stop your current investigation. It's not healthy for you." He pulled the trigger and the lights went out in Georgia.

Specialty Roles

The Tough Guy of the group has managed to win the bare knuckle boxing tournament on the Squared Circle Ferry. Your Good Old Girl spent a year in Tibet learning secret kung fu techniques. The Rocker has learned the greater depths of the ways of Glam. Your Vigilante has brought down the biggest gang lord of the neighborhood. When characters manage to obtain special achievements through gameplay, Specialty Roles become available for future advancement.

Specialty Roles are Roles that are added to a character's current Role that offer additional moves as part of the advancement options. Specialty Roles only become available via achievements through role-play, requiring certain conditions to be met.

Example:

After defeating El Diablo Robotica in a no-holds-barred steel cage match at the All American Wrestling Conference Grand Slam Summer Spectacle, El Fantasma earned “King of the Ring” status. This earned him both the International Championship belt and the option to take the “Signature Move” move the next time he levels up.

After solving the mystery of Starveya’s golden disks, Glam Rocker Fata Morgana listens to the final recording of the queen of Glam. With the help of some serious drugs she goes on a psychedelic spirit journey to another planet where she discovers her connection to The Star Phoenix. On her next level up she takes moves “The Power of Glam” and “Empowered by Glam.” Fata Morgana is now a Glam Warrior, mortal.

By selecting a Specialized Role, moves from the character's original Role are still available for advancement. A Specialized Role opens up additional options as the character continues to improve.

Example:

After studying at the feet of Tibetan Shaolin master Lieu Chen, Typhoon Gryphon chooses to take the “Mark of the Dragon” move which makes him a Kung Fu Master. Later when he levels up again he can choose a move from the Tough Guy Role or the Kung Fu Master Specialty Role.

Introducing the Glam Warrior

"I have become more than just a singer. This isn't just a persona I wear. I am everything and nothing, at one with the cosmos in a way that defies description. Hey, have you seen Craft Services? Are they bringing that sandwich plate soon? I go on in ten minutes."
- Interview with Fata Morgana, Dreem Magazine

The power of Glam is a mysterious thing. Some say it's just smoke and mirrors, a bit of misdirection, and force of personality. But others know that Glam is a force that can be wielded as a powerful weapon against the oppressive regime of the Man.

Before a Glam Warrior benefits from the full power of Glam they must find their spirit - a symbol that surrounds them, and binds them to the very universe itself. The Glam spirit can take many forms: animal totems, astrological signs, mythological creatures or even Jungian archetypes. Each Glam Warrior finds and undertakes their own journey to their spirit. Some take a drug induced psychedelic trip through the desert, others find their way through meditation and communing with a higher power.

When you discover your Glam Spirit and learn to harness its power, the next time you level up you may take the following two moves (instead of a single move):

The Power of Glam - When you perform in front of an audience, roll +Soul.

On a 10+ gain 3 Groove.

On a 7-9 gain 1 Groove.

Note: You may only hold 3 Groove at a time.

Empowered by Glam - When you utilize the power of Glam to help overcome an obstacle, spend one Groove to allow anyone to roll with Something Extra on any roll.

Once you have taken the "Power of Glam," on subsequent level ups you may take one of the following moves as if it was a Role move.

Glam Weapon - When you empower yourself with Glam, spend one Groove and describe the form your Glam Weapon takes. Your Glam Weapon deals damage equal to your Soul, has a range of either hand or close (you choose), and you may roll +Soul when using it to Smoke his Ass or Deliver a Beatdown. Your Glam Weapon lasts until the end of the Scene.

Glam Guardian - When you call upon your Glam spirit to protect someone, spend one Groove to surround them with a sparkling field of light, granting 1-armor until the end of the Scene.

Great Balls of Fire (requires Glam Weapon) - When you manifest your Glam Weapon choose two of the following traits to add to it: Area, Armor Piercing, Stun or Fire.

Introducing the Kung Fu Master

"In between takes, Burt continued his martial arts practice with a tiny Korean man, looking roughly the age of dirt. One of the Grip Union made the mistake of insulting the man's 'pajama-looking' attire, which prompted a quick eleven-on-one battle that ended shooting for the day. If those boys are lucky, modern science will find a way to replace their shattered kneecaps with high-polymer plastics someday."

- Wolfe T. Ellis, "Truth and Justice....and ACTION!"

Kung fu is more than just a fighting technique, it's a way of life, a way to view the world around you. A master of kung fu wields power and technique over mind and body allowing them to accomplish amazing feats.

There are many schools of kung fu, classrooms full of students practicing kicks and punches in unison, shouting war cries at the top of their lungs. Learning the most advanced and dangerous techniques on the other hand requires individual study under one of the great masters of the arts. These masters, hidden away in secluded temples and private dojos do not share their secrets with just anyone. A prospective student must prove themselves via feats of strength, endurance and guile. Only then will the path of The Dragon be revealed.

When you are able to study at the feet of one of the great kung fu masters, the next time you level up you may take the following move:

Mark of the Dragon: When you successfully strike someone with your bare hands you may choose to deal no damage and instead place a Dragon Mark on them.

- You roll with Something Extra on all rolls against anyone with your Dragon Mark.
- Dragon Marks last until the next sunrise.

Once you have "Mark of the Dragon," on subsequent level ups you may take any of the following moves as Role moves:

Dim Mak: When you strike the vital pressure nexus of a target that already has two Dragon Marks you may choose to deliver the Dim Mak, the touch of death. Roll +Soul.

On a 10+, they will die before the next sunrise.

On a 7-9, they will die before the next full moon.

Dragon's Eye: When you close your eyes and concentrate on a target you have recently given the Dragon's Mark, you automatically know the general direction and distance of that target.

Moon Dragon: When you give someone the Dragon Mark, it lasts until the next new moon.

Chi Healing: Once per scene when you activate vital pressure points on a recently injured person they heal 1-harm.

Introducing the King of the Ring

“El Fantasma is more than just a famous luchador, he’s a citywide institution. Businessmen consider it a privilege for a photo opportunity with the financial icon, fighters consider it a graduation with honors when he flashes a thumbs-up from the front row. Parents use him as the gold standard for why their children should eat their vegetables and study their homework. He’s our hombre, and the undisputed champion of the sweet science in any form.” – Wolfe T. Ellis, “Truth and Justice for the New Kid in Town”

The locker rooms are full of runner-ups and almost beens, but very few champions. Fighting up through the ranks, taking on all comers and showing the world that you’ve got what it takes to be declared the champ is something few people accomplish. Those that do attain the highest ranks in their field become legends, every punch, kick or throw becomes something awe-inspiring to witness. Being the King of the Ring is more than just being a great fighter, it’s also about being a great showman and giving the crowd what they want, a spectacular battle.

When you have earned a championship title you may take this move on your next level up:

Signature Move: Once per Scene you may execute your Signature Move. Name it and roll +Soul. Everyone who can see you stops what they are doing to witness the spectacle.

On a 10+, you avoid any counter attack, deal your damage to the target, AND choose one option below:

On a 7–9, you avoid any counter attack, AND you deal your damage to the target OR choose one:

- Deal great harm (+1 harm).
- Disarm your target.
- Blind, hold, or otherwise disable your target (they deal -1 harm).

Once you have taken “Signature Move,” on subsequent level ups you may take any of the following moves as Role moves:

Double Trouble: You may execute your Signature Move a second time each Scene.

Bring the Thunder: When you execute your Signature Move, it deals +1 harm and gains the forceful trait.

Invigorating: When you successfully execute your Signature Move, you heal 1-harm level.

Introducing the Secret Agent

“Recruitment is different for everyone. Sometimes it’s because you fit a certain psychological profile, combined with a unique set of skills. Other times, they’re hiring you to take a bullet for someone more important. But if you survive the initiation, the agency looks at you with a different perspective.” – Ducky Harris, “Lifestyles of the Rich and Dangerous”

Between the Cold War, alien threats, and the emergence of X-Tech the world of **Spirit of 77** is filled with clandestine government agencies. CIA, KGB, NSA, SPECTRUM, MI-X just to name a few. Most are tools of the Man, but some agencies (or at least parts of them) still fight for the rights of the common citizens. Having the backing of an agency gives you access to information and tools that most people only dream about. At the same time, the threats that a Secret Agent go up against are often more than a single person can handle.

When you have been recruited by a clandestine intelligence organization, you may take this move on your next level up:

Man with No Name: As a Secret Agent you are always undercover, never off-duty. You have access to a number of alternate identities, complete with passports, identification papers, and anything else you need to fill your cover. When your cover is blown, you can easily acquire another by contacting your agency.

Once you have taken “Man with No Name,” on subsequent level ups you may take any of the following moves as Role moves:

Safe House: Whenever you travel within your agencies area of influence you have access to a variety of safe houses. You can use these locations as hideouts, to resupply, rest, or hold prisoners.

Escape Route: When you need to escape a dangerous situation, roll +Brains.

On a 10+, describe what preparation you made to facilitate your escape and then you get away.

On a 7-9, the plan didn’t quite go as you expected. You can get away but the DJ will give you a cost you’ll have to pay first. If you get away, your friends can attempt to follow at their own risk.

You Only Live Twice: When a situation would result in your death, roll +Soul.

On a 10+, describe to the DJ what elaborate situation allowed you to fake your own death. Take on a new identity, as the world believes the old one is dead.

On a 7-9, the DJ will describe the elaborate situation that allowed you to fake your own death and tell you what it cost you to do so. Take on a new identity, but some people suspect you are still alive.

Introducing the Guardian Angel

“Some people say that he’s already dead. Some people say he’ll never die. Either way, people stay out of the Lower Belles for a reason. The urban legend they call the Gray Ghost is something better left undisturbed.” – Wolfe T. Ellis, “Truth and Justice for the New Kid in Town”

Certain streets have long been under the control of entrenched organized crime, either through Mob influence, drug distribution, or potentially as the local prostitution racket. When a player has targeted a specific area to thoroughly vindicate, they’ve begun an uphill climb to clean those city streets by eliminating the influences. Since you’ve managed to maintain control of your corners, your reputation on the streets has now become myth, you’re now a spook story told to other people.

When you have wrested control of a neighborhood from an outside force and kept it free of criminal activity, you may take this move on your next level up:

Personal Territory: A specific area has become your personal domain. This might be a small neighborhood, a single housing project, set of local businesses. When taking any actions within this area roll with Something Extra.

Once you have taken “Personal Territory,” the following moves count as Role moves for you; in addition to your normal list of moves, you may choose from this list when you level up:

Into The Shadows: While you are in your Personal Territory, and no one is looking directly at you, you may vanish from sight.

Back of Your Hand: You know when something is amiss in your turf. When scoping out the scene within your personal territory on a 10+ you may ask the DJ an unlimited number of questions.

Final Warning: When you instruct someone to leave your personal territory and never return roll +Smooth.

On a 10+ they leave immediately and will never come back under any circumstances.

On a 7-9 they leave... for now.



THE Spirit

PARK AVENUE
NEW YORK

at

52nd STREET
Klondike 5-0600

Wasn't the first time I woke up in a puddle of my own sick, but I was really expecting the afterlife to smell a bit better. I went through the traditional pat-down inventory of someone recovering from a proper blackout drunk, luckily all the important parts were in the right place. I tentatively opened my eyes and was assaulted by a searing light, briefly wishing I really was dead. I found myself in the back seat of the big Buick staring up at the midday New Mexico sun. Dr. X, my dope, and moleskin notebook were nowhere to be seen. Outside was the row of Harleys and the broken neon sign of the Red River Roadhouse where I had previously picked up some drugs from an overweight biker with an eagle tattooed on his neck.

My head ached and my muscles were sore, but a quick look in the mirror revealed that my face wasn't even bruised. Was it all a dream? The fevered hallucinations of a man strung out on a high octane cocktail of cheap speed, expensive bourbon, and a lifetime of questionable choices? My vision swirled with unsettling possibilities. Was Dr. X even a real person? Did I really get beat down by government thugs? Was Roswell even a real place? Or did I just concoct an elaborate fantasy while drooling all over the upholstery of my rental car.

Then a sudden thought entered my head. I scrambled like a madman and threw myself into the passenger seat. Fumbling with the latch on the glove compartment, I reached inside and found the cold grip of my favorite revolver. I hesitated for a moment before opening the cylinder.

There were five sparkling perfect shells, one recently fired.

God Bless America,
Wolfe T. Ellis

Do you have any evidence this happened?
We can't print this!
-Reese

P.S. Don't even think of expensing this!



New Stories

"I've spent a lot of time here at the Hiawatha Lounge, drinking happy hour tequila sunrises while typing away on my portable typewriter at the bar. After the third round, I confess the stories start to sound the same to my Reposado-drenched ears. 'Mister, I just got back in country from the nastiest tour,' or 'I had a lot of talent back home, and I'm gonna show them all here.' Yeah sure, kid. Welcome to the horror show. It's only when the story starts from something new does it catch my attention, begging the question of what brought them to the pit of urban despair and decadence...after they buy the next round, of course."

- Wolfe T. Ellis, "Truth and Justice for the New Kid in Town."

In addition to the basic Stories found in the **Spirit of 77** core rulebook, here you'll find new backgrounds to further develop that perfect character concept. Remember, Stories can only be selected during Character Creation and cannot be changed once play has begun. You may change your Role, but your background always stays the same.

The Holy Roller - Genuine believer or flim-flam artist, it doesn't matter - you're on a mission from God.

The Visitor - From another planet, time, or dimension, for whatever reason you've come to this world and need to find a way to fit in.

The Nature Boy/Girl - After embracing the wilderness, you've returned to the City and struggle to adapt to modern ways.

It's All About Being A Holy Roller

"I've traveled on cobble-covered roads through Madras barely wide enough for a two-oxen cart, German Autobahn highways, and the back roads of America's Midwest. All of humanity is united in its ability to believe. Faith can both unite and divide us, I choose to let it inspire me to see the commonality of all our existence."

- Corbett Camry, "The Tao of the Wrench"

Who cares if it rains or freezes, long as you got that plastic Jesus. Holy Rollers are (or at least claim to be) inspired by the concepts of salvation, religious epiphanies, and a devotion to greater belief. This can include long haired friends of salvation in a beat-up microbus, renegade nuns on wheels, a Buddhist monk turned private detective, or just a couple of Chicago blues men on a mission from God. No matter their appearance, Holy Rollers are inspired by a miracle and ready to fight the good fight in its name.

You get:

God is My Co-Pilot: When you take the time to say a prayer before starting a vehicle, roll with Something Extra until you exit the vehicle.

OR

Faith Healing: Once per Scene when you lay hands on someone that has recently suffered harm, roll +Soul.

On a 10+, heal up to 2-harm.

On a 7-9, heal 1-harm.

Choose one:

Can I Get An Amen: When you give a stirring speech or sermon to a group of people, Roll +Soul.

On a 10+ the group follows your directions for as long as you keep talking, treat them as a Small gang (Small gang: 1-harm, 0-armor).

On a 7-9, you have their undivided attention for as long as you keep talking.

Pass The Collection Plate: When you tell people you are collecting money for a good cause roll +Smooth.

On a 10+, pick two:

On a 7-9, pick one:

- Everyone believes you're sincere.
- People reach in their pockets and hand you some money.
- You don't draw unwanted attention.

Cold Reading: When you try to coax information out of a non-hostile subject, you may roll +Soul instead of +Brains when Giving Someone the Third degree.

Repent, Sinner! : When you raise your voice and condemn someone's actions, roll +Soul.

On a 10+, choose two:

On a 7-9, choose one:

- They stop what they're doing and beg for forgiveness.
- They flee from you as fast as they can.
- They follow your next command to the best of their ability.
- They are stunned. The next move made against them can be rolled with Something Extra.

Instant Karma: When you successfully Help a Brother Out, you roll with Something Extra on your next move.

Mission from God (requires God is My Co-Pilot or Faith Healing): Increase one Attribute from +1 to +2.

Bad Touched By An Angel (requires God is My Co-Pilot or Faith Healing): Increase one Attribute from +2 to +3.

Say What? - Practicing What You Preach

Not all Holy Rollers are 100% legitimate in their actual devotion to their claimed beliefs, many charlatans and con artists unfortunately still use the veneer of spiritual piety to work a hustle and close a potential deal. It is up to the player to decide whether the character's faith is genuine or merely a ruse, but keep in mind, a crafty DJ may award Heat from a skeptical congregation or make a hard move caused by a "random act of fate." Totally coincidentally of course.

It's All About Being The Visitor

"I never said Dr. X was an alien. I never said he even existed. Nor did I even imply that he had inside knowledge on the vast government conspiracy that links what you'd call X-Technology with the White House's alliance with an extraterrestrial space armada. Look I drink a lot, that's all I'm going to say." - Interview with Wolfe T. Ellis, Dreem Magazine

You're from a far away and strange place. Mars, Alpha Centauri, Atlantis... or maybe someplace really weird like Hollywood. Wherever you consider home, you just don't fit in with the normal city denizens and tend to stick out like a sore thumb.

You get:

Not of this World: You might look like one but you are not a human being.

Choose two positive traits:

Amphibious - You can breathe underwater, survive at great depths, and swim at high speeds.

Regeneration - You can regenerate lost limbs and organs. With rest, a minor body part like a finger or ear can grow back in less than a week. A major body part like an arm or your liver might take a whole month.

Photosynthesis - Like a plant, you can feed off of sunlight. You have no need for food as long as you get a daily dose of direct sunlight.

Electric field - Your body gives off an extremely strong electrical field. Small electrical devices tend to power themselves up when you are nearby. When you touch an electrical device you can power it for a short time, short it out, or give it a jump start.

Bioluminescence - You can make a part of, or all of your body glow, illuminating the area around you with colored light.

Suspended Animation - You can enter a deep sleep state, slowing down your metabolism to the point of appearing dead. While in this state you need no food or water and almost no air to survive. You can exit this state at a predetermined time or by reacting to a predetermined trigger.

Natural Weapons - Electric shocks, fangs, spines or claws, your body has a natural weapon that increases your basic unarmed melee damage to 1-harm.

Then choose one negative trait:

Dependency - You are required to consume an unusual substance for sustenance, such as human blood, radium, or cobra venom. When you go more than a week without consuming your dependency take 1-harm.

Vulnerability - You are susceptible to a common substance or condition: direct sunlight, water or subzero temperatures are all good examples. When you are exposed to your vulnerability, roll with Something Less on all rolls. Extended exposure will cause you 1-harm.

Conspicuous - You have physical traits that mark you as non-human: green skin, horns, or a tail are just a few examples. These traits can be hidden with clothing or makeup, but anyone making a thorough physical inspection will discover your abnormality.

Hunted: You are a fugitive of some sort, and you are being hunted by a powerful terrestrial or extra-terrestrial group.

Choose Zero:

Mind Trick: When you use your superior force of will to overpower someone's resolve, you may roll +Soul instead of +Smooth to Get What You Want.

Real Weirdo: Choose an additional trait from "Not of This World."

Mind Meld: When Giving Someone the Third Degree, the following questions are additional options to ask:

- What hurts you the most?
- What do you not want me to know?
- What do you hold most valuable?

Strange Visitor... (Requires Not of This World): Increase one Attribute from +1 to +2.

Last Son of... (Requires Not of This World): Increase one Attribute from +2 to +3.

Say What? - Choose Zero?

"Why does it say 'Choose Zero'? Is that a typo?"

No. New Visitor characters only start with "Not of This World", As they advance with experience, they choose additional items from this list.

"That's weird."

Look in the mirror.

It's All About Being A Nature Boy/Girl

"We all find the path in our own ways. I was fortunate to find mine in my garage and the open road. My best friend from college, Laredo, he found his path in a backpack and the wilds of Colorado. His three-day fishing trip turned into a lifestyle, forsaking his career and condo for rugged, outdoor living. His last letter said, 'Corbett, unless you see it, you'll never understand.' I knew this to be true. I know he's out there still." - Corbett Camry, "The Tao of the Wrench"

You've spent a large part of your life living in the wilderness. Perhaps you abandoned civilization to get back to nature, or you were lost in the forest as a small child. Whatever the reason, you've mastered the skills to survive in the outdoors, and found ways to apply many of them to urban life.

You Get:

Four-Legged Friend: Start with an Animal Companion as an additional Thang. Roll with Something Extra when giving your Animal Companion a command.

And Pick Two:

Raised by Wolves: When you deal directly with any animal, roll with Something Extra.

Peerless Tracker: When you Scope the Scene while outdoors you may also choose to ask these additional questions:

- Who or what has traveled here recently, and which way did they leave?
- What will the weather be like for the next 24 hours?
- Where can I find food, water, and shelter nearby?

Silent Stalker: When you remain motionless while among the foliage, no one will spot you until you make a movement.

From the Treetops: When you travel through dense, difficult, or inaccessible terrain, roll +Hustle.

On a 10+, hold 3.

On a 7-9, hold 2.

On a 6-, hold 1.

Spend 1 hold to overcome an obstacle in your way, such as climbing a sheer rock face, leaping from rooftop to rooftop, or swinging from jungle vines. Spend an additional hold to take someone with you.

Now That's a Knife: When you use an old-school weapon to threaten someone, you may roll with Something Extra when Getting in Someone's Face.

Nature's Remedy: When you spend some time gathering medicinal herbs, you may perform first aid on someone as if you had a First-Aid Kit.

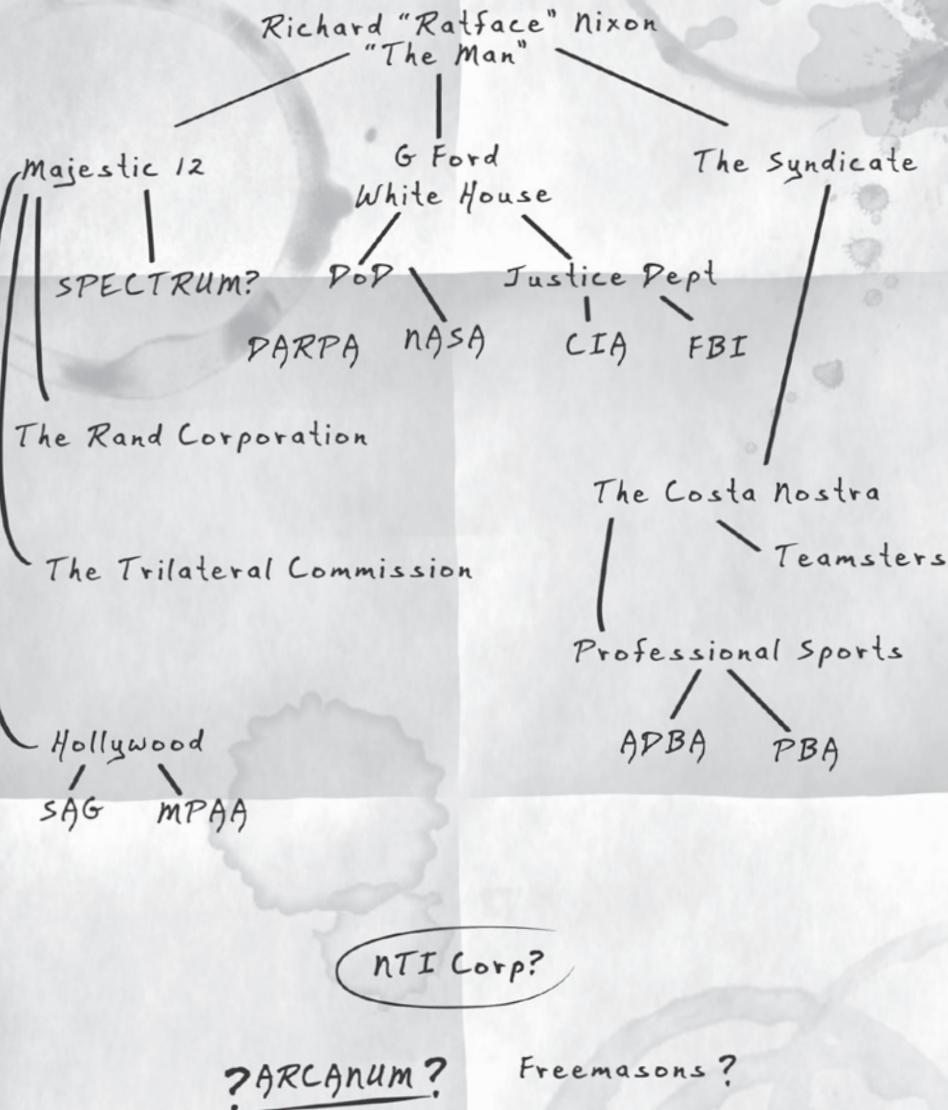
Born Half-Rattlesnake (Requires Four-Legged Friend): Increase one Attribute from +1 to +2.

King of the Beasts (Requires Four-Legged Friend): Increase one Attribute from +2 to +3.



SANTA FE MOTOR LODGE

221 North 1st St.
Santa Fe, NM





The Club DJ - Tricks and Optional Rules

By now you've probably read through the first two DJ sections in the core book, and maybe even run through a game or two on your own. You understand the concept of the Fiction, character development, and overall conflict creation and resolution. Now's the time to expand your toolbox with some additional tricks and ideas that can help give your game that extra push, making it a party with every session.

Let The Music Play - Turning it up to Eleven

Spirit of 77 leans heavily on the use of music during gameplay, both with the Rocker archetype, references to Suggested Audio Tracks within adventure material and an overall vibe to foster the 1970's experience. In addition to our suggestions included in the core rules source material, we have additional "house rule" suggestions that are available for any type of game.

Play That Funky Music - The Theme Music Rule

Theme Music - whether it's some funky bass or a twangy banjo, every great action hero has some and so should you. It's been stated before that we highly encourage you to make music part of the experience of **Spirit of 77** but you can incorporate it into the game even more fully. Have your players suggest a theme song for their character and incorporate that song into your playlist. If you do, everyone gets this bonus move:

Theme Music: When your theme music is playing, roll with Something Extra on all rolls.

Example:

For Fata Morgana's theme music, Amber has selected "Moonage Daydream" by David Bowie. As the players make their way through Rajah's Ballroom, Fata sees the owner's daughter and has decided to seduce her to get backstage. During her opening conversation "Moonage Daydream" begins playing, allowing Fata to roll with Something Extra to Get What She Wants. Fata succeeds and is escorted behind the velvet curtain by the entranced young woman.

Don't forget, the DJ has the Play a Song move available, feel free to use it to prompt the players to action.

DJ Move via The Devil's Music

Despite being a 1960's tune, our house DJ tends to include "Sympathy for the Devil" by the Rolling Stones in every **Spirit of 77** playlist during gameplay. This is intentional, the song is used as a game mechanic to represent random chance that brings about bad luck (ask anyone who went to the Altamont Festival). It is solely up to the DJ's discretion, but we encourage you to adopt it in the spirit of playful DJ cruelty. When using a playlist with a "Random Shuffle" setting for background music, select a tune to represent "The Devil's Music" into the mix. When "The Devil's Music" plays, it's a signal that any DJ move will go beyond the norm and cross over to stranger and darker results. This includes:

- An immediate and violent interruption of the action by a random gang out on a drunken bender, looking to start a collection of ears.
- A bloody teddy bear found *inside* someone's Sweet Ride, for no apparent reason.
- A homeless person winks at one of the characters, then jumps in front of a moving subway.
- The main adversary of the game suddenly appears, laughing maniacally and then disappearing in a flash.
- All technology (X-Tech or otherwise) starts going haywire - breaking down, malfunctioning or getting set to explode.
- Nothing. Literally nothing. But smile at the players and let their nerves get the better of them when they take any actions.

Feel free to be creative and appropriately creepy. The important note is to let the Devil's Music happen spontaneously like a bad karma "joker" in the deck. Make sure everyone knows which song is the Devil's Music, so the players will immediately know something unsettling is about to happen when the DJ makes their move. Savor the moment, that's what being a DJ is all about.

Musical Bumpers

Although not really a game-changing technique, adding musical bumpers helps develop ambiance and keeps everyone in the mood, from beginning to end. In addition to Suggested Musical Tracks for Adversaries and prominent NPC's, we also suggest incorporating the additional sound bites for flavor.

Opening Theme - Most pre-made **Spirit of 77** Double Feature adventures include a Suggested Musical Track to prompt the overall theme of the scenario, although your group may have a recurring theme that suggests the focus and motivation of the group. This is great to play while the DJ reads the opening notes and the players ask any preliminary questions.

Musical Sting - Musical stings are intended as brief music backgrounds to accentuate certain in-game events and either add tension when announcing the adventure's Fuel Injection or a sad trombone to lighten the mood when a player really, really fails.

Intermission - Time for a bio break? How about a quick trip to the fridge to freshen your drink? No worries, cue up a little intermission music such as “Girl from Ipanema” or “Tijuana Taxi” to indicate that everyone is on a temporary break. This also cues everyone with the song’s conclusion that the break is over and it’s time to focus back on the action.

Closing Credits - Now that the main action has climaxed, and a resolution is underway, it’s time to wrap things up. Recurring closing credit music lets your players know that it’s time to start tallying up their XP, noting any resolved Hooks and start putting their Rap Sheets away.

The Song Remains the Same - Background Themes in the Midst of Chaos

In addition to setting the mood and environment of the game session, the DJ significantly contributes to a session’s theme. Players will drive the action via their in-game choices, but the DJ guides the narrative with recurring themes used in their descriptions, background details and overall atmosphere. Whether it’s for comedic effect, a hat tip to a specific genre or an unspoken social statement, the DJ can enhance gameplay via the use of background themes in a number of different ways.

Specific Soundtrack - If you’re using background music to enhance game action, take a few minutes to craft a song list that provides a thematic thread. Methods can include repeated use of a specific artist, songs that reference a recurring motif in their title or even just a specific style within the 70’s genre.

Example:

For their upcoming game that takes place in an insane asylum, Adam has assembled a special selection of background songs including “Aladdin Sane” by David Bowie, “Summer Madness” by Kool and the Gang, and “Crazy” by Patsy Cline.

Easter Eggs - Details matter, even in the background. Adding a recurring reference theme to the descriptions of background information may not have direct consequences for the action, but will encourage the players to pay attention for what you’ve hidden.

Example:

Adam has opted to name the insane asylum, “Kesey Hospital” in honor of the author of “One Flew Over the Cuckoo’s Nest.” To continue the theme, the head of staff is named “Nurse McMurphy” and the most dangerous inmate is named “Ratched,” a role-reversal of the characters in the book.

Go Your Own Way - Dealing With Split Groups

There's an old saying among gamers: "Don't split the party." **Spirit of 77** doesn't roll like that, in fact we encourage it as an available DJ move to heighten the tension. Things can go haywire quickly and there are always more leads to follow. As a result, half the players will want to follow after the speeding car, while the rest of the party want to continue searching the warehouse for survivors. When the group breaks up in opposite directions, the DJ should keep the following guidelines in mind.

No Lone Wolves - Even when a player opts to follow a separate path, encourage players to double up in the action by asking "Who else is going with him?" This fosters group participation and simplifies the narration into larger groups.

Common Goal - As groups separate, have the players clarify their intentions before going down a particular path, and ask how this relates to what seems to be the common goal. Their motivations may still be their own however, and should be encouraged as long as it continues the overall Fiction.

Switching Channels - Trade off between the separate groups, and allow each equal time to pursue their individual directions. Both narratives should be treated as equally important, even if one seems more immediate in terms of its stakes.

Keep it Tight - When switching between both groups, keep the time spent on each narrative long enough to feel as though the players are accomplishing something with their pursuit, but short enough to where the waiting group doesn't lose interest.

Always a Cliffhanger - Before switching to the other group, end the specific action on a cliffhanger (e.g. a dead body is found, the police have spotted you, the bad guys have brought reinforcements, etc.), in order to heighten tension and keep them on the edge of their seats until focus returns to their narrative. This also immediately kickstarts the other narrative path by riding that emotional tension and keeps things fast paced.

Take it Offline - Sometime it's just going to take too long to wrap things up, even with a montage or an abbreviated narrative. Jump ahead, determine the outcome and then fill in the backstory separately with the player on how they got to that resolution.

Reunited and it Feels So Good - When it feels appropriate for the group to reunite, based on the conclusions of their separate narrative paths, be direct and pose to the players, "So how does the group get back together?" Allow them to dictate the circumstances and then carry on with the current narrative. Be sure to remind them to exchange information learned. The players overheard the action, but the characters didn't.

Whatever Gets You Through the Night - Making it Your Own

This is your game. You know your players better than we do, and we strongly encourage you to operate in your own personal wheelhouse at all times. Want to play a group of talking animals who form a rock band and solve mysteries? Go for it. Don't like Rockers or X-Tech? Eliminate them. Want to keep the game based on dusty highway chases or the Bayou swamps, far removed from urban blight? Sounds good to us. Heck, transport the setting to modern-day if you want (although we still recommend a liberal dose of James Brown on the in-game radio, that's just how we are). But always make the game your own, how you envision the world of 1977, populated by the people you and your players want to see. The City and Adversary information is strictly intended as a guide to help jump start your own game development and can be modified to your personal tastes.

Let's Stay Together - Building Player Groups

Although players inherently bring their characters together through the use of Hooks, a player group can also opt to develop their characters through a unified theme that suggests what brought them together (as opposed to randomly meeting in a tavern and getting hired to investigate an underground tunnel).

You can direct your players to make characters to fit the theme you want for your campaign, or you can guide them towards the theme with the questions you ask while tying things together before starting your first adventure.

Rock Band Entourage - The road goes on forever for touring musicians. A Rocker to front the band, along with the Honeypot "permanent groupie," a Bopper as roadie captain, and a Good Old Boy acting as bus driver.

Those Meddling Kids and Their Dog - Looks like there's a mystery to be solved. Time for a Sleuth, a Honeypot of either gender, a Good Old Boy behind the wheel and of course your Animal Companion.

Ex-Soldiers, High Fortune - Brought together as Former Vets of the same platoon, this group has upgraded their skills for a better mission: big-time heists. A Good Old Boy straight from the motor pool, a Specialist acting as the brains of the operation, and a classy Honeypot that looks great in a tuxedo.

Go, Fast Driver, Go! - Making their way across the world with their X-Tech race car, getting in adventures wherever they go! With a Good Old Boy doing what he does best, his Greasemonkey mechanic, Honeypot girlfriend, and an X-Tech heavy Sweet Ride.

Neverending Crusade - It's a war on crime in the streets, taking the law into your own hands. With a Vigilante as lead, a Bopper captain in charge of the citizen's patrol, and a Tough Guy enforcer.

The Agency - The world of '77 is full of intrigue and mystery, there are numerous major threats to the world, and an entire alphabets worth of secret agencies poised to fight them. The Specialist is tailor-made for a spy, but Sleuths, Vigilantes, Tough Guys, and HoneyPots also make great agents, while Boppers, and Good Old Boys can fill support roles.

The Extraordinary League - A mysterious patron, a secret headquarters, and a world full of strange happenings. Just about anyone could be recruited for a team of international jet-setting investigators. But who would bring them together? That's part of the mystery.

Give Me Some Skin - Re-skinning Existing Roles and Stories

The easiest way to customize the game is by modifying pre-existing Roles and Stories for a character's specific archetype. We call this "re-skinning," because you're making changes to the outer appearance of the Role or Story without making major changes to the underlying mechanics. Want to be a Spetsnaz commando trained in Russian hand-to-hand combat? Use the Kung Fu Story and just rename all its moves with Russian names. Want to be a radiation-powered, mutant super-heroic brute? Take X-Tech and rename Bionics with cool mutant powers.

Example:

While creating the character The Mysterious Rudolpho, Dan wants to make him a slightly unethical stage magician. He starts with the HoneyPot Role and after discussing it with the DJ, re-skins the Ex-Con Story. Now instead of "Connections on the Inside" his connections are in show business, with "Sleight of Hand" as his hold-out move.

Sometimes a Role or Story will have moves that don't fit with your new concept. There are two ways to deal with this: work with the DJ to modify them slightly to fit with your new ideas or simply refrain from taking those moves.

Example:

Zach wants to play Pablo DeVille, an avant-garde abstract painter. After discussing it with the DJ, he decides to skin the Rocker Role for his character concept. He opts to have a "Backstage Pass," but with the DJ's permission changes it to apply to art museums, studios and galleries. Zach then looks at the other moves for the Rocker and determines that "God of Thunder" is not appropriate for a painter and so he chooses Groupie Magnet instead.

Bob decides he wants to play Vector-77, a robot detective in a deerstalker hat. After discussing it with the DJ he decides to take the X-Tech story, he reskins the "Bionics" move to represent his robotic body, as well as "Strength Serum" to be used as an overdrive mode in times of need.

Reskinning Specific Roles

To get you rolling, here are some ideas and examples on ways you can re-skin the existing Roles.

Boppers: Gangs Wearing Different Colors

Any character that has a gang, retinue, pack, squad, followers or other group that assist them in their daily activities can be fit into the Bopper role. It isn't necessary for everyone to wear matching uniforms, cut vests or berets (but it does make it easier to distinguish the friendlies in a fight).

Examples:

Sammy Summers is the captain of the Texas Tornados cheerleader squad. Her "Home Field Advantage" applies whenever she's at a Tornado game. In addition, she has a squad of cheerleaders that accompany her wherever she goes. They might not look tough but can dish it out when necessary. That's especially useful on a cruise ship filled with zombies.

Doug Fester is the head roadie for the band Ginger. He's got a team of rough and tumble roadies that travel with him and are more than happy to brawl on his behalf. His "Marked Territory" includes anywhere the band's show posters are plastered while they tour.

Good Old Boys: Dangerous Behind Any Wheel

Anyone who spends most their time behind the controls of a vehicle can use the Good Old Boy Role to highlight their driving, flying or riding abilities. Race car drivers, stunt cyclists, truckers, and taxi drivers are simple transitions, but there's nothing stopping a player from making a test pilot, tank commander, or even a horse jockey as long as they maintain that skill with a Sweet Ride.

Examples:

Red Norman is a helicopter stunt pilot, his Sweet Ride is a custom helicopter named "Yellowjacket" (painted gold, of course). His "Hot Wheels" move applies whenever he's in the pilot's seat.

Trudy Grumman is a cowgirl with her faithful mustang, Sugar. Her "Hot Wheels" move applies anytime she's on horseback, even when riding side-saddle.

Honeypots: Persuasive to a Fault

There are a lot of avenues for the Honeypot as written, but you might want to take things in a certain direction, aiming to apply your charismatic skills to a specific use. Con-men, actors, socialites, gigolos, and fashion models are all straightforward options. With a little work, New Age gurus, stage magicians, and secret agents can also do nicely in convincing the world to see you for the dazzling socialite you are... and reward you handsomely.

Examples:

Ray wants to play a seductive secret agent, smooth and sophisticated with a penchant for vodka martinis. Working with the DJ, they decide that “Less is More” should translate to formal attire (After all, who can resist a sharp-dressed man?). When dressed in a tailored three piece suit, he gets +1 armor, and when dressed in a tuxedo he gets +2 armor.

Genevieve Carson is a hypnotherapist, specializing in getting deep into her patient’s psyche. For a reasonable fee, of course. Her “One Won’t Kill You” move works whenever she has someone lay down on her therapy couch.

Rockers: You Had To Have The White Hot Spotlight

Rockers can be any type of performer in the world of ‘77. Most often live performers like actors, mimes, dancers, and ventriloquists, but other art forms such as writing, painting, or photography also show an artistic, creative flair.

Example:

Brian wants to play a famous ventriloquist, so he starts with the Rocker role and after discussing it with the DJ, re-skins the Role to allow his performing talent to be based on throwing his voice. He selects the Special Instrument as his Thang and renames it his Dummy Assistant. Wayman Daisy and Senora are ready to roll!

Cordwainer Fowl is a famous science fiction novelist and TV writer. He wants a small group of extremely dedicated fans to follow his every word, so he takes the “Groupie Magnet” move to represent his personal nerd squad (especially at conventions).

Sleuths: Always One Step Ahead

Sleuths are more than just private eyes, they incorporate any type of investigative work. To accomplish your investigations, a keen intellect, specialized training, high tech tools, and psychic abilities are just a few ways to achieve that goal.

Example:

Dr Cornelius Findley is a city medical examiner, who doesn’t investigate crime scenes out in the field. Instead with the DJ’s permission, he changes “Crime Scene Investigation” to trigger when he performs an autopsy, and the DJ gives him a new selection of questions to ask when using this move.

Cindy’s new character is a psychic who uses her psychometry abilities to help solve crimes. For her, “Crime Scene Investigation” triggers when she touches items at the crime scene, and she accesses her “Encyclopedic Memory” when touching an object and concentrating on it. Madame Trinity the psychic detective is born.

Tough Guys: Giving it The Old One-Two

Tough Guys are pretty straightforward - they like to hit things, sometimes they hit things with other things. You still might come up with some creative ways to re-skin the Tough Guy into something more out of the norm. Technically, they don't even need to be human.

Example:

Lodestone is a masked crimefighter who gained power over metal from a secret government experiment. He uses his mental powers to wield common metal items into deadly weapons, and to shield himself from harm. He takes the "Tougher Than Leather" move to represent his ability to deflect weapons and projectiles, and he takes "Always Armed, Always Dangerous" to represent his ability to throw metal objects at his opponents.

Gary has decided to create Ivan, a trained dancing bear from the Russian Circus. Normally a gentle giant, Ivan can become quite the terror when provoked. He takes the move "Stone Cold Crazy" to represent his razor sharp claws. Because of this, no one has the courage to tell Ivan he's not that good a dancer.

Vigilantes: The War Goes On Forever

Vigilantes are not just crime fighters, but they do use their tactical abilities and specialized equipment to solve problems and defeat their opponents. With the DJ's approval, the Vigilante's moves can be applied to a wide variety of different tools and skillsets.

Example:

Marco Vallenti is one half of the famous Vallenti Brothers knife throwing act. He's a master knife thrower, using a wide collection of throwing knives instead of a gun to solve his problems.

Whiz Kid Mikey Post wants to use his new-fangled portable computer and its 300 baud modem to break into big corporations and right wrongs perpetrated by white-collar crime. The DJ decides that instead of a gun, when using his computer to cause trouble for the suits, Mike can roll with Something Extra.

Creating New Roles and Stories

We've already laid out the Roles and Stories that should get your motor revved up, but don't let that stifle your creativity. New ideas should be pursued with a 1977 vengeance so here's how to make that happen.

Here are some general guidelines when creating a new Role:

- Roles should start with one or two granted moves
- Roles should have four to six chosen moves
- Roles should choose one or two chosen moves, giving a starting character a total of three Role moves

When creating a new Story, keep these guidelines in mind:

- Stories should start with a single granted move
- Stories should have five chosen moves and two stat enhancing moves
- Stories should chose one additional move, giving the starting character a total of two starting Story moves

Remember these are just guidelines, most of the existing Stories and Roles follow them but a few don't. You might want to give a starting character less moves if the starting moves are especially potent, or let them choose all their moves if a Role calls for it. You're the DJ, it's your call.

Making New Moves

You're a smart cookie. We've heard, people talk. We know you've got a new move percolating you'd like to offer your players as an option. New moves should follow a simple format:

The Trigger - This is the most important part of the move, it tells you what the character does to initiate the move. Triggers should almost always start with "When you..."

The Roll - Moves that have a chance of failure require a roll, and that roll will usually include a stat or other Attribute. When making a new Role or Story try to avoid making all the moves reliant on a single Attribute, mixing it up makes for more interesting situations.

The Result - The final outcome of the move should be clear, if a roll is made determine what the results are for full success and partial success. The result of a failure is always that the DJ makes a move, but in some cases an additional effect might be listed.

Example:

For a new role called The Explorer, a move is created for surviving hostile environments such as the frozen arctic tundra, the high pressures in the deep sea, or the cold vacuum of space. The trigger for the move is "When you are exposed to a hostile environment." The roll is +Might and the result is on a 10+, the Explorer can ignore the effects of the environment for a short time. On a 7-9, the Explorer can ignore the effects of the environment long enough to accomplish one simple task.

Brand New Me - New Tricks for Role Selection

As a general rule, there is only one of each Role per group (unless character backgrounds have been combined). Although we recommend working it out as adults, there are additional fun ways to solve the conundrum of who gets to play what.

Role Selection Via The Example Game - Each person who wants to play the same Role takes a blank piece of paper and within a sixty second window writes down every example from TV or film of that particular Role. After the sixty seconds has passed, compare your lists. Cross off each example that you both repeat. After every repeated example is crossed off, count how many examples each person has. The player with the most original examples gets to choose.

Role Selection Via The Hospitality Rule - Under this rule, the order players select Roles is decided by whomever provided the following items in the following order:

First Pick - Whoever's house you're playing at.

Second Pick - Whoever brought the most beer.

Third Pick - Whoever brought the most food/snacks.

Fourth Pick - Whoever brought the most soft drinks.

Fifth Pick - Whoever drove the most people (excluding themselves) to the game.

Sixth Pick - Whoever showed up first.

Role Selection Via Theme Song - If two or more players want to play the same Role, each player is given sixty seconds to come up with lyrics to the character's theme song. The player then sings the lyrics to the tune. By group vote, the Role goes to the best performance (although not necessarily best singing).

Role Selection via The Sorting Hat of Elimination - When the entire player group is up for a new challenge, write out the different Roles on slips of paper, and shuffle them in a hat. The DJ selects the first Role and then decides who will be playing this Role. That first player then selects a second Role, and then chooses who will be playing this Role. Then the hat is passed again and continues until all players have a new Role. This is especially entertaining for more experienced players to hone their chops with new character concepts they wouldn't normally play.

Get This Party Started - Story Starters for Every Occasion

Not sure where to start a game session? Feel free to use any of these Story Starters to get your creativity sparked.

The animated wax figures at Amazo Waxworks have been seen robbing banks. Who is controlling their X-Tech computer brains and how can they be stopped?

The daughter of hizzoner Mayor Knoxford is turning ten and holding her birthday party at Wolkov's Wonderland. Unfortunately she has demanded Mexican fuzzy pop (sweetened with real sugar) to be served, requiring a four hour run to nearby Tilden County to get the last crates to the party on time.

There's been a murder of the headmistress at the St. Bernadine's Academy, now chaos reigns.

Bonafede's Department store is celebrating its fiftieth anniversary with a set of priceless golden snooker balls. Hope no one tries to steal them. Hint hint.

The citizens of Saigon Alley are frightened. There are reports that the legendary Xuong Cuong, the evil spirit tree that kills people, has taken root in the City. Could it be true?

An idealistic community activist is campaigning to clean up Deadheart, only to run afoul of the Bopper gang, the Shadow Kings. But why would a street gang target a politician, and who is really pulling the strings behind them?

Two months after a major diamond heist in Sanger Heights, it's revealed the haul was secretly stashed somewhere in the abandoned brewery. Now it's a race to get to them first!

Okay, why is there a burning ice cream truck outside our place?

Lilandra Malachi has decided to hold another concert at Rajah's Ballroom with a bright up-and-comer as the opening act. But there's a deadly secret about the singer, which could throw the City into mob warfare in the streets.

Is it true? The spirit of Starveya is back from the dead? Late night Reports of a woman matching her description have circulated from the Rory Glenn Cemetery. Someone needs to investigate.

The Race

“Sunday! Sunday! Sunday! The Selinker Arena EXPLODES with the sound of 400 horsepower with the 4th Annual Motocross 500, sponsored by Keen Cigarettes! You’ll pay for the whole seat, but you’ll only use THE EDGE!”

Roaring engines and squealing tires, checkered flags and spectacular crashes. There's something for everyone who goes to a race in the City, although Good Old Boys consider them home and Greasemonkeys consider them a lifestyle. Races come in all shapes and sizes, each with their own unique traits and dangers. What may work in the confines of a midnight street race may get a driver in a world of hurt if they try the same maneuvers in a demolition derby or organized speedway race.

Speedway Race - A speedway race is an organized competition, held on a sanctioned racetrack with purpose built cars, specific safety precautions, and organized rules. They can either be held by a national organization (such as NASCAR) or as a regional event, sponsored by local businesses.

Street Racing - Similar to an organized race in the city's speedway, street racing is just as fast but twice as dangerous due to its illegal nature and risk on the slick city streets. For street racing, there's no better example than the City's "Midnight Grits" run along G Street.

Long Distance Rally - Personified in 70's movies like The Gumball Rally and Cannonball (a precursor to The Cannonball Run), long distance rallies trek across multiple locations, and often different states, testing the contestants' endurance as well as their ability to evade Smokey and push beyond the 55 MPH speed limit.

Demolition Derby - Demolition derbies have little to do with speed and everything to do with quick reflexes and overall resilience, as racers inflict maximum damage on each other's vehicle while evading other competitors.

Motocross - Introduced as a competitive event in the US in 1972, motocross events fill local stadiums with artificial dirt hills and twists for riders of off-road motorcycles. Unlike street bikes, off-road motorcycles are lightweight, built for speed and maneuverability.

New Custom Moves for the Road

Most often, driving situations are easily worked out within the Fiction, but when Smokey is on your tail, the pedal is to the metal and everything is hanging out, sometimes you're going to need a little something more to determine exactly what happens. This is of course at the discretion and approval of the DJ.

Raw Power - Putting the Pedal to the Metal

Every vehicle has a power rating, this represents the amount of raw power the vehicle can apply to maneuvers. When two vehicles are involved in a move and one has more power than the other, add or subtract the difference in power to the rolls.

Example:

Gio Bang's vehicle The Lucky 7 is a race car with a power of 3, he's racing against Beau Dupree in his car Traveller which is a muscle car with power of 2. When Gio rolls against Beau he adds +1 to the roll, when Beau rolls against Gio he subtracts 1 from the rolls.

Gimme Danger - Doing Stunts

Many of the Basic moves can be applied to driving vehicles, with Keep Your Cool the most common one. Keeping Your Cool can be used to perform stunts, such as rocket jumping a canyon, pulling a bootlegger turn, or popping a wheelie while balancing on a tightrope high above the city streets. Get in Their Face can also be used when playing chicken or threatening to run someone over, while Smoke their Ass and Deliver a Beatdown would be used when operating vehicle weapons or using the vehicle itself as a makeshift weapon.

Example:

Gio Bang needs to get the Lucky 7 through a narrow alleyway to avoid the diamond smugglers that are following him. He rolls +Hustle and gets a 9. Gio puts the car up on two wheels and slips through the narrow opening but manages to bust up the suspension in the process dealing 1-harm to the Lucky 7.

Search and Destroy - Ramming Speed

When you hit someone or something with your vehicle, roll +power.

On a 10+, deal Harm equal to your vehicles power, with an additional +1 to the target and suffer half that damage to your own vehicle.

On a 7-9, deal your vehicle's power in Harm to both your target and your own vehicle.

Note: When ramming a target significantly smaller than your vehicle, deal +1 harm damage and take 1 less harm. When ramming a target significantly larger than your vehicle, deal -1 harm damage and take +1 harm.

Example:

Beau Dupree needs to rescue Carmen Esposito and Typhoon Gryphon from a pair of killer androids. He puts Traveller in gear and revs the engine. With the squeal of burning rubber, he floors it straight at the unaware mechanical men. Beau rolls +power and gets a 10. He deals a total of 4-harm to the androids, two for Traveller's power, one for rolling 10 and one more because the robots are significantly smaller than a car. Traveller also takes 1-harm.

Down On The Street - Supercharged Race Techniques

Drag races, hot pursuit, and cross country rallies are all staples of any action and adventure in 1977. As always, the Fiction should guide the DJ in adjudicating these situations, and it can be as simple as a rolling to Keep Your Cool a couple times to leave somebody in the dust.

For a more in-depth system for races and chases, here are some suggested Custom moves to accomplish this. Remember that races and chases are not exclusive to vehicles. Foot races, rooftop chases, and ski slaloms can also utilize these custom moves.

Gotta Keep Movin' - The Lead

The goal of every race or chase is to maintain “The Lead.” The Lead represents an advantage in speed and distance ahead of your opponent(s). When you have The Lead, you’ve got control of the situation - you can use The Lead to direct the race or chase. When your opponent has The Lead, you’re on the defensive and your opponent can take control of the situation until you catch up.

The exact distances of The Lead is up to the Fiction - for a footrace, it might be a few yards, for a cross country rally it might be a hundred miles. It’s even possible to have The Lead but be behind your opponent such as if you’re trying to run them off the road from behind. The important thing is that the more Lead you have, the more of an advantage you have over your opponent. The DJ may give someone bonus Lead at the beginning of a race or chase to represent a head start or advantageous positioning.

Remember, only one competitor in a race or chase can have The Lead at a time. If your opponent has The Lead, any points you gain are deducted from their score until they hit 0 Lead. After that, any points you gain build up your own Lead, as you kick it into high gear and leave those suckers in the dust.

Say What? - Good Old Boys and The Lead
Just like when Keeping their Cool, Good Old Boys and Girls add
their vehicle's Power to any rolls to Gain the Lead, Lose 'em or
Run Them Down when behind the wheel of a vehicle.

Gain the Lead: When you try to put the pedal to the metal and gain more lead on your opponent, roll +Hustle.

On a 10+, gain 1 Lead.

On a 7-9, gain 0 Lead, or you gain 1 Lead but pay a cost determined by the DJ.

On a 6-, lose 1 Lead or lose 0 Lead and suffer a cost determined by the DJ.

Example:

Black Cherry Stone is chasing two cat burglars across the rooftops of the Belles district. The burglars had a good head start and began with +2 Lead. Black Cherry decides to take a shortcut by jumping through a nearby window in order to cut them off. She rolls +Hustle and gets a 9. She gains 1 Lead (putting the burglars at +1 total) but takes 1-harm from broken glass.

Vehicle Traits and The Lead

Some vehicles have traits that affect the Lead, such as quick or sluggish. When a quick vehicle rolls a 10+, they gain an additional Lead. When a sluggish vehicle rolls a 6-, they lose an additional Lead.

Examples:

Jason Thunder is trying evade the cops in his beat-up AMC Gremlin, which has the vehicle trait of sluggish. Jason managed to get a head start, so he has a +2 Lead. Rolling +Hustle, Jason gets a 5. Thanks to his Gremlin's vehicle trait of sluggish, he loses two Lead instead of one. He is now at 0 Lead, neck and neck with the police car flashing its lights.

Jolene is driving her cherry red Corvette through Malmut County, pursuing the motorcycle gang, the Road Gators. The Gators currently have a +3 Lead, but Jolene's Corvette is quick. Jolene rolls an 11, gaining one Lead for the success, and an additional Lead for having the quick trait, which closes the gap between her and the motorcycle gang, leaving them with just +1 Lead.

Using The Lead in Moves

When in play, the Lead can be used in several Custom moves that allow the player to take advantage of their position in either an offensive attack or as part of an escape.

Lose 'Em: When you want to lose someone who is chasing you, roll +Lead.

On a 10+, you leave them in the dust with no way for them to catch you.

On a 7-9, you either lose them but at a cost, or you gain 1 Lead.

On a 6-, you lose 1 Lead.

Examples:

The Carruthers Brothers are being chased through the desert by a couple of ATF agents, they've already got +2 Lead on them, and Rudy (who's driving) decides to lose them in the wooded hillside they're rapidly approaching. Rudy rolls +Lead and gets an 8. He doesn't lose them but he does gain 1 Lead so he can try again at the next opportunity. Meanwhile, Frank furiously starts dumping the crates of illegal cigarettes that fill the back of the van.

When you have the Lead on someone, you can use it to try to cut them off or stop them in their tracks.

Run Them Down: When you use your speed advantage to run your opponent off the road or otherwise stop their progress, roll+Hustle.

On a 10+, they stop or otherwise go where you want them to.

On a 7-9, they go where you want but it costs you as determined by the DJ.

On a 6-, you lose 1 Lead.

Example:

Beau Dupree is chasing two kidnappers who have taken his cousin Cindy Lee hostage, he's managed to gain +2 Lead on the kidnappers and uses it to pull alongside their car and slam into them to force them off the road. He rolls +Hustle and gets a 9. He pushes their car off the road and into a ditch but Traveller takes 2-harm in the process.

The Lead can also be used to pay costs for other moves, such as when rolling a partial success or failure on a Smoke His Ass Move.

Example:

Big Jon Pendleton and Doghouse Rawlins are fleeing a bunch of Road Gators after a brawl went bad. While driving his custom van, Doghouse fires his shotgun out the window at the Road Gators and rolls +Hustle. Getting a 9 he manages to hit the lead biker, but they lose 1 Lead in the process. "One thing at a time, man!" Big Jon yells at him, "One thing at a time!"

Races vs Chases

The biggest difference between a race and a chase is that races have a determined distance, and chases run until someone gets caught or loses their pursuer.

Races are measured in lengths, from short to long, and the length determining how many chances the participants have to gain or lose the Lead.

Short Race - 2 moves

Medium Race - 3-4 moves

Long Race - 5+ moves

For really long races (such as an ongoing cross country road race), it's best to break the race up into multiple legs which would each be short, medium or long. Once all the move opportunities have been exhausted, the race ends and the characters that currently have the most Lead win.

Example:

Gio Bang and Beau Dupree (both player characters) are racing in the Midnight Grits run. The DJ determines that it's a medium race with a total of 4 move opportunities, two in each direction.

During the first stretch, Beau pushes his luck and Traveller's engine to the limit, getting a partial success. He manages to gain 1 Lead, but deals 1 damage to his car.

During the second stretch, Gio Bang puts The Lucky 7 into a power slide to avoid a burning wreck and cut off Beau. He rolls 11 and gains 1 Lead putting the two racers on even footing.

On the first return stretch, Beau decides to take a shortcut he knows about. He rolls a failure and loses 1 Lead while Traveller takes 1 more harm from an unexpected shopping cart that was parked in the alley.

On the final stretch Gio Bang engages The Lucky 7's turbo booster and rolls a 10. Gaining 1 Lead, he sails across the finish line with a decisive +2 Lead on Beau in Traveller to win the race.

Chases are focused on either maintaining a close enough proximity to attempt a move (such as Smoke Their Ass, Deliver a Beatdown or Run Them Down), or to keep enough of a distance in order to Lose 'Em or outmaneuver them.

Example:

Deep in the Louisiana swamps, Professor Rick Turner and his pilot Sancho are chasing after the mercenary Major Adam Winslow who has stolen the map to the Mayan city of Ur. Major Winslow has a headstart on his airboat, which the DJ determines has given him a +2 Lead.

Rick and Sancho push their airboat into overdrive, rolling an 11. They gain 1 Lead to shorten Winslow's advantage to +1 Lead (instead of +2).

Winslow tries to swerve his airboat in front of Rick and Sancho. Rick rolls to Keep his Cool and gets a 10, gaining 1 Lead, and bringing Rick and Sancho neck and neck with the Major (now at 0 Lead).

Rick pulls his revolver and decides to Smoke His Ass. Rolling +Hustle he gets a 6. Rick loses 1 Lead, and the Major now has +1 Lead again.

Major Winslow now tries to flee his pursuers, Rick rolls +Hustle and gets a 6. The airboat stalls as Major Winslow speeds off into the distance, they're going to have to find another way to the city of Ur.

Applying DJ Moves to the Road

All of the DJ moves apply to the Road, here are some examples of specific ways to apply them. These are strictly examples, but can be developed or modified, based on the appropriate circumstance in the Fiction.

Foreshadow future badness - Impede the Road Ahead - Whether it's roadwork, a bridge is out or the tunnel is closed, an unexpected obstacle ahead will heighten the tension and make things far more complicated.

Announce off-screen badness - Police Scanner - Everyone in 1977 has a CB radio, and it's a good way to announce problems down the road, like bad weather, traffic, or a police helicopter.

Take away their stuff - Mechanical Failure - Whether it's a flat tire, broken fan belt or a busted radiator, something is affecting their vehicle that requires immediate attention.

Make them acquire stuff - Empty the Tank - Gas has soared to a buck a gallon, no wonder the players thought they'd save a few bucks at the pump. Too bad it's come up at the worst time possible.

Inflict harm creatively - Kill The Engine - Hurtling along the road at high speed gives plenty of opportunities to hit something (or someone) and do some damage to a vehicle.

Apply some Heat - Speed Trap - A police cruiser hiding behind the Roscoe's Chicken Shack billboard sees you doing 90 in a 55, sounds like a good time to add a little Heat to the characters.

Play a song - Change Stations - Everyone loves a little driving music, give them something appropriate to blast while they roll down the windows and sing along.

Lay down the Law - Smokey Roadblock - The Man has gotten the drop on the players and have set up a roadblock ahead of them, guns drawn and ready to fire. This about to get ugly.

Neighborhood Threats and Racing Hall of Famers in the '77

Gio Bang - The fast-turning, devil-may-care driver behind the wheel of the Lucky 7 prototype from Las Vegas, Gio was plucked out of an orphanage and raised as the ward of professional gambler, "Nickels" Nakitoma. Although Gio tends to jump in headfirst and think second, Dr. Arigato and Arigato Labs always manages to pull him out of a jam and keep the Lucky 7 on the road.

Shlomo "Slow-Motion" Cohen - Despite his insistence to never race on the Sabbath and his strict adherence to the Hassidic faith, Shlomo Cohen is one of the best street racers in the country, capable of racing in multiple styles of competition. Never satisfied to remain in one style for too long, Cohen is constantly on the lookout for the newest form of racing on the street.

Israel "Izzy" Ikaika - Two-time winner of the Sagebrush 500 Motorcycle race, Israel Ikaika is considered one of Hawaii's finest exports in the 1970's. Ikaika attributes his ability to hug the road in death-defying turns with pinpoint accuracy to his previous experience as a competitive surfer.

Special Agent Madonna Sims - Don't let the platinum blonde hair and pink pantsuit fool you, Special Agent Sims is a take-no-prisoners federal agent specializing in interstate grand theft auto rings and illegal racing. As good a driver as any long-distance racer in the circuit, her aggressive pursuit of anyone who she deems a threat to public safety can complicate any car rally or midnight street race.

The Green Shroud - Cloaked in secrecy, the Green Shroud terrorizes the racing circuit with his aggressive style that causes more casualties than actual victories. Banned in certain racing organizations, the Shroud's presence at the starting line guarantees someone will be going home in an ambulance (or worse).

New Civilians and Adversaries for the Race

Professional Driver

Description: Whether or not the race is legal, sanctioned or even just for kicks, a professional driver in the competition raises the stakes in trying to win. They are legendary for their experience, skills, and condescending attitudes.

Names: Rowdy, Aubrey, J.J., Brewster, Marcie, Jamie

Agenda: “Nice try, kid. Now let me show you how this is done.”

Moves:

Moves You've Never Seen: A professional driver can pull off a specialty maneuver that's unlike the normal backstreet racing style. This can temporarily confuse a racer and eat up precious seconds while they try to figure out what the pro is up to.

Gear: professional racing suit, satin racing jacket, nice suit

Lead Mechanic

Description: The critical link for any pit crew, these guys are always on call to repair damage to your vehicle and maximize overall performance.

Names: Victor, Earl, Aloysus, Tank, Otis, Swifty

Agenda: “Gotta keep that sweet ride running.”

Moves:

Chewing Gum and Duct Tape: In a pinch, a good mechanic can find a way to get your vehicle running and back in the race. It may not be very sturdy and might not last the entire race, but at least you're out there in the competition.

Gear: coveralls, dirty t-shirt, ballcap, chewing tobacco or gum, tool kit

TV Executive

Description: TV executives are always snooping around looking to make a show out of big events, whether its a sports-focused anthology or a Tuesday night action drama to scoop the Big Three.

Names: Diana, Max, Frank, Lin, Howard, Lou

Agenda: “All I want out of life is a thirty share and a twenty rating.”

Moves:

Fifteen Minutes of Fame: With one airing, a TV executive can make a racer globally known for a brief period. This international fame is a huge boost to the ego, but can also complicate matters when stealth or a low profile is required (especially when dealing with Heat).

Gear: business suit, briefcase, film crew

Corporate Sponsor

Description: Big business representatives always keep their eyes out for up-and-coming talent that will wear the company logo on their racing jacket or fender. Their loyalty however comes and goes with big wins.

Names: Mr. Torkle, Tim, Arthur, Lillian, Morehouse, Rachel

Agenda: "Sign right here and pose for the cameras."

Moves:

Celebrity Endorsement: One signature on the dotted line, and things change quickly. Resources, fame and influence begins to flow but be careful, an open valve can just as easily be closed.

Gear: business suit, briefcase, contract, pens, logo T-shirts, bumper stickers

Get This Party Started - Story Starters for The Race

Want to start a game session on the two-lane blacktop? Feel free to use any of these Story Starters to get your creativity sparked.

Fight promoter Sarasota Ross wants to get into the racing business and is bankrolling a big name race. Of course, who will be named the actual winner is negotiable.

NTI wants to test their newest dent-resistant polymers at this year's demolition derby. Those rumors they occasionally explode couldn't possibly be true.

Special Agent Sims is in town, looking into a shipment of stolen auto parts that are reported to have crossed state lines. Hey, how did you replace that cam shaft anyway?

All the top professional racers are in town for a television interview special - Cohen, Ikaika, even "Hot Rod" Haddad. After a few hours of bragging in the hotel bar, the craziest racing dares have started.

There's a rumor going around that the Green Shroud has targeted someone for elimination in tomorrow's race. There's no concrete evidence, and the only eyewitness accidentally fell down an open elevator shaft. What can be done to stop it?

The Ring

"Listen, I shouldn't be telling you this, but if you're a betting man you need to get down to the Waterfront tomorrow night to catch Milo Kelly and 'Big Swede' Reistetter do the dance. No rules, fight goes until one of them's half-dead. They say Milo's three-to-one, although I promised my wife I don't bet on these anymore. The fare's three-seventy, mac..."

Black eyes and broken collarbones, the cheers of the crowd and the smell of blood. These are the things awaiting you when you choose to step into the ring in 1977, whether it's an underground fight in the back of a truck stop or a martial art competition high atop one of the City's skyscrapers. This is the business of Tough Guys and Kung Fu experts of every form, and business is always good.

There are several forms of fight competition, each with their own unique traits and dangers. What may work in the squared circle for a top-rated Luchador might be frowned upon by the quiet kung fu masters of the Laughing Dragon Tea House and considered worthy of disqualification (or worse).

Licensed Bout - Adhering to city regulations and organized requirements, a licensed fight can take place in either a nightclub as after-hours entertainment or in the local sports arena as a main event. Remember, just because it's legal doesn't mean it's on the up and up.

Licensed bouts are broken into ten timed rounds with a designated referee officiating the fight. Fighters are usually equipped with some type of glove and compete in roped-off rings.

There is a break in between rounds where trainers are given an opportunity to inspect their fighter, provide any quick first aid, and give verbal guidance for the next round (usually shouted at the top of their lungs).

For an average licensed bout, punches to the groin, biting and eye gouging are prohibited. Violations may end in either a loss of points or even disqualification.

A winner is determined either by knockout or by points awarded per round.

Bare Knuckle Brawl - Illegal fights can take place anywhere, with little regulation and heavy betting on the side. Still, illegal fights follow their own code that keep them a semi-legitimate avenue for up-and-coming fighters looking to make a name and a few bucks. Sure they're crooked, but at least they're honest about it.

Brawls have no set time limits nor a referee. Outside interference is frowned upon but does occasionally happen in order to "encourage" certain outcomes.

Heavy betting occurs at bare knuckle brawls, either on an individual basis or by groups sponsoring certain fighters.

Fighters have no set breaks, but can briefly rest if the other fighter does so as well.

The winner is generally called when the other opponent goes limp (due to being knocked out or through general exhaustion) or gives up due to injury.

Martial Arts Competition - Martial arts competitions can either take place as part of an organized event, open to the public like any licensed bout, or behind closed doors as part of a private competition among dojos and kung fu masters. There's even rumors of competitions taking place on private islands with secretive rules about its selection process.

Competition fights are broken into three rounds.

Each round consists of several pairs of fighters squaring off against each other. The winner of each pairing being either the one who wins the best out of three shorter rounds or by knockout.

Fights are organized into elimination rounds, with the winners advancing to the next round and fighting against each other in new pairings. Fighters are usually (but not always) grouped into categories by weight class.

The final round determines the winner of the competitive tournament, with a potential award to both second and third place.

Lucha Libre Extravaganza - Big moves and high drama, lucha libre wrestling bouts are colorful affairs with big flourishes, crazy jumps and over-the-top drama. Whether its outcome is scripted or pure shoot, every match keeps the audience riveted for more.

Lucha Libre events contain multiple bouts, usually unconnected with another in terms of competitive ranking.

The winner is determined by either pinning the opponent's shoulders to the mat, a ten count outside of the ring by the referee, or by a successful submission hold.

Matches can be mano y mano, two-man, or multiple partner tag teams. In the event of a tag-team, additional team members wait outside of opposing corners holding onto an external strap, waiting to be tagged into the ring by their teammates as the active opponent.

In a free-for-all elimination match, multiple participants start in the ring and are eliminated by either pinfall or by being pushed over the top rope and landing on the main floor. The last man in the ring is considered the winner.

Faces, Heels and Tweeners - Earning Heat in the Ring

Unlike street fights, professional fights have rules and referees to enforce them. Just like breaking the law, breaking the rules in a fight results in Heat, represented by the attention of the ref or judges. Too much Heat can result in a disqualification or loss by technicality. Typically after a fight is completed all Heat is lost, but particularly heinous and illegal breaches of the rules might carry over outside the ring.

Example Consequences of Heat in the Ring:

- 1 Heat - Unsportsmanlike Conduct - The ref might not have seen it but the audience has and they don't appreciate your actions.
- 2 Heat - Verbal Warning - The ref has noticed your actions and has given you a warning, continuing will result in a penalty.
- 3 Heat - Lose the Crowd - Your actions have turned the crowd against you. They'll actively boo, jeer, or otherwise express their displeasure at your actions.
- 4 Heat - Penalty - The ref has officially recognized your misconduct and penalized you in some way. This may be docking points, removing you from the match, or other sanctions.
- 5 Heat - Disqualified - Your disregard for the rules has resulted in disqualification, the match is ended and you have lost.

Example:

The ref really has it out for Big Swede Reistetter, by the fifth round Swede has already acquired 3 Heat. When Big Swede gives his opponent a rabbit punch, the ref calls for the bell and gives him a penalty. Big Swede needs to finish this off quick before he gets disqualified.

Custom Moves for the Ring

Fighting in the ring is mostly like fighting anywhere else, you try to hit your opponent more times than they hit you. The basic moves allow you to cover most of these circumstances. However, fighting in the ring presents some special situations where you can call upon these custom moves. Just remember to follow the Fiction.

Work the Crowd: When you grandstand to get the audience excited, roll +Smooth.

On a 10+, choose 2:

On a 7-9, choose 1:

- Turn the crowd in your favor, roll with Something Extra on your next attack.
- Turn the crowd against your opponent, gain +1 armor on the next attack against you.
- Lose 1 Heat.
- You don't leave yourself exposed while working the crowd.

Example:

During an exhibition match El Fantasmo has just knocked down Devil Dog, and he turns to the crowd, raises his arms and yells “HECHO EN MEXICO!”. El Fantasmo rolls +Smooth and gets an 8. He chooses to excite the crowd in his favor, which is good since he's about to be hit in the back of the head by Devil Dog.

Get Back In There: When you are subjected to quick and dirty ringside medical attention by an experienced cut man, roll +Might.

On a 10+, heal 1-harm or heal all stun harm.

On a 7-9, heal 1 stun harm.

Example:

Big Swede Reistetter just went three rounds with the local champ, he's taken 2-harm and 2 stun harm. The bell rings and he heads back to his corner. His cornerman Sydney Carlyle goes to work with the ice pack and smelling salts. Big Swede rolls +Might and gets a 10. Having the option to either heal 1-harm or all stun harm, he chooses to heal 1-harm, leaving him with just 1-harm (a broken nose). Sydney lightly pats Big Swede's cheek and says, “Ya look beautiful.”

Tag Out: When you try to tag out with your partner, roll +Hustle.

On a 10+, you cleanly switch “as legal man in the ring” with your partner.

On a 7-9, you manage to switch but the DJ determines a cost to you or your partner.

Example:

El Fantasmo and Pulpo Morado are up against Diablo Robotica and Devil Dog in a tag team championship bout. After some cheap shots while the ref wasn't looking, Pulpo Morado is exhausted and needs to tap out. He rolls +Hustle and gets a 9. Pulpo Morado and El Fantasmo switch out but not before Devil Dog takes a big bite out of Pulpo Morado's shin. Freak.

Cheap Shot: When you try to hide an illegal move or weapon from the referee, roll +Smooth.

On a 10+, deal +1 harm on your next attack.

On a 7-9, deal +1 harm on your next attack and gain 1 Heat.

Example:

El Pulpo Morado is ready to give Devil Dog a taste of his own medicine. He waits for the ref to be distracted and rolls +Smooth. Getting a 9, he gives Devil Dog a shot below the belt dealing an additional Harm. Too bad the announcers saw it and now the crowd is turning against him.

Applying DJ Moves to the Ring

All of the DJ moves apply to the Ring, here are some examples of specific ways to apply them based on the action occurring. These are strictly examples but can be developed or modified, based on the Fiction.

Put someone in a spot - Out of the Ring - Whether the fight has spilled into the stands, beyond the ropes, or to trading punches down the street. Now the surroundings have changed with new risks involved.

Raise the stakes - Foreign Object - Either another opponent or possibly even the referee has retrieved a foreign object they're using in the ring. The stakes have definitely changed.

Announce off-screen badness - Audience Participation - Whether it's a drunken spectator who's dead certain the entire match is rigged or a league competitor eager to demand their shot at the title, someone coming from the audience into the ring causes all sorts of problems.

Foreshadow future badness - Imminent Re-Match - Win or lose, this isn't over by a longshot, either from the opponent or a future adversary in the audience. Make it clear this is just the beginning.

Inflict harm creatively - Slow Them Down - Did the ringside water get spiked? Did something get thrown in their eye? Or maybe their bell just got rung with a nasty headshot. Whatever the cause, the players are now working at a disadvantage as they try to get their bearings.

Play a song - Ring the Bell - Take a break in the action, send each fighter to their corner to regroup with their trainer and have that nasty cut looked at. Give them a few minutes then restart the action!

Apply some Heat - Bad Ref Call - Maybe the referee got a hefty payoff from the other guy's manager. Maybe the referee is blind in one eye. Or maybe he just hates you. In any event, the referee is making things complicated by penalizing the players at every turn.

Lay down the Law - Automatic DQ - The referee has had enough and is disqualifying the player and handed their opponent a victory.

Hall of Ass-Kicking Fame - Notable Fighters in the '77

El Pulpo Morado - Sometimes revered as El Fantasma's ally, sometimes despised as his most dangerous adversary, the so-called "Pistolero Pescado" consistently serves his own agenda in both the squared circle and in the City, changing allegiances at a moment's notice. Despite his occasional untrustworthy actions when seeking the championship belt, it's known that once El Pulpo gives his word he will sooner break his back than the promise made. El Pulpo is known for his finishing move, The Dirty Figure Eight.

"Typhoon" Gryphon - Gryphon is regarded as one of the best martial artists in the City, considered an equal to LeRon, leader of the Shadow Kings, and a former pupil of Master Xun. Typhoon is a practitioner of Xun's style of kung fu, The Dance of the Laughing Dragon, and is acknowledged as one of the few known winners of the Laughing Dragon's martial art tournament (although he remains tight-lipped about what happened behind the closed door "final round"). Gryphon is easily recognized by the 5 claw imperial dragon emblem tattooed along his stomach and right side.

"Big Swede" Reistetter - Of all the bare-knuckle brawlers on the underground circuit, Big Swede literally stands head and shoulders above them all. At 7' tall, Reistetter's size and arm span make him the most dangerous combatant to face. Yet despite his size and appearance, Reistetter insists it's never personal. For him it's simply a job, one he's extremely good at. With his long handlebar mustache and muttonchops, Big Swede cuts a striking appearance.

Tony "The Spanish Fly" Garcia - This middleweight champion grew up in the Belles District, seemingly destined for juvenile hall if not for the timely intervention of Father McConnell, and the Five Angels Gym. After earning a gold medal in the '76 Olympics in Montreal, Garcia has not forgotten his humble roots and regularly returns to the Five Angels to visit his former mentor.

Sarasota Ross - As the #1 fight promoter in the City, some industry insiders call Ross “the worst thing to happen in the industry.” Accused of fight-fixing, doping, connections with the criminal underworld, and a complete disregard for safety and good taste. However, fans greedily eat up Sarasota’s staged theatrics, and his over-the-top spectacles generate hundreds of thousands of dollars for each event.

New Civilians and Adversaries for the Ring

Professional Fighter

Description: Boxers, wrestlers, kickboxers, bare knuckle brawlers, or luchadores. Their business is delivering beatdowns in front of an audience.

Names: George, Georgina, Bruce, Floyd, Rocky, Philo, Guillermo, El Condor, Pedro

Agenda: “Deliver a beating and make sure it looks good for the crowd.”

Moves:

Tough as Nails: Professional Fighters always have 1-armor.

Pull Your Punches: Professional fighters can always choose to do stun damage.

Gear: Boxing gloves, trunks and boots or colorful tights, wrestling mask and foreign object.

Fight Referee

Description: In organized bouts, referees are on hand to keep order in the ring and make sure the rules are being adhered to equally by both fighters. How effective they are in practice remains another matter.

Names: Mills, Chad, Earl, Violet, Sarah, Mom, Brian, Fern, Art

Agenda: “Let’s have a clean match, most of the time.”

Moves:

End the Fight: Referees at any given time can call for the bell, ending the fight due to knockout, countout, or disqualification.

Gear: Striped shirt, whistle, stopwatch

Promoter

Description: Trustworthy? Hardly. Most promoters are one step away from criminal racketeering, cutting corners to maximize their fights' profits and occasionally rigging the outcomes of a match to satisfy outside criminal interests. But hey, that's show business.

Names: Don, Sal, Jackie, Vince, Lou, Edna, Terry, Earl, Dusty, Ric

Agenda: "Promote the greatest show on Earth, by any means necessary."

Moves:

Take a Dive: Promoters aren't above dropping a couple of bills to ensure a specific outcome for a fight. Of course, sometime that comes with additional strings attached.

Gear: Suit (either expensive or cheap), cigar, pinkie ring

Trainer

Description: Fighters might not have an old timer's day, but the lucky ones last long enough to pass their knowledge down to the next generation. They may look old and broken down, but that only proves they're survivors.

Names: Mick, Wally, Snoop, Travis, Mae, Agnes, Chavo, Ivan, Demetrius, Duffy

Agenda: "These young punks need an education, even if it comes from a beating."

Moves:

Experienced Cutman: Your trainer knows how to eliminate the effect of your harm without the possibility of making things worse.

Gear: Stopwatch, spit bucket, First-Aid Kit, towel

Valet

Description: Whether they're so-called managers, entourage hangers-on or good-looking spouses in expensive clothing, valets will accompany a fighter to ringside and watch from the sidelines. Occasionally they may even interfere with the action.

Names: Debra, D'angelo, Bundini, Angie, Virgil, "Captain" Lou

Agenda: "My fighter's the best in the business, and I'll make sure of it."

Moves:

Cause a Distraction: Valets can distract referees, other fighters and generally cause a disturbance in order to buy time for their fighter to either recover or sneak a hidden weapon into the fight.

Gear: track-suit, cane, hidden blunt weapon, towel

Get This Party Started - Story Starters for The Ring

Want to start a game session in the Ring? Feel free to use any of these Story Starters to get your creativity sparked.

Someone has kidnapped Tony Garcia the day before the big match, and his trainer is willing to pay big money to get him back. Other people are willing to take other steps he doesn't show.

Fight promoter Sarasota Ross is quickly looking to complete an undercard on his next fight. Do you have any experience, and more importantly, are you scared of bears?

That bastard Francis Clayton (the dirtiest cop in town) is blackmailing the players into infiltrating the secretive House of Laughing Dragon fighting tournament. But is it worth the risk to offend Master Xun?

Big Swede is looking for you. Something about his sister. He looked upset. You might want to clear out of town. Oh wait, he's behind you. Um...

Word's on the street is that Diablo Robotica's luchador mask has been stolen and is for sale to the highest bidder. Word's also on the street the the unmasked Diablo Robotica is looking to retrieve it by any means necessary.

The Rink

"This Saturday at Skate Corral, come meet this year's Koomba Saints Derbyball team with their captain, "Juice" Riboli. Free Saints headbands for the first hundred people in line, with autographs and balloons for the kids. That's this Saturday, we'll see you there!"

As a recreational activity, roller-skating has existed since the early 1800's, with the first public skating rink opening in London in 1857. But roller-skating changed dramatically in the 1970's with the creation of lightweight polyurethane wheels that greatly improved maneuverability and speed. Coupled with the disco craze in modern music, "roller discos" began to flourish combining the dance style with the new sport. Polyurethane wheels also revolutionized the world of skateboarding, revitalizing the genre into a more aggressive style of skating akin to surfing.

In the Wide World of 77, we've focused on two roller-skating movements:

Derbyball - the fast-paced roller derby hybrid that's sweeping 1970's America

Roller Disco - the strobe-lit combination of roller skating and disco-dancing nightlife

The Roar of the Crowd: Derbyball

"I think it's the greatest sport I've ever seen. It contains the barbaric overtures of gladiatorial combat, the overt corruption of professional boxing, the anticipation for bloodshed of drag racing, and makes as much sense as British cricket. Who cares, I love it."
- Wolfe. T Ellis, Interview with Dreem Magazine regarding Derbyball

Major league sports have begun to experience a backlash in the mid-70's due to the lack of individualism among the players (outside of the drive for big money and the chance at a cereal box). With the absorption of the American Basketball Association into the NBA, many sports fans have turned to Derbyball as the new alternative, growing in popularity every year. Beginning as an underground sport in 1975, Derbyball is a combination of roller-derby, rugby, lacrosse, and live-action pinball. It is quickly becoming mainstream thanks to the corporate sponsorship of many national teams, creating new franchise markets in every major city, while the addition of X-Tech enhancements continue to make the game exciting and fresh.

Derbyball is an emerging game, and the rules can be vastly different depending on who is playing and where it's played. The American Derby Ball Association is the biggest and best funded organization, although there are many amateur, collegiate, and even international organizations each with their own rule variations. What works on the immaculate indoor track at Madison Square Garden for the ADBA might get you thrown out of the game at a Santa Fe New Mexico outdoor arena game for the Southwest Outlaw League.

Derbyball and Other Whore Pursuits

By Wolfe T Ellis

It hurts the soul to watch a fresh-face greenie step foot into the City for the first time. The City is a decadent, soulless hydra of depravity and sin, eager to pounce upon the naive and slow-footed and drag them into the mire of corruption and urban decay. Like gladiators of a forgotten age, it takes a hard heart to engage in the economic bloodsport this City considers "good business." Pimps do well here, they're not afraid to cut someone in the pursuit of financial gain. And most organized sport in this town thrives through switchblade negotiation and a willingness to take someone's eye.

Slow reflexes took down the ABA, gullible enough to agree to an abusive marriage with their oppressors and now they pay the price for it like a battered wife. When they sent me the assignment for the first Derbyball championship at Selinker Arena, I expected another foreboding wedding ceremony where the bride would be dragged by the hair to the wedding bed and bled like a stuck pig. Nobody told me this bride had been around. And by around, I mean she's pretty much a sailor's whore.

Derbyball is an easy enough sport to understand - two teams made up of corporate shills beating the hell out of one another for a drunken mob howling for blood. At least there's no pretense here of "America's game" or "Collegiate academia." These are hardened killers, bought and paid by big business. I admire their honesty. The Sirocco Flames, shameless bankrolled by big oil. The Keen Machine, funded solely through tobacco and profits earned from their cancer-farming efforts. And of course, the City's own NTI Juggernauts, fifteen hard-edged cutthroats hired by grave-robbing mad scientists in Nixon's pocket and selling out humanity to alien invaders.

When you gather these many genetic freaks and hardened criminals into one organization, pay them through corporate swindle and arm them to teeth, naturally there's only one outcome - a fight to the death with big money on the line and a sold-out crowd. I don't know what they're calling this "Derbyball Championship Game" and I don't care - we don't let the World into the World Series, and there's little that's super about those pigskin throwing imbeciles. But good, honest beatdowns in the name of a million bucks? Count me in, and warm up my expense account.

The Executive Suite of the Selinker Arena is a posh affair - white shag carpeting and wall-to-wall wet bars as far as the beady eye can see. Naturally, Hizzoner Mayor Knoxford put in an appearance from his cave at Riddlemark Hall, eagerly devouring cocktail weenies on a stick and sticking his hand into the back pockets of every City mover and shaker in attendance. It's easy enough to follow his circulation pattern by the trail of slime left in his grubby wake. At one point, I spied him drooling over Jack Aschoff, general manager of the Sirocco Flames, working to kick out the hometown Juggernauts for a more lucrative franchise contract. There is no false loyalty to a specific city here, it's all about who's team is bringing in the filthy lucre and they don't pretend otherwise. This may have been why Juggernaut GM Frankie Two-Feathers circled Hizzoner with a decidedly murderous look in his eye. Now I'm not one to suggest foolish ethnic jokes, mind you - I don't believe for a minute Two-Feather would use a tomahawk on the Mayor. I believe Mr. Two-Feathers a far more direct sort of individual and would prefer to choke the life of Knoxford directly, and who wouldn't prefer that if it's an option?

And speaking of chokeholds, it was of course delightful to see Bank President El Fantasma as well. El and I go way back, if you didn't know. I am always proud to call him an hermano, a badge of honor in my book. During the game, we liberally discussed the future of Derbyball, whether it would continue its meteoric growth, not to mention its comparison to El's previous sport, luchador wrestling.

"Wolfe, you must understand." El told me, first smoothing the top of his luchador mask then his matching white and gold tie, "In the lucha libre, the ring itself is not trying to kill you. Much more respectable." Indeed, the advent of X-Technology to modify the game track during gameplay adds a unique twist that is the rabid fan's dream - their bloodthirsty screams can indeed kill their team's opponent. In fact, I predict next season's bodycount to reach into the dozens as Derbyballers scream their larynxes into permanent damage, and entire neighborhoods will grow mute out of love for the game.

But does Derbyball have legs? Will this fast-wheeled upstart overtake the previous institutions of sport and become America's game? Certainly its open allegiance with big business and violent overtones say more about where we're heading as a country over Reggie Jackson and the Bronx pinstripes. In derbyball, it is not an individual that stirs the drink, it is the continued threat of danger and aggressive style of play that keeps the audience coming back for more. Should a television network decide to air a Derbyball game in primetime, you can certainly count baseball and basketball down for the count - Thanks to Vietnam and Walter Cronkite, America has grown anesthetized to violence as a guest at the dinner table. We have entered a new aged of wheeled gladiators, wielding scooped weapons and golden spherized anarchy. But at least we know the sport will be televised in full color, if only to guarantee the hue of blood red and broken bone.

God Bless America,
Wolfe T. Ellis.

Although Derbyball rinks vary in size, official ADBA tracks are exactly 100 feet across and 50 feet wide with 18 degree banks. Some leagues use outdoor rinks that can be as large as a football field with high banked corners, and a few rinks even incorporate figure eight configurations. As an added incentive for audience participation, many Derbyball tracks have begun to incorporate airjets and track jumps that are activated by crowd noise and cheering, literally providing a home-field advantage for aggressively loud spectator audiences.

Instead of a team being designated for a specific city, Derbyball teams proudly display their corporate sponsors as part of their names, such as the Koomba Saints, the Keen Machine and the NTI Juggernauts. Corporate logos are often included into the team uniforms and players are prominently featured in company advertising.

The basic game consists of two teams with nine to fourteen players, five or six of which are allowed on the track at a time. Each game is broken into 4 fifteen-minute quarters, with one time-out per team, per quarter. Players of both teams skate in the same direction, determined by which team has possession of a large magnetized steel ball that is jetted onto the track.

Players attempt to get a steel ball around the rink before being eligible for scoring. Players are divided into offensive and defensive roles: most commonly “Runners”, who carry the ball and attempt to score, “Sweeps” who pick up and pass the ball using long handled scoops referred to as brooms, and “Blockers” who intercept the ball carrier or deny scoring positions. Some teams field specialized players such as “Assassins” who take out opposing defenders, or “Sharpshooters” who make long scoring shots from across the rink.

The Hottest Thing on Wheels - Co-Ed Derbyball

In 1976, the Portland-based Gris-Gris Mavericks stunned the Derbyball community by naming Ana “Bollocks” Bukowski as the team’s new captain prior to the ‘76 season. Primarily a male-oriented sport, other team owners were up in arms over the inclusion of a woman on the team, let alone as its captain. After a narrow majority vote by the ADBA Commission, Bukowski was permitted to hold her position on the Mavericks. Despite attempts by other teams to injure Bukowski or force her out of the league, Ana led the Gris-Gris Mavericks to the top slot of the league with the highest number of wins, as well as being ranked the League’s M.V.P. for that year.

Since then, more Derbyball teams have been scouting women’s roller derby team for new talent to add to their rosters, although certain teams such as the Keen Machine still maintain that women are neither needed nor welcomed on the track. Despite this thinking, Derbyball now holds the distinction of being one of the few co-ed professional sports.

Derbyball Custom Moves

Derbyball is part race, part brawl, and somewhere in the middle the teams score points. Running an entire game of Derbyball is outside the scope of these rules, the amount of detail put into a game should be determined by the needs of the story. For expediency you might need to boil it down to a single move, a montage scene, or several actual plays. It's also entirely appropriate to use the Custom moves from the Race ("the Lead") or the Ring ("Heat in the Ring") chapters for Derbyball, along with these additional moves to cover specific plays when characters enter the track.

Derbyball and The Lead

Despite what some star players seem to think, Derbyball is a team sport. When you use "Gain the Lead" (or any other move that rewards or penalizes Lead) it's gained for your whole team. Anyone on the team can use that Lead to make moves or pay penalties.

Home Rink Advantage: When you work the crowd into a frenzy to activate one of the track's automatic obstacles, roll +Smooth.

On a 10+, gain 1 Lead and a member of your team may roll with Something Extra on their next move.

On a 7-9, a member of your team may roll with Something Extra on their next move.

Example:

Jason Thunder and the NTI Juggernauts are behind two points and need to get things under control. Jason jumps up onto the turnbuckle and gets the crowd to chant his name. He rolls +Smooth and gets a 9. The down track pit opens up and one of the Koomba Saints fall in, allowing Jonah Mason to roll with Something Extra when attempting to score.

Shoot The Moon: When you have possession of the ball and go for big points, roll +Lead.

On a 10+, you score, and your team maintains possession of the ball, lose 1 Lead.

On a 7-9, you score, but the opposing team gains possession of the ball, lose all Lead.

Example:

In order to get out of a questionable possession charge, Typhoon Gryphon and Madcap Maddie Needham have been roped into a "friendly" game against the Mesa State Correctional Facility Rough Riders. Typhoon has possession of the ball and has gained +2 Lead. He decides to go for a score and rolls +Lead, getting a 7. Typhoon manages to score but loses the ball to #99, Wild Bill Trekkell, the Rough Riders' best Sweep.

Make the Pass: When you pass the ball to a member of your team, roll +Hustle.

On a 10+, gain 1 Lead and your target now has the ball.

On a 7-9, your target now has the ball.

Example:

Maddie has the ball. She uses her scoop to hurl it across the rink to Typhoon Gryphon, who's near the goal. Maddie rolls +Hustle and gets a 10. The team gains 1 Lead and Typhoon now has the ball. Time for a big slam.

Interference: When your opponents have possession of the ball and you attempt to prevent them from scoring, roll +Might.

On a 10+, you prevent the score and gain possession of the ball.

On a 7-9, you prevent the score but pay a price - take some harm, lose some Lead, or gain some Heat.

Example:

#21 Spider Davis has the ball, and only Madcap Maddie stands between him and scoring. Maddie ducks low and throws herself at the big runner's legs. She rolls +Might and gets a 9. Maddie stops the score but takes 2-harm in the process.

Derbyball Gear

Derbyball (1-harm, hand/close) - The 9 pound stainless steel ball is roughly four inches in diameter. Normally used to score but can also be utilized as a thrown or melee weapon.

Derbyball skates (2-harm, hand, clumsy) - Each player wears heavy four-wheeled skates. Although intentionally striking another player with your skates is grounds for a penalty, the ref isn't always watching (hint, hint).

Derbyball pads (1-armor) - Adapted from ice hockey and football pads, Derbyball pads mostly cover the torso and shoulders, leaving the legs free for maximum mobility. Some leagues allow heavier armor or even padded shields for some players increasing the protection.

Derbyball scoop (1-harm, hand, clumsy) - Used to capture a rolling ball and pass it across the rink, the Derbyball scoop makes a useful weapon for taking down opposing players.

Derbyball bike (1-power, 1-looks, 1-armor, mobile, sturdy) - Highly controversial, some smaller leagues (most notably the Southwest Outlaw League) allow one or more players per team to ride a light motorcycle around the track, using it to give their teammates a boost of speed.

Applying DJ Moves for Derbyball

All of the DJ moves apply to a Derbyball match, but here are some examples of specific ways to apply them based on the action occurring in the rink. These are strictly examples but can be developed or modified, based on the Fiction.

Raise the stakes - Obstacles in the Ring - Many Derbyball arena tracks have been outfitted with X-Tech enhancements that allow the crowd noise to raise ramps, tighten track width, and cause sudden dips. Because of this, the physical terrain can change dramatically causing all sorts of problems.

Foreshadow future badness - Crowd Interference- Despite the plexiglass windows that separate the Derbyball crowd from the players, a creative fan with excellent throwing skills can potentially toss a soda cup, hot dog bun, or possibly worse over the transparent barrier onto the track, maybe even hitting a speeding player.

Announce off-screen badness - Cue Fight Scene - The players actions have caused a slobberknocker fight between the teams, the fans, and maybe even the snack vendors. Everybody brawl!

Take away their stuff - Equipment Failure - A knocked-off helmet or a dropped scoop, a broken skate wheel or a ripped kneepad can expose a player to additional dangers and harm in a full-contact situation.

Trade harm for harm - Necessary Roughness - Someone on the opposing team has it out for the player characters. They intentionally accept a penalty just to cause harm to the player.

Inflict harm creatively - Runaway Ball - Never let the players forget they're dealing with a nine pound steel ball being thrown at top speeds across the rink. Occasionally, the ball itself can be overthrown or react poorly with the track's magnetics to cause a dangerous situation.

Play a song - Timeout! - Despite the players being so close to a crucial score, the opposing team's coach (or possibly their own) has called for a break in the action to regroup, causing a restart to the action, and maybe even getting the players benched.

Apply some Heat - Ref With a Grudge - For whatever reason, the referee has a grudge against the player and will either willfully ignore penalties by the opposing team, or charge the player with a fabricated penalty.

Derbyball Teams of Note:

NTI Juggernauts - The hometown team of the City, the Juggernauts are ranked at the top of the league year after year, based on their emphasis on speed and unique trick plays that keep the season ticket-holders amazed with every game.

Scirocco Flames - The Flames are the newest addition to the Derbyball League, bankrolled by Scirocco Petroleum and based out of the American Southwest. Their general manager, Jack Aschoff, is the driving force in the ADBA for the Superbowl-like championship event, nicknamed “The ULTRABRAWL.”

The Keen Machine - Owned by one of the largest tobacco conglomerates in the nation, the Machine’s players are both the highest paid and most disliked in all the league due to their arrogance both on and off the rink. Their captain “Mar-velous” Marvin Hammond is considered the dirtiest player in Derbyball and is rumored to have a ten thousand dollar bounty on his head from the other teams. To date, no one has been able to collect.

Gris-Gris Mavericks - The Mavericks are an exception within the Derbyball League, the only team without official corporate sponsorship. Although the team is officially owned by Gris-Gris Donut, a small family-owned business, the team is financed by a co-op agreement by the citizens of Portland, Oregon. Barely financed, its players are still considered some of the finest in the league, playing for the love of the sport as opposed to money.

All-American Steel - Hailing from Detroit, Michigan, the Steel leans toward an aggressive, smash-mouth style of Derbyball that emphasizes heavier offense and physical contact over speed and maneuverability. All of the Steel, including their Sweeps, favor heavier padding, which combined with their large player size make the Steel look more like professional wrestlers than skaters.

Koomba Saints - The Saints are based out of Atlanta, Georgia and although publicly sponsored by the Koomba Soda Company (home of Koomba Kola and Spritz!), it’s rumored they are actually owned by the Bencomo Family, heads of the the Southeast underworld and the controlling interest in three of the major casinos in Las Vegas.

New Civilians and Adversaries for the Derbyball Rink

Derbyball Pro

Description: It takes a combination of strength, speed, and agility to make it in the ultra aggressive world of professional Derbyball. Whether they serve as Runners, Sweeps, or even Assassins, the game is dangerous and those that last are tough as old leather.

Names: Jonathan, Jacko, Moonpie, Ronnie, Ralph, Georgia, K.C., Mae

Agenda: “Give the team 110%, we’re gonna be the champs this year.”

Moves:

Scars on Top of Scars: Pro-Derbyball players have to be tough, they all have a full 9-harm levels like a player character.

Gear: Derbyball pads and skates, team jersey, helmet

Derbyball Referee

Description: In Derbyball, referees are in the middle of the action skating alongside the players as they watch the action. Unlike fight referees, Derbyball ref’s have no problem going knuckles-up to break up a fight if needed.

Names: Mills, Chad, Earl, Violet, Mom, Brian, Fern, Art

Agenda: “Keep the ball, the game and those knuckleheads on skates moving.”

Moves:

Penalty Flag: At any point, a Derbyball ref can tag a player for a penalty, benching them and potentially even removing them from the game.

Gear: Striped shirt, whistle, brass knuckles, skates

Derbyhead (Fan)

Description: Derbyball's success has begun to attract fans that obsess over the game's minutiae and details, slavishly attending every game and making Derbyball their primary obsession.

Names: Rupert, Gil, Mark, Ben, Annie, Laina, James

Agenda: "I LOVE THIS GAME!"

Moves:

Men's Room Autograph: Fans can pop up literally everywhere, hoping to take a polaroid or snag an autograph at the most inopportune times.

Number One Fan: The more obsessive fans tend to know details about their favorite (or least favorite) Derbyball player that can contradict a cover story, reveal too much information, or simply be annoying to have announced.

Gear: Binoculars, facepaint, autograph book, instamatic camera, marker pen

Get This Party Started - Story Starters for The Derbyball Rink

Want to start a game session at the Derbyball rink? Feel free to use any of these Story Starters to get your creativity sparked.

There's been a murder on the tracks during a Keen Machine/NTI Juggernauts game. How did the ref get killed in front of a full house in the middle of the match?

The Steel is in town, and the Juggernauts are contracting any big guy they can find. Skating ability is optional, fighting skill is a must.

The Scirocco Flames are making overtures about making the City its permanent home, pushing out the Juggernauts and causing all sorts of intrigue in City Hall.

The ADBA has opted to hold the championship game, which they're dubbing the ULTRABRAWL, in The City. A local jewel thief has a plan to steal the championship trophy cup.

The Roar of the Club: Roller Disco

"I hate disco music. It's repetitive, annoying, with little soul and no heart. If it wasn't for the skating, my buddies wouldn't get me into the club at all. At least I can skate while talking to a girl without making an idiot of myself."

- "Rituals of the New Friday Night", City Magazine

Although disco music was considered the de facto soundtrack for big city dance clubs and metropolitan nightlife in the 1970's, suburban America and the rural Midwest had difficulty relating to the music style. By combining the music with the established concept of a roller rink, roller discos opened the doors to a more conservative environment, enabling parents to allow their pre-teens to enjoy the music of the Village People and Donna Summer in what was perceived to be a safer environment.

That's The Way I Like It - Advanced Description

Although a Roller Disco is quickly described as a type of Nightclub within the **Spirit of 77** core rules, the setting can be expanded upon should it prove a recurring location for the Fiction.

Birthday Room - It may seem a strange dichotomy, but roller discos would invariably have birthday rooms for children's parties during the day, giving kids an opportunity to celebrate during weekday afternoons and weekend matinees.

Snack Bar - Snack bars of the 1970's were not just about popcorn and hotdogs, they often served beer and wine for the adults, along with pizza and frozen slushies for the kids. They were accompanied with seated booths and a clear view of the skating rink.

Arcade - Although the video game industry had yet to truly explode in popularity, the late 70's introduced the earliest of quarter-based video games such as Pong and Space Invaders. In addition to the early 8-bit video game models, multiple pinball machines would be a staple of any arcade.

Skate Rental Booth - Not everyone has access to their own pair of skates. Luckily, skate rentals were always available in every shoe size, color and preference. More often than not, the skate rental booth would also prove to be the main hook-up for extracurricular activities such as low-level narcotics and a make-out room for a select few.

DJ Booth - In addition to the turntables and record library, DJ booths would have both a microphone wired into the public address system, as well as pre-recorded 8-track tapes that announce specific in-house promotions and advertisements. The DJ booth also contains the special effect light control board for strobes, mirrored discoball spotlights, and even fog machines.

Special DJ Moves for Roller Discos

We love the nightlife, we've got to boogie! All of the normal DJ moves are applicable for a roller disco setting, but here are some examples of specific ways to apply them once the couple skating has started. These are strictly examples but can be developed or modified, based on the Fiction.

Put someone in a spot - Other People's Drama - Any nightclub is the source of relationship and romantic situations for people in attendance, which can occasionally rope in the players. Mistaken identities, assumed flirting, and nasty break-ups abound, even when the players are in the middle of important business.

Separate them - Big Dance Number - It's time for everyone to do the Hustle, blocking the overall roller track and involving everyone on the floor. People are pulled into the choreography whether they want to be or not, gumming players' escapes or pursuits.

Kick a threat into high gear - Hit the House Lights - Few things put on the brakes faster than turning on the ugly fluorescent house lights, immediately exposing hidden activities, and casting everyone in the worst lighting possible.

Have the Man stick it to them - It's a Bust - Either someone called the cops, they're just hassling the owner due to skipped protection money, or maybe they just hate disco. In any event, the club is now swarming with police affecting anyone with Heat and generally causing havoc.

Get This Party Started - Story Starters for The Rink

Want to start a game session in the Rink? Feel free to use any of these Story Starters to get your creativity sparked.

Police suspect the new roller disco is a front for drug-running activity for the Malachi crime family. If you can infiltrate the club and bring proof, they're willing to look the other way for a certain arrest warrant.

Film director Warren DeLuca is in town for his brand new film, The Amityville Roller, and is looking for an unknown to cast in the lead. Competition will be fierce.

The City is going to tear down the beloved neighborhood rink for yet another freeway overpass, unless someone can think of a way to raise \$10,000 within a week.

YOU'RE INVITED!
To
KEVIN.
BIRTHDAY



**TWO FOR ONE
SKATE RENTAL**

MONDAY-THURSDAY

SKATEWAY USA

2100 Mission Canyon Way

Limit one coupon per customer

No cash value

WHEN: May 27th, 2:00

RSVP 555-4598

SKATEWAY USA
2100 Mission Canyon Way



Do a Little Dance, Make a Little Love, Get Down Tonight!

Adventures

Hey DJ, wanna throw your players headfirst into some thrills and excitement? What about you guys around the table, you want to hit the ground running and get started on the high-octane action tonight? We've included three pre-made adventures just waiting for a test drive!

These adventures can be used as a springboard to a long-term campaign, or as a temporary diversion from your current shenanigans. Each adventure includes a basic setting, characters and DJ twists that allow you to customize each adventure to your group's gaming style. Feel free to mix and match, using whatever you feel best (we've even included some suggest musical tracks for inspiration.)

Most importantly, make these adventures your own. And definitely let us know how things went off the rails (trust us, they always do.) Send us the "Quote of the Night" from your adventure, and we'll be sure to share with everyone!

Jurassic Parking Lot - This land might be lost but it's nothing like you'd expect. Whoever keeps the dinosaurs from destroying this year's science fair wins first prize! (Second place gets eaten.)

The Kaboom! Show - Your favorite daytime game show explodes with excitement thanks to the host's live bombshell revealed on-air. It's confessions of a dangerous kind and incendiary fun!

Diamonds Are Whenever - Another day at the car wash turns upside down with boys from Brazil, old guys in spandex and a slow-witted bruiser named Rocky. Be sure to get the hot wax special!

Jurassic Parking Lot

The Lowdown:

An explosion at the local science fair has ripped open the fabric of time and transported a junior high school class into a distant prehistoric world. What will the players do? Play to find out.

How to Use This Adventure:

This Adventure provides the DJ with multiple Fronts and story complications that can be used in conjunction with the players' direction and input. Although additional DJ options are provided, these are intended strictly as suggestions for the DJ and can be revised or ignored altogether based on the game's direction.

Preliminary Set-up:

Suggested Theme Music: “Science Has Gone Too Far” by the Dictators

The hallways of the City Science Museum are active with two spirited events. In Exhibition Hall A, the St. Bernadine’s Academy Science Fair is holding its final round of competition for its promising students in the field of science. In Exhibition Hall B, the Museum is debuting a rare artifact: a large stone sarcophagus that was found underneath the City’s water reservoir.

Preliminary Questions:

Ask each player the following questions:

- Which exhibition are you most interested in viewing and why?
- What memories of high school does the Science Fair bring back?
- Do you have any connections to any of the Junior High finalists?

Players can explore both Exhibition Halls prior to the DJ announcing the Fuel Injection (both are listed within the Location section). During this time, students will be circulating through the science museum, interacting with players, and each other (See: Civilian Front).

Fuel Injection:

The game action kicks into high gear with a question to the group:

“What were you doing at the time of the explosion?”

In Exhibition Hall A, there is a massive explosion that has caused the entire junior high school class along with their science experiments to disappear, as well as the south wall of the Museum and a good chunk of the outside parking lot. The entire building shakes and reverberates with the overall sound, causing skeletal remains to fall to pieces on the ground and glass cases to break.

DJ OPTION - The explosion also took any Sweet Rides that had been parked outside. These are not destroyed, but the players should think so.

DJ OPTION - The explosion has temporarily knocked out any X-Tech driven equipment.

DJ OPTION - Anyone with Glam background may feel a unsettling premonition that something has altered the fabric of reality.

Civilian Front - The Student Body

Description: The student body is on average 11 years old, yet some of the smartest students in the City (about a hundred or so). They have all been extremely eager to win the science fair competition, which includes a trip to Skylab, the orbiting satellite high above the Earth's atmosphere. Among the students at the competition are the following:

Wesley Spegelman - Wesley is the smartest kid in the class, and is extremely awkward and shy, with a slight build and thick glasses. He's not used to the attention after winning first place in the fair.

Geri Levine - Geri is friendly and outgoing, happy to be at the Fair and enjoying herself immensely. She is wearing a brand new digital watch.

Hollis Wells - Hollis is wearing a Discover Scout uniform, and seems a very clean-cut kid.

Dean Tommasino - Dean is an above-average student, but also clearly active in the school athletic's program. He comes across as slightly obnoxious.

Lisa Bartell - Lisa Bartell is a child television star with her own TV program: "P.T. Swizzlestick." Due to her experience in Hollywood, Lisa acts a little too mature for her years.

The students are being watched by Mr. Schumann, an older Teacher's Assistant who is doing his best to supervise the kids (who are clearly smarter than him). He is easily flustered and is trying to keep order. There are also multiple Discover Scouts among the student body, a young people's organization based on community service and scientific self-education. They are notable due to their uniforms.

Location - Main Entrance

Description: The main entranceway contains several exhibits already considered permanent displays within the Science Museum.

There is a large Tyrannosaurus Rex skeleton centered within the room. Its placard shows the nickname "Rosie."

There is a series of saber-toothed tiger skeletons, lined up in a hunting pack formation. One of them has a split paw and a broken primary tooth.

There is a human skeleton that is labeled as “pre-historic man,” along with a cuneiform carving of a large pyramid-like structure, and several ancient handmade tools.

There is a large promotional banner for NTI, who is sponsoring this event. The banner reads, “NTI - Tomorrow’s Future...Today!” This located near a table with free coffee, punch, and cookies.

Location - Exhibition Hall A

Hall A can be described in two conditions: Before and After the explosion.

Before the Explosion -

Description - Hall A looks like any normal junior high school Science fair, although the experiment presentations are more advanced than what would be expected for their age group. Exhibits include:

- Synthesized gunpowder, including a handmade cannon, created by Hollis Wells
- A nine-foot volcano that erupts every fifteen minutes, created by Geri Levine
- A reproduction model of a Mesa Indian village
- The value of sports drinks to athletic recovery, created by student Dean Tommasino
- The first prize winner: An “Ion Generator”, powered by a form of X-Tech, created by Wesley Spegelman

Before the explosion, the kids are acting as any normal 11 year olds would. Some are fidgety and restless, and smaller cliques have broken into their independent groups. Some boys are looking at the girls (interested in their attention but unsure why), while the girls pretend not to notice while they try to look their best. They may interact with the players or ignore them, depending on how the players approach the scene. Among the boys are about fifteen to twenty kids in Discover Scout uniforms.

DJ OPTION - Lisa or Dean may flirt with one of the players in a way that should make them feel slightly uncomfortable.

DJ OPTION - Geri may introduce the players to her imaginary friend, Agatha (actually, she knows Agatha is imaginary but she likes to pretend).

DJ OPTION - Hollis will be happy to ask the players questions about their background. If asked, he will tell them about his time in the Discover Scouts and what his various merit badges mean.

After The Explosion -

Description - If the players were in Hall A during the explosion, they were thrown clear of the area and across the parking lot through the large hole in the wall. The majority of the science fair exhibits have either been destroyed or vanished, with a large charred area where Wesley's Ion Generator used to be. Every seventeen minutes, a large spiraling vortex will appear in the center of the charred area. Entering the vortex will take the players to The Lost Place. It would appear something went wrong with the Ion Generator.

DJ OPTION - With the vortex portal open, creatures can pass from the Lost Place to the Real World (See "Rosie" or the "Tiger Pack").

DJ OPTION - With the vortex portal open, objects and people in the real world get sucked into the Lost Place.

DJ OPTION - With every opening, the size of the Vortex gets bigger and threatens to destroy the entire City.

Location - Exhibition Hall B

Hall A can be described in two conditions: Before and After the explosion.

Before the Explosion -

Description: Hall B showcases the large sarcophagus that was discovered deep within a cavern underneath the Flatridge neighborhood. It has yet to be opened and is blocked off by velvet ropes surrounding the sarcophagus. It is approximately six feet high, ten feet across.

After The Explosion -

Description: Due to the concussive shock of the explosion, the giant sarcophagus has opened to reveal its contents:

DJ OPTION - Inside contains a 1963 VW Bug that has been preserved within the sarcophagus. Inside the VW Bug is the ancient mummified remains of one of the players.

ADDITIONAL OPTION - The VW Bug's license plate denotes the car is owned by Mr. Schuman, one of the Teacher's Assistants that have gone missing.

ADDITIONAL OPTION - On the mummified body there is a scrawled note that reads, "9 volt."

DJ OPTION - Inside contains one of the player's Sweet Rides that have been gutted of any useful items and a special note inside (determined by the DJ).

DJ OPTION - There is a dusty and faded digital watch in the glove compartment of whatever is found. The battery is dead but if turned on, it will read the year to be in the future: 1985.

The Lost Place

Description: The Lost Place is a mish-mash of different prehistoric periods, brought together by the Ion Generator's overload. Time passes at a faster rate in the Lost Place. By the time the players arrive, over fifteen years have passed and the lost school tribe have created their own makeshift society, known as the "Kulkids."

Front - Hollis Wells (Adult)

Suggested Musical Track - "School's Out" by Alice Cooper

Description: Hollis has fashioned the discipline of the Discover Scouts into a harsh militaristic outlook, eager to follow the orders of the Grandmaster. He still wears the tattered remnants of his Discover Scout uniform, particularly the troop insignia of a Raven. He also wears tribal make-up along with bones tied in his long hair, taken from his enemies. Unless he made a strong connection with one the players, he doesn't remember them and considers them a threat.

Weapons: Wells is also armed with a makeshift flintlock rifles (2-harm, close, two-handed) as well as a handmade knife (1-harm, intimate, one-handed).

Angle: "On my honor, I will do my best to do my duty, to kill all outsiders and threats to the Tribe."

Gearshift:

- P - Hollis is sitting in the dark of his hut, sharpening his knife.
- N - Hollis is with the Grandmaster, making plans for the next season's harvest.
- L - Hollis has called the Raven Troop, gather information about these Outsiders.
- D1 - The Raven Troop are seeking out stories of outsiders from the other Kulkids.
- D2 - The Raven Troop aim to drive the Outsiders away from the Tribe.
- O - The Raven Troop hunt the players to kill them and make them another example.

Front - The Raven Troop

Description: The Raven Troop are the personal army of the "Kulkids," led by their troop leader, Hollis Wells. They are all fanatical about their orders, and protecting the Kulkids. When they see the players, they will consider them threats.

Suggested Musical Track - "Street Thunder" from Assault on Precinct 13

Description: The Raven Troop are known for the raven symbol on a scrap of cloth on their shoulders and sashes, or whatever remnants of their uniforms that still exist. In hand to hand they act as a medium sized gang (Medium gang, 2-harm, 1-armor).

Angle: "Follow orders, and protect the Tribe."

Weapons: They are all armed with makeshift flintlock rifles (2-harm, close, two-handed) as well as handmade knives (1-harm, intimate, one-handed).

Gearshift:

- P - The Troop are practicing their knots in their training hut.
- N - The Troop are gearing up to go on patrol, arming themselves.
- L - The Troop are out in the wilderness, hunting for Geri Levine.
- D1 - The Troop are seeking out stories of outsiders from the other Kulkids.
- D2 - The Troop aim to drive the Outsiders away from the Tribe.
- O - The Troop hunt the players to kill them and make them another example.

Location - The Mesa Village

Description: The Mesa Village is where the now-adult students (called “Kulkids”), live and have built their own civilization. This looks vaguely like the model originally created for the Science Fair. The Kulkids who live in the Mesa Village will be frightened by the players, they have not seen another group of humans for fifteen years. They are more afraid of the Raven Troop thinking they are conspiring with the outsiders and will avoid them whenever possible. When speaking to the players, they will use children’s slang with an adult connotation (e.g. threatening to shove a rubber hose up their nose, etc.).

Features:

- Mesa like mud huts that stack into multiple levels.
- Each hut contains the basics of their living: chamber pot, cooking area with makeshift cooking utensils.
- Each hut also contains the remnants of their student backpacks, books and school supplies, long ago used for other purposes.
- Road to the Main Temple
- Walls surrounding the city made of rocks and mud
- Pillars in the front entrance, with a skeleton attached to one of them. There is a large, poorly written sign that says “KULKID VILLAGE.”

Twists:

DJ OPTION - The skeleton is Dean Tommasino, long ago punished for causing the explosion by sabotaging the Ion Generator. The body still has his original name-tag.

DJ OPTION - The skeleton is the only grown-up that was transported along with the students, one of the teacher assistants, Mr. Schuman. The body still has his original name-tag and pocket protector.

DJ OPTION - The skeleton is Wesley Spegelman, long ago punished for creating the Ion Generator which caused the accident. The body still has his original name-tag.

Front - The Grandmaster

Suggested Musical Track - “Welcome to My Nightmare” by Alice Cooper

Description: The Grandmaster is the ruler of the Lost Place, using technological skills and the fear of the Raven Troop to keep the rest of the survivors in line. The Grandmaster keeps the remnants of the Ion Generator hidden away in the Grand Temple, refusing to repair the device and send everyone back to the normal world. No matter the actual identity of the Grandmaster, they are emotionally still a child in a grown-up's body.

DJ OPTION - The Grandmaster is Wesley Spegelmann, who has used his skills and intelligence to dominate the other students.

DJ OPTION -The Grandmaster is Lisa Bartell, who has used her Hollywood manipulation skills to dominate the other students, including Hollis Wells (who thinks they will marry).

DJ OPTION - The Grandmaster is an extremely muscular Dean Tommasino, who has bullied Wesley Spegelmann into building the civilization around him.

Angle: “This is my world! Mine! Mine! Mine!”

Gearshift:

- P** - The Grandmaster is enjoying a quiet bath while torturing one of the Horshaks.
- N** - The Grandmaster is with Hollis, making plans for the next season's harvest.
- L** - The Grandmaster has heard rumors of outside adults and is questioning local Kulkids.
- D1** - The Grandmaster has ordered the Ravens to seek out the outsiders and bring them to the Main Temple.
- D2** - The Grandmaster has ordered the outsiders to be killed immediately.
- O** - Refusing to give up power, the Grandmaster is going to overload the Ion Generator to destroy everyone.

Location - The Main Temple

Description: The Main Temple is home to the Grandmaster and the de facto center of the Kulkid village. It is also where the Grandmaster holds onto the remnants of the broken Ion Generator. The Grandmaster uses enslaved Horshaks as servants in the Temple, who have given up all hope of ever seeing their families again.

Features:

- Road to the Mesa Village
- Secret Hold - Where the broken Ion Generator is kept on a high stone altar, away from the reach of the Horshaks.
- Dungeon - Where prisoners are kept, forced daily to gather pterodactyl excrement from the local nests to create gunpowder.

Twists:

DJ OPTION - In the dungeon is Geri Levine, who has gone insane but knows how to get into the secret vault holding the Ion Generator.

DJ OPTION - In the dungeon is Wesley Spegelman, now an adult who has been forced to build the technological advances for the Grandmaster.

DJ OPTION - In the dungeon is Mr. Schumann, the Teacher's Assistant, who was the only adult who disappeared with the students.

Front - The Batcave

Suggested Musical Track - "Theme to Batman"

Description: The Bat Cave is being used by the leaders of the Kulkids in order to gather guano to make potassium nitrate for gunpowder. Guano is gathered by prisoners of the Kulkids. These include members of the Village that have been found guilty of various crimes, Horshaks, and potentially the players if they're captured.

Geri Levine - Adult

Suggested Musical Track - "Crazy on You" by Heart

Description: Geri opposed the Kulkid leaders early and is considered a traitor to the village. Geri has grown up in the wild, fending for herself against the animals and elements of the Lost Place, and has gone slightly crazy, often talking to herself or her imaginary friend, Agatha (who she now believes is very real). She has become a spook story for the Kulkids to tell their children, or an urban legend for those captured and working in the Cave. She will often sabotage the gathering efforts or set up traps for the Raven Troop in the wilderness. Agatha's "personality" is extremely distrustful and will suggest Geri cuts the players' throats. Geri can potentially be an ally or threat to the players, depending on how she's approached. She may or may not remember the players, based on their interactions.

Angle: "We will survive and put an end to this...won't we, Agatha?"

Special Moves:

Mouse Trap: Geri has set up multiple traps in the wilderness, which could potentially be found by one of the players. These include pungie sticks that spring via tripwire, deep pits covered by palm leaves, and hidden rope snares that will catapult a victim into the trees.

Gearshift:

- P -** Geri is out in the wilderness staring into the sunlight while chatting with Agatha.
- N -** Geri is out setting traps and collecting kills from her snares, to be later used as food.
- L -** Geri is spying on the players from the trees, trying to understand who they are.
- D1 -** Geri will try to steal equipment from the players, but run away if caught.
- D2 -** Geri will try to lure the players into the Wilderness, directly into her traps...
- O -** Geri has decided to break down one of the protective barriers of the Mesa Village and lure Rosie into the Village to kill everyone.

Front - The Animals

Description: Thanks to the time anomaly, creatures throughout history are now populating the Lost Place. They are as friendly, dangerous, or frightened as the encounter dictates, but all of them are out of place with one another, and not above attacking each other in a confrontation.

“Rosie”, the Tyrannosaurus Rex

Suggested Musical Track - “Whole Lotta Rosie” by AC/DC

Description: “Rosie” - the very much alive Tyrannosaurus Rex which is now stalking the prehistoric location where the City will later be built. The Kulkids fend off Rosie with the burning pyres on the outside wall of their village.

Special Moves:

Gods What A Monster: Rosie has ten levels of Harm, and will only be slowed down when she reaches the last 4.

Crunchy and Good With Ketchup: Rosie’s bite does 5-harm.

Clever Girl: Rosie’s tail is surprisingly quick, inflicting 3-harm and potentially knock down an opponent.

Angle: “AAAAAAAAAAAAAAR!”

Gearshift:

- P -** Rosie is on the other side of the Lost Place.
- N -** Rosie is munching on a small group of Horshaks somewhere in the brush.
- L -** Rosie smells the Players as new arrivals and is looking around for them.
- D1 -** Rosie is on the attack, but easily distractible.
- D2 -** Rosie is chasing the players, but can be outsmarted.
- O -** Rosie is on the rampage, killing and eating everything in sight.

Sabertooth Tigers

Suggested Musical Track - “That Smell” by Lynyrd Skynyrd

Description: The sabertooth tiger pack which are now stalking the prehistoric location where the City will later be built. The lead tiger will have a broken front tooth, suggesting these tigers will later be the skeleton exhibition in the Museum.

Angle: The tigers seek food.

Special Moves:

Pack Mentality: The tiger pack has the capability of attacking multiple adversaries simultaneously or ganging up on one adversary for multiple simultaneous attacks.

What Sharp Teeth You Have: Each of the tigers can do 3-harm with any bite

Gearshift:

- P -** The tiger pack is enjoying a mid-afternoon snooze up in the trees.
- N -** The tiger pack has started sniffing around, trying to find any signs of local prey.
- L -** The tiger pack is laying in wait in the deep grass for any stragglers, animal or otherwise.
- D1 -** The tiger pack have picked up the scent of the players and are on the hunt.
- D2 -** The tiger pack have found the players and are waiting for an opportune moment.
- O -** The tiger pack are swarming the players in a bloody attack.

The Horshak Tribe

Suggested Musical Track - “Short People” by Randy Newman

Description: The Horshaks are little furry humanlike creatures that constantly raise their arms at one another with the noise, “Ooh-Ooh-Ooh!” (hence their name by the students after they arrived). Although they were originally pacifistic and harmless, the students began to exploit their naivete over the years, resulting in the Grandmaster kidnapping them and making several of them their personal servants. Now the Horshaks are afraid of humans. They can potentially be an ally or threat to the Players, depending on how they’re approached.

Angle: “Ooh-Ooh-Ooh!”

Gearshift:

- P -** The Horshaks are quietly gathering nuts and fruit from an outside orchard, away from the Kulkid village.
- N -** The Horshaks have moved slightly further afield, more likely to stray near the Kulkid village or the players..
- L -** The Horshaks are observing the players from afar, running away when the players get too close.
- D1 -** The Horshaks temporarily attack the players in order to run away.
- D2 -** The Horshaks have become aggressive, emulating the humans and using crude weapons to attack players (2-harm, hand, unwieldy).
- O -** The Horshaks overcome their fear and are attacking the Kulkid village, having gathered numbers from across the Lost Place in order to overwhelm the Kulkids.

Location - Flotsam and Jetsam (OPTION)

Description: Because of the rift in the timestream created by the explosion during the Science Fair, multiple items have been plucked from different points in time and have landed in the Lost Land. As DJ, feel free to strew the landscape with these items (or add your own):

DJ OPTION - An abandoned stagecoach, along with a horse team’s bridle. The luggage onboard suggest it was packed with the belongings of Morgan and Virgil Earp, on their way to Tombstone, Arizona.

DJ OPTION - A demolished Sopwith Camel airplane from World War I.

DJ OPTION - A segment of the Great Wall of China, freshly erected from 206 B.C.

DJ OPTION - An upside down Egyptian statue of Ramses II.

The Big Finish

The players will need to find a way to close the loop on the vortex portal, either by repairing the Ion Generator, creating a Paradox to stop the event from ever happening, or possibly a completely different ending that no one can predict. In the event they opt for either of the first two solutions, we have provided multiple suggestions. However, feel free to follow the path the Fiction is leading.

The Ion Generator Solution

If they choose to repair the Ion Generator, they will need certain parts to do so.

DJ OPTION - The Ion Generator requires potassium nitrate, requiring bat excrement collected from the Cave.

DJ OPTION - The Ion Generator requires a new nine-volt battery, either from one of the players' gear, or from somewhere hidden in the Village.

DJ OPTION - The Ion Generator requires a component from one of the Player's Sweet Rides or from the VW Bug.

Once repaired the Ion Generator can be utilized in a number of ways, which should be driven either by the players or by the flow of the Fiction:

DJ OPTION - The Generator can stabilize and then close the Portal for the Players and whomever they bring back with them.

DJ OPTION - The Generator can be used to send everyone in the Village back simultaneously, given enough time and power.

DJ OPTION - The Generator can be built into one of the Player's Sweet Ride, effectively creating a temporary time machine within their vehicle.

If the players bring some or all of the kids back, they will return to their original ages and have no recollection of what transpired in the Lost Place. This especially applies to whomever was revealed as the Grandmaster, although they may unconsciously repeat the "Ooh-ooh-ooh!" noise of the Horshaks. Only the players will remember the events. After everyone is transported back, there will be a few subtle changes to the Museum:

DJ OPTION - If the players killed any of the sabertooth tiger pack, it will be missing in the group of skeletons.

DJ OPTION - The human skeleton labeled as "pre-historic man" will now either be named after one of the players or any of the kids who were left behind.

DJ OPTION - If the players left any objects behind, they will be saved behind glass as an exhibit, referenced as examples of early visitations from Viking settlers (even if the timeline makes no sense).

DJ OPTION - There is a diorama of the Mesa village as an example of the early settlements within the City, found underground. After the player left the Lost Place, the Horshaks dismantled the Mesa Village and transported it to the Caves.

The Paradox Solution

The players may also choose the Paradox solution, basically warning themselves in the future with a long-term note from the past. In this scenario, immediately cut back to the original set-up of the story before the Explosion.

Whatever message waiting for the Players should be found in the Sarcophagus in Exhibit Hall B, requiring the players to take action in Exhibit Hall A. The hallway between the two should be littered with people to slow down the Players:

DJ OPTION - A group of visiting tourists who are all taking photos together with "Rosie", blocking the hallway.

DJ OPTION - Several little old ladies, debating in the middle of the hallway whether or not the skeleton of the prehistoric human should be depicted wearing underpants.

DJ OPTION - Some of Lisa Bartell's entourage, setting up a photo opportunity of Lisa posing with the Science Fair's winner.

In Exhibition Hall B, there are multiple possible events that the Players need to stop:

DJ OPTION - Lisa Bartell's entourage have decided to move the Ion Generator in order to make a better photographic layout. This causes the explosion.

DJ OPTION - Dean Tommasino has decided to sabotage Wesley's experiment by licking the 9 volt battery and replacing it in the Generator. This causes the explosion.

DJ OPTION - The teacher's assistant, Mr. Schumann, was a former science fair winner whose career stalled out soon after college, and is getting his misguided revenge on the museum and Science Fair. His tampering causes the explosion.

The Kaboom Show!

The Lowdown:

The Kaboom Show is the hottest daytime variety program on the network, filled with crazy contestants and weird guest stars. But things get a lot weirder when the truth comes out about its zany host's connection to the world of espionage. Can things get any weirder or deadlier? Play to find out.

How to Use This Adventure:

This Adventure provides the DJ with multiple Fronts and story complications that can be used in conjunction with the player direction and input. Although additional DJ options are provided, these are intended strictly as suggestions for the DJ, and can be revised or ignored altogether based on the game's direction.

Preliminary Set-up:

Suggested Theme Music: "Jumpin' at the Woodside" by Count Basie

The Kaboom Show! is a daytime comedy program under the guise of a talent show where contestants of dubious talent compete for five hundred dollars in front of a live audience and celebrity judges. The contestants are given two minutes to do their act, based on the agreement of the judges. At any given time, the celebrity judges have the option of "blowing up" the contestant by pressing the large red detonator in front of the panel.

Preliminary Questions:

Ask each player the following questions:

- Why do you need the \$500?
- What will be your act for the judges?
- Contestants are chosen from the audience, based on their costume. What costume are you wearing?

The players have already been selected from the audience, and are waiting for a few minutes in the Green Room while they wait to be called by the stage manager, Larry.

Meanwhile the show has already begun its taping, starting with a cold opening of bad jokes by the show's host, Ducky Harris and an introduction to the celebrity judges for the day:

Comedian Sidney Torres

Long term panelist Maye B. LeMay

Television star Paulie Peterson

One of the players starts off the program by doing their "act" in front of the cameras. How the celebrity judges respond can either be done by rolling +Soul or simply how they role-play the interaction.

DJ OPTION - The Masked Mimic, one of the show's regular performers, has taken a shine to one of the players and is following them around incessantly.

DJ OPTION - The show's Grip Union members have already taken a dislike to one of the players and are subtlety making it difficult for the player to perform (e.g. accidentally spill coffee on their costume, damaging their props, etc.).

DJ OPTION - Celebrity judge Sidney Torres has offered to throw the contest on behalf of one of the players in exchange for something to the DJ's discretion.

Fuel Injection:

The game action kicks into high gear with a question to the group:

“What were you doing when the host announced he was a KGB agent that wanted to defect?”

Ducky's announcement can be done several different ways:

Right before the commercial break (right after the Amazing Earl's magic act that ended with a bloodbath of pigeons), Ducky makes a hesitant announcement that he is tired of living a lie, and wants to defect to the United States.

Prior to the broadcast, Ducky is seen by the players in an overwrought emotional state. Speaking privately, he tells one of the players he wants to defect and needs their help.

During the broadcast, one of Ducky's adversaries make an attempt on his life. During the chaos that follows, Ducky blurts out the truth to everyone nearby.

...And now this word from Keen Cigarettes!

Civilian Front - The Green Room

The Host - Ducky Harris

Suggested Musical Track: “Life for the Taking” by Eddie Money

Description: The Kaboom Show host, Mallard “Ducky” Harris is a well known television producer and television host responsible for television classics such as The Mating Game, the \$2.38 Beauty Pageant and Honeymoon Landing. In reality, he is also Sergei Rubinov, long term KGB assassin who is wishing to come in from the cold, away from his Soviet handlers and leave the country for Bermuda. To do this, he has announced in between acts that he wishes to defect to the United States.

Angle: “I can't live a lie any longer, I need to get out of this (but stay in show business if I can).”

The Stage Manager - Larry Schwartz

Suggested Musical Track: “Used to Bad News” by Boston

Description: Larry has been with Ducky for over ten years, long suffering through the producer-host’s idiosyncrasies, and the general chaos of the program. Despite the announcement, he will remain loyal to Ducky and try to help him out any way he can.

Angle: “The show must go on, but jeez... the timing of this is lousy.”

Twists:

DJ OPTION - Larry has always known, but a job’s a job and Ducky hands out pretty good raises.

DJ OPTION - Larry thinks Ducky is finally having a psychotic break, and wants to enlist the players to get Ducky out of here and to a hospital.

DJ OPTION - Larry has no idea what’s going on, but wants to protect Ducky all the same.

The TV Executive - Susan Baynarde

Suggested Musical Track: “Sweet Lil Sister” by Bad Company

Description: Susan has ruthlessly climbed her way to the top of television programming and isn’t about to let a small thing like an international espionage incident get in the way of ratings. When Ducky makes his announcement, Susan will play this to her advantage.

Angle: “Apply spin, lower the risk and pray this doesn’t affect Sweeps Week.”

Twists:

DJ OPTION - Susan will tell the camera crew to continue filming, and even tip off people trying to kill Ducky in the hope of a big rating share.

DJ OPTION - Susan will start scoping out another host for the Kaboom! Show, possibly one of the players.

DJ OPTION - In order to terminate Ducky’s contract, Susan will try to get high-grade narcotics into his system (either personally or through one of the players) and then film him on live television.

Additional Acts

In addition to the players, there are additional contestants looking to get the \$500 prize on the television program. Feel free to add the following acts as backstage encounters or performing on-camera while the plot’s action unfolds.

Sancho and Lefty - Two of the worst jugglers ever have decided to do their famous knife-throwing routine. They may try to involve one of the players with

disastrous results.

Uncle Floyd - A stilt walker dressed as Uncle Sam with a choreographed dance routine to “I Will Survive” by Gloria Gaynor.

Neil Mooseberger - Neil performs the Canadian National Anthem solely through sounds made from his armpits.

The Marmuk Brothers - These two brothers squeeze in a single oversized pair of blue jeans and stomp in unison while playing kazoos.

Lareen the Dancing Queen - When Lareen’s song starts playing (“Dancing Queen” by ABBA), the crowd goes nuts and the studio audience erupts into a dance fest. Feel free to play this at any given moment.

Front - The Grip Union

Suggested Musical Track: “Nasty Dogs and Funk Kings” by ZZ Top

Description: The Grip Union are contracted workers on every television program that are less about actually assisting the producers and more about “protection money” that funnels directly into the national Mob syndicate. They should be treated as a Medium sized gang, armed with melee weapons such as wrenches, sawed broomsticks and chains (Medium gang, 2-harm, 0-armor). They will not like Ducky’s announcement, throwing their extortion revenue in jeopardy.

Angle: “We gotta contract, and that means we call the shots!”

Gearshift:

- P** - The Union guys are taking their coffee break. Again.
- N** - The Union guys are nominally working backstage, moving objects from one location to another... and then back again.
- L** - The Union guys are holding an impromptu voting meeting to determine who they hold responsible for the situation.
- D1** - The Union guys are angry, prowling backstage to find someone to beat up for their troubles.
- D2** - The Union guys don’t know how, but somehow the players are responsible. They’re not getting out of here without a broken leg.
- O** - The Union guys have decided to make an example of someone (e.g. Ducky, Larry, whomever is the most sympathetic) and throw them off the top of the building.

Front - The Allesandro Cartel

Suggested Musical Track: “How Dare You” by 10cc

Description: The Allesandro cartel have always suspected that their main suspect for killing their leader looked like someone familiar, but once they hear Ducky speak in his normal Russian voice, they realize it’s him. Now they’ve sent two goons to eliminate Ducky at any cost.

Template: “Made Man”

Angle: “This is a personal vendetta, regardless of any commercial breaks.”

Gearshift:

- P -** The cartel are watching “Verdad o Sorpesas” on another daytime channel.
- N -** The cartel have learned who Ducky really is and are making angry calls.
- L -** The cartel have now sent two enforcers to eliminate Ducky.
- D1 -** The enforcers have arrived, and are searching the studio for Ducky posing as contestants while dressed in costume.
- D2 -** The enforcers have abandoned their disguises and are now threatening people with their weapons.
- O -** The enforcers have taken people hostage in the Green Room, in exchange for Ducky to be delivered to them.

Front - Celebrity Judges

Description: The celebrity judges can be utilized as individual Threats or as a collective group that are banding together to eliminate Ducky, based on how the Fiction is developing during gameplay. Feel to use each celebrity judge to engage the players prior to Ducky’s announcement, and further develop the conflict based on the players’ interactions.

Celebrity Judge - Maye B. LeMay

Suggested Musical Track: “Evil Woman” by the Electric Light Orchestra

Description: Maye B. LeMay is a recurring celebrity judge for the Kaboom! Show although nobody’s quite sure what she should be famous for, outside of being on the Kaboom! Show. In reality, Maye is Mathila Korsov, Ducky’s KGB handler. When Ducky makes his announcement, she will attempt to get Ducky to walk back the announcement as a joke, or assassinate him if necessary.

Angle: “Dead or alive, I have a per diem and intend to use it.”

Special Moves:

The Sleeper Awakens: Maye has quite the deadly set of skills. In shooting or fighting any opponent, she inflicts +1 harm.

Gear:

Makarov pistol, hidden in her handbag (2-harm, close, loud)

AK-47, stashed in her dressing room (3-harm, close, autofire, loud, two-handed)

Gearshift:

- P -** Maye is in her dressing room, having a quiet rendezvous with one of the band's saxophonists.
- N -** Maye is behind her podium looking fabulous, cracking jokes and sparkling all the way.
- L -** Maye is concerned about why Ducky is acting strangely, and may go back to her dressing room to arm herself.
- D1 -** Maye is trying to find Ducky and get him alone, and will lie to the players to get to him.
- D2 -** Maye has decided to shoot her way to Ducky, eliminating anyone that gets in her way.
- O -** Maye has abandoned the mission, determined there are no friendlies, and is armed with an AK-47.

Celebrity Judge - Sidney Torres

Suggested Musical Track: "Baby Don't You Do It" by the Who

Description: Sidney is a semi-famous comedian and a recurring celebrity judge for the Kaboom! Show. After Ducky's announcement, Sidney's wife has called during the commercial break to indicate she has been sleeping with Ducky, and will be seeking a divorce. Sidney is going to be enraged.

Special Moves:

Walking Blackout: Once Sidney has started drinking, he will drink to excess and become highly dangerous. He will not feel any pain, nor suffer any harm effects until 5-harm, where he'll pass out.

Angle: "There will be payback for ruining my third marriage! This one mattered!"

Gearshift:

- P -** Sidney is in his dressing room, enjoying several gin and tonics.
- N -** Sidney is behind his podium looking fabulous, cracking jokes while trying to appear relatively sober.
- L -** During the commercial break, Sidney has received a phone call from his wife, which he takes backstage.
- D1 -** Sidney is weeping incoherently at the news of his wife's philandering, drinking from an additional bottle of gin.
- D2 -** Sidney has decided to beat the crap out of Ducky for taking his wife. Given his intoxicated state, he may pick a fight with anyone.
- O -** Sidney has found Maye's gun and is planning to take out both himself and Ducky on live television.

Celebrity Host - Paulie Peterson

Suggested Musical Track: “Trouble Trouble” by Foghat

Description: Paulie is a television actor, famous for his role in the 60's program “Sunshine Station.” Now he's desperately trying to maintain his mortgage payments, gambling debts, and back alimony by doing every game show gig possible. With Ducky's announcement, Paulie is going to go into hysterical overdrive.

Special Moves:

Professional Liar: Paulie has been lying to everyone his entire life, and now is no exception. When Giving Him The Third Degree, Paulie's answers will be vague even in the best of situations.

Angle: “I got debts to pay!”

Gearshift:

- P -** Paulie is arguing with his bookie, swearing that he meant the horse in the 7th was going to PLACE, not show.
- N -** Paulie is behind his podium with a wide smile, quietly scanning the racing form in between witty one-liners.
- L -** During the commercial break, Paulie has been told he owes 5 big ones to the Malachi Family who expected to be paid tonight.
- D1 -** Paulie is looking to squeeze or convince Ducky to pay him up front for the remainder of his seasonal contract, regardless of what mess he's causing on television.
- D2 -** Paulie is trying to connect with whomever is after Ducky, willing to cut a deal if possible in exchange for Ducky.
- O -** Paulie has kidnapped Ducky and is off to take him to whomever will be the highest bidder - The Russians, the Allesandro cartel, whomever.

Front - The Masked Mimic

Suggested Musical Track: “Three Time Loser” by Rod Stewart

Description: The Masked Mimic has been trying to win the Kaboom! Show for three straight years, auditioning every day and generally being a pest to the backstage staff. With this recent announcement, he's become unhinged.

Angle: “It's my turn! IT'S MY TURN!”

Gearshift:

- P - The Mimic is trying his newest knock-knock jokes on the backstage staff.
- N - The Mimic has introduced himself to the Players and is trying to ingratiate himself to them.
- L - The Mimic is confused to what's going on, trying to get more information about the ultimate fate of the Kaboom! Show if Ducky leaves.
- D1 - The Mimic is furious and is on a hair-trigger about the situation of the show.
- D2 - The Mimic has found a gun, and has decided to take matters in his own hands.
- O - The Mimic has taken the show hostage by locking the doors and setting multiple explosives and demands to be named today's winner or he blows everyone up.

Front - The Man

Description: Every *Spirit of 77* adventure includes “The Man” as a potential Front to the players. Ducky may have thought his secret was well-hidden, but in fact the CIA has been tracking him for the past year, planning to either extract him for defection or possibly termination.

Bandleader - Oscar Simmons

Suggested Musical Track: “Pick Up the Pizzas” by the James Gang

Description: Although he is posing as the music director and bandleader, Oscar Simmons is secretly an undercover CIA operative who has been quietly working on getting Ducky to defect via subtle hints. Once Ducky has made his announcement, Oscar has called for an extraction team to get Ducky out of the television studio. How the players help or hinder that will affect how he treats them.

Angle: “Protect and procure the asset. A-one and a-two....”

Gear:

9mm pistol (2-harm, close, loud)

M3 Grease Gun (2-harm, close, autofire, loud)

Gearshift:

- P - Oscar is outside smoking a cigarette, removed from any activity in the main studio.
- N - Oscar is backstage, reviewing sheet music in the band's warm-up lounge for today's taping.
- L - Oscar and the band are warming up, rehearsing a few tune snippets and reviewing the schedule.
- D1 - Oscar realizes he needs to get Ducky to a secure location for debriefing and will try to excuse himself.
- D2 - Oscar will direct the band in playing an extremely long tune in order to buy time to get to Ducky.
- O - Oscar abandons the band and goes looking for Oscar, armed and ready to eliminate anyone in his way.

Locations:

Studio F

Description: Studio F is the main taping location for the Kaboom! Show.

Features:

- Audience Section - complete with seats and main walking aisle down the center
- Orchestra Pit - music stands, instruments, microphones, musicians
- Cameras, sound equipment, cue cards
- Judges Panel - seats, prop "detonator", hidden wet bar
- Lighting rig (above) - lights, cabling, curtains

Twists:

DJ OPTION - Stored underneath the audience seating are several mini-motorcycles that are used as part of a recurring gag involving daredevil "little people."

DJ OPTION - As part of the light rigging, there are Tarzan vines that would allow people to swing from side to side.

DJ OPTION - There is a giant net filled with balloons that fall at the end of every program taping.

Green Room

Description: The backstage waiting area for contestants (which isn't painted green).

Features:

- Chairs, sofas, video monitors, potted plants, piano
- Hallway to the recording stage, and dressing rooms

Twists:

DJ OPTION - The Green Room has a secret peep hole and entrance into the next door dressing room.

DJ OPTION - The Green Room is where Ducky has stashed sensitive state secrets from both the US, USSR and Public Broadcasting System.

DJ OPTION - The Green Room is wired for sound and video, secretly being videotaped within the main control room for added "backstage footage."

Control Room

Description: This is where the directorial staff and studio executive oversee the live taping of the program.

Features:

- Video monitor banks and video directing bay
- Large clock on the side of wall, denoting the time on both coasts and the show's running time
- Sound monitoring and mixing board
- Chairs, ashtrays, dead plant

Twists:

DJ OPTION - One of the phones in the Control Room is secretly wired to the Kremlin, and can be accidentally reached by one of the players.

DJ OPTION - The dead plant is the drop point for government secrets, including microfilm, embassy plans and a weird X-Tech power generator.

DJ OPTION - There is a secret switch on the control board that reveals why Ducky was assigned to the show: a hidden interballistic missile silo is just underneath the main stage.

Backstage Dressing Rooms

Description: The back hallway leads to the various dressing rooms for the television program. There are extras milling about from the nearby television programs also being filmed.

Features:

- Celebrity Judges Dressing Rooms - private make-up stand and mirror, large floral arrangements, wet bar
- Make-up Room - chairs, make-up, bright lights, mirrors,
- Ducky's Dressing Room - large sofa, private make-up stand and mirror, photos of famous celebrities who have been on the show, wet bar

Twists:

DJ OPTION - There is a large suit of armor in the hallway with a detachable broadsword, available for anyone to use as a weapon (2-harm, close, two-handed, unwieldy.)

DJ OPTION - One of the other television studios hosts "Sabado Del Amor," a popular telenovela program, featuring a guest appearance from international race car driver, Savio La Jolla (See "Cruise Ship of the Damned").

DJ OPTION - The famous film director Marty DePalma is backstage, considering ideas for his next big film. Maybe something with taxis.

The Prop Room

Description: The backstage prop room is filled with strange items and costumes that have been used for humorous filler in between acts on the show.

Features:

- Racks of costumes, including period clothing, full size animal outfits and funny hats
- Fake swords, a giant fake anvil, bowling balls, bubble machine
- Scenery flats of horizons, cityscapes, brick walls and outer space

Twists:

DJ OPTION - Stored backstage are actual pyrotechnics that are occasionally used as part of the "blowing a contestant up" gag

DJ OPTION - There is a hidden ladder that goes to a secret control center where Ducky has been gathering information.

DJ OPTION - Among the props are actual stolen items from international museums including the real Mona Lisa, golden ankh amulets from King Tut's tomb, and a naked portrait of Burt Reynolds.

The Big Finish

By now, the players are probably involved in Ducky's defection, either in trying to help him escape, to protect him from other Adversaries or maybe even on the hunt for Ducky himself.

If the players have opted to help Ducky escape, they will need to find a way to avoid Oscar, Maye, and whomever else is after him.

DJ OPTION - This could lead to a massive gunfight or fistfight on the main stage, accidentally releasing the balloons and confetti onto the main stage in the midst of the chaos.

DJ OPTION - The chaos could spill into Stage E next door, where they're currently taping an episode of the "The Hans Limbergh Polka Hour."

DJ OPTION - One of the other contestants is also a secret sleeper agent who will confront Ducky at the last minute.

If the players have opted to help Oscar in getting him to protective custody, they will need to find a way to elude those after him, as well as convince Ducky it's his best option (willingly or unwillingly).

DJ OPTION - This could lead to massive chase down the corridors of the studio on mini-motorcycles, kangaroos from the live animal act, and other props that can be found in the studio.

DJ OPTION - This could lead to a high-risk standoff with the Grip Union, Maye B., and the Allesandro cartel, who have all banded together in order to eliminate Ducky once and for all.

DJ OPTION - Ducky's changed his mind. He wants everyone to forget the whole thing. The players need to get him out of there despite his protests.

If the players have opted to assist one of the factions in eliminating Ducky for whatever reason, Ducky will not go quietly into the night.

DJ OPTION - Oscar has instructed the band to attack the players, acting as a Medium-sized gang armed with firearms and musical instruments (Medium gang, 2-harm, 1-armor.)

DJ OPTION - Ducky has gone bat-guano insane, and has secretly wired the prop detonators with actual explosives, planning to take everyone with him.

DJ OPTION - Ducky has struck a deal with Maye to let him to return to Mother Russia, and now the chase is on to get to Ducky with whatever confidential secrets he's managed.

Diamonds are Wheneve

The Lowdown:

The players are working at the Black Diamond Car Wash when the owner gets kidnapped for nefarious reasons, connected to a returned masked vigilante from the 1940's. Why was she kidnapped and how will she be rescued? Play to find out.

How to Use This Adventure:

This Adventure provides the DJ with multiple Fronts and story complications that can be used in conjunction with the player direction and input. Although additional DJ options are provided, these are intended strictly as suggestions for the DJ and can be revised or ignored altogether based on the game's direction.

Preliminary Set-up:

Suggested Theme Music: "Car Wash" by Rose Royce

The adventure begins at the Black Diamond Car Wash on a typical Saturday afternoon. Cars are lining up to get washed and the wash crew are hustling to get the clean cars dried and out of the parking lot area. The local paper's headline "MASKED AVENGER THWARTS JEWEL THIEVES" tells the story of the return of Captain Zoom, a masked vigilante once reported to have fought the Nazis in WWII but who hasn't been seen since the end of the war.

Preliminary Questions:

Ask each player the following questions:

- "Why are you hanging out at the Black Diamond Car Wash?"
- "What do you specifically do at the Car Wash?"
- "What is your relationship to its owner, Mrs. Artoonyan?"

The outdoor crew is listening to music on an AM transistor, wiping down cars and laughing with one another as they get through their day. Conversations range from who is going to win tonight's Derbyball game (Mavericks or Saints), to recent dating conquests, and boasts over who has actually seen Captain Zoom in person. Players may opt to be working at the Car Wash, or perhaps visiting the Car Wash to get their Sweet Ride detailed. Players may interact with the staff, or potentially with its other customers before the Fuel Injection kicks in.

Fuel Injection:

The game action kicks into high gear with a question to the group:

“When did you notice the Nazis kidnapping Mrs. Artoonyan?”

As their non-descript van is going through the conveyor tunnel, the Nazis slide open the door and sprint through the suds to the back door of the office, dragging Mrs. Artoonyan into the van and skidding away out of the tunnel and through the parking lot exit (still covered in soap and lather). The working crew will fail to stop the van from getting away, but the players may attempt to do so.

Civilian Front - The Car Wash Staff

Description: The majority of the civilians work out of the Black Diamond Car Wash. Any of them could be upgraded into a full adversary, depending on how the Fiction develops.

The Owner - Mrs. Jewel Artoonyan

Suggested Musical Track: “Memories of Love” by Chicago

Description: Mrs. Artoonyan has been struggling to keep the Car Wash functioning since her husband’s death three months ago. But she has a good heart (if not a head for business) and genuinely cares about everyone working at the Car Wash.

Angle: “With Edgar gone, the Car Wash has become my family.”

Twists:

DJ OPTION - Jewel is fully aware her late husband was Captain Zoom but has no idea who the new one is.

DJ OPTION - Jewel had a secret affair back in the day with Dr. Shimmer, but her husband never knew.

DJ OPTION - Jewel is planning to sell the Car Wash and has made inquiries on who would buy it. One of the potential buyers is local loan shark Rocky Zambrano.

The Assistant Manager - Anthony Green

Suggested Musical Track: “Movin’ Out (Anthony’s Song)” - by Billy Joel

Description: Despite being under 20, Anthony is the financial wizard of the Car Wash, keeping the books straight and handling any orders needed. Anthony is working both at the car wash and the grocery store in order to move out of his parent’s basement.

Angle: “Gotta make the numbers add up.”

Twists:

DJ OPTION - While cleaning up a back closet, Anthony found the Captain Zoom equipment and is now dressing up like him to fight crime

DJ OPTION - Anthony has placed a call to Dr. Shimmer as to what's inside the safe, in order to get tuition for college.

DJ OPTION - Anthony has made an enemy of the local neo-Nazis, and this is part of their retaliation.

Cashier - Lucy

Suggested Musical Track: "Lucy in the Sky With Diamonds" by Elton John

Description: Lucy is the main cashier of the Car Wash and secretly doing some illegal activity on the side.

Angle: "What trouble have I gotten myself into?"

Twists:

DJ OPTION - Lucy is stealing from the till, which has been detected by Anthony.

DJ OPTION - Lucy is a spy for the Nazis, who are eager to find out the location of the Crystal.

DJ OPTION - Lucy is unaware that she is secretly the Artoonyan's daughter, previously given up for adoption.

Crew Lead - Cornwallis

Suggested Musical Track: "Working Man" by Rush

Description: Cornwallis is the 62-year old leader of the wipe-down crew, who do their thing after the cleaned cars are released from the tunnel conveyor. It might be Mrs. Artoonyun's car wash but it's definitely Cornwallis's crew although they are horribly short-staffed and in need of assistance.

Angle: "Clock in, do the job, keep things moving."

Twists:

DJ OPTION - Cornwallis was Captain Zoom's sidekick, "Swifty," and is now protecting Mrs. Artoonyun in his memory.

DJ OPTION - Cornwallis has been staking out the Car Wash for a chance to steal whatever he can about Captain Zoom. He is using the Nazis as a distraction.

DJ OPTION - Cornwallis is really "Commander Kaaugggggh" from the Planet Algonkin, who has been homing in on the lost Algonkin Crystal to return back to his people.

Location - Black Diamond Car Wash - Exterior

Description: The Black Diamond Car Wash has an automatic conveyor tunnel for cars.

Features:

- Gas Pumps - There are four gas pumps in the front of the car wash, featuring Scirocco Gasoline.
- Conveyor Tunnel - The automatic conveyor guides cars through the wash process.
- The Yard - Once a car has gone through the tunnel, they are moved into the yard to Cornwallis's crew for wipedown and vacuuming.

Twists:

DJ OPTION - The Car Wash is also the preliminary hook-up for the Midnight Grits Run, where racers connect with other racers for that night's street-racing competition on G Street.

DJ OPTION - The Car Wash's location was the last known crime scene of the Tick-Tock Strangler, the serial killer that plagued Clocktower Park in the late 50's.

DJ OPTION - The Car Wash is across the street from one of the Lemont Automat Cafeterias and is known to hire ex-cons looking for day work.

Location - Black Diamond Car Wash - Inside Cashier

Description: The Black Diamond Car Wash inside cashier allows customers to pay for a car wash as well as follow their car's progress through the conveyor tunnel to the yard.

Features:

- Cashier Booth - includes register, air fresheners, and keychains
- Cigarette Machine, soda machine, sunglasses turnstile

Twists:

DJ OPTION - There is a B&W television set, showing the Kaboom! Show, hosted by Ducky Harris.

DJ OPTION - There is a contest box, where citizens can enter their name to win a free trip on the SS Tangerine on the Rainbow Cruise Line.

DJ OPTION - There is a poster for the Bernadine's Academy Science Fair being held at the City Science Museum next week.

Location - Black Diamond Car Wash - Office

Description: The office of the the Black Diamond Car Wash looks quickly ran-sacked, with obvious signs of a struggle from the Nazis pulling Mrs. Artoonyan away from the main desk and into the conveyor tunnel. It also looks like someone else was in the room at the time of the kidnapping.

Features:

- **Desk** - The papers have been strewn about the desk and chair, including recent receipts, bills and invoices. One drawer contains old press clippings detailing Captain Zoom's war on crime. On the desk is a older photo of Mr. and Mrs. Artoonyan in their 30's.
- **Wall Safe** - Behind the parakeet cage, there is a wall safe that is still closed.
- **Coat rack**, framed photos on the wall of Mr. Artoonyan in his WWII Army uniform.
- **Crates** of cleaning supplies and fresh wipe rags.

Twists:

QUESTION - What is inside the Wall Safe?

DJ OPTION - Captain Zoom's original mask and gloves

- **Zoom Gloves** - These gloves allow whomever wearing them to automatically Deliver a Beatdown with Something Extra.

DJ OPTION - Hitler's mustache, taken as a memento in his siege of the Nazi bunker.

DJ OPTION - The Algonkin Crystal itself, radiating with brilliance.

Front - Rocky Zombrano

Suggested Musical Track - “Crying for the Bad Man” by Lynyrd Skynard

Description: Rocky Zombrano is the local loan shark, who has come to the Car Wash to collect. He knows very little about the history of Mr. Artoonyan, the Nazis, or the Algonkin Crystal. He just wants his money or someone's getting a beating. If he catches wind of potential financial gain (like a valuable jewelry to be pawned or something of great worth to be hijacked), he will pursue it without question.

Twists -

QUESTION: Who owes Rocky money?

DJ OPTION - Mr. Artoonyan was a bit of a gambler and racked up some hefty debts to Bruiser in order to pay them off, using the Car Wash as collateral.

DJ OPTION - Anthony has been borrowing money from them to pay off the outrageous reverse mortgage on the Car Wash, unbeknownst to Mrs. Artoonyan.

DJ OPTION - Lucy has been paying off her ex-boyfriend's drug debts, hence her regular theft from the till. Unfortunately, business has been slow and Lucy doesn't want to hurt Mrs. Artoonyan anymore than she has already.

Special Moves:

Bruiser: Rocky is used to hitting people, and does 2-harm when Delivering a Beatdown.

Tough as Nails: Rocky is also used to being hit in the face, and has an automatic 1-armor.

Weapons:

Straight Razor - (1-harm, sharp, unwieldy)

Pistol - (2-hard, one handed, close)

Angle: “Don't want some alien crystal...I want my ten G's, old timer.”

Gearshift:

- P -** Rocky is at the local pool hall, on the phone with his girlfriend, Andrea.
- N -** Rocky is watching the news on the pool hall's black and white TV, seeing the recent story about the Black Diamond Car Wash.
- L -** Rocky is tired of waiting for his money and is making his way down to the Car Wash.
- D1 -** Rocky is roughing up anyone he runs into at the Car Wash to get information about his money.
- D2 -** Rocky has injected himself into the situation with Dr. Shimmer or the Nazis, in order to get his marker paid.
- O -** Rocky is mad and has decided someone is going to get hobbled today. Probably multiple people.

Front - The Nazis

Description: Before the good Captain fought Dr. Shimmer, Captain Zoom was on the frontline fighting against the Germans in World War II and is known to have turned the tide in several key battles. There is a serious grudge against both his name and legacy.

Wolfgang Glanz, DDS.

Suggested Musical Track - “Dreamer Deceiver” by Judas Priest

Description: Wolfgang Glanz is the head of the local American Nazi Party. In addition to his work as a dentist, Glanz is secretly plotting the next resurgence of the Fourth Reich.

Twists:

QUESTION: What will Glanz do with Mrs. Artoonyan once she's captured?

DJ OPTION - Close the office early then torture information out of her, using the dental equipment (e.g. whereabouts of the Crystal, Hitler's mustache or the identity of the new Captain Zoom).

DJ OPTION - Ransom Mrs. Artoonyan for either the Crystal or Hitler's mustache, specifically asking for Captain Zoom to make the exchange.

DJ OPTION - Use her as a leverage to get a hold of the new Captain Zoom.

QUESTION: What will Glanz do if she escapes?

DJ OPTION - Go to the Car Wash on his own and force the truth out of Mrs. Artoonyan.

DJ OPTION - Try to escape via a midnight bus out of the Cathedral Station Terminal, before any of the other Nazis spill the beans on him.

DJ OPTION - Spy on the Car Wash from across the street then orchestrate an attack or another kidnapping, this time on one of the players.

Weapons: Glanz is normally armed with a Mauser pistol (2-harm, close, loud)

Angle: “We will conquer the world, right after Mr. Vanderpool’s root canal.”

Gearshift:

P - Glanz is finishing up a bridge for Mrs. Bloom.

N - Glanz has received word of his strike team's progress.

L - Based on the Nazi's process, Glanz is closing up the office and getting things ready for the next stage of his plan.

D1 - Glanz has begun putting his master plan into effect.

D2 - Glanz is furious with Mrs. Artoonyan's defiance is torturing the information out of her he needs.

O - Glanz has decided to leave no loose ends - both Mrs. Artoonyan and the Car Wash must be eliminated.

The Nazis (Group)

Suggested Musical Track - “Back in the Saddle” by Aerosmith

Description: The local Nazi Party have kidnapped Mrs. Artoonyan and taken them back to their base. As a group, they should be considered a Medium-sized gang (Medium gang, 2-harm, 1-armor) and all have perfect teeth, thanks to Dr. Glanz.

Twists -

QUESTION: Why did the Nazis take Mrs. Artoonyan?

DJ OPTION - The Nazis believe the Car Wash is somehow connected to the resurgence of the masked avenger, Captain Zoom, and are looking for payback.

DJ OPTION - Mrs. Artoonyan's dead husband secretly took Hitler's mustache during WWII and the Nazis plan to clone him from the remnants.

DJ OPTION - The Nazis got a tip from someone working at the Car Wash about the fabled Algonkin Crystal and are looking to retrieve it.

Vehicle: The Nazis are driving a van (2-power, 1-looks, 1-armor). Inside there is potential evidence to connect them with Wolfgang Glanz.

Weapons: All of the Nazis are armed with rifles (2-harm, automatic, two-handed, loud)

Angle: “The Fourth Reich will rise!”

Gearshift:

- P - The Nazis are polishing their boots, in order to look good for their big attack.
- N - The Nazis are stopping at the local bank in order to get singles for the car wash.
- L - The Nazis are in line for the Car Wash, waiting for the van to get into position.
- D1 - The Nazis have kidnapped Mrs. Artoonyan and making their escape.
- D2 - The Nazis are eluding capture (from whomever).
- O - The Nazis have decided Mrs. Artoonyan isn't worth the trouble and have decided to dump her from a bridge.

Location - Mr. Smiley Dental

Suggested Theme Music: "Girl From Ipanema"

Description: The Mr. Smiley Dental office is the headquarters of The local Nazi party and the workplace of Wolfgang Glanz, DDS.

Features:

- Waiting Room - The outside waiting room is rather innocuous with a large fish tank, chairs, and a magazine rack. The rack contains multiple back issues of Highlights and Reader's Digest.
- Receptionist's Area - There is a large window in between the receptionist's area and the waiting room, where patients are greeted. There are multiple file cabinets with patient charts and a large cookie jar filled with toothbrushes sitting on the window's edge.

Twists:

DJ OPTION - Underneath the receptionist's desk, Glanz has taped a handgun unbeknownst to his receptionist.

DJ OPTION - The receptionist is aware of Glanz's Nazi affiliations and will hit a panic button alarm if the players threaten her.

- Checkup Room - In outward appearances, the dental checkup room looks normal: dental chair, water pick, dental drill, dental x-ray, and tooth polisher. There is a large cabinet containing dental supplies.

Twists:

DJ OPTION - For some reason, the dental chair also has thick leather straps for holding someone down if need be.

DJ OPTION - Certain locked cabinets contain non-dental chemicals, including explosives.

- The Back Room - Ostensibly for developing dental x-rays, the back room also has strange equipment that shouldn't be in there. The stranger equipment requires experience with X-Tech to be able to understand, let alone operate.

Twists:

DJ OPTION - The Back Room contains cellular regeneration equipment used for cloning cellular material.

DJ OPTION - The Back Room contains radiation detection equipment, specifically calibrated for the Algonkin Crystal, along with jewel cutting equipment.

DJ OPTION - The Back Room contains advanced bomb-making equipment.

Front - “The Good Old Days”

Description: Due to Mr. Artoonyan's former secret identity as Captain Zoom, the past is returning in the form of an updated Captain Zoom and his former arch-nemesis, Dr. Shimmer. Their conflict will complicate any confrontations with Dr. Glanz and the Nazis, depending on the Fiction develops.

Captain Zoom

Suggested Musical Track: “The Theme to Rocky”

Description: At some point, the new Captain Zoom may arrive as the players pursue the Nazis, Rocky, or Dr. Shimmer. He may consider the players as potential allies, normal citizens who shouldn't interfere in his pursuit of justice, or perceive them as threats to the Car Wash and Mrs. Artoonyan.

Angle: “BACK OFF, EVIL! IT'S TIME FOR JUSTICE!”

Twists:

DJ OPTION - Cornwallis has been secretly striking against the Nazis as Captain Zoom but accidentally left a business card for the car wash in his most recent hit.

DJ OPTION - Anthony is actually posing as Captain Zoom, assuming the mantle since discovering Mr. Artoonyan was the original.

DJ OPTION - Captain Zoom is actually a clone of the original, a first attempt by Glanz that proved too unstable and broke free (his lifespan may be limited or could be a normal person's).

Doctor Shimmer

Suggested Musical Track - “Movements of a Visionary” by Tangerine Dream

Description: Irvin Weinberger, the arch-villain known as Doctor Shimmer, has been living in quiet retirement since the “good old days” under an assumed name. Since hearing about the return of Captain Zoom, he has dusted off his old uniform and evil mastermind equipment and headed back to the City. He's eager to cackle maniacally and monologue like he used to in his prime. Weinberger is no fan of the Nazis and could temporarily aid the players against them or create a three-way standoff if need be.

Twists:

DJ OPTION - Dr. Shimmer is dying of cancer and wants to go out in a final confrontation with Captain Zoom, one of his descendants or whomever, really.

DJ OPTION - Dr. Shimmer wants to find Captain Zoom (or at least the Captain's family) to put this all behind them, and make amends for his previous behavior.

DJ OPTION - Dr. Shimmer believes the lost Algonkin Crystal was taken by Captain Zoom and will hold anyone hostage to get it back.

Special Moves:

X-Tech Expert: Dr. Shimmer is an expert on X-Tech and capable of enhancing, disabling, and/or repairing X-tech items he comes across.

Weapons:

Glimmer Gun - The Glimmer Gun produces a burst of energy that can be used in multiple ways:

- Blind and stun blast for the immediate area (he is unaffected by the blinding effect)
- Concentrated beam that can do 3-harm (3-harm, unwieldy, close)

Dimmer Belt - The Dimmer Belt produces complete blackness in the immediate area that allows him to escape (he is unaffected by the darkness thanks to his Glimmer Goggles).

Skimmer Ship - The Skimmer Ship is a two man hover craft that can transport him either through the streets as a road vehicle (power-2, looks-2, armor-1) or potentially take off into the air. In order to transition from a road vehicle to air vehicle takes several seconds.

Angle: "One more trip to the good old days."

Gearshift:

P - Dr. Shimmer is relaxing at his condominium, reading the paper for today's dog race results.

N - Dr. Shimmer has learned of Captain Zoom's return and is back in the City to investigate.

L - Dr. Shimmer is retrieving his arch-villain gear from his storage unit and starting to suit up.

D1 - Dr. Shimmer is following up on a lead that has taken him to the Car Wash, eager to find out more information.

D2 - Dr. Shimmer hasn't felt this good in years, getting into his old routine of threatening the innocent and thwarting the righteous (insert evil cackling).

O - Dr. Shimmer has decided to take his REVENGE!!!! on everyone, opting to go out in a big explosion of light against whomever he's decided to be his new archenemy.

Front - The Man

Description: The City's finest may not be moving very quickly to solve Mrs. Artoonyan's disappearance, but they certainly don't want the players to get involved in any way. This is a job best ignored by professionals.

Officers O'Neal and MacDonald

Suggested Musical Track: "Ain't No Justice" by The Temptations

Description: Officers O'Neal and MacDonald aren't taking the kidnapping very seriously, they don't believe Nazis are here in the City, and certainly don't believe the players' descriptions.

Angle: "Fill out the report and move on."

Twists -

DJ OPTION - The beat cops have decided that whatever is being sought out, they want a piece of it.

DJ OPTION - The beat cops are secretly on the Nazis' payroll, getting paid on the side along with free dental work.

DJ OPTION - The beat cops hate vigilantes, especially costumed ones, and have decided to permanently take care of this problem.

Gearshift:

- P -** Officers O'Neal and MacDonald are out of the station on Code 7, eating lunch at Colonel Roscoe's.
- N -** The beat cops have been dispatched to the Car Wash to investigate the reports.
- L -** The beat cops are asking questions and generally trying to intimidate everyone involved.
- D1 -** The beat cops are after the players for stirring up trouble,
- D2 -** The beat cops have put out an APB to apprehend the players in connection with whatever chaos has ensued.
- O -** The beat cops have turned their radios off and have decided to solve this situation in an extreme fashion, paperwork be damned.

The Big Finish

By now, the players are probably in pursuit of either the Nazis to rescue Mrs. Artoonyan, stop Dr. Shimmer from his climactic confrontation with the new Captain Zoom, or evading Rocky and the dirty beat cops.

If the Nazis are trying to clone Hitler via his mustache, the players will need to both destroy the cloning equipment and the sample of Hitler's DNA. Players could potentially try cloning themselves which could cause all sorts of shenanigans.

DJ OPTION - NTI may arrive and confiscate the cloning equipment, using powerful X-Technology to temporarily freeze the players and get away.

DJ OPTION - Dr. Shimmer may use the technology to turn over a new leaf and find a way to use the cellular equipment for cancer research, perhaps using Anthony as his assistant.

DJ OPTION - The new Captain Zoom may sacrifice himself to destroy the equipment, although no body will ever be found.

If the safe contains the Algonkin Crystal, the players will need to vanquish Dr. Shimmer or whomever's after the Crystal and potentially return it to proper safety.

DJ OPTION - The government coalition known as SPECTRUM may arrive to confiscate the Crystal and warn the players from discussing what they saw.

DJ OPTION - The Algonkin Guard may arrive to take the Crystal back to outer space.

DJ OPTION - The Algonkin Crystal is a hoax, actually made of Earth salt.

If the safe contains the Zoom Gloves, the players will need to conquer Dr. Shimmer and/or the Nazis, rescue Mrs. Artoonyan and find a way to save the Car Wash from bankruptcy.

DJ OPTION - Mrs. Artoonyan may ask for the gloves to give to her daughter, Lucy, in order to continue the legacy of Captain Zoom.

DJ OPTION - Cornwallis may use the gloves to speed up the line, potentially getting into the Guinness Book of World Records for "Fastest Number of Cars Wiped Down."

DJ OPTION - The players may discover that the gloves are what created the cellular deterioration of Mr. Artoonyan, proving them to be far too dangerous to keep.

Move Index II: For a Few Moves More

Want more details about how a specific move works in gameplay? We've included each move along within specific examples of a success, partial success and failure (where needed). Although moves are ultimately dictated by the Fiction and the DJ's call on how the move specifically functions, these examples should provide the best rule of thumb for how they work.

Achilles Heel: When you attack a vehicle, robot or other mechanical device, deal +1 harm.

Example:

Carmenita Esposito just watched a giant robot gorilla swat her friend Typhoon Gryphon across the waterfront. She jumps behind the controls of a nearby forklift and accelerates to ramming speed. She hits the gorilla full speed normally dealing 2-harm, but because she aimed for the weak spot in its leg struts she deals an additional 1-harm, for a total of 3-harm.

Always the Underdog: When you are outnumbered, gain +1 armor.

Example:

While pursuing a biker who skipped on bail, "Old Man" Oliver Lime runs into an abandoned building and is jumped by a couple of Satan's Boxcutters. Little do they know the Old Man always fights best when he's surrounded, so he lashes out with his baton. Despite wearing his Sunday best while fighting the bikers, the Old Man has 1-armor.

Analyst: When you Scope the Scene you may ask these additional questions:

- What's the most valuable thing here?
- What is nearby that can be used as a weapon?
- Who or what here is not what it seems?

This move adds three additional options to the basic Scope the Scene move, you can still choose from the questions presented as part of the basic move.

Example:

Professor Rick Turner has pried open the stone doors and pointed his flashlight into the ancient Mayan tomb. As he steps inside, he looks around and rolls +Brains to Scope the Scene. Getting a 10, he asks three questions: what here is not what it seems, what is the most valuable thing in the room, and if there is anything hidden here. All signs point to the golden skull on an altar, sitting on a weighted trap.

The Anarchist's Cookbook: The average kitchen or garage is a veritable arsenal to you. When you rummage around for the ingredients for something dangerous, roll +Brains.

On at 10+, you've got everything you need to safely make a simple explosive, poison, or other chemical compound.

On a 7-9, your compound's creation and use can be potentially dangerous to you or its user as well as its intended target

Example:

Dr. Sarah Simmons is hiding from ARCANa terrorists in the home economics classroom at Wendell Willkie High. She searches through the cupboards and rolls +Brains. Getting a 10 she finds enough Borax and other ingredients to make a suitable bomb that will blow a hole in the floor and let her escape through the boiler room.

Taka Tanaka needs some acid to dissolve the lock on a picnic cooler containing a transplant heart. He rummages around in the garage he's turned into a makeshift surgery and rolls +Brains. Getting a 7, he finds what he needs but mixing them together created a noxious gas that deals him 2-harm.

ARCANA lieutenant Aaron Le Montresor (aka "the Knight of Wands") has broken into Dr. Sarah Simmons's home and is insisting that they have some tea and discuss her current research at gunpoint. Sarah goes into the kitchen and prepares the tea, looking through her cupboards to concoct a poison for Le Montresor's drink. She rolls +Brains and gets a 6, she pours her mixture into his tea and it begins to bubble and froth, causing her to drop the tray and draw the attention of the ARCANa henchmen.

Bring Them Back Alive: When you attack in an attempt to subdue someone you may always choose to deal stun damage instead of lethal damage. When you attack with a weapon that normally does stun damage, deal double harm.

Example:

"Old Man" Lime, double barrel twelve gauge in hand, just kicked in the door of an old tenement on the south side of town. Inside he finds Jimmy Stacks playing cards with two other guys. The guy nearest to him goes for a gun, and the Old Man opens fire shooting the card table in front of him. The wood splinters blast the target dealing 2-stun harm.

Dr. Sarah Simmons has provided Gideon Weiss an electrostatic cannon to subdue a group of Klansmen so he can interrogate their leader. Gideon unloads with the cannon which normally deals 2-stun harm, but in his hands it deals 4-stun harm completely knocking out the Grand Wizard and all his cronies. Obviously he'll need to wait for them to wake up before he can interrogate them.

Can I Get An Amen: When you give a stirring speech or sermon to a group of people, roll +Soul.

On a 10+, the group follows your directions for as long as you keep talking, treat them as a Small gang (Small gang: 1-harm, 0-armor).

On a 7-9, you have their undivided attention for as long as you keep talking.

Example:

The Carruthers Brothers need to get their Cadillac off the elevated train tracks before the 11:15 train runs it down. Frank gathers up the people standing at the station and gives a stirring speech about never giving up and nothing is over until they say it's over. Rolling +Soul he gets a 12. The crowd starts cheering for him and at his direction they push the big Caddy off the tracks and onto the station platform with less than a minute to spare before the train arrives at the station.

After losing to the Scirocco Flames, the Juggernaut fans outside Selinker Arena are starting to become rowdy. To Reverend Terry Bishop's bloodshot eyes, it looks like a riot is about to break out. He turns over a trash can, climbs on top, and starts to give a sermon on the dangers of pride. He rolls +Soul and gets a 7. The crowd stands transfixed while he talks. When he's done, they disperse peacefully.

The crowd at the Super Sunday Stunt Spectacular is starting to turn ugly after Billy Lazarus fails to cure old lady McClain's cataplexy. Billy steps to the microphone and starts to talk about the power of faith. Rolling +Soul he gets a 6. After someone in the audience throws a chair at him, Billy decides it's about time to duck out the back of the tent.

A Cast of Thousands: You know a lot of actors, stagehands, technicians, and other "movie people" and most of them are unemployed. When you contact a group of local actors or technicians to help you with a project, roll +Smooth.

On a 10+ pick three:

On a 7-9 pick two:

- They show up on time.
- They show up in costume.
- They show up with appropriate tools, materials, or equipment.
- They don't charge you for their time.

Example:

Eli "Hollywood" Rose has agreed to help Special Agent Maxwell get some info out of a Texas oil baron who's been dumping toxic waste in the river. They need a bunch of people to staff an abandoned hotel. Eli makes some calls and rolls +Smooth, getting an 11. An hour later, a dozen friends he made during the movie "Doom Service" show up dressed like bellhops and maids, and all it costs him is a round of beers. That's showbiz!

While performing his death defying Super Sunday Stunt Spectacular, Billy Laz-

rus accidentally burned down a local farmer's barn. He agrees to rebuild the barn right away and makes some calls. Rolling +Smooth he gets an 8, he chooses to have some carpenters show up on time and with the appropriate tools and materials. He has to agree to pay his friend's regular wages however, wiping out his show's budget for the month.

Cold Reading: When you try to coax information out of a non-hostile subject, you may roll +Soul instead of +Brains when Giving Someone the Third degree.

Example:

While opening the Super Sunday Stunt Spectacular show, Billy Lazarus talks to a few members of the audience, he picks out Doris McClain and strikes up a conversation. Rolling +Soul instead of +Brains to Give Her the Third Degree, he gets a 10 and holds 3. During the conversation he asks the DJ "What does Doris want me to do" and "How could I get Doris to donate money to the show."

Custom Job: When you take the time to tinker with a piece of normal equipment, spend one supply from a repair kit and do one of the following:

- Add +1 harm to a weapon until the end of the next Scene in which it's used.
- Add +1 armor to a piece of armor until the end of the next Scene in which it's used.
- Add or remove one trait to the item until the end of the next Scene in which it's used.

What constitutes a piece of normal equipment is up to the DJ, typically any non-X-Tech items can be modified by Custom Job.

Example:

Agent Maxwell is going to infiltrate ARCANA's secret bunker, and he needs some heavy firepower that he can conceal under his coveralls. Trixie Thompson spends some time with a surplus M3 submachine gun, making it fold into a compact package, giving it the "concealed" trait. Agent Maxwell's not too keen she covered it in rainbow stickers, however.

Cutting Edge: When you have thoroughly examined or acquired detailed plans for an X-Tech device you may use “Good with your Hands,” “No Longer Street Legal,” or “Custom Job” to repair, build, or modify it.

It's up to the DJ to determine what constitutes detailed plans or a thorough examination.

Example:

Trixie Thompson is just smitten that she has just got her hands on a trans-axial teleportation pod, even in a broken state. She loads the pod onto her flat-bed and hauls it back to her garage. After a few days of disassembling and experimenting, she's confident that she can build one herself and sets to creating a pair of teleporting phone booths, but this time in pink.

Death Proof: When you're behind the wheel of a vehicle, it gains +1 power and +1 armor.

Example:

Madcap Needham and Riley Russell are working on “The Case of the Silver Dollar Senator” when they see the corrupt politician Dennis Redwood fleeing in his limo. Madcap jumps behind the wheel of Aunt Agatha's green station wagon and guns it. The station wagon is normally 1-power and 0-armor, but because Maddie is behind the wheel it's got 2-power and 1-armor, which is enough to keep up with the limo and survive being shot at by the gangsters in the car with the Senator.

Extra Padding: When you sacrifice a piece of armor you are wearing to protect yourself, ignore one source of harm up to double your armor value. Additionally when you don a piece of armor choose one:

- Armor you wear gains the “fireproof” trait.
- Armor you wear is +1 armor.
- Armor you wear gains the “concealed” trait.

Example:

“Madcap” Maddie Needham is helping Billy Lazarus with his Super Sunday Stunt Spectacular Show. For her stunt, Maddie will be lit on fire before dropping into a pool of holy water. She dons a padded suit (1-armor) and chooses to gain the “fireproof” trait. When the flames first hit her, she staggers around, taking 1-harm of fire damage which is negated by the armor. As the flames grow hotter and deal 2-harm, Maddie sacrifices the armor to negate 2-harm before dropping into the safety of the water tank.

Editorial Assistance: When you contact the appropriate editor at your news desk and ask for assistance, roll +Smooth.

On a 10+, pick two:

On a 7-9, pick one:

- The editor in question gives you detailed information about their area of expertise.
- The editor in question offers to help you with tickets or invitations to events associated with their area of expertise.
- The editor does not request anything in return.

Example:

While working on his newest article, "Truth and Justice on the 19th Green," Wolfe T. Ellis needs to get into the Wishwoods Country Club so he calls up Donald Caterman, the society editor at the City Observer. He rolls +Smooth while talking to Donald and gets a 10. He convinces Donald to give him a guest pass to the country club as a little favor with no strings attached.

Filmmaker Teddy Bloom is working on a new documentary "Teknolojia" and needs some information about NTI founder Nathan Barrett. He calls Jim Wilson, the financial editor at station WKY-66 and rolls +Smooth. Teddy gets an 8: Jim is willing to tell Teddy all about NTI's recent financial windfall with the development of a new microchip, but he wants Teddy to help him move next week.

Buck Buchnbisti is researching a story about missing hitchhikers on Highway 52, so he calls the city desk editor Steve Gwyn and rolls +Smooth. He gets a 6 and the DJ tells him that Steve is angry because Buck still owes him 100 bucks from last week's Derbyball pool. Some people can be so touchy.

Expense Account: You have an expense account with your publisher, minor costs such as bribes and bar tabs are usually covered, as long as they lead to a story. When you attempt to make an extravagant purchase in order to follow a story, roll +Smooth.

On a 10+, your editor agrees to cover it. This time.

On a 7-9, your editor doesn't agree it's necessary, and forces you to buy something cheaper, or only reimburses you half the cost.

Example:

While preparing for his undercover exposé about the drug smuggling ring working out of The Vanhee Brothers Traveling Circus, Wolfe T. Ellis submits an expense report for professional Lion Tamer Training. He rolls +Smooth and gets a 10. His Editor Reese Whitestone agrees to cover the expense (but secretly hopes that a lion eats Wolfe).

While working on a story for the Wide World Weekly News, Buck Buchnbisti tells his editor that he's going to need to fly out to Arizona to check out a UFO sighting. Buck rolls +Smooth and gets an 8. The editor agrees that it's a good lead but insists that Buck takes the bus instead. Hope that lead is still fresh by the time he gets there.

Wolfe is interviewing the Knights of Tragedy and treats them to an extravagant dinner and drinks at the Savoy Grande Ballroom. At the end of the meal, he hands the maître d' his Daily Observer gold card and rolls +Smooth getting a 5. The maître d' returns the card and says it's been declined. Not only is Wolfe going to have to shell out his own cash but he also realizes that his wallet is missing.

Faith Healing: Once per Scene when you lay hands on someone that has recently suffered harm, roll +Soul.

On a 10+, heal up to 2-harm.

On a 7-9, heal 1-harm.

Example:

The Carruthers Brothers are trying to sneak out the back of City General Hospital, when Frank notices a man struggling to stand from his wheelchair. Frank genuflects at the man, touches the man's knee and shouts, "ARISE AND WALK, MY SON." Rolling a 10 with his +Soul, the man rises to his feet, having healed 2-harm. Rudy lowers his wayfarers as they pass, then looks to his brother. "Solid."

Beau Dupree and Eli Rose are all shot up after a run in with the Corsairs, and Reverend Terry Bishop places his hands on each of their foreheads and says a prayer. Rolling +Soul he gets a 9. Both Eli and Beau are healed 1-harm, as the good Reverend staggers outside to have a "cigarette."

After learning that old lady Doris McClain suffers from cataplexy, Billy Lazarus says a prayer, places his hands upon her forehead and calls upon the power to heal her. He rolls +Soul and gets a 6. Not only does he not cure her ailment, but old lady Doris begins to shake, raises her hands to walk and falls flat on the stage. The crowd begins to boo and point at Billy Lazarus, as he signals to kill the house lights.

Fall From A Tall Building: When you jump or fall from a great height, roll +Hustle with Something Extra.

On a 10+, tell the DJ what broke your fall and you take no damage.

On a 7-9, the DJ will tell you what partially broke your fall, you take 1-harm.

Example:

A fire has broken out in the apartment Maddie Needham was searching for evidence against Senator Redwood. Cut off from the fire escape, Maddie throws a chair through the nearest window and leaps out. Rolling +Hustle she gets a 10, and tells the DJ that she landed in the back seat of the Carruthers Brothers' Cadillac convertible. Still smoldering as she takes a smoke from Rudy, Maddie says "I don't need a light."

"Hollywood" Rose is hanging from the tail of a helicopter full of ARCANA terrorists. As they open fire on him, he lets go and drops towards the river rolling +Hustle, just like he did in the movie, "Saucers over the River Kwai." He gets a 9, the DJ tells him that he fell into a barge full of fertilizer. He not only took 1-harm but now smells like cow manure. That's showbiz!

Maddie is helping test Trixie Thompson's newly assembled jet pack when the engine starts sputtering. Maddie rolls +Hustle and gets a 5, she drops like a stone and hits the pavement hard taking 4-harm and destroying the jet pack. "Trixie is going to pout all day over this," Maddie thinks as she wipes the gravel and blood from her legs.

Four-Legged Friend: Start with an Animal Companion as an additional Thang. Roll with Something Extra when giving your Animal Companion a command.

Example:

World renowned primatologist Dr Amanda Wellworth travels with her companion orangutan, Cookie. When Amanda asks Cookie to break open the soda machine so she can get change for the payphone, Amanda rolls with Something Extra. She rolls a 10, so Cookie easily breaks open the soda machine and brings Amanda two quarters and a Koomba Kola.

From the Treetops: When you travel through dense, difficult or inaccessible terrain, roll +Hustle.

On a 10+, hold 3.

On a 7-9, hold 2.

On a 6-, hold 1.

Spend one hold to overcome an obstacle in your way, such as climbing a sheer rock face, leaping from rooftop to rooftop, or swinging from jungle vines. Spend an additional hold to take someone with you.

Example:

Skinner Joe knows he has to make it up the cliff to the crashed helicopter before frostbite sets in, but Glacier Mountain is far too treacherous in the snow storm. Armed with his hunting knife in his teeth, Jon braves the rocky terrain as he climbs. Rolling a 10 with his +Hustle, holding 3, he spends one to get up the rock face. He then pulls the pilot and antibiotics from the copter, spending his other two hold to easily make his way back down the mountainside with the pilot on his back.

Lord Shannon Dudley, the Jungle Prince, needs to get past the police roadblock up ahead. He rolls +Hustle and gets a 7, holding 2. He spends 1 hold to climb a lamp post up to the elevated train line, runs along the tracks a couple blocks, and then spends another hold to swing back down to street level.

Skinner Joe needs to get to high ground to avoid the approaching avalanche. He spots a sturdy Sequoia and rolls +Hustle getting a 6 and holding 1. He spends 1 hold to scramble up the tree but encounters a nest of angry hornets on the way up.

God is my Co-Pilot: When you take the time to say a prayer before starting a vehicle, roll with Something Extra until you exit the vehicle.

Example:

While making their escape from the ATF, Frank and Rudy Carruthers jump into their convertible. Before hitting the gas, Rudy closes his eyes and mutters a "Hail Mary," much to Frank's irritation, as the ATF grow closer. Spinning the wheels, Rudy rolls with Something Extra as he breaks into oncoming traffic, making their escape.

Good With Your Hands: Given enough time, tools, and parts you can fix, fabricate, or assemble just about anything. When you need to repair, assemble, or modify a normal piece of equipment tell the DJ what you want to do and they will tell you what you need and how long it will take.

The requirements can be anything appropriate to the situation. Repairing some body damage to a car might just take time and some money for paint; fixing a nuclear reactor might require weeks or months, specialized tools, and some exotic materials like refined uranium (which might be an adventure in itself to acquire); and fixing an ancient flying saucer might take years, super exotic parts, and hundreds of thousands of dollars.

Example:

The Carruthers Brothers have wheeled their smashed up Cadillac into the Esposito garage, and ask Carmenita a big favor in putting it back together. The DJ tells Carmenita it will take about three days and \$200 in parts. Carmenita then tells the Carruthers Brothers it will take her at least a week and \$500, but could rush the job for a price. They ask if she'll take payment in cartons of Keen cigarettes.

Trixie Thompson really wants to turn the old army jeep she's had in the back of her garage into a cute little jet-dragster she's been thinking about. The DJ tells her she'll need a month of work and have to find an appropriate jet engine to install into it. She gives Big Jon Pendleton a call to see if he still has that wrecked plane in his junkyard and throws in a little sweet talk.

Hard Man of Words: When you are pursuing a story you automatically stabilize any serious wound and have one additional harm level, meaning it takes 2-harm to leave you Bruised.

It's entirely up to the DJ to determine when the Gonzo Journalist is pursuing a story.

Example:

Wolfe T. Ellis encounters a few of the City's finest while researching "Truth and Justice in Central Precinct 515." They proceed to demonstrate how to serve and protect him with their billy clubs. The initial onslaught deals 2-harm, leaving Wolfe merely Bruised. He responds with a journalistic head-butt to Officer McGrath before they unleash upon him, dealing five more Harm for a total of 7, and leaving him Down (as opposed to Dying). Despite internal bleeding, Wolfe hangs on until a passerby calls an ambulance. It will take a lot more than that to keep Wolfe from the truth.

I'll Make You Famous: When you use the threat of a negative story or the promise of a positive one as leverage when Getting What You Want, roll with Something Extra.

Example:

Wolfe T. Ellis is trying to get information from the hotel attendant on whether he's seen a local councilman bringing in a high-price prostitute, but the attendant refuses to answer Wolfe's questions. Wolfe pulls out a small steno pad and looks at the man's name tag. "I'll make sure to add your 'no comment' to the story on whether this hotel supports prostitutes. Let me sure I got your name right, that's K-I-Z-Z..." Wolfe rolls with Something Extra, and gets an 11. The attendant quickly provides Wolfe with the councilman's room number.

Instant Karma: When you successfully Help a Brother Out, you roll with Something Extra on your next move.

This can be used for any move made by the triggering character after the target character has successfully completed their move.

Example:

Reverend Terry Bishop is helping Buck Buchnhisti investigate a story about cannibal mutant hybrids monsters living in the city sewers. Terry Helps a Brother Out when Buck needs to pry open the maintenance access door. A bit later after being separated from Buck, Terry is assaulted by an insane homeless man, screaming about ice cream trucks. Terry then rolls with Something Extra as he tries to fight him off.

Jam it Up: When you get your hands on a mechanical or electrical device and attempt to disable it, roll +Brains.

On a 10+, you disable it and pick two:

On a 7-9, you disable it and pick one:

- You do not hurt anyone in the process.
- You do not permanently disable the device.
- You do it instantly.

Example:

Reverend Terry Bishop needs to shut down the sewage processor pumps before Buck Buchnisti is crushed to death in the treatment tank. Terry opens up the access panel and rolls +Brains, getting a 10. Terry chooses to disable the pumps instantly without hurting anyone, but it looks like he'll need some new wiring if they're going to get it back up and running.

Carmenita Esposito has gotten access to the robot gorilla's power plant, she needs to bring the technological terror down before it can reach the Selinker Arena. She rolls +Brains and gets a 9. She decides to not permanently disable the engine but it takes quite a bit of time and she burns herself on the power conduits while doing the work.

The new mechanical bull at the Hiawatha Lounge has gone haywire while Beau Dupree was trying to impress one of the waitresses. Trixie Thompson leaps to the controls and attempts to shut the thing down. She rolls +Brains and gets a 6. The bull continues to thrash about and throws Beau crashing into the bar breaking all the bottles and drenching the waitress with cheap booze.

Kick the Door In: Kicking in doors, and breaking windows is sometimes necessary to get the drop on your target. When you forcefully enter a building, roll with Something Extra against anyone inside.

Example:

"Old Man" Lime has been contracted to recover an antique limousine stolen from the garage of Orlando Weiss. He's located the car at the Silvera Brothers Garage. Lime loads up his shotgun and puts his size twelves into the side door. When he unloads into Paco Silvera, he rolls with Something Extra. Then when he threatens to shoot Jose Silvera if he doesn't drop his gun he rolls with Something Extra again.

A Local Anywhere: You have a knack for languages and customs. When you encounter someone speaking a foreign language you have not encountered before, roll +Brains.

On a 10+, you are fluent in that language and culture.

On a 7-9, you speak enough to get by, although some embarrassing misunderstandings may take place.

Example:

While helping Gideon Weiss track down a fugitive in South America, Professor Rick Turner finds himself stranded in the Amazon rainforest. The pair stumble out of the jungle and into a village of the Korobuba tribe. Professor Turner rolls +Brains and gets a 10. He walks up to the chief, slaps him in the face, spits on his feet and then turns to Gideon and says "Don't worry, I'm fluent in Korobuba. This is how they show great respect." The chief then offers his daughter in marriage.

While looking into disappearance of several barrels of toxic waste, Special Agent Oliver Maxwell overhears some dock workers speaking Portuguese. He rolls +Brains and gets a 7. He can only make out a bit of what they're saying about stealing the barrels for someone called "Cavaleiro de Paus" but he doesn't know what that means.

Dr. Simmons listens carefully to the voice on the mysterious 8-track tape that was delivered to her office last night. She rolls +Brains and gets a 6. She's pretty sure that the message is in Kandalan, the made up language of the villains in the movie "Space Marauders," but doesn't have time to analyze it as the tape deck starts smoking and melts the tape.

Man on the Street: Half of being a successful journalist is knowing who to talk to. All Gonzo Journalists start with Connections as an additional Thang (they still choose a regular Thang during character creation).

Example:

Wolfe T. Ellis is working on a new story, "Truth and Justice in the People's Pyramid," and he wants to find a former member group. He calls up Sheila at the the Hall of Records who gives him the address of a former secretary of the downtown headquarters and asks whether "Old Man" Lime has anyone serious in his life.

Mind Meld: When Giving Someone the Third Degree, the following questions are additional options to ask:

- What hurts you the most?
- What do you not want me to know?
- What do you hold most valuable?

Example:

Templeton Piewacket has managed to get some alone time with one Peggy Bell, a stewardess on layover from Atlanta. While chatting her up, he rolls +Brains to Give her the Third Degree and gets a 10. He asks her what does she not want him to know, what does she hold most valuable, and if she's lying about being single.

Mind Trick: When you use your superior force of will to overpower someone's resolve, you may roll +Soul instead of +Smooth to Get What You Want.

Example:

Templeton Piewacket is a real weirdo and has been pulled over by the Highway Patrol for reckless driving, and suspicion of driving under the influence. The patrolman asks to see some identification when Templeton waves his hand and says, "You don't need to see my identification." Rolling +Soul, Templeton gets 11. The patrolman nods and repeats, "I don't need to see your identification" and walks back to his motorcycle. Templeton then looks down at his hand, "Wow. That worked."

Nature's Remedy: When you spend some time gathering medicinal herbs, you may perform first aid on someone as if you had a First-Aid Kit.

Example:

Checking the helicopter's pilot's condition at the bottom of Glacier Mountain, Skinner Joe knows he's going into shock. Looking around the clearing, Skinner collects queen's foil and dogberry, grinds it up, and feeds the resulting paste to the pilot. Tastes like hell, but it will keep him alive.

No Longer Street Legal: When you have access to tools and parts, and take the time to upgrade a vehicle, spend one supply from a repair kit and do one of the following:

- Increase the power of the vehicle by 1 until the end of the Scene.
- Increase the armor of a vehicle by 1 until the end of the Scene.
- Add or remove one trait from the vehicle until the end of the Scene.

Example:

Eli Rose is working on a the set of the new sequel, "Alice Doesn't Kill Here Anymore." The finale requires him to jump a station wagon across Bobcat Canyon. He's already got the station wagon (2-power, 0-looks, 0-armor, sluggish) but he needs to make sure it will make it across the canyon, so he calls Trixie Thompson to give it a boost. Trixie takes out her toolbox, and gets to work. Trixie expends one supply from her repair kit and decides to give the station wagon +1 power and tells Eli she's ready for the camera.

Not of this World: You might look like one but you are not a human being.

Choose two positive traits:

Amphibious - You can breathe underwater, survive at great depths, and swim at high speeds.

Regeneration - You can regenerate lost limbs and organs. With rest, a minor body part like a finger or ear can grow back in less than a week. A major body part like an arm or your liver might take a whole month.

Photosynthesis - Like a plant, you can feed off of sunlight. You have no need for food as long as you get a daily dose of direct sunlight.

Electric field - Your body gives off an extremely strong electrical field. Small electrical devices tend to power themselves up when you are nearby. When you touch an electrical device you can power it for a short time, short it out, or give it a jump start.

Bioluminescence - You can make a part of, or all of your body glow, illuminating the area around you with colored light.

Suspended Animation - You can enter a deep sleep state, slowing down your metabolism to the point of appearing dead. While in this state you need no food or water and almost no air to survive. You can exit this state at a predetermined time or by reacting to a predetermined trigger.

Natural Weapons - Electric shocks, fangs, spines or claws, your body has a natural weapon that increases your basic unarmed melee damage to 1-harm.

Then choose one negative trait:

Dependency - You are required to consume an unusual substance for sustenance, such as human blood, radium, or cobra venom. When you go more than a week without consuming your dependency take 1-harm.

Vulnerability - You are susceptible to a common substance or condition: direct sunlight, water or subzero temperatures are all good examples. When you are exposed to your vulnerability, roll with Something Less on all rolls. Extended exposure will cause you 1-harm.

Conspicuous - You have physical traits that mark you as non-human: green skin, horns, or a tail are just a few examples. These traits can be hidden with clothing or makeup, but anyone making a thorough physical inspection will discover your abnormality.

Hunted - You are a fugitive of some sort, and you are being hunted by a powerful terrestrial or extraterrestrial group.

Example:

Templeton Piewacket is a degenerate from the planet Algonkin who's escaped to Earth in the hopes of finding true love. His species is Photosynthetic and Bioluminescent, but a number of his ex-wives have put a bounty on his head making him Hunted.

Pat Harris is the chosen name for the last survivor of the lost undersea kingdom, Lemuria. He is Amphibious and can Regenerate, but his eyes are extremely sensitive so he has a Vulnerability to bright lights.

Now That's a Knife: When you use an old-school weapon to threaten someone, you may roll with Something Extra when Getting in Someone's Face.

Example:

Lord Shannon Dudley has come across poachers outside of the Lost Jungle, seeking the Pale Gorilla Tribe. Standing in front of their jeep, Lord Shannon pulls his spear and thrusts it toward the driver. Rolling a 10 with his +Might, the driver swerves and flips the Jeep.

Off the Record: When you interview someone with the intent to trick them into revealing more than they want, you may roll +Smooth instead of +Brains when Giving the Third Degree. Additionally, when rolling +Smooth in this way you gain an additional hold.

Example:

Wolfe T. Ellis is at Tuffy's Tavern, trying to find out about underworld bribes among the police while working on his story "Truth and Justice in Precinct 515." While getting some drinks, he starts talking to that bastard Francis Clayton (the dirtiest cop in town). He rolls +Smooth to Give Him the Third Degree and gets a 10. He now holds 4 to use while asking him questions.

During a PTA meeting at Wendell Willkie High, Buck Buchinisti is trying to get some info about fluoridated water from the superintendent of schools. While bringing up dental hygiene he rolls +Smooth and gets a 6. Buck still holds one which he uses to ask if the Superintendent is telling the truth, just before the police arrive to arrest him for trespassing.

Pass The Collection Plate: When you tell people you are collecting money for a good cause roll, +Smooth.

On a 10+, pick two:

On a 7-9, pick one:

- Everyone believes you're sincere.
- People reach in their pockets and hand you some money.
- You don't draw unwanted attention.

Example:

Reverend Terry Bishop and the Carruthers Brothers are stranded in downtown Reno with a busted alternator in the Carruthers Cadillac. Reverend Bishop grabs Frank's hat, straightens his collar and begins asking for donations to get them back on the road. Rolling +Smooth, Terry gets a 10, and picks "People hand you some money" and "Everyone believes you're sincere." They get just enough money to buy a new alternator before the cops show up and chase them away due to the Reverend's strange "patchouli" scent.

Taking an example from the good Reverend, Frank Carruthers enters the Silver Sable Casino and hopes to get a little gambling money by asking passers by to donate to the "Lost Orphan's Fund." He rolls +Smooth and gets a 7. Frank picks "People reach in their pockets and hand you some money" and he gets a few bucks before casino security is called by an old lady playing the slots.

Billy Lazarus just finished a death-defying turn in the Hades Hoops, running his motorcycle through concentric rings of fire. After the performance, he asks for folks to reach into their pockets and help support their traveling outreach program. He rolls +Smooth and gets a 6. Not only does nobody contribute but the City Fire Inspector wants to know if the show's permits are in order.

Peerless Tracker: When you Scope the Scene while outdoors you may also choose to ask these additional questions:

- Who or what has traveled here recently, and which way did they leave?
- What will the weather be like for the next 24 hours?
- Where can I find food, water, and shelter nearby?

Example:

The snowstorm is getting worse, and Skinner Joe only has minutes to get himself and the wounded helicopter pilot out of harm's way. Scoping the Scene around him, Joe rolls +Brains and gets an 11. Holding 3 he asks the DJ, where can we find shelter near here, what's the fastest way out of here, and if there is anything hidden nearby.

PHD in Kicking Ass: When you use your opponent's strength against them, you may roll +Brains instead of +Might to Deliver a Beatdown.

Example:

After tearing through downtown and knocking out Trixie and Madcap Maddie, Diablo Robotica has cornered Dr. Sarah Simmons. As he lunges at her, she throws her electric wheelchair into spin mode. Rolling +Brains to Deliver a Beatdown, she gets an 11. Diablo Robotica slams into the back of her wheelchair and knocks himself out.

Professional Pyrotechnician: You have legal access to explosive materials. Also when you assemble an explosive device yourself it will not detonate prematurely even on a failed roll.

Example:

Eli "Hollywood" Rose and Dr. Sarah Simmons need to knock down the alien subliminal wave tower that's been causing people to hallucinate all over town. Eli heads to the Newport Mining Supply Company and purchases a crate of dynamite. He rolls +Brains to set the charges, just like he did in the movie, "The Bombs of St. Mary." Unfortunately he rolls a 6. Instead of blowing up in his face the detonation goes off as planned but the tower topples in the wrong direction and lands right on top of Eli's brand new 4x4 pickup. That's showbiz!

Public Service: When you successfully bring in a fugitive from justice, in lieu of payment, remove all Heat from you and any friends who helped you.

Example:

"Old Man" Lime has successfully brought in Barrio Ramirez, thanks to the assistance of cat-burglar extraordinaire, Corrina Vanderbilt. At the police station, the front desk sergeant recognizes Corrina from the recent APB to bring her in for questioning and calls for immediate back-up. But before Corrina starts busting heads, the Old Man steps in front of her and declares, "She's with me. And that how it is." The police begrudgingly let them both go.

Raised by Wolves: When you deal directly with any animal, roll with Something Extra.

Example:

As Lord Shannon approaches the flipped jeep, the warriors of the Pale Gorilla Tribe appear from the tall bushes ready to kill the poachers. Having been raised by the Tribe since he was a boy, Shannon uses hand gestures and an intricate dance to convince the warriors to let him take the poachers to civilization for justice.

Real Weirdo: Choose an additional trait from "Not of This World."

Example:

Templeton Piewacket is a real weirdo in more ways than one. Not only does his alien nature make him Photosynthetic and Bioluminescent, but he also has the ability to enter a state of Suspended Animation. Good for hiding out when the alien bounty hunters come calling.

Repent, Sinner! : When you raise your voice and condemn someone's actions, roll +Soul.

On a 10+, choose two:

On a 7-9, choose one:

- They stop what they're doing and beg for forgiveness.
- They flee from you as fast as they can.
- They follow your next command to the best of their ability.
- They are stunned. The next move made against them can be rolled with Something Extra.

Example:

Things have gotten ugly at the Super Sunday Stunt Spectacular, and a mob of angry locals have cornered part of Billy Lazarus' crew. Billy grabs a microphone and yells to the mob, "JUDGE NOT OR YE SHALL BE JUDGED." Billy rolls +Soul and gets a 10. He chooses for the mob to stop what they're doing and to flee the arena as quickly as possible.

After taking a "smoke break," the Reverend Terry Bishop stumbles back to find the Carruthers Brothers being arrested by casino security. Terry points his finger and bellowes, "HOW DARE YOU IMPEDE THE LORD'S WORK!" Terry rolls +Soul and gets an 8, he chooses for the security guards to be stunned. The guards looks at Terry, confused and bewildered. Realizing the opportunity, Frank takes a potshot at one of the guards, Delivering a Beatdown with Something Extra.

Repo Work: You may use "Skiptrace" to track down leads to stolen, or otherwise missing items like automobiles, art, or other valuables.

Example:

Gideon Weiss has been asked by some family friends to recover their Matisse painting lost in the war. Rolling +Brains, Gideon rolls 10. He knows the local art thief Jean-Damme Flemane is an expert in the underground world and heads to his gallery.

Silent Stalker: When you remain motionless while among the foliage, no one will spot you until you make a movement.

Example:

As he gathers firewood, Skinner Joe spots someone coming up the hill brandishing an assault weapon. Stopping in his tracks, Skinner waits as they grow closer, unaware of his presence. Once they take a few steps past him, Skinner Joe quickly pulls his hunting knife and strikes.

Skiptrace: You know all the ins and outs of tracking down fugitives. When you do some legwork to locate a person who's hiding out locally, roll+Brains.

On a 10+, you're able to find where that person is or a lead to someone who would know.

On a 7-9, you're able to find a lead, but it's going to come at a cost determined by the DJ.

Example:

In Gideon Weiss's pursuit of Jean-Damme Flemane, he reviews the Belgian's police record in the United States as well as his tax information and legal info. Rolling 10 with his +Brains, Gideon notices two of Jean-Damme's arrests were at the Folsom Automat. He packs up his gear and heads for a confrontation.

"Old Man" Lime has picked up a contract to bring in a bail-jumper named Eddie Mercury. He calls up Sheila in the Records Dept. at the police station to get some information. Rolling a 7, Sheila is willing to give his last known address if the Old Man's willing to take her to dinner and the Castor Hill Flower Show next week.

Stunt Coordinator: When you carefully plan out and prepare for a stunt before performing it, you or anyone else involved can roll with Something Extra while executing your plan.

Example:

Billy Lazarus is planning the big finale of the Super Sunday Spectacular Stunt Show. He and his motorcycle will drop from a low flying plane and land the roof of Maddie Needham's flatbed truck before leaping both the truck and the motorcycle through a wall of flames. When Billy tries to successfully land his motorcycle, he rolls with Something Extra. Later, when Maddie tries to leap the truck over the wall of flames she also rolls with Something Extra.

Stunt Double: When you choose to Take a Hit intended for a nearby character, roll+Might.

On a 10+, you take half the damage and the other character takes none.

On a 7-9, you each take half the damage.

Example:

Trixie Thompson and Maddie Needham are in a brawl with a drug-crazed Diablo Robotica. Diablo picks up Hank's Haitian Hot Dog cart and hurls it at Trixie. Maddie jumps in the way rolling +Might. She gets an 11, taking half the damage intended for Trixie, while Trixie herself is unscathed.

When Billy Lazarus realizes that the harness being used to lower El Fantasmo to the coliseum floor has been sabotaged, he leaps into the ring to try to break El Fantasmo's fall. Rolling +Might, he gets a 9 and takes half the damage, while El Fantasmo takes the other half.

After running into the Corsairs' battle wagon, Beau Dupree is looking down the barrels of a dozen Corsair muskets. As the Corsairs open fire, Eli Rose tries to throw Beau to the ground and Take the Hit, just like he did in the movie "American Samurai III." Eli rolls +Might and gets a 6. Both he and Beau take full damage from the musket fire. That's showbiz!

Talk Them Down: When you attempt to talk someone into surrendering peacefully, roll+Smooth.

On a 10+, pick three:

On a 7-9, pick one:

- They don't try to run first.
- They don't try to hurt you first.
- They don't try to hurt anyone else first.
- They don't try to deceive you.

Example:

"Old Man" Lime has found himself in a standoff with Barrio Ramirez at the City General Hospital waiting room. As they both point their guns at one another among the frightened civilians, the Old Man tells Barrio he's willing to let Barrio see his dying mother before he takes him in, and rolls +Smooth. The Old Man gets an 8, choosing that Barrio doesn't try to hurt anyone else first. Instead, Barrio runs for the door, prompting a foot chase.

Tell it Like It Is : When you publish or broadcast a story that portrays someone favorably, roll+Soul.

On a 10+, remove 3 Heat from the subject of your story.

On a 7-9, remove 1 Heat from the subject of your story.

Example:

After the battle with Diablo Robotica, Teddy Bloom broadcasts his exclusive footage of Trixie and Madcap Maddie rescuing some kids from an overturned school bus. Rolling +Soul, Teddy gets a 10. Trixie and Maddie both lose 3 Heat.

Wolfe publishes his story "Truth and Justice in Tobacco Country" about the adventures of the Carruthers Brothers smuggling cigarettes across state lines. Wolfe rolls +Soul and gets a 9. The story is well received and the Carruthers Brothers each lose 1 Heat, too bad that's not enough to keep the ATF off their case.

Buck Buchnbisti publishes his story about Reverend Bishop fighting the mutant hybrids living in the sewers, he rolls +Soul and gets a 6. The story draws the ire of the Department of Sanitation and both Buck and Bishop gain 2 Heat.

That's My Specialty: The Specialist starts with a free Aptitude. Additionally when using any Aptitude, the Specialist rolls as if they had a +3 in the appropriate stat instead of +2.

Example:

Dr Amanda Wellworth is a primatologist, an expert in the study of monkeys and apes. When she needs to examine and identify some strange monkey tracks, she rolls as if her Brains were +3. When she needs to coax a frightened chimpanzee off the roof of Rajah's Ballroom, she rolls as if her Smooth were +3, and when she needs to dodge some poo thrown by an angry bonobo she rolls as if her Hustle were +3.

Special Agent Oliver Maxwell has a Master's degree in environmental sciences. When he analyzes a water sample for pollutants he rolls as if his Brains were +3. When he testifies before a grand jury to indict the vice-president of Scirocco Oil for negligently dumping toxic waste, he rolls as if his Smooth were +3.

Too Weird To Die: While you are intoxicated, or otherwise under the influence of alcohol, drugs, or other illicit substances you may roll +Soul instead of +Smooth for any moves.

Example:

Before meeting with Bethany Ann Miller, former secretary for the downtown People's Pyramid, Wolfe T. Ellis orders up a few Tequila Sunrises. By the time Beth gets there he's got a good buzz going on. While talking to her he rolls +Soul to convince her to go public with what she knows.

Tool Belt: You've always got the right tool for the job at hand. When you use a repair kit it always maintains at least one stock. When a repair kit would normally be depleted it instead has one use remaining.

Example:

Carmenita Esposito has spent all night finishing her work on the Carruthers Brothers' Cadillac, using everything in the garage to get the repairs done and tapping all of her stockpiled resources. At three a.m. she's just about done when Beau Dupree rolls his car, Traveller, into the loading bay with a busted passenger door. "Think you can fix it?" Beau asks, batting his eyes with a big smile. Carmenita sighs, "Yeah, make some coffee. I think I got some extra parts." Carmenita gathers up enough leftover Bondo and primer to fix Traveller.

Trauma Training: When you treat an injured person while using proper medical equipment, such as a doctor's bag, you may heal an additional harm.

Example:

Taka Tanaka just arrived on the scene to see Maddie Needham dragging Trixie Thompson away from the wreckage caused by Diablo Robotica. Trixie has a piece of metal nearly a foot long embedded in her chest and her breathing is ragged. Tanaka opens up his medical bag and instructs Maddie to put pressure on the wound. Tanaka rolls +Brains and gets a 10, Trixie is healed 2-harm. She's breathing regularly and will be ok if she can avoid pulling out her stitches.

You're Still My Inspiration

"It doesn't matter how you got here. It matters where you go next."

- Corbett Camry, "The Tao of the Wrench"

In the core rulebook for **Spirit of 77** we've provided a massive list of 70's inspiration. Here we've listed some of the more specific pieces of inspiration for what's in this book. As always this is only a taste, get out there and explore, and if you find something especially groovy send it our way.

Films

All the President's Men (Alan J. Pakula, 1976) *Gonzo Journalist*

Anchorman (Adam McKay, 2004) *Gonzo Journalist*

The Blues Brothers (John Landis, 1980) *Holy Roller*

The Boys from Brazil (Franklin J. Schaffner, 1978) *Bounty Hunter*

Evel Knievel (Marvin Chomsky, 1971) *Stuntman*

Fear and Loathing in Las Vegas (Terry Gilliam, 1998) *Gonzo Journalist*

Fletch (Michael Ritchie, 1985) *Gonzo Journalist*

Hooper (Hal Needham, 1978) *Stuntman*

Jackie Brown (Quentin Tarantino, 1997) *Bounty Hunter*

Jeremiah Johnson (Sydney Pollack, 1972) *Nature Boy*

Kill Bill Vol. 2 (Quentin Tarantino, 2004) *Kung Fu Master*

KISS Meets the Phantom of the Park (Gordon Hessler, 1978) *Glam Warrior*

Marathon Man (John Schlesinger, 1976) *Bounty Hunter*

Marjoe (Sarah Kernochan, Howard Smith, 1972) *Holy Roller*

The Man Who Fell To Earth (Nicolas Roeg, 1976) *Visitor*

Network (Sidney Lumet, 1976) *Gonzo Journalist*

The Odessa File (Ronald Neame, 1974) *Bounty Hunter*

The Parallax View (Alan J. Pakula, 1974) *Gonzo Journalist*

Rocky III (Sylvester Stallone, 1982) *King of the Ring*

Raiders of the Lost Ark (Steven Spielberg, 1981) *Specialist*

The Stuntman (Richard Rush, 1980) *Stuntman*

Three Days of the Condor (Sydney Pollack, 1975) *Secret Agent*

Truck Turner (Jonathan Kaplan, 1974) *Bounty Hunter*

Viva Knievel (Gordon Douglas, 1977) *Stuntman*

Where the Buffalo Roam (Art Linson, 1980) *Gonzo Journalist*

Xanadu (Robert Greenwald, 1980) *Roller Disco*

Television

Bigfoot and Wildboy (Joe Ruby, Ken Spears, 1977-1979) *Nature Boy*
Doc Elliot (Allen S. Epstein, 1973) *Specialist*
Dukes of Hazzard (Gy Waldron, 1979-1985) *Greasemonkey*
The Fall Guy (Glen A. Larson, 1981-1986) *Stuntman, Bounty Hunter*
Get Smart (Mel Brooks, Buck Henry, 1965-1970) *Secret Agent*
The Green Hornet (George W. Trendle, 1966-1967) *Specialist*
Kolchak: The Night Stalker (Jeffery Grant Rice, 1974-1975) *Gonzo Journalist*
Lanigan's Rabbi (Leonard Stern, 1976) *Holy Roller*
The Man from Atlantis (Lee H Katzin, 1977) *Visitor*
Mission Impossible (Bruce Geller, 1966-1973) *Secret Agent*
Taxi (James L. Brooks, Stan Daniels, David Davis, Ed. Weinberger, 1978-1983)
Greasemonkey
Tarzan, Lord of the Jungle (Filmation Associate 1976-1978) *Nature Boy*

Books - Fiction

Casino Royale, Moonraker, Dr. No (Ian Flemming, 1953,1955,1958) *Secret Agent*
Fear and Loathing in Las Vegas (Hunter S. Thompson, 1971) *Gonzo Journalist*
Fletch (Gregory McDonald, 1974) *Gonzo Journalist*
Stranger in a Strange Land (Robert A. Heinlein, 1961) *Visitor*

Books - Non-fiction

Fear and Loathing: On the Campaign Trail '72 (Hunter S. Thompson 1973) *Gonzo Journalist*

WIDE WORLD OF 77

Spirit of 77 is back and bigger than ever with its follow-up expansion - **Wide World of 77!** We're taking you from the dirty city streets to brand new destinations like the squared circle, thunder road raceways and brawl-for-it-all skating rinks along with new Roles, Stories and lots of surprises! We've also included three wild **Spirit of 77** adventures that take you from the hottest daytime game show to prehistoric lands and funky car wash hijinks. Can you dig it?

TWO OR MORE PLAYERS

FOR USE WITH THE
SPIRIT OF 77 ROLEPLAYING SYSTEM



Use your Six Sided Dice
with this Game Book

