

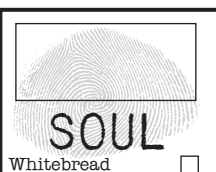
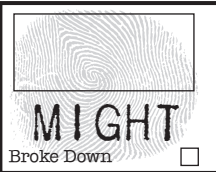


State Department of Corrections FORM 221-C

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THE GONZO JOURNALIST



ROLE 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 to 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.

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.

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.

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.

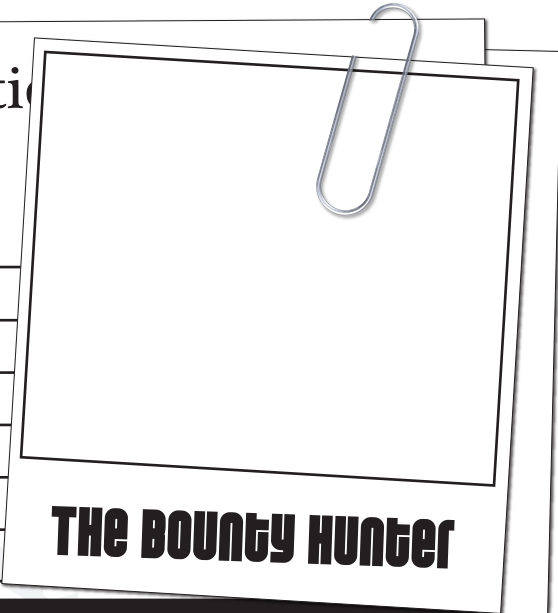
Spirit of 77



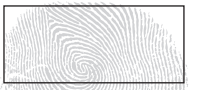
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THE BOUNTY HUNTER



MIGHT
Broke Down



HUSTLE
Gimped Up



SMOOTH
Hard to Look At



BRAINS
Punch-Drunk



SOUL
Whitebread

CASH

EXPERIENCE

ROLE MOVES

You Get:

- Skiptrace** - You know all the ins and outs out 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.

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 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 spirit 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.

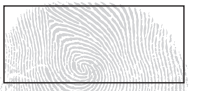


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The Stuntman



MIGHT
Broke Down




HUSTLE
Gimped Up



SMOOTH
Hard to Look At



BRAINS
Punch-Drunk



SOUL
Whitebread

CASH

EXPERIENCE

ROLE 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, and most of them are unemployed. When you contact a group of local actors 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 don't charge you for their time

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, you take 1 harm

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 choose one:

- All armor you wear gains the fire-proof trait
- All armor you wear is +1 armor
- All armor you wear gains the concealed trait

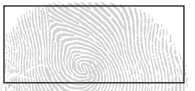


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The Greasemonkey



MIGHT
Broke Down




HUSTLE
Gimped Up



SMOOTH
Hard to Look At



BRAINS
Punch-Drunk



SOUL
Whitebread

CASH

EXPERIENCE

ROLE 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:

No Longer Street Legal - When you have access to tools and parts and take the time to upgrade a vehicle, Roll +Brains.

On at 10+ pick three

On a 7-9 pick two

- 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
- Avoid dealing 1 harm to the vehicle in the process
- It doesn't use 2 supply from your repair kit

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

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

Custom Job - You 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 one trait to the item until the end of the next scene in which it's used
- Remove one trait from 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 to repair, build or modify it.

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

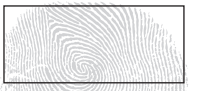


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THE SPECIALIST



MIGHT
Broke Down




HUSTLE
Gimped Up



SMOOTH
Hard to Look At



BRAINS
Punch-Drunk



SOUL
Whitebread

CASH

EXPERIENCE

ROLE 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 Two:

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

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?

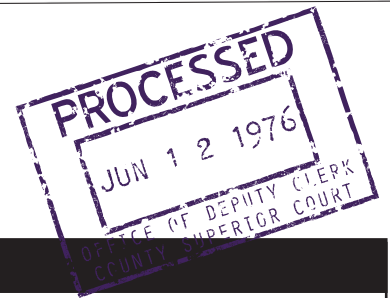
The Anarchist's Cookbook - The average kitchen or garage is a veritable arsenal to you. When you rummage around for the ingredients for something dangerous Roll+Brains.

- On 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.

A Local Anywhere - You have a knack for languages and customs. When you encounter someone speaking a foreign language roll +Brains.

- On a 10+ you are fluent in that language and culture
- On a 7-9 you speak enough to get by, some embarrassing misunderstandings may take place

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.



Holy Roller

STORY MOVES

You Get:

God is my Copilot - 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

Moves: (Pick 1)

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 (2 harm, 0 armor).
- on a 7-9 you have their undivided attention for as long as you keep talking.

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.

Give and Ye Shall Receive - When you successfully Help a Brother Out, you roll with Something Extra on your next move.

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

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 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 then can be rolled with something extra.

Mission from God (requires God is my Copilot or Faith Healing) - Increase one attribute from +1 to +2

Bad Touched By An Angel (requires God is my Copilot or Faith Healing) - Increase one attribute from +2 to +3

GEAR AND THANGS

BUZZ

HOOKS

HARM

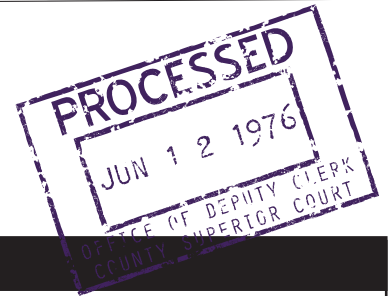
Minor Wounds

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

Serious Wounds

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





THE VISITOR

STORY MOVES

You Get:

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

Choose two positive Alien Traits:

Then choose one negative trait:

Choose Zero(to start):

Mind Trick - When you use your superior force of will to overpower someones 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

GEAR AND THANGS

BUZZ

HOOKS

HARM

Minor Wounds

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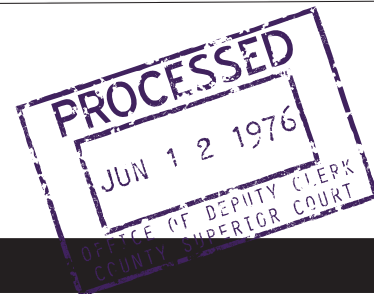
8 harm - Destroyed





State Department of Corrections

FORM 224-A



NATURE BOY

STORY MOVES

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.

Moves: (Pick 1)

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?

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

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

Silent Stalker - While among the foliage when you remain motionless no-one will spot you until you make a movement.

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

GEAR AND THANGS

BUZZ

HOOKS

HARM

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