

# Spirit of 77

ROLE PLAYING GAME SYSTEM

## REFERENCE SHEETS

5 ROLEPLAYING  
REFERENCE  
SHEETS



BY DAVID KIZZIA AND BOB RICHARDSON

# Spirit 77

## DJ REFERENCE SHEET

### The DJ's Agenda

- Make the world of Spirit of '77 seem real
- Fill the characters' lives with action
- Play to find out what happens
- Stick it to The Man.

### The DJ's Principles

- Get down with the funk.
- Address yourself to the characters, not the players.
- Make your Moves, but narrate the action.
- What's the Angle?
- Name everyone, make everyone human.
- Ask provocative questions and build on the answers.
- Respond with shenanigans and intermittent rewards.
- Be a fan of the players' characters.
- Think offscreen too.
- Sometimes, disclaim decision making.
- Ride the wave.

### Dealing Harm

#### Example Harm Levels:

- 1-harm - Broken bottle, fall from 10 feet
- 2-harm - Light Pistol, Big Knife, falls from 20 feet
- 3-harm - Heavy Pistol, Rifle, Large Sword
- 4+ harm - Explosives, Rockets, falls from more than 20 feet

### The DJ's Moves

- **Separate them** - ("Hey where did Monty go?")
- **Capture someone** - ("Tell me again why you just had to blow up the ice cream stand with a rocket launcher?")
- **Put someone in a spot** - ("I know you're out for payback, but this brother is the only one who can solve your problem...")
- **Trade harm for harm** - ("Now it's my turn.")
- **Announce off-screen badness** - ("Tragedy strikes the schoolyard today, film at eleven.")
- **Foreshadow future badness** - ("This ain't over.")
- **Inflict harm creatively** - ("You hit me in the ear! Why the ear, man?")
- **Take away their stuff** - ("I swear I parked it right there.")
- **Make them acquire stuff** - ("If only we had a car battery to jumpstart this bionic leg...")
- **Activate their Gear's Traits** - ("Wait, how am I supposed to conceal a crossbow under a raincoat?")
- **Tell them the possible consequences and ask** - ("Are you sure you want to go down into that dark basement?")
- **Offer an opportunity with or without a cost** - ("Let me make a proposition here.")
- **Turn their Move back on them** - ("Look when I said punch him in the face, I didn't know he was the gang leader.")
- **Kick a Threat into High Gear** - ("Meanwhile, on the other side of town...")
- **Make a Threat Move** - ("When did he learn to do that??")
- **Apply some Heat** - ("Ya know, Maybe we shouldn't have stolen a cop car for our escape.")
- **Lay down the Law** - ("Knock, knock, Dirt-bag...")
- **Have the Man stick it to them** - ("You're threatening me with a parking ticket? IN A FIREFIGHT??")

### Laying Down the Law

- 1 Heat - Investigate** Send a squad car to the area or a flatfoot to knock on a few doors which may prove inconvenient if shenanigans are underway. If the uninformed officers run into the characters, they may ask some very pointed questions that could potentially escalate if the players don't answer correctly.
- 2 Heat - Hassle** Send a couple of plainclothes to push the characters around a bit. They can usually be warded off by a well-placed bribe or a potential trade-off on certain items or "favors", however they will not look the other way if a more serious criminal offense is underway.
- 3 Heat - APB** The player characters are now considered "persons of interest" and all the cops in the city are on the lookout for them. If spotted, the police will engage in pursuit. If captured, it's extremely doubtful the players will be able to talk their way out of a drive downtown although they may not be arrested unless the police are provoked.
- 4 Heat - Detain** There is an active warrant for the players' arrest, with an additional search warrant issued for their premises. If captured, the characters will definitely be booked and thrown in the tombs, with a potential rough-up in their cell if they're not careful. Characters must be extremely careful on where they hide, how they move and who the talk to.
- 5 Heat - Hunt A** citywide manhunt has been triggered, with a SWAT team raid or Federal Agents additionally called in. The players' names and faces are being mentioned in television news reports and on the front page of every paper. The player characters will be lucky if they only get roughed up on capture, all police have been warned the characters are armed and dangerous (whether they are or not), and may have been given orders to shoot to kill. It will officially be a long day.



# State Department of Corrections

## FORM 775-G Player Reference Sheet

### The Player's Agenda

**Active Participation** - The world of the '77 is filled with kung-fu fighting schoolmistress nuns, bionic glam rockers and fast-driving race-car drivers who keep pet chimpanzees in their passenger seat. You owe it to yourself to explore this high octane world, using your character's motivations and goals as a basis for action. Things only get done when you actively do them, so always try to participate in every Scene.

**Go Big or Go Home** - Some games encourage a subtle touch, with nuanced levels of intrigue that require careful consideration and delicate maneuverings.... but we think that's for sissies. The Spirit of '77 is a game to be played at maximum volume at all times. When faced with a choice of a behind-the-scenes feint with slight reward but low risk, versus bold what-the-hell actions that could fail spectacularly but would be amazing if they work out... go for the gusto. If you fail, you get XP. If you succeed, you're a Big Damn Hero.

**Share The Mike** - Chances are you're playing in a group of two or more (otherwise you're like that guy at the bus station at 2am.) In the heat of the moment, it's easy to get caught up in a personal narrative or go off on a wild tangent. However, as a player you also have a commitment to the group narrative which should involve your fellow players whenever possible. Caught up in chasing your long-term nemesis in a foot race through the subway? Use your fellow players to cut him off at the pass. Interviewing a person that may know the whereabouts of your long-lost sister? Bring them along and play good-cop, bad-cop. Always try to contribute to everyone's fun.

**Stick it to The Man** - Well, this goes without saying.

### Attributes

- **Might = [Strength]** - Uh! Take it! You got the strength to make it happen? You got the stones to outlast your opponent? Then you got the Might! Alllllright!
- **Hustle = [Agility]** Whether its bopping your way through a Rumble or showing your stuff on the dance floor, Hustle makes it happen.
- **Smooth = [Charisma]** Wanna know if you're easy on the eyes? Or if you're cooler than school? That's how Smooth you are.
- **Brains = [Intelligence]** Don't be the fool, take them to school! Show them how smart you are in knowledge, wisdom and street smarts by showing you've got the Brains.
- **Soul = [Spirituality]** You won't get anywhere if you don't have the spirituality behind what you do to give meaning to how you do it. There's peace, there's love, and then there's Soul.

### The Basic Rule

Describe what you are doing and then roll two six-sided (d6) dice and add the results.

- If the result is 10 or higher (10+) it is considered a full success your character does exactly what you described.
- If the result is above six but lower than ten (7-9) it is considered a partial success, you either partially succeed in your task or you succeed with a cost.
- If the result is a six or lower (6-) it is considered a failure, you fail at the task and the DJ can make a move against you.

### Experience and Advancement

#### Gaining Experience

Experience (XP) is what allows you to develop your character, as you gain experience and level up you will gain new traits, new moves and even new thangs.

You gain experience in the following situations:

- 1 XP is gained whenever you roll a 6- on a Move (a failure.)
- 1 XP is gained at the end of any session where you Maintained Your Buzz.
- 1 XP is gained at the end of any session where you resolved a Hook and gained a new one.
- XP is gained any time a Move specifies so.

#### Advancement

When you acquire an amount of experience equal to your level+5 (every character starts at level 1) you level up. Your XP is set back to zero and at the end of the session you can choose one item on this list to add to your character:

At the end of the session when you gain a new level you can chose one of these items:

- Gain a new Move from your Role or Story
- Gain a new Thang
- Increase any attribute from 0 to +1

Once you have reached level 5 you can alternately choose one of these items:

- Choose a new Move from a Role or Story other than your own that you meet the requirements for and that has not already been taken by another active character.
- Take on a completely new Role
- Retire your character safely

*Spirit*  
**OF 77**



# State Department of Corrections

## FORM 613-AA Basic Moves

### Basic Moves

#### Deliver a Beatdown

When you trade blows with an enemy in melee, roll+**Might**.

- On a 10+ you deal your damage to the enemy AND choose one.
- On a 7-9, you deal your damage to the target OR choose one.
  - Deal great harm (+1 damage)
  - Disarm your target
  - Blind, hold or otherwise disable your target (they deal -1 harm)
  - Give or take something your target is holding or wearing
  - You avoid any counter-attack

#### Smoke His Ass

When you take aim and shoot at an enemy at range, roll+**Hustle**. On a 10+ you have a clear shot—deal your damage.

On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot exposing someone (often yourself) to danger
- You have to take what you can get: deal 1 harm damage

#### Take a Hit or Get Outta the Way

There are two ways of handling that urge in other people - either by Taking the Hit, or Getting Out of the Way. Taking the Hit means you shrug off the damage from a wound, requiring you to roll +**Might**. Or you might want to Get Out of the Way by trying to dodge a source of danger, which instead requires you to roll +**Hustle**. Either way, on a 10+ you will avoid the harm completely. On a 7-9 you take half the harm (minimum 1) or you take no harm but the DJ can pick one:

- You're knocked down
- You drop what you're holding or have to pick up something else
- Somebody else takes the hit

On a 6 or lower, you suffer the full effects of the danger. Hope you've got some armor.

#### Keep Your Cool

When you act despite an imminent threat or work under pressure, say how you deal with it and roll. If you do it...

- ...by powering through, +**Might**
- ...by getting out of the way or acting fast, +**Hustle**
- ...with quick thinking, +**Brains**
- ...through mental fortitude or serenity, +**Soul**
- ...using charm and social grace, +**Smooth**

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch: the DJ will offer you a worse outcome, hard bargain, or ugly choice.

#### Help a Brother Out

When you directly assist someone you have Hooks with, Roll+**Hooks** with them. On a 10+ they take +1. On a 7-9 you also expose yourself to danger or have to pay a cost.

#### Get In Their Face

When you attempt to get someone to act through violence or threat of violence, roll+**Might**.

- On a 10+ they can choose between sucking it up and forcing your hand or doing what you want.
- On a 7-9, they can choose 1:
  - get the hell out of the way
    - barricade themselves securely in
    - give you something they think you want
    - back off calmly, hands where you can see
  - tell you what you want to know (or what they think you want to hear)

#### Getting What You Want

When you have leverage and try to seduce or manipulate someone, tell them what you want and roll+**Smooth**.

- On a 10+ You must pay the price, either now or later.
- On a 7-9 they either want more than you're offering or insist on some sort of immediate assurance that you will do as promised.

When another PC is the target of Getting What You Want on a 10+ One XP is rewarded when the PC completes their half of the bargain. On a 7-9 One XP is rewarded when the PC completes their half of the bargain and the PC can demand some sort of immediate assurance or good faith payment in advance.

*Notes: Leverage is anything that has value to the target. This might be something simple like cash, information or a quick romp in the sheets, or something more complex like future favors owed or past favors redeemed. The key is that you can offer something of value to the target.*

#### Free Your Mind

When you relax through meditation or pharmaceutical assistance and open up your mind to contemplate the current situation, Ask the DJ a question and roll+**Soul**. On a 10+ the DJ will give you a truthful and mostly clear. On a 7-9, the DJ will give you a mostly truthful but cryptic answer.

#### Scope out a Scene

After investigating the current Scene, roll +**Brains**. On a 10+, ask 3 questions to the DJ. On a 7-9 ask 1.

When investigating the current Scene:

- What's the fastest Escape Route out of here?
- Is there anything hidden here?
- Who's in charge around here?
- Who's the toughest person in the room?
- Who's the most vulnerable person in the room?
- Who knows more than they're letting on?

*Some moves may allow you to ask additional or different questions.*

#### Give Someone the Third Degree

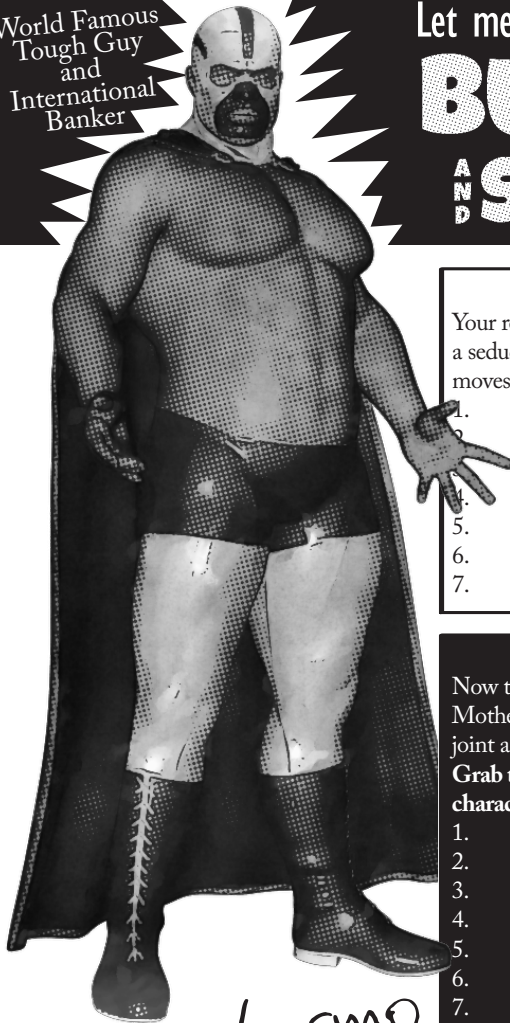
When you analyze a person's responses while interacting with them roll+**Brains**. On a 10+ Hold 3, on a 7-9 hold 1. While you are interacting with them, spend one hold to ask the player or DJ one question.

- Is your character telling the truth?
- What does your character intend to do?
- What does your character want me to do?
- How could I get your character to do \_\_\_\_\_ ?

*Some moves may allow you to ask additional or different questions.*

# HOLA CHICOS Y CHICAS. EL FANTASMO HAS AN OFFER FOR YOU!

World Famous  
Tough Guy  
and  
International  
Banker



El Fantasma

Let me show you how to use my patented 10 step process to

## BUILD A CHARACTER AND STICK IT TO THE MAN

### Step 1 – Know your Role!

Your role tells you what you do in the world? Are you a Tough Guy like El Fantasma, or maybe a seductive Honeypot like Corrina Vanderbilt? Your role determines some of your starting moves and gear. Whatever your role is **grab the appropriate rap sheet and start filling it out.**

1. Bopper - Old school gang-members with cutoff vests and brass knuckle determination
2. Good Old Boy - Southern speed demons who love fast cars and daredevil chases
3. Honeypot - Charismatic manipulators using good looks and sex appeal to succeed
4. Rocker - Hardworking musicians dreaming of stardom and the big time
5. Sleuth - Wisecracking gumshoes uncovering mysteries and solving crime
6. Tough Guy - Hardcore fighters who like the pain and hand it out like free candy
7. Vigilante - Justice-obsessed citizens serving hard vengeance

### Step 2 – What's your Story?

Now that you know what you do, it's time to determine how you do it, are you One Bad Mother, with a killer rep and the ability to back it up, or maybe an Ex-Con fresh out of the joint and ready to prove that you still got what it takes to make it on the mean streets of '77. **Grab the rap sheet for your story, combined with your role rap sheet this makes up your full character.**

1. All-Star - A big-name athlete now playing a deadlier type of game.
2. Ex-Con - Out of stir and now rebuilding their life, one way or another.
3. Former Badge - Ex-cop, now working on the other side of the tracks.
4. Glam - It's all about being fabulous and in the front of the pack.
5. Humble Beginnings - Small-time hitting the Big Time, with all the danger.
6. Kung Fu - Years of training have made your body a lethal weapon.
7. One Bad Mother - Street smart hustling pays off into something bigger.
8. War Vet - Out of the jungle, straight to the street. Some things don't change.
9. X-Tech - All in the name of science. Weird science.

### Step 3 – What's the Buzz?

Your character has a motivation, a reason they've taken to the streets and are fighting the man, **choose one from the list in the character chapter.**

### Step 4 – Choose your Moves

Every Role and Story starts with at least one move automatically, and lets you chose at least one more move, **check your role and story rap sheets and pick appropriately.**

### Step 5 – Assign your stats

How strong and smart are you? Are you quick or sexy? **Choose one of the following stat sets and assign them to Might, Hustle, Smooth, Brains and Soul as you see fit.** Make sure to keep in mind the moves you've taken and which stats they require.

+1,+1,+1,+1,+1 • +2,+1,+1,0,0 • +2,+1,+1,+1,-1 • +2,+2,0,0,-1 • +2,+2,+1,-1,-1

### Step 6 What's your Thang?

Everyone has a thang that makes them complete, a cool car, a secret talent or maybe a faithful sidekick, what's your thang? **Choose from the list in the Characters chapter or talk to your DJ about making up your own.**

### Step 7 – Grab Your Gear

The rulebook will suggest some gear for your role, if you want something different than what's listed there talk to the DJ.

### Step 8 – Set your Style

**Decide what your name is and what you look like,** the character chapter has suggested names and looks for each role, but don't let that stop you from coming up with your own funky custom style.

### Step 9 Get Your Hooks In

Once you're done with your character wait for everyone else to catch up, once everyone is done with their character go around and introduce yourself to everyone tell them what they would know about your character and then **pick at least two characters and write down at least one way you're connected to that person.** There are suggestions in the character chapter under each role but as always feel free to make your own.

## STEP 10 – GO OUT AND KICK SOME ASS, HOMBRE.



# WHAT'S YOUR THANG?



## YOUR VERY OWN SIDEKICK!

Your plucky little sister, or the orphan kid you caught picking your pocket, you've got a sidekick who follows you around emulating everything you do. Sidekicks can be useful in a fight, but they can also become a target. Name and describe your sidekick to the DJ.

## FREE INFORMATION - LEARN PRACTICAL SKILLS

**Aptitude** - You're especially practiced or talented at something that is not reflected in your stats. Pick a skill, profession or area of expertise, when rolling for this skill you are always treated as having the appropriate stat at +2.

## FAME

**FAME** - Something you've done has made you famous to some small degree. Fame can be a double edged sword, you can never predict if it will bring you positive or negative attention.



## BONA FIDE CREDENTIALS

**Credentials** - You are a professional and you have the paperwork to prove it. You can choose to be a licensed Private Investigator, a member of the Press, a licensed Bounty Hunter or something similar. These credentials will often allow you access to people and locations that would normally be off limits.

## SPECIAL INSTRUMENT

You've either found, purchased or built the perfect music instrument for yourself. Work out with the DJ what makes it special.



## \$\$\$ TRUE WEALTH CAN BE YOURS \$\$\$

**WEALTH** - Through an inheritance, investments or just a lifetime of non-stop hustling you've acquired a considerable amount of money. You drive luxury cars, live in a swank pad and eat the finest foods. Most of your wealth is tied up at any one time so you can't buy just anything but you start every game session with at least \$100 in your pocket.



## CUSTOM MADE EXOTIC WEAPONS

**Signature Weapon** - You have a weapon or other piece of equipment that has been custom tailored for you. Chose a commonly available weapon or other piece of gear, you can add, remove or exchange one trait on that item.

## MAIL ORDER MONKEYS DIRECT TO YOUR DOOR

**Animal Companion** - Whether it's a well-trained hound dog, a talking parrot or a belligerent ape you've acquired an animal that travels with you. Name and describe your animal companion to the DJ.

When you give your Animal Companion a command in a stressful situation, roll +Smooth, on a 10+ pick 3. On a 7-9 pick 1.

- Your companion obeys immediately
- Your companion is not harmed or hindered
- Your companion performs particularly well
- Your companion performs happily



## A Faithful Assistant



**ASSISTANT** - A faithful butler, wisecracking secretary or maybe reluctantly helpful family member assists you. Unlike a sidekick, an assistant doesn't normally go where you go. Instead, assistants work off-screen to help you accomplish goals in multiple places at once.

## I WILL TEACH YOU TO MAKE FRIENDS AND INFLUENCE PEOPLE

**Connections** - Whether on the streets, in the clubs or among the rich and famous you know people, and people know you. When you reach out to an old friend for information, roll +Smooth. On a 10+, you know just the guy and the DJ will give you some useful info. On a 7-9, you know a guy but the info will cost ya.

## GARAGE/STUDIO SPACE FOR RENT, LONG TERM, SHORT TERM, NO DEPOSIT

**Lab/Workshop** - You have a workspace dedicated to your profession. This might be a machine shop where you fabricate race cars, a recording studio, or even a crime lab. Describe what your workspace is used for to the DJ.

## AVAILABLE 24 HOURS A DAY

**Skilled Doc/Lawyer/Tech/Mechanic on call** - You've got a companion who is always available to patch you or your gear up. Chose a Medical, Legal, Technological, or Automotive professional who is always available, works for free and never asks questions.

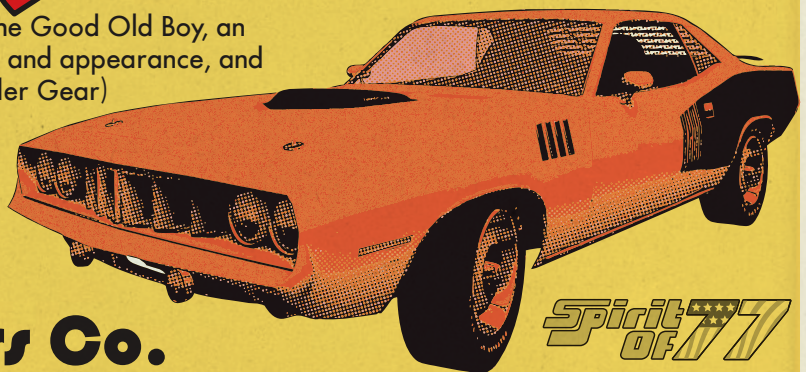


# One Sweet Ride

You've acquired a really great car, truck or bike (or in the case of the Good Old Boy, an additional one). Choose a type of vehicle, describe it's make, model and appearance, and you can add, remove or exchange one of it's traits (see Vehicles under Gear)

## World Famous Performance Vehicles

- |             |                  |            |
|-------------|------------------|------------|
| Compact Car | Truck or Van     | Road Bike  |
| Sedan       | Off Road Vehicle | Dirt Bike  |
| Sports Car  | Race Car         | Power Boat |
| Muscle Car  | Big Rig          | Swamp Boat |
| Luxury Car  |                  |            |



Spirit of 77

AA All American Motors Co.