

Spirit of 77



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

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BEER
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VS 1989

KNIGHTS OF
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NEW HAMPSHIRE

AMERICAN
SAGE
GABOLINI

ROAD GATORS

SAVAGE
FAN!
WORLDS

Introduction

What is Spirit of 77?

The Best Parts of a Bad Decade

Evel Knievel and Pam Grier. Alice Cooper and Bruce Lee. The Dukes of Hazzard and the Six Million Dollar Man. Shaft. Spirit of 77 is a combination of muscle cars and Mack trucks, CB radios and kung fu fighters, cross-country road races and big scores in the big city with a killer soundtrack. Can you dig it?

Non-Stop Full Throttle Action

Put the pedal to the metal and drop the hammer. We got places to go, ammo to use and buckets of fuel to burn. This isn't a game about exploring deep personal relationships between characters; it's about fast-drawing gangsters leading angry cops on a non-stop high-speed chase through rain-slick city streets, swaggering away from explosions in slow motion and striking a cool pose while delivering an awesome one-liner at just the right time.

What is Savage Worlds?

Savage Worlds is a role playing game engine created by Pinnacle Entertainment that is designed to recreate the type of pulpy high octane adventures that take place in the world of Spirit of 77.

The system is being used in dozens of different settings, including Deadlands, Space 1889, and Weird Wars.

You can find out more about Savage Worlds at Pinnacle Entertainment's website WWW.PEGINC.COM

What you will need to play Spirit of 77 - Savage Worlds:

The Savage World Rulebook - This document supplements the rules in the Savage Worlds core rulebook, you will find all the basic rules for playing Savage Worlds there.

The Spirit of 77 Rulebook - The Spirit of 77 rulebook includes detailed information about the NPC's, locations and all the attitude you need to recreate the world of '77.

Dice - A full set of polyhedral dice (d4, d6, d8, d10, d12)

Characters Come Alive

Character Concepts

Characters in Spirit of 77 can come from anywhere, the highest penthouses in The City to the lowest gutters. Young, old, big and small, the only thing they have in common is big dreams, fierce drive and a desire to stick it to The Man.

Character creation for Savage Worlds Spirit of 77 follows the exact same rules as found in the basic Savage Worlds rulebook - heroes start as novices with 5 points for attributes and 15 points for skills. A character that does not select a specific story(background) gets a free edge.

Funky Archetypes

If you're in a hurry to get started or just at a loss for a character concept we've created some archetypes to get you started, just come up with a name, choose some hindrances, pick your gear and you're ready to go.

The Archetypes below are all novice heroes without a background and have one free Edge.

Stunt Driver

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d10, Fighting d6, Notice d6, Repair d6, Knowledge (Cars) d6,

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Ace, Quick

Private Eye

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Investigation d8, Notice d8, Intimidation d6, Shooting d6, Streetwise d8

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Connections, Investigator

Rock Star

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Performance d8, Persuasion d8, Notice d6, Notice d6, Taunt d6, +3 additional skill point

Charisma: +2 **Pace:** 6 **Parry:** 4 **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Luck, Charismatic

Martial Artist

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d10, Intimidation d6, Notice d6, Climbing d6, Stealth d6, Throwing d6

Charisma: 0 **Pace:** 6 **Parry:** 7 **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Martial Artist, Block

Rogue Cop

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d10, Intimidation d6, Streetwise d6

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Alertness, Steady Hands

Soldier

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Shooting d8, Intimidation d6, Driving d6, Survival d6, Notice d6 +1 additional skill point

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness:** 6

Hindrances: One Major, two Minor

Edges: Nerves of Steel, Command



Sweet Talker

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Persuasion d10, Intimidation, d6, Stealth d6, Streetwise d6, Notice d6, +2 additional skill points

Charisma: +4 **Pace:** 6 **Parry:** 4 **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Attractive, Charismatic

Athlete

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Climbing d8, Throwing d8, Swimming d8, Intimidate d6 +1 additional skill point

Charisma: 0 **Pace:** 8 **Parry:** 5 **Toughness:** 7

Hindrances: One Major, two Minor

Edges: Brawny, Fleet Footed

Gang Leader

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Shooting d6, Intimidation d6, Taunt d6, Streetwise d8, Notice d6, +1 additional skill point

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness:** 6

Hindrances: One Major, two Minor

Edges: Command

Stories

There are no elves or dwarves in The City of 1977, but there is still people from diverse backgrounds each with their own story. If you choose to create a character from scratch you can choose one of these stories just like you would normally choose a race in other Savage Worlds settings.

All-Star

All-Stars are former professional (or semi-professional) athletes, be they football quarterbacks, Derbyball runners, olympic decathletes or even scratch bowlers. All-Stars may be past their prime but the skills they learned on the court can be invaluable out on the street.

Eye of the Tiger - All-Stars have a pace of 8

Hail Mary - All-Stars start with d6 in Throwing

Ex-Con

Whether a career criminal or someone wrongfully accused, Ex-Cons have spent time incarcerated - possibly in a state penitentiary for car theft, a federal lockup for racketeering, or maybe an overseas work camp for trafficking contraband. Surviving in prison means learning a lot of skills and making the right kind of friends. Now that you're out in the public again, what are you going to do to stay out of trouble?

Jailhouse Tattoos - Ex-Cons start with d6 in Intimidation

Dirty Fighting - Ex-Cons add AP1 to all melee attacks

Former Badge

City police, county sheriffs, federal agents and even parole officers, you once worked for The Man. You've been trained to uphold the law, but now that you're out of the force how will you apply those skills?

Gold Shield - The Former Badge starts with the Level-headed Edge

Smell like a Straight - The Former Badge is treated as an outsider (-2 to charisma) among everyone but law-abiding citizens and the police

Glam

Glam is more than just face paint and a sequined outfit with an outrageous attitude, it's an enigmatic force that surrounds us, binds us together and makes the world a funky place. Or maybe it's just a lot of smoke and mirrors, glitzy clothes and greasepaint. No matter its source, the power of Glam has spread throughout the world and taken on a life of its own. You've got a touch of the Glam, what will you do with it?

One of the Pretty People - Glam characters start with d8 in Performance

Humble Beginnings

You didn't grow up on the mean streets of the inner city, or lug a machine gun through a southeast Asian jungle, and you don't know the first thing about robots and ray guns. You might have spent your youth on a farm in the country, or a three bedroom ranch house in the suburbs, but that doesn't mean you don't know a thing or two. Now you're in the big city and you've got plans.

Hard as a Coffin Nail - +2 Toughness

Clean Living - Humble Beginnings characters start with only \$250

Kung-Fu

Urban samurai, wandering monk or even Special Forces killer, you've spent most of your life training and developing your body into a weapon. You know a variety of kung-fu techniques that make you a danger to anyone standing in your way.

My Hands are Deadly Weapons - A Kung-Fu character begins with the Martial Artist Edge

Floating Cherry Blossom - A Kung-Fu character starts with d6 in Acrobatics

Way of the Fist - A Kung-Fu character starts with only \$250

One Bad Mother

Bikers, brawlers and bad asses. Doesn't matter your nationality or gender, being One Bad Mother is as much about having a reputation for kicking ass as it is knowing how to back it up. Either from fear or respect, when you walk down the street, people get out of your way. Whatever you do, you do it with style and finesse. You treat your enemies with relentless brutality and your lovers with red hot passion. You're not just from the streets, you are the streets.

Drink You Under the Table - +2 when resisting the effects of drugs and alcohol

It's a Promise Not a Threat - One Bad Mothers start with d6 Intimidate

War Vet

Whether it was Vietnam, Korea, Normandy or some battlefield no one's heard of, you've been in the thick of it, watching bullets fly and good men die. War Vets have learned a lot of skills and made a lot of friends in the service. But now they're stateside and trying to rebuild their lives.

Crazy Brave - War Vets add +4 to fear tests

X-Tech

Robots and bionic men, phone phreaks and computer geeks. The future is right in front of us and X-Tech is the way to get there. X-Tech characters have expertise in the super-science that's starting to escape the private labs and government research centers where it's being developed. Be careful not to singe your eyebrows off.

Bionics

- Bionic characters add +2 when attempting to recover from being Shaken
- Bionic characters do not suffer additional damage from called shots
- Bionic characters never suffer from wound modifiers

Roles

As important as where you come from is what you do, roles help you define that. Each role includes a list of suggested skills and edges. You're not limited just to these selections, use them as a starting point to create your unique character.

Bopper

Boppers are street-level gang members that work best in large numbers, with a combination of street savvy and fighting skills. Being a Bopper has its own internal rules and dangers, particularly among other Boppers who are more than willing to rumble and possibly kill outside Boppers who dare to wear other gang colors on their turf.

Skills: Fighting, Streetwise, Intimidation,

Edges: Brawler, Natural Leader, Scavenger

Good Old Boy

They may not be the smoothest members of your group, and they may be fresh off the turnip truck in the big city, but when you need someone that's willing to drive 120 mph the wrong way down the New Jersey turnpike, you need a Good Old Boy in the driver's seat.

Skills: Driving, Shooting, Repair

Edges: Ace, Sweet Ride, Danger Sense

Honeypot

Whether you're a rich heiress using your trust fund and good lucks to cause shenanigans or a social-climbing hairdresser trying to start his own salon, Honey-pots are all about using seduction and charisma to get what they want.

Skills: Persuasion, Gambling, Streetwise

Edges: Charisma, Attractive, Luck

Rocker

Rockers are the working musicians of 1977, utilizing their musical talents to pursue their big stage dreams. Rockers may have day jobs they're using to get by, but they live and die for the gig next Saturday night.

Skills: Persuasion, Performance

Edges: Charisma, Command, Strong Will

Sleuth

Sleuths pay homage to all the great TV detective shows where dogged detective work and asking a lot of questions keep you moving forward (although sometimes into the face of danger). Sleuths come in all shapes and sizes, from bald-headed players with Armani suits and a lollipop to rumpled mumblers in raincoats with a walleye. But they all share the same pursuit of answers to the mysteries of the City.

Skills: Investigation, Notice, Knowledge

Edges: Investigator, Scholar, Connections

Tough Guy

Tough Guys (or Tough Ladies) are stand up fighters and can have many different backgrounds, from bare-knuckled brawling in the Southwest to being small-time racket muscle in the City. They may not seem like the smartest guys in the room, but don't underestimate them. The first rule of Sweet Science is to not get hit in the face... and that's a pretty smart idea.

Skills: Fighting, Intimidation, Taunt

Edges: Brawny, Berserk, Block

Vigilante

Whether it's from stress, frustration or maybe just for weird kicks, the big city occasionally makes people snap and start doling out their own version of street justice, regardless of whether or not they have the legal right to do so. Although they occasionally "clean the streets" through violent beatdowns, it's more common to see a Vigilante brandishing a nasty gun, then disappearing into the night after their actions.

Skills: Shooting, Intimidation, Notice

Edges: Quick Draw, Steady Hands, Trademark Weapon

Skills and Edges

As the Savage Worlds core book covers playing characters in a pulp fiction world it already includes all the skills and edges you need to make most Spirit of 77 heroes. Presented here are a couple of extra items, to cover Glam Rock and X-Tech.

New Skills

Performance (Spirit)

Performance is the ability to entertain people using music, acting, art, or other mediums.

In Spirit of 77, performance is most often used to activate Glam powers.

Charisma: Performance is always modified by a character's Charisma.

New Edges

Sweet Ride

Requirements: Novice, Driving or Piloting d8+

You've acquired a really great car, truck, bike or even an aircraft. Chose a type of vehicle, describe it's make, model and appearance. While driving your Sweet Ride, you at +2 to your driving or piloting rolls.

Sweet Rides are never completely destroyed, no matter what happens to them, if they're lost, stolen or blown to bits they eventually they come back to the player, often through especially contrived circumstances.

Animal Companion

Requirements: Novice, Spirit d6+

Whether it's a well-trained hound dog, a talking parrot or a belligerent ape, you've acquired an animal that travels with you on your adventures. Animal companions are controlled as a separate character, their stats are determined by the DJ but should generally be taken from the appropriate entry in the Bestiary chapter of the Savage Worlds core rulebook.

Setting Rules

Glam and X-Tech

In the terms of Savage Worlds, Glam and X-Tech are new types of Arcane Backgrounds, these edges can be purchased at character creation or as advancements.

Arcane Background (Glam)

Arcane Skill: Performance (Spirit)

Starting Power Points: 10

Starting Powers: 2

Glam is the enigmatic force that surrounds us, binds us together and makes the world a funky place. Or maybe it's just a lot of smoke and mirrors, glitzy clothes and greasepaint. No matter its source Glam has spread throughout the world and taken on a life of it's own. If you've got a touch of the Glam you can do some amazing things with it.

Feedback: When a Glam character rolls a 1 on his Performance die (regardless of his Wild Die) they suffer the crushing disappointment of the crowd, and make all performance rolls a -2 for the rest of the game session.

Arcane Background (X-Tech)

The X-Tech arcane Background is functionally identical to the Weird Science Arcane Background as outlined in chapter 5 of the Savage Worlds rulebook. The only difference is the power source of X-Tech is alien in nature.

Gear

New characters start with \$500 to spend on gear. The Savage Worlds core book already provides a full list of modern equipment that should be available in the world of '77. A few additions are listed here:

Armor:

Type	Armor	Weight	Cost	Notes
Leather Jacket	+2	8	50	Covers Torso and Arms
Riot Armor	+6	30	---	Covers Entire Body,
Police Issue only				
Riot Shield	--	12	---	+2 Parry Police Issue Only

Vehicles

Vehicle	Acc/TS	Toughness	Crew	Cost	Examples
Muscle Car	25/50	12(3)	1+3	\$6000	GTO, Trans-Am
Race Car	30/55	8(1)	1	\$10000+	GT40, F1

NPCs

The world of Spirit of 77 is not (normally) full of Orc and Goblins, so the bestiary in the core Savage Worlds rulebook will not do you a lot of good in The City. Instead here are some Savage Worlds stats for the types of common NPC's you will encounter in a game of Spirit of 77.

These entries are formatted to match those in the core rulebook.

Beat Cop

Walking the streets and patrolling the roads, the beat cop is the outward facing side of the police department.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d6, Notice d6

Pace: 6 **Parry:** 5 **Toughness:** 5

Gear: Service Revolver (2d6 Damage AP 1), Nightstick (Str+1d4)

Special Abilities

Call for Backup - As an action a Beat Cop can call the station for backup, 1d4 additional beat cops will arrive in 1d6 turns

Bodyguard

Although obviously hired as protection, a good bodyguard may also have shady connections throughout town.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Streetwise d6

Pace: 6 **Parry:** 6 **Toughness:** 6

Gear: Brass Knuckles (Str+1d4)

Special Abilities

Human Target - Once per turn the bodyguard can chose to redirect an attack at an adjacent character to themselves.

Crazy Street Person

Who knows what brings out the crazy in some people, but it happens. They're encountered on midnight subways, pushing grocery carts down late night alleys or sleeping under an overpass. They don't look like much but should never be underestimated.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Notice d8, Streetwise d8

Pace: 6 **Parry:** 5 **Toughness:** 7

Gear: Broken Bottle (str+1d4+2)

Special Abilities

Crazy Strong - Living on the streets makes you surprisingly strong and tough, they deal +2 melee damage and have +1 toughness (this is already reflected in their stat block)

Federal Agent

Agents of the FBI, CIA, ATF, NSA, FCC, or any of a dozen government agencies with a TLA (Three Letter Acronym) can be called when the government takes an interest in local situations.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d8, Notice d8, Investigation d8

Pace: 6 **Parry:** 5 **Toughness:** 5

Gear: Automatic Pistol (2d6 Damage AP 1)

Special Abilities

Well Trained - Federal Agents add +2 to spirit rolls to recover from being shaken.

Giant Ape

Whether it's a robotic movie prop, the result of exposure to radiation or was found on a remote tropical island, a giant ape is a formidable opponent. And it's an ape!

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d12

Skills: Fighting d12, Notice d6

Pace: 8 **Parry:** 8 **Toughness:** 9

Special Abilities

Armor +2 - Tough Hide

Bash - Str+d8

Huge - Giant Apes are huge and thus suffer +4 to attacks against them. Their attacks count as heavy weapons and their armor counts as heavy armor.

Sweep - May attack all adjacent characters at -2.

Henchmen

How can you be an evil madman without a legion of faceless minions? Henchmen do what their boss says without questions, usually leading to their deaths at the hands of stalwart heroes.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d6, Notice d6

Pace: 6 **Parry:** 5 **Toughness:** 5

Gear: Uzi SMG (2d6, AP 1, Auto)

Special Abilities

Team Up - While henchmen are in groups they are harder to kill. As long as another henchmen is still standing each get's +1 to spirit rolls to recover from being shaken.

Honeybot

Made to be the perfect artificial companion, honeybots look exactly like a human being, but beneath their plastic skin and charming smile is a steel endoskeleton and digital compute brain.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d8, Persuasion d6

Pace: 6 **Parry:** 7 **Toughness:** 8

Special Abilities

Armor: +2

Judo Chop: Str

Construct: +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.

Fearless: Honeybots are immune to fear and intimidation.

Made Man

Whether it's a low-level button man or a high-ranking syndicate captain, made men can be found anywhere in The City using extortion, bribery or other nefarious means to make their presence known.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Shooting d6, Streetwise d6, Intimidation d6

Pace: 6 **Parry:** 5 **Toughness:** 5

Gear: Pistol (2d6 Damage AP 1), Brass Knuckles (Str+1d4)

Special Abilities

Connected: Attempts to intimidate a Made Man are at -2.

Mastermind

Terrorist madmen, rogue military commanders, evil corporate executives, the world is full of megalomaniacs looking to fulfill their plans of domination.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Shooting d6, Notice d8, Investigation d8, Streetwise d6

Pace: 6 **Parry:** 5 **Toughness:** 5

Gear: Hidden Pistol (2d6)

Special Abilities

Contingency Plan - Masterminds always have a way out, opponents do not receive a free attack when the Mastermind retreats from combat.

Police Detective

Bigger crime scenes will attract higher ranking police, both in their initial investigation efforts and the long-term pursuit of an arrest, whether or not it's the actual guilty party.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Shooting d6, Notice d6, Investigation d6, Streetwise d6

Pace: 6 **Parry:** 5 **Toughness:** 5

Gear: Service Revolver (2d6 Damage AP 1), unmarked police car

Special Abilities

Alertness: Police detectives add +2 to Notice rolls to hear, see or otherwise sense the world around them.

Street Thug

Street thugs can be found just about anywhere, causing trouble, looking for a quick buck at someone else's expense or hiring themselves out as cheap muscle.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d6, Streetwise d6, Intimidate d6

Pace: 6 **Parry:** 5 **Toughness:** 5

Gear: Switchblade (str+d4)

Special Abilities

Armor: +1

SWAT Officer

Called when heavy firepower is required, the SWAT officer is well-armed, well-trained, and a little over-eager.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Shooting d8, Notice d6, Intimidation d6

Pace: 6 **Parry:** 5 **Toughness:** 6

Gear: M-16 Rifle (2d8, AP 2, Auto, 3RB), Body Armor (+2/+4)

Special Abilities

Marksman: If a Swat Officer does not move in a turn, they may fire as if they took the Air maneuver.

Super Soldier

Bionic enhancements, radiological exposure and other techniques have been used on these soldiers to enhance them in ways man was not meant to be enhanced. This tends to leave them a little unhinged.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d8, Vigor d10

Skills: Fighting d8, Shooting d8

Pace: 6 **Parry:** 5 **Toughness:** 5

Gear: X-Tech Rifle (3d6 Auto, 3RB)

Special Abilities

Armor: +2

Self Repair: Super Soldier may attempt a natural healing roll every round.