

CRIMINAL ELEMENT

A GAME OF DESPERATE DEEDS

NAME

KNACK

MOTIVE

VICE

TRAITS

RANK

N / E / M

N / E / M

N / E / M

N / E / M

N / E / M

N / E / M

N / E / M

N / E / M

TOOLS OF THE TRADE

THE CREW

TRUST

WOUNDS

MELTDOWN	DRAMA POINTS

THE DRAW

- Determine Initial Facing

Standard Facing: one card face up, one face down

Motive-Active: Both cards can be played face down

Vice-Active: Both cards must be played face up

Motive and Vice Active: one card face up, one face down

- Draw two cards, facing them accordingly.

- Draw one extra card for each Rank of your most appropriate Trait. Facing of Trait cards can be determined as each card is drawn but before the player looks at the card.

- Bet Drama Points on your hand, up to the number of face-up cards in your hand.

THE RETURN

Return starts at 1:1. Raise the Return by one for each following active condition.

- Motive: When a character is actively engaging his Motive in this action.

- Meltdown: When the character is in Meltdown when attempting the action.

- Drawing "21": If the player's final hand after discarding facedown cards is a "21".

ABUSING THE SYSTEM

- Bet Often:** The best way to gain DP in the game is by betting them. You should come out of the gate betting strong. Try and throw at least one DP on every action you draw a hand on.

- Bust... Alot:** It's the easiest way to control the action. If you flop over 21 you may be failing, but you're also failing by a lot less than if you had flopped under 21.

- Run for Cover:** It's the only way to get your defensive hands larger than two cards. Do it. It's a good way not to die.

- Reload:** It's the same thing as running for cover, just for shooting people. Do it at least once per fight.

- No Nicknames:** Callous bastard Directors the world over will always bump up the Wound count on any unnamed extra as soon as you give him a nickname. It's what we do. Try to avoid phrases like "How do you like that, Blondie!"

- Blaze of Glory:** So you killed one of the other PCs? No big deal. Now it's time to go out in a hail of bullets. Run outside, pull out your biggest gun and go buck wild. If you can, fail a whole bunch. That way the Spoiler PC can earn some DP from your imminent demise. It goes a long way to helping you get over the guilt of popping his favourite PC.

- Spend It All:** Most games of Criminal Element run somewhere between one and five sessions. You shouldn't bother holding on to all of those DP for a rainy day 'cause, if the Director's doing his job right, it's been tor-
rential since the beginning of the game.

THE CHEAT SHEET

DRAMATIC SHIFTS

MINOR SHIFTS - 5 DPs -

- "Backup Piece":** The use of this DS allows the PC to produce a small, minorly useful item from out of nowhere, as if it had been there the entire time.
- "Don't Look Now":** This Dramatic Shift forces one form of security to not see a character for one Round. This is normally due to some great bit of synchronicity.
- "Adrenaline Rush":** A PC employing this Shift gets a sudden burst of energy. Any Killing damage that a character has taken so far that Scene is turned into Bashing damage. This DS can only be used once per session.

MAJOR SHIFTS - 10 DPs -

- "I Know a Guy":** This Dramatic Shift introduces a character into the story that has information relating to one specific topic of the player's designation, or connections that will get him one piece of equipment that the player desires. This character will allow the Player to make a Requisition Draw for the desired knowledge or piece of equipment as if he had a Master-ranked related Trait. This can be used even after a character has already failed at getting the desired item or information previously. The Opposition Hand for this Draw is set by the Director just like it were any other hand.
- "Kevlar":** The damage done to a PC from a single attack is reduced to one point of Bashing damage. This does not "unwrite" the attack being successful, it just supplies a good reason as to why it did such minor damage. This DS can only be used once per session and must be used directly after the successful attack that the player wants to reduce.

MIRACULOUS SHIFTS - 15 DPs -

- "Flashbacking":** Using this DS allows the player to "freeze" the game at the moment that the DS is activated. From here he is able to go back to the end of any scene earlier in the same session and pick up where that scene left off, extending it. From here the PC is able to retroactively add in details that can change the tide for his future self. The Flashback ends as soon as the player makes one successful draw while in the past.
- "Not Dead Yet":** With this powerful Shift a Player Character ignores all of the damage a character has taken so far in a scene, as well as any damage that the character will take for the rest of the scene. This effect lasts until the end of the scene, at which time all of the damage that the character has had inflicted on him is applied in full. This normally results in a dead PC. A player may only use this DS once per scene.